

**GRAVESEND & DISTRICT INDOOR GAMES LEAGUE
GENERAL RULES FOR SNOOKER & BILLIARDS**

SECTION 1:

RULE 1:

NAME:

The League shall be known as "The Gravesend and District Indoor Games League" and shall comprise of bona-fide clubs situated within a Twelve mile radius of the Clocktower, Gravesend.

RULE 2:

OFFICERS:

The Officers of the League shall consist of a President, Chairman, Secretary, Treasurer and other such officials as may be deemed necessary to conduct the affairs of the League. With the exception of the Secretary & President all Officers shall hold office for two years after election at the Annual General Meeting and shall be eligible for re-election. The Secretary shall hold office until he is requested to terminate by the committee, or by his own resignation. The President's post is an honorary position to recognise their contribution to the league. The holder of this post is decided by the officers of the league (excluding president) and the holder is nominated on a Bi-annual basis at the A.G.M. The number of times any person can become the president is not limited, but the office cannot be held by the same person on consecutive Terms.

RULE 3:

COUNCIL

The League shall be governed by a council consisting of a Chairman, Secretary and Treasurer and two representatives from each club who are currently participating in the league.

RULE 4:

COUNCIL MEETINGS:

Council Meetings shall be held on the first Monday of each month or Bi-monthly at the secretaries' discretion at a venue agreed by the committee during the playing season, which terminates on the day of the presentation of trophies. The Secretary shall be responsible for reminding the Council of such meetings. If there is a month where no meeting shall take place the Secretary will send any relevant information, such as cup draws etc, in an email to the League Representatives of each club.

RULE 5:

ABSENCE OF COUNCIL:

Any club not represented at two consecutive council meetings, without giving prior notification of absence to the league secretary, shall be fined. (See Appendix "B").

RULE 6:

ANNUAL GENERAL MEETING:

The Annual General Meeting shall be held no later than the third Monday in August each year. The chair shall be taken by the Chairman, or in his absence, by the existing President. The business to be transacted shall be: -

- (1) To confirm the minutes of the previous A.G.M.
- (2) To receive, and if approved, adopt the Secretary's report and treasurer's statement.
- (3) To elect officers for the forthcoming year (if necessary). (A secret ballot will be held if more than one person volunteers for any one position.)
- (4) To consider and decide proposals for alterations to rules properly brought before the meeting. Such proposals to be submitted to the secretary in writing at least 28 Days before the A.G.M. or an E.G.M. called for that purpose. and must be placed before the rules committee for their consideration. Once approved by the rules committee these will be circulated to all club representatives in draft form not less than 7 Days before the meeting called for that purpose.
- (5) Any other business.

RULE 7:

NOTICE OF ANNUAL GENERAL MEETING:

Notice of the A.G.M. together with a copy of the accounts and proposals for alterations to rules shall be sent to the representatives of each club 14 days before the date of the meeting

RULE 8:

VOTING:

At any meeting of the council, every participating club has 2 votes; however 2 representatives from each club must be in attendance at that meeting to be able to use both votes. (I.e. if only 1 representative is in attendance then they only have 1 vote and if more than 2 representatives are present then only 2 people can vote.) When voting on the Formation of Divisions at the AGM each registered league team will be able to cast 1 vote, however a member of the team **MUST** be in attendance to be able to exercise that vote. No one will be able to vote on their behalf.

The Secretary shall have the casting vote in any tied decision if he wishes to exercise this right.

RULE 9:

REGISTRATION:

Every player must be registered. All participating league players must be members of the club that they represent. No player shall register for more than one club in any one season. No registrations will be accepted after 1st January.

RULE 10:

COMPETITIONS:

The League Council shall organise the following competitions in addition to the snooker league each season: -

Lee Ford Snooker Handicap;
Gary Webb Memorial Shield;
Henry Fidge Memorial Trophy;
Fred Osbourne Memorial Trophy;
Jack Harvey Memorial Cup;
Cross Snooker Cup;
Hodge Snooker Cup;
Individual Billiards Handicap;
Albery Billiards Cup.
Mick White Memorial Cup (First Division only)

Whether these competitions actually take place is at the discretion of the league secretary with the consent of the league committee depending upon the number of entries. The draws for these competitions will be done between the three officers of the committee. The date of this draw will be advertised on the league website for all to attend if they so wish. This draw will also be streamed live via our Facebook page providing it is possible to do so.

