

LEAGUE RULES 2022-23

1.1

The amalgamation of the clubs shall be called 'The Knutsford and District Amateur Snooker League';

1.2

Any player registered as a professional snooker player is ineligible to play in the league;

1.3

Unless expressly covered in the rules of this league, all frames of snooker will be played under the current WPBSA (World Snooker) rules of snooker; However, the miss rule will only be used in the league (1) for all non-full team competitions at the semi-final and final stage only and (2) if stipulated that it will be used prior to the start of a frame by a qualified referee. Players can always call a miss on their own shots.

1.4

All players must be a fully paid up member of the club they represent – both player and team Captain have a responsibility to ensure this rule is adhered to but, in terms of redress, the ultimate responsibility lies with the player signing the card (from his / her team) relating to the match in which the ineligible player played;

2.1

Between the start of the August (pre-season) league formation meeting and the end of the AGM for that season, the league shall be governed by a League Management Committee consisting of a Chairperson, Vice-chairperson, Secretary, Treasurer, Trophies / Competitions Secretary, and a representative from each member club

2.2

Between the end of the AGM of one season and start of the August (pre-season) league formation meeting, the league shall be governed by a League Management Committee consisting of the elected officers of the league only. During this period, rules 5.2 and 5.3 are suspended

3.1

Each committee member shall have one vote at Management Committee meetings;

3.2

League officers also representing their club may vote with a maximum of 1 club, 1 vote in any vote;

3.3

In the event of a tied vote, the chairperson will have the deciding vote;

4.1

The committee will have the power to deal with all offending clubs, teams or players as it sees fit;

4.2

All protests shall be lodged in writing to the league Secretary within 14 days of the meeting at which the decision, on which the appeal is based, was made;

4.3

The league secretary will then notify any other parties concerned in the decision that an appeal has been made;

4.4

The league secretary will notify all parties involved of the date and time of the management meeting at which the appeal will be heard;

4.5

The result of any appeal will be binding on all parties;

5.1

Committee meetings will be called at the discretion of the league secretary or upon the written request for a meeting by no less than 3 members of the management committee;

5.2

Clubs are required to send a representative to every Management Meeting;

5.4

Each new season will be preceded, in August, by a Management Meeting at which clubs will present the number of teams and the names of all the players they wish to be entered for the forthcoming season;

5.5

The management committee will vote to accept or reject any such teams and names presented and, as those rejected will not be part of the new season's league and thereby subject to its rules, there will be no right to appeal on said decision;

6.1

An Annual General Meeting (AGM) shall be held as soon as practicable after the end of each season;

6.2

All registered players present at the AGM will be entitled to 1 vote on any proposal or amendment at that meeting;

6.3

In the event of a tied vote, the chairperson will have the deciding vote;

7.1

The Chairperson, Vice-chairperson, Secretary, Treasurer, Competitions / Trophies Secretary and President will be elected annually at the AGM;

7.2

Officers already serving will automatically stand for re-election unless the league secretary is notified in writing to the contrary prior to the AGM;

7.3

New nominations for any of the elected positions must be submitted to the League secretary in writing at or before the last management committee meeting before the AGM;

8.1

Proposals for additions or alterations to the rules of the league shall be submitted to the league secretary in writing at or before the last management committee meeting before the AGM;

8.2

Such proposals will be circulated for display at each league club at least 7 days prior to the AGM;

8.3

Such proposals will be subject to a vote at the AGM;

9

The Secretary, Treasurer and Competitions / Trophies Secretary will receive an annual honorarium for the previous season of an amount set at the previous AGM;

10

The Treasurer shall be entrusted with all the monetary assets of the league and shall present a balance sheet showing all income and expenditure for the previous season at each AGM;

11

All correspondence to be addressed to the Secretary (unless otherwise directed) who shall conduct the correspondence of the league;

12

The league committee will refund, after ratification, all expenses incurred by league officials on league business;

13.1

Up to the 31st of December players not on the list mentioned at Rule 5.4 (the pre season registration list) will be registered automatically for their club at any Management Meeting of the league or upon receipt of a score card providing they are not registered for another club;

13.2

Players registered under Rule 13.1 will be classed as temporary registered players until ratification or rejection at the next available league management meeting;

13.3

Players whose membership of the league is rejected under Rule 13.2 will have no right to appeal;

13.4

Players may register after the 31st of December at the discretion of the league Secretary;

14

The league shall consist of a maximum of 3 divisions;

15.1

All league matches shall be played on the dates set out in the fixture list or competition dates as directed by the committee;

15.2 No matches to be re-arranged without first obtaining the sanction of the league secretary at least 72 hours before the original set date;

15.3 Any request to cancel a match must be accompanied by an alternative date that is agreeable to both parties and must be either before or no more than 2 weeks later than the original date. No team can fall more than one game behind the rest of the league. All matches must be finished by the date of the final league game of the season.

