

MONDAY TEAM LEAGUE

Most rules apply to League and Cup matches, however for Cup match variations, see Rule 10

1. Match Rules

1.1 All frames will be played in accordance with the 'Official Rules of Snooker' as published by the WPBSA. The only exception is that we will play the 3 Miss Rule rather than the official 'Foul and a Miss' rule which will not be played.

The 3 Miss Rule:

- a) In the 3-miss rule, a miss is always a miss. No matter how close the cue ball comes to the object ball, if it misses then a miss will be called.
- b) The non-striker has the option after the initial and second unsuccessful attempt to either play on from where the cue ball has finished, have the cue ball replaced to its original position or ask his opponent to play from where the cue ball has finished.
- c) If the third and final attempt is unsuccessful then play will continue as normal with the following options. Play from where the cue ball has finished or ask your opponent to play from where the cue ball has finished.
- d) When there was a clear path in a straight line from the cue-ball to a ball that was on or that could have been on, such that central, full-ball, contact was available (in the case of Reds, this to be taken as a full diameter of any Red that is not obstructed by a colour), then the offender shall be warned by his opponent (or referee if there is one) that a third failure will result in the frame being awarded to his opponent.
- e) The frame will not be awarded if the opponent (or referee) failed to issue such a warning.

1.2 Match tables should be brushed and ironed in preparation for the match

1.3 It is the responsibility of the home team to referee all frames in a match. It is accepted that this might not always be possible, therefore the following options are acceptable:

- a) A member of the opposition team.
- b) A non-playing club member.
- c) The frame to be self-officiated by the players themselves.

1.4 The scoreboard is the sole responsibility of the referee, any errors made cannot be rectified once a frame has finished.

1.5 The referee's decision is final and should always be respected by the players.

2. Teams will consist of 2, 3, 4, 5 or 4 players for all league matches.

2.1 Teams who cannot field at least 2 players shall concede the match to their opponents.

- 2.2 All players should have an official handicap from the league organiser.
- 2.3 Any player(s) without an official league handicap can play without penalty but must be named by the captain before the match starts. **Any player(s) used without an official league handicap will be given a handicap of -21.**
- 2.4 No player can play for more than one club in any season. Penalty – frames played awarded to non-offending team.
- 2.5 No player is allowed to play for more than one team on the same night. Penalty – frames played awarded to non-offending team.
- 2.6 A player has the freedom to play for any team from the same club subject to the following restriction:
- 2.7 Once a player has played for a team from the same club in the KO Cup or Plate he will be tied to that team for the remainder of the Cup / Plate competition. Penalty – frames played awarded to non-offending team.
- 2.8 Main tour professionals are ineligible to play in the Monday team league. Penalty – frames played awarded to non-offending team.

3. The match shall be between two teams of at least two players per team.

- 3.1 Whilst the format is suitable for playing on one table, two tables can be used if the home team can procure the use of two tables. In these circumstances, players may have to referee their matches between themselves.
- 3.2 All frames will be handicapped using each player's individual league handicap.
- 3.3 **A team can play either 2, 3, 4, 5 or 6 different players in a match.**
- 3.4 All five frames must be played. A total of 6 points are available if a team wins all five frames (1 point per singles frame, 2 points for the pairs frame).
- 3.5 Order of play
- Frame 1 – Singles frame
Frame 2 – Singles frame
Frame 3 – Scotch pairs frame (see below)
Frame 4 – Singles frame
Frame 5 – Singles frame
- Scotch Pairs**
- Players in a team will play alternative shots at all times, eg. if player A pots a red, Player B then comes to the table and pots a colour. Player A then returns to the table and pots a red, and so on.
 - Players are allowed to confer at all times in this version of pairs.
 - The pair will use the handicap of the best player, eg. if player A is a +7 handicap and player B is a +14 handicap, the pair will play off a handicap of +7.
- 3.6 Any frames not completed on the night for reasons other than player absence will be recorded on the team-sheet as a no-result and will not be included in the final score-line.

