

# MONDAY TEAM LEAGUE

## 1. Match Rules

1.1 All frames will be played in accordance with the 'Official Rules of Snooker' as published by the World Professional Billiards & Snooker Association (WPBSA) apart from two exceptions which must both be observed in all frames in the team league: the "three-miss rule" (rather than the official "foul and a miss" rule); and the "mercy rule".

### 1.1.1 The Three-Miss Rule

- (a) A first failed attempt to hit a ball 'on' is always a 'miss' (unless there is a snookers-required situation), no matter how close the cue ball comes to the object ball. A 'miss' will be called and the incoming player will have the choice of playing from where the balls have finished, asking his opponent to play from where the balls have finished, or having the balls replaced to their original positions and his opponent playing from there.
- (b) If the balls were replaced to their original positions then a second failed attempt to hit a ball 'on' is also always a 'miss' (unless there is a snookers-required situation), no matter how close the cue ball comes to the object ball. A 'miss' will be called and the incoming player will have the choice of playing from where the balls have finished, asking his opponent to play from where the balls have finished, or having the balls replaced to their original positions and his opponent playing from there.
- (c) If the balls were replaced to their original positions again then:
  - (i) so long as the referee is satisfied that a genuine attempt was made to play a ball 'on' (regardless of how difficult the intended shot was and/or much it "missed" by), a third failed attempt is never a 'miss'. Play will continue as normal with the incoming player having the choice of playing from where the balls have finished or asking his opponent to play from where the balls have finished. If the referee is not satisfied that a genuine attempt to play a ball 'on' has been made then a 'miss' will still be called (unless there is a snookers-required situation) and the incoming player will have the further option of having the balls replaced to their original positions and his opponent playing from there.
  - (ii) if a ball 'on' (or a ball that could have been 'on') could have been hit, full ball (in the case of reds, this to be taken as a full diameter of any red that is not obstructed by a colour) by way of a straight-line shot then the offender shall be warned by the referee (or his opponent, if there is no referee) that a third failure will result in the frame being awarded to his opponent. The frame will not be awarded if the referee (or opponent) failed to issue such a warning.

### 1.1.2 The Mercy Rule

If at any point the player (or pair) at the table needs four or more standard fouls (plus all the balls left on the table, including blacks with any reds) to tie then he is obliged to concede the frame immediately.

[A standard foul is: six points, if only pink and black are left on the table; five points, if only blue, pink and black are left; or four points, otherwise]

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; or
- 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 6 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 play off scratch (0).**

2.4 No player can play for more than one team in any season. Penalty – frames played awarded to non-offending team.

2.5 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 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 10 points are available if a team wins all five frames (1 point per frame; 5 points for the team winning the match).

3.5 The order of play will be as follows:

<u>Frame</u>	1	Singles frame
	<u>2</u>	Singles frame
	<u>3</u>	Scotch-pairs frame (see below)
	<u>4</u>	Singles frame
	<u>5</u>	Singles frame

### **Scotch Pairs**

- The pair will use the mean average of the two players' handicaps, e.g. if player A is a 24 handicap and player B is a 32 handicap then the pair will play off 28
- Players are allowed to confer at all times
- Players in a team will play alternative shots at all times, e.g. if player A pots a red then player B comes to the table and plays a colour; if player B pots the colour then player A returns to the table and plays a red; and so on
- Where a pair fouls and is asked to play again from where the balls have finished, the same player that fouled will play again

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 two to six players in a match, the only condition being that **no player can play more than two singles frames in a match.**

### Examples

#### **2 player team**

Each player will play two singles frames and the Scotch pairs frame (three frames each in total)

#### **3 player team**

Two players could play one singles frame each, the third player could play two singles frames. Any two of the three players can team up to play the Scotch pairs frame

#### **4 player team**

Each player could play one singles frame and then two of them team up to play the Scotch pairs frame

#### **5 player team**

Four of the players could play one singles frame each and one of them team up with the fifth player in the Scotch pairs frame

#### **6 player team**

Four of the players could play one singles frame each and the other two players team up to play the Scotch pairs frame, so that all six players have played in one 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 5-point penalty will be incurred by the offending team.