15.4

If an agreeable date cannot be reached then the committee shall have the power to deal with the offending club as it sees fit;

15.5

Teams playing in the first division will normally play on Thursday nights. Exceptions may be made to ensure the continuity and smooth running of the league;

16.1

For league matches, the home team shall provide the referees;

16.2

In all other competitions the committee shall arrange for referees whenever possible;

16.3

In all cases, the referee must be acceptable to all players;

17

The committee shall have the power to promote additional team or individual competitions and fix the fees payable by teams or players;

18.1

The disbursement of monies to be at the discretion of the committee;

18.2

Each team shall pay the Treasurer league fees as determined by the committee;

18.3

Where existing league finances allow, every 5th (anniversary) season will be a league fee free season;

18.4

The Treasurer shall issue invoices for the league fees (including KO cup) twice during each season, once in each half.

18.5

Each invoice shall have a due date by which payment should be received by the Treasurer.

18.6

The captain of each team shall be responsible for ensuring that their teams' league fees (including KO cup) are paid promptly and by the due date shown on the invoice received

18.7

Teams and / or captains failing to pay their league fees (including KO cup) by the due date as per the invoice received, will be dealt with under rule 4.1 (The committee will have the power to deal with all offending clubs, teams or players as it sees fit);

19.1

Players aged 14-17 years are allowed to play in the league at the discretion of the home club;

19.2

Any player under the age of 18 will be suspended from the league if found buying or consuming alcohol or using gaming machines at visiting clubs;

20

The league may enter a representative team into a maximum of one non-league competition;

21

The committee shall have the power to deal with all matters not covered by these rules;

LEAGUE MATCH RULES

22.1

The scoring of the league games are 1 point for each winning player and 1 point for the team with the highest aggregate total;

22.2

In the event of a tie on aggregate, the black in the final frame to finish will be re-spotted and a coin tossed to decide the order of play by the same players in that said frame;

23.1

At the end of the season the team scoring the highest number of points shall be declared each respective division winner;

23.2

Should 2 or more teams be equal on points the final league positions shall be decided on the number of matches won and if this is still a tie then the team with the most draws, then the highest positive aggregate will be declared the winner;

23.3

All positions in the league will be decided on this same criteria;

24.1

Promotion and relegation will be 1 up / 1 down for each relevant division;

24.2

The committee may promote or relegate (or not) additional teams over and above the 1 mentioned above between divisions to ensure an even distribution of teams between divisions;

25.1

No player can play in more than 1 league game (other than re-arranged fixtures) in the same week;

25.2

Teams of 5 players can play 1 player twice. Teams of 4 players can play 2 players twice. These additional 'bye' players must be randomly drawn from those available to play from the first 4 players on the card. There will be no penalty for playing twice. If a player does play twice then the second frame will be recorded as being played by a bye player and won't count toward handicap or best performance records. The team will still need to pay the full match fee as they would had 6 players turned up.

25.3

There will be no frame played where the 'start' given exceeds 40 points regardless of actual difference with or without frames as per rule 25.2.

25.4

Any strengthening of teams which affects matters in either the league honours, relegation or promotion zones during the final third of the season will be dealt with by the league committee in the appropriate manner;

26

Team captains will prepare team sheets prior to the match, listing players in order of play. The team sheet of home and away teams will then be matched and games played in strict order as they appear on the team sheets and as tables become available;

27.1

The first 2 matches as they appear on the team sheet will commence no later than 8.10pm;

27.2

Listed reserves may be fielded in the absence of listed players;

27.3

In the event of the absence of players preventing one or both of the first 2 matches starting, the next match or matches as they appear on the team sheet will be started no later than 8.10pm or be forfeited;

27.4 – the following rule is temporarily suspended due to COVID

~~Players must shake their opponents hand before the commencement of their first frame in any match. Failure to do so will result in the refusing player forfeiting the frame 70-0;~~

29.1

At least 4 members of a team must turn out to make a game valid;

29.2

In the event of a lesser number turning out, then the card should be signed by the players or captain present and preferably also a witness to this effect and forwarded to the league secretary. The committee will then discuss and adjudicate on the matter;

30.1

A team failing to turn up for a match without giving the opposing captain at least 3 days notice will forfeit the game 0-7;

30.2

The attending team will be credited with a 7-0 win and each player with a 40-0 win;

30.3

The match will not be replayed;

31.1

Teams playing an ineligible player shall forfeit all points gained in that match with a minimum of 4 points being deducted;

31.2

The frame in which the ineligible player played will be scored as 40-0 to his opponent;

