

Club rules for snooker

1. (a) No