- 3.7 Teams have the flexibility of using between 2 to 6 players in a match, the only condition being that **no player can play more than 2 singles frames in one match.**

Examples

2 player team

Each player will play 2 singles frames and the Scotch Pairs frame (3 frames in total)

3 player team

2 players could play 1 singles frame, the 3rd player could play 2 singles frames. Any 2 of the 3 players can team up to play the Scotch Pairs frame.

4 player team

Each player could play 1 singles frame and then 2 of the players can team up to play in the Scotch Pairs frame.

5 player team

4 of the players could play 1 singles frame each and then the 5th player could team up with the best performing player in the Scotch Pairs frame.

6 player team

4 of the players could play 1 frame each, then the other 2 players can team up to play in the Scotch pairs frame, so that all 6 players have played 1 frame each.

There are many more possibilities, which is the beauty of this flexible format.

4. All matches will start at 7.30pm.

- 4.1 Both teams should have at least 2 players available to start at 7.30pm. Teams will allow 15 minutes for at least 2 players to show, if no show by 7.45pm then one of the singles frames shall be claimed by the non-offending team. At 8.00pm a second singles frame shall be claimed. If by 8.15pm at least 2 players have not arrived, then the match shall be claimed by the non-offending team and a 2-point penalty will be incurred by the offending team.

5. No postponements are allowed except in extreme circumstances (e.g., Severe weather, floods, power failure). Any other reason will be the decision of the League Organiser.

- 5.1 Any team that is unable to field a team (less than 2 players) should contact and inform the opposition Captain and League Organiser no later than 6:30pm on the day of the match to avoid a points deduction penalty.
- 5.2 Failure to inform the opposition Captain and League Organiser before 6:30pm on the day of the match will see the offending team deducted 2 points.

6. The home team will provide the scoresheet and write their players down in order of play (frames 1-5). This will not be shown to the away Captain until they have submitted their order of play (blind draw).

- 6.1 The number of players available to each team should be ascertained before the blind draw takes place.
- 6.2 All frames shall be played in the order set out in Rule 3.5 above.

- 6.3 It is the duty of both Captains to check and agree that the scoresheet is correct before play starts and also at the end of the match. Once both Captains agree that the final scoresheet is correct the result is final. Any handicap oversights cannot be rectified once the respective frames have been played.

POST MATCH RULES

7. It is the duty of the home team to submit the result within 48 hours of the match being played.

- 7.1 Results should be submitted to the League Organiser by WhatsApp, Facebook Messenger, Text Message or Email. Results must include the overall score-line, the full names of all players involved in the match and each of the frame scores.
- 7.2 The simplest way to submit the result is to take a photograph of the final scoresheet and send it to the League Organiser.
- 7.3 Anybody who played a match without an official league Handicap will be issued with their Handicap in time for the next fixture.

8. One point will be awarded for each of the four singles frames won and two points will be awarded for winning the pairs frame.

- 8.1 League position will be decided in order of the following importance.

- 1) Points Gained
- 2) Frame Difference
- 3) Head-to-Head aggregate scoreline (e.g., 8-4 over 2 matches)
- 4) Play-off – please note this will only be used to decide the following: Championship / Runner-up / Relegation (Any play-off matches will be played at a neutral venue).

9. OTHER RULES

- 9.1 The entrance fee for each team for the season is £25. This must be paid by 30 November 2022.
- 9.2 Payment can be made online by credit/debit card or bank transfer at www.nottinghamsnooker.com/product/mtl/
- 9.3 Failure to meet the deadline for payment will see the offending team scratched from the league.
- 9.4 The League Organiser reserves the right to refuse entry.
- 9.5 The League Organiser reserves the right to add or amend these rules at any time.

10. CUP MATCHES

- 10.1 Cup matches are a race to 3 frames (best of 5).
- 10.2 Order of play is as per league matches (rule 3.5) but as soon as a team has won 3 frames, the match ends. It is therefore possible for a match to end after the 3rd frame (pairs frame) if a team has won both singles frames and the pairs frame.