RULE 11:

FEES:

Fees are payable for each participant & Team entering in the league and/or cup competitions in accordance with Appendix A.

As from the 2008/2009 season all League Registration Fees must be paid before the commencement of the season & **NO LATER**. At the last meeting the Secretary will hand out the registration forms. These must then be filled in & sent back to the Secretary before 1st July so that all invoices can be sent out before the AGM. All fees must be paid before the AGM. All fees are non-refundable unless specified by the league committee. Failure to do this will result in non paying teams not being entered into the league for that season & fined in accordance with Appendix B.

RULE 12:

IRRESPONSIBLE BEHAVIOUR:

Irresponsible behaviour shall carry a fine (See Appendix "B") or suspension of player, or both. The League Council shall decide on any such action. Any complaint must be received by the league secretary in writing within 7 days of the event and will be discussed at the next meeting provided the accused has been notified and has the opportunity to make representations at that meeting. Any League member that verbally or physically abuses any other member will automatically receive a ban. Any League member that receives a ban must apply to the committee in writing before the commencement of the following season if they wish to re-register.

RULE 13:

MORE THAN ONE TEAM:

When a club enters more than one league team, such teams shall be designated A, B, or C etc. respectively. In Cup Competitions teams shall be named on the draw sheet. Players are not designated registered for any one club until they have played for a team or represented them in any competition, and once registered they shall not be eligible to play for any other team or club except with prior authority of the Council under rule 14. During the season, any team wishing to switch venue must obtain prior permission of the council by making an application in writing to the league secretary in the usual way.

RULE 14:

TRANSFERS:

Any player who has not represented a club in a league match or competition within two months of the date of his/her registration or the first league match of the season, whichever is the later date, shall be entitled to apply to the council to have his/her registration cancelled.

If the council accede to the request, he/she shall be entitled to apply for registration as a playing member of another club. Once they have played 2 or more games for one team they cannot swap, without prior express consent of the league committee. This MAY be overruled by consideration under Mitigating Circumstances by the League Council.

Any such application for cancellation must be in writing to the League Secretary within fourteen days of the expiration of the period of two months as specified above.

No player shall be entitled to make more than one such application during any one season. No refunds will be given for cancellation of membership.

RULE 15:

CLUBS OR TEAMS WITHDRAWING: RE-REGISTRATION:

Should a club or team for any reason be obliged to withdraw from the league, registered players for such clubs or teams shall not be eligible for re-registration for another club or team during the season.

RULE 16:

CLUBS OR TEAMS WITHDRAWING:

When clubs or teams withdraw from the League, all previous results of these clubs or teams shall be expunged from the League tables. (I.e. remaining teams will be placed in the position as if they had not played the withdrawing team.)

Players associated with these clubs or teams will be disqualified from entry to all other competitions organised by the League during that season, unless expressly authorised by the League council.

Should a club or team withdraw from the league without reasonable justification they May be automatically banned from entering the following season. If the said club or team wish to re-enter the season following their ban they must apply in writing to the committee (via the League Secretary) before the A.G.M.

RULE 17:

DAYS OF PLAY:

- | | |
|---------------------|-------------------------------------|
| (1) SNOOKER LEAGUES | - THURSDAYS |
| (2) ALBERY CUP | - To be decided by League Secretary |
| (3) HODGE CUP | - To be decided by League Secretary |

ALL FIXTURE LISTS SHALL BE STRICTLY ADHERED TO, There are to be **NO POSTPONEMENTS.** You can however with the agreement of the opposing team arrange to play your fixture BEFORE the specified League date. This **MUST** be agreed by the League Secretary first. Postponements will **ONLY** be considered in Extreme Circumstances. Not having sufficient players is not an exceptional circumstance.

A team who has **2** or more players **MUST** play the game on the correct night specified or before or they forfeit all 5 points **and** receive a fine in accordance with "Appendix B".

Exceptional circumstances include (but not exclusively) illness, severe weather conditions and death of a player/close relative.

Any abuse of the above rule as deemed by the League Council shall result in a fine in accordance with "Appendix B" for unreasonable behaviour.