### **5. No postponements are allowed except in extreme circumstances (e.g. severe weather, 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 two 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 5 points.

### **6. The home team will provide the scoresheet and, before each frame, write their player(s) down for only the next frame. This will not be shown to the away Captain until he has submitted his player(s) for that frame.**

- 6.1 It is the duty of both Captains to check and agree that the scoresheet is correct before each frame 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 captain of the winning team to submit a photograph of the completed match sheet to the team-captains WhatsApp chat by no later than noon the day after the match.**

7.1 Matchsheets must be fully filled out and must include the overall match score, the full names of all players involved in the match, their handicaps, the individual frame scores, and a record of any 30+ breaks.

7.2 Any player 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 five frames won, and five points will be awarded for the team winning the match.**

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

- 1) Total Points Gained
- 2) Matches Won
- 3) Head-to-Head aggregate scoreline (e.g., 7-3 over 2 matches)
- 4) Play-off at a neutral venue

[This will only be used to decide any prizemoney-paying positions, promotion, relegation of play-off places]

## 9. OTHER RULES

9.1 The entry fee for each team for the season is £30. This must be paid by 24 April 2026.

9.2 Payment can be made online by credit/debit card or bank transfer at [www.nottinghamsnooker.com/product/mtl/](http://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 First matches will take place on 13 April 2026.

9.5 The League Organiser reserves the right to refuse entry.

9.6 The League Organiser reserves the right to add to or amend these rules at any time.

## 10. CUP & PLATE MATCHES

10.1 There will be a cup if there are 10 or fewer teams enter the League.  
There may be a cup if there are 11 or 12 teams enter the League.  
There will not be a cup if there are 13 or more teams enter the League.

10.2 There will be a plate if there are 8-10 teams enter the League.  
There may be a plate if there are 11 or 12 teams enter the League.  
There will not be a plate if there are 7 or fewer or 13 or more teams enter the League.

- 10.3 Cup and Plate matches will follow a six-red format to include the following two playing-rule variations:
- a player may not pot a red then nominate the blue (for example) and snooker behind the blue. Sodoing constitutes a standard foul; and
  - with reference to rule 1.1.1, instead of replacing balls any 'miss' will result in ball in hand (anywhere on the table, but not touching any object ball).
- 10.4 As six-red frames should be shorter (only a potential eighteen pots, as opposed to a potential 36 in fifteen-red snooker) "half handicaps" will apply, e.g. if a 24-handicap player takes on a 64-handicap player then the difference is 40, half of which is 20, so the 24-handicap player would give the 64-handicap player a 20-point head start.
- 10.5 Cup matches will be contested over the best of nine frames of singles – so as soon as a team has won five frames they have won the match.
- 10.6 Teams have the flexibility of using two to nine players in a match, the only condition being that **no player can play more than three frames in a match** – so a team will be required to have [a minimum of] three players to play all frames in a match, though a team of two will still be able to win 5-0 or 5-1.
- 10.7 For matches where both teams have exactly three players, the order of play will be as below. Playing with more than three players is allowed, but as per league matches care must be taken by team captains to make sure players do not play the same opponent twice.

<u>Frame 1</u>	Home player 1	-v-	Away player 1
<u>2</u>	H2	-v-	A2
<u>3</u>	H3	-v-	A3
<u>4</u>	H1	-v-	A2
<u>5</u>	H2	-v-	A3
<u>6</u>	H3	-v-	A1
<u>7</u>	H1	-v-	A3
<u>8</u>	H2	-v-	A1
<u>9</u>	H3	-v-	A2

- 10.8 The first team drawn "out of the hat" in each tie is at home, except for the final which will be played at a predetermined venue.