

TUESDAY TEAM LEAGUE

1. Match Rules

1.1 All frames in the 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 4, 5, 6, 7 or 8 players for all league matches.

2.1 Teams who can only field 3 players shall concede 2 frames to their opponents.

2.2 Teams who can only field 2 players shall concede 4 frames to their opponents.

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

- 2.4 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.
- 2.5 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. Penalty – frames played awarded to non-offending team.
- 2.7 A player has the freedom to play for any team from the same club subject to the following restriction:
- 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 Tuesday team league. Penalty – frames played awarded to non-offending team.

3. All League matches will consist of 8 singles frames.

- 3.1 A minimum of 2 tables must be used for all league matches.
- 3.2 All frames will be handicapped using each player individual league handicap.
- 3.3 Players can play in any order regardless of handicap.
- 3.4 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.
- 3.5 No player shall play more than 2 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. Teams will allow 15 minutes for at least 2 players to show, if no show by 7.45pm then one frame shall be claimed by the non-offending team. At 8.00pm a second 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 (if a league match).

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 3 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 (League matches only).

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 1-4 for each table). This will not be shown to the away Captain until he has submitted his order of play for the 2 tables (blind draw).

6.1 The number of players available to each team should be ascertained before the blind draw takes place.

6.2 If rule 6.1 is not adhered to the team that has the full 4 player quota shall not be disadvantaged by the blind draw against a team with less than 4 players e.g., the blind draw could see a 4-man teams best player miss out on playing due to the luck of the draw. Should this scenario arise then the team with the full quota of players has the right to call for the blind draw to be done again.

6.3 All frames shall be played as in the running order of the scoresheet. (Please ensure that should you have a player turning up late that you list them further down the playing order to avoid falling foul of rule 4.1).

6.4 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 this has been agreed.

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. Two points will be awarded for a win, 1 for a tie and 0 for a loss.

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/ttl/
- 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.