RULE 18:

FAILURE TO APPEAR: Any team failing to appear at a particular fixture and who cannot provide reasonable excuse shall forfeit all points for that fixture **AND** be fined. (See Appendix "B") The opposing team will be awarded 5 points.

Any player or team who fails to appear at any stage in a competition without providing a written reasonable excuse within 7 days of the fixture shall forfeit their entry into that competition **AND be fined. (See Appendix "B") The opponent shall be automatically through to the next round of the competition. If a player fails to appear at a final without providing a written reasonable excuse within 7 days of the fixture they shall be fined. (See Appendix "B") Wherever possible, notice of non-attendance must be given prior to the date of the final.**

RULE 19:

INELIGIBLE PLAYERS: Any club playing an ineligible player shall forfeit all points gained by such player **AND** be fined. (See Appendix "B"). The player in question **WILL NOT** be allowed to register or play for any club, regardless of the date, for the rest of that season. In addition all opposing teams shall be awarded all points gained by such a player.

RULE 20:

EMPLOYEES OF CLUBS: Any club employee shall be eligible to play for the club by which he/she is employed as long as they are registered with the league.

RULE 21:

PROTESTS: All protests shall be made to the Leagues Council in writing within 7 days of the incident in question. The League Secretary shall immediately inform the club concerned. Such protests must be accompanied by a fee (See Appendix "A"), which will be refunded if the protest is upheld, but will be forfeited if the protest fails. A protest without a fee will not be considered.

RULE 22:

TROPHIES: All Main league & Competition trophies remain the property of the League. These trophies will be handed out at the AGM if the winning player/teams are in attendance and shall be held by the winner until the first council meeting of the season where they **must** be returned in **GOOD CLEAN CONDITION** to the League secretary. The League Secretary is responsible for the annual distribution and re-distribution. If a league trophy is not returned in the same condition the holder(s) will be liable for the costs of the repair. Once all trophies are returned they automatically become the responsibility of the League Secretary who will keep them in a secure cabinet at the headquarters of the league until the following AGM.

RULE 23:

AMENDMENTS: These rules may be amended, modified or removed once considered by the rules committee. See rule 6(4). The rules committee will consist of the League Chairman, League Secretary and League Treasurer together with 2 other officers from different clubs who are members of the league and are elected Bi-annually at the Annual General Meeting or an EGM called for such a purpose. ("See Appendix C")

RULES FOR SNOOKER & BILLIARDS

SECTION 2:

RULE 24:

GOVERNING RULES: Billiards and snooker competitions shall be conducted in accordance with the laws of billiards and snooker, as laid down by the World Professional Billiards and Snooker Association. (WPBSA)

All games shall be played on a standard table using balls, which conform to current specification of the WPBSA. Tables should be brushed and ironed prior to commencement of all league matches and competitions.

RULE 25:

NUMBER OF TEAMS: In the league competition, clubs may enter a maximum of 2 teams for each full-size table that they are to use.

RULE 26:

PLAYER DETAILS: Every club must provide the secretary with a contact name, address and telephone number for each player, team and club. The club contact number and details will be annexed to the rules and will be distributed annually to every club following the AGM. ("See Appendix D"). Every other individual's details will remain undisclosed and only for the Secretaries records. Failure to provide these details will result in non registration.

RULE 27:

SNOOKER LEAGUES – METHOD OF PLAY: Snooker league teams shall consist of a minimum of 3 players, the format to be as follows: -

4 Singles Frames and 1 Pairs Frame.

1 point shall be awarded for each frame won. (I.e. 5-0, 4-1, 3-2.)

A trophy will be awarded to the leading players of both divisions as well as the leading doubles pairs from both divisions.

In the event of a tie at the end of the season then the team having won most matches shall be deemed to have won. Should there still be a tie after this a play-off shall take place at a neutral venue.

If a two League format is in place at the end of each season 2 clubs will be promoted to the league above and 2 clubs will be relegated to the league below. The top 2 clubs shall be promoted to the above league automatically. The bottom 2 clubs shall be relegated to the league below automatically. If an alternative format is played the Secretary and/or Committee reserve the right to alter the number of teams promoted and relegated.

Any alterations to the league format must be authorised by the committee, and except in exceptional circumstances, shall be prior to the league commencing.

All players must play a minimum of 5 league games in any one season to be eligible to claim a trophy should their team win one (i.e. league winners or runners up.)

