

MONDAY TEAM LEAGUE

1. Match Rules

1.1 All frames in the League and both the KO Cup competitions 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. We do recognise 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 or 4 players for all league matches.

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

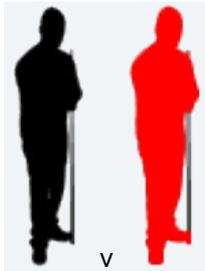
2.2 All players should have an official handicap from the league organiser.

- 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 classed as a -21 player for handicapping purposes.
- 2.5 No player can play for more than one club in any season. Penalty – frames played awarded to non-offending team.
- 2.6 No player is allowed to play for more than one team on the same night or season. Penalty – frames played awarded to non-offending team.
- 2.7 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 two players per team.

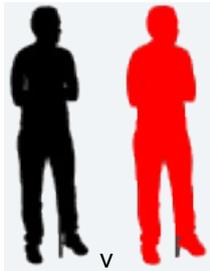
- 3.1 Whilst the format is suitable for playing on one table, two tables can be used if the home team can procure the use of two tables. In these circumstances, players may have to referee their matches between themselves.
- 3.2 All frames will be handicapped using each player's individual league handicap.
- 3.3 A team can play either 2, 3 or 4 different players in a match. No more than 6 different players can be used by a team in total throughout the season.
- 3.4 All five frames must be played. A total of 6 points are available if a team wins all five frames.
- 3.5 Order of play

Frame 1: Team A (player A) v Team B (player A)



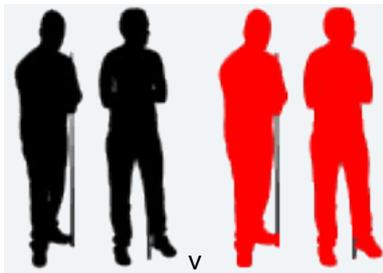
One point will be awarded to the winning player's team.

Frame 2: Team A (player B) v Team B (player B)



One point will be awarded to the winning player's team.

Frame 3: Team A v Team B (alternate shot doubles, conferring allowed)



For this frame, a team can use a pairing consisting of either of the following:

- a) Player A & Player B
- b) Player A & a 3rd player
- c) Player B & a 3rd player
- d) A 3rd player & a 4th player

Players in a team will always play alternative shots, e.g. 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.

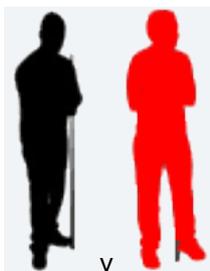
Players are allowed to always confer in this version of pairs.

The pair will use the handicap of the best player, e.g. if player A is a +7 handicap and player B is a +14 handicap, the pair will play off a handicap of +7.

Two points will be awarded to the winning player's team.

We now revert to singles again, but this time the players play the other player from their opponents' team.

Frame 4: Team A (player A) v Team B (player B)



One point will be awarded to the winning player's team.

Frame 5: Team A (player B) v Team B (player A)



One point will be awarded to the winning player's team.

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 No player shall play more than 3 frames in a match. Penalty – any extra frame(s) contested by a player will be awarded to the non-offending player. If both players are at fault, then a no-result will be recorded.

4. All matches will start at 7:30pm.

4.1 Both teams should have at least 2 players available to start at 7:30pm, any players not available to play when required to do so will forfeit their frame(s) to the non-offending team except for rule 5.2.

4.2 Teams will allow 20 minutes for at least 2 players to show, if no show by 7.50pm then one of the frames shall be claimed by the non-offending team. At 8pm a second frame shall be claimed. If by 8:15pm a team has not arrived, then the match shall be claimed by the non-offending team and 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 he has submitted his 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 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 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).

- 8.2 All League Fixtures / Tables / Player Standings/ High Breaks/ Cup draws / Announcements will be published by the league organiser.

9. OTHER RULES

- 9.1 The entrance fee for each team for the season is £30. This must be paid by 24th September 2023.
- 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 any provisional rules or penalties required in-season.