32.1

Both captains must ensure that their score cards reach the League Secretary no later than 24 hours after the conclusion of their match;

32.2

Emails, WhatsApp or text messages including a photo or scanned copy of the scorecards are acceptable proof of scores;

PRIZE AND TROPHY RULES

33

Prizes will be awarded to the first 2 teams in each division;

34

Each prize winning team will be presented with up to 8 trophies;

35

Engraving style and content will be at the discretion of the Trophy / Competition secretary;

36

A prize will be awarded to the player who makes the highest break in a league match in each division;

37.1

Prizes will be awarded to the player in each division with the highest number of wins provided that they have played in at least 75% of league matches for 1 team;

37.2

In the event of a tie, the winner will be decided on the criteria of most wins, least defeats, highest positive aggregate;

37.3

In seasons with 'bye weeks' players exceeding the maximum number of matches a team in their usual division could play, will have their average calculated by the League Secretary on a pro-rata basis;

38

Prizes will be awarded to the winner, runner-up and semi-finalists in each non-team competition;

39

A prize (The Derek Parmenter Bowl) will be awarded to the player with the highest competition break;

40

The winners of all trophies shall hold them from the AGM / prize presentation night and return same in good condition to the Trophy / Competition secretary at the management committee meeting in February of the following season;

COMPETITION RULES

41.1 – **rewording for 22/23 onwards to change the team ko to be semi-final.**

Players must have played at least 3 times in the league in the current season to qualify for the last 16 round onwards of any non-team competition or the semi-final of the team KO competition

41.2

Any player who has not played the required 3 games by the last 16 round of any non-team competition will be removed from the draw and may be replaced by players they beat in previous rounds;

41.3

Members of any team in any competition must be members of the same league club;

42.1

The JAY Trophy will be a scratch competition;

42.2

All other competitions will be handicap competitions;

43.1

Players to lose 1 frame every 15 minutes if not present when called upon to play;

43.2

Matches must be played on the dates stated by the Competitions Secretary. It is acceptable to play matches before the stated date, in which case (a) the League Secretary must be informed of the change and the new date for the match and (b) all players affected must be informed and agreeable and (c) the club hosting the planned match on the original date must be informed as soon as possible and (d) the new date must allow all matches affected to be completed before the original stated date;

44

Handicaps will be decided fairly by the Trophy / Competitions secretary;

44.2

Players who fail to attend to play a competition fixture without giving the League Secretary at least 48 hours notice of such cancellation may be barred from entering all non-team competitions in the following season;

TEAM KNOCK-OUT CUP RULES

45.1

Teams shall consist of 6 eligible players and matches will be played under the league match rules in addition to rules 46-50;

45.2

Refereeing duties will be shared equally between the teams in the Knock-out cup;

46.1 – **no longer in place as individual handicaps are being used.**

~~Each team shall have a handicap depending on its pro rata place in the league when handicaps are allocated by the Trophy / Competitions secretary;~~

46.2 - **no longer in place as individual handicaps are being used.**

~~The team handicap shall be added to the total of the players scores at the end of the match;~~

46.3

The team with the greater aggregate shall win the match;

47 – Where a team only has 4 or 5 players then players can play twice in the same way as in league matches. However, unlike league matches a penalty of 25 points (per bye player) is to be applied to the overall aggregate.

48

If at the end of the match, the aggregates with the team handicaps added are the same, the black in the last frame to finish only shall be re-spotted to determine the winning team. A coin shall be tossed to determine order of play on the black;

49

No player can play for more than one team, teams must be a fair representation of their league team and should not be unfairly strengthened;

50.1

All matches to be played on neutral tables whenever practicable with the possible exception of matches between teams from the same club;

50.2

All teams in the team KO cup will pay the normal league match fee each match and the accumulated fees collected from each season's competition will be split 60% - 40% in favour of the winner's and opponents in the 'Charity / Presidents Trophy' and donated to a charity of each team's choice;

50.3

Teams failing to play any Team KO Cup match will still pay their match fees for the game (as if they had played);

MISCELLANEOUS RULES

51.1

The Presidents Trophy (formerly the Frank Ward Memorial Shield) will be regarded as a charity shield played for between the winners of the 1st division title and the Knock-out Cup with a suitable handicap allowance;

51.2

In the event of one team winning both titles, the winners of division 2 will play the division 1 champions;

51.3

This competition will be played for under the team Knock-out rules;

51.4

Any club representative at any League Management Committee Meeting may nominate anyone to become a life member of the league. Life membership of the league comes with no privileges. The Management Committee will debate such nominations and, subject to 60% being in favour of the nomination, may agree same and forward the name to the next AGM for ratification and presentation of a small memento.