RULE 28:

TIMES OF COMMENCEMENT: Snooker League teams should be ready to commence matches no later than 7.30pm. If however, a member of the opposing team is at the required venue earlier than the specified time, it is possible to start the match early. This is providing that the Home team are in agreement of the early commencement. The Time of commencement **MUST** be entered on the results card.

Hodge Cup and Albery Cup matches should commence at 7.30pm. Any disputes must be made to the League Secretary in writing within 7 days.

RULE 29:

RESULTS: Captains of teams will determine the order of play on the evening of the fixture. There shall be no waiting between Frames. The Full names of the players must be entered on the results card, home team first, and amendments are to be settled between opposing captains **BEFORE** play commences. In the event of teams arriving for a match with 3 players, either home or away, a draw can be made to see who will play the Fourth frame. If any player is not ready to commence play at the beginning of their game

they automatically forfeit that frame and their opponent will be awarded the point. If a team is more than Ten minutes late to a match the opposing team may claim the first frame.

The "time of commencement" of the match will also be entered on the results card. The card when completed shall be signed by both captains AND FORWARDED TO the League Secretary.

The result **MUST** be phoned, texted or emailed via the League Website to the League Secretary within 48 hours of the completion of play by the **WINNING TEAM** captain. A full copy of the result card **MUST** be forwarded to the League Secretary within the 48 hour time frame either by text, email, Whatsapp or through our website. **Failure to do so WILL result in the winning team being deducted 2 points and a fine in accordance with "Appendix B"**

RULE 29.1:

THE DRAW: In the event a team only has three players on a league match night, a draw may be made to decide who gets to play the fourth frame. The draw must be done using the draw sheet which is attached to the scorecards. ALL players in the team **MUST** enter the draw. E.g. if three players turn up, all three players **MUST** enter the draw, this is the fairest way. The team with only three players must write their names down on the draw sheet located on the scorecard. This will then be torn off of the scorecard and then the individual names be torn off and folded in a way that no name can be seen. The opposing captain will then pick a name at random from the folded names and that player will then play the fourth frame. If both teams have only three players then both teams can participate in a draw to decide the fourth player. In all cases the opposing teams' captain **MUST** pick the name from the folded paper. If a team has two players then a draw may be made for the third frame only. The fourth frame **MUST** be given as a "No Show" in favour of the opposing team. If a team knows they do not have four or more players then they **MUST** be at the venue in plenty of time to do the draw and still start the match no later than 19:30. There will now be **NO POSTPONEMENTS**. The Secretary reserves the right to allow a postponement if he deems it to be in extreme circumstances.

RULE 30:

CUP MATCHES: In accordance with rule 10 cup matches will take place each season. If no claim is received by the closing date, both players will be eliminated from that competition. **Players failing to submit results by the closing dates of rounds shall also be eliminated.** All competitors **MUST** put a direct contact number on the entry form. In order for a player to be deemed the winner of a competition he must have played at least one round other than the final. If a finalist fails to show for that final, then the match will be re-scheduled and the losing semi-finalist who played the player, who did not show up, will take his place. Any home player who fails to make contact with their opponent will be fined in accordance with appendix B unless they have notified the league secretary at least 7 days prior to the expiry date of that round that they have been unable to contact their opponent. Entrants **Must** play at least 5 League games to be eligible for entry to a competition, however this **MAY** be overlooked at the Secretaries/ Committees discretion.

INDIVIDUAL BILLIARDS HANDICAP: All rounds to semi-finals 200 up plus handicap. Semi-final and Final 400 up plus (handicap times two).

ALBERY BILLIARDS CUP: The first two players commence the game and play until one reaches 100 points, the second pair take over until one reaches 200 points, the final pair then carry on until one reaches 300 points, whose team shall be deemed the winners.

The order of play should be such that the best players in the team are left to play the final leg.

HODGE SNOOKER CUP: Teams shall consist of three players. Each player shall play two frames against his opponent, with a point awarded for each frame won. In addition an extra point shall be awarded to the player achieving the highest aggregate score over the two frames, making each of the three games worth 3 points. Total 9 points. Players are to keep a note of each score from each frame. If it helps individual players/teams, then before the commencement of the second frame of the pairing the score difference can be placed on the scoreboard, thus enabling the player that is trailing to see his/her deficit. This however is just a suggestion therefore not mandatory. The first team reaching five points shall be deemed the winners. Players will toss a coin to decide who breaks in the first frame and then breaks will alternate.

OTHER SNOOKER COMPETITIONS:

All rounds.	Best 2 of 3 frames.
Semi-Final & Final	Best 3 of 5 frames.
Lee Ford Snooker Handicap	Open to all registered players.
Gary Webb memorial Shield	Open to all registered players.
Henry Fidge Memorial Trophy	Open to any League player & anyone under 21 years old that has a relative registered in the League.
Jack Harvey Cup	Open to registered players over 50 years of age.
Fred Osbourne Memorial Trophy	Open to registered players over 60 years of age.
Cross Snooker Cup	Teams shall consist of 2 players playing together as partners and selected from the registered players of the competing club.
Mick White Memorial Cup	Open to all teams in the First Division <u>ONLY</u> . Best of 5 Frames Run the same format as the main Snooker League.

It is the responsibility of the player/team drawn at home to give their opponents 3 dates on which the match can be played before the closing date of the round. The home Player/Team must span the 3 dates over at least a two week period & not be consecutive days. Contact **MUST be made by the home player/team & a date for the fixture agreed & played by the closing date on the draw sheets. Failure to comply with this rule will result in the match being awarded to the away player/team providing a written claim is submitted.**

All players/teams that are drawn at home in any cup match **MUST play at the venue they are registered for in the League. Exceptions to this rule will only be considered in extreme circumstances and granted by the Secretary/Committee**

RULE 31:

MARKERS: Every league game must be controlled by a marker whose decision is final. All competitions may be controlled by a marker. ALL finals **MUST** have a marker/s.

RULE 32:

VENUES: All finals of all trophy competitions are to be played on neutral ground at the secretaries discretion, the venue will provide a marker unless prior arrangement has been made with the league council. If both finalists are from the same club and if they are both happy to do so then the final can be played at their home venue.

RULE 33:

FINALS: Arrangements for Competition Finals must be made through the League Representative of the Hosting club/s. The League Representative shall also be responsible for advising the League Secretary of the result of Finals held within the club he represents. Main trophies may be on display at the relevant final.

RULE 34:

HIGHEST BREAK: At the discretion of the league committee a trophy will be awarded to the player who attains the highest break of the season in a league match. This will cover all leagues, however a separate trophy may be considered if a break of recognition is made by a player from a lower division upon the assent of the majority decision of the league committee. Competitions and billiards matches are not included but a separate award in recognition may be made upon the assent of the majority decision of the league committee.

THESE RULES ARE AGREED EVERY YEAR AT THE ANNUAL GENERAL MEETING.

I certify that this is a copy of the rules as agreed at the EGM on Monday 11th March 2019

Signed _____ League Chairman

Dated _____

Signed _____ League Secretary

Dated _____

Signed _____ League Treasurer

Dated _____

APPENDIX "A"

FEES:

Team Registrations:		£30.00 per team
All Competitions:		£3.00 per player per entry
Therefore:	Cross Cup	£6.00 in total
	Hodge Cup	£9.00 in total
	Albery Cup	£9.00 in total
Entering a Formal Protest		£10.00

These figures are correct as of the 2019/20 Season.

APPENDIX "B"

FINES:

Absence of Council meeting (Rule 5):	£10.00
Irresponsible Behaviour (Rule 12):	£20.00
Teams Failing to Appear (Rule 18):	£10.00
Failure to appear for competitions (Rule 18):	£10.00
Failure to appear for finals (Rule 18):	£20.00
Short Notice Given (Rule 18):	£10.00
Ineligible Players (Rule 19):	£15.00
Failure to notify the League Secretary of a result (Rule 29)	£10.00
Failure to pay League or Competition Entry on time	£10.00
Failure to contact an opponent or alternatively notify the League Secretary	£10.00

Absence of council meeting fine is an initial £10 but will inflate by increments of £5 for continuing non-attendance

These figures are correct as of the 2019/20 Season.

APPENDIX "C"

RULES COMMITTEE:

SECRETARY: Aaron Lecheminant

CHAIRMAN: Keith Matthews

TREASURER: Ben Sizer

Non-Executive: Roger Knowles

Non-Executive: Stephen Hills

G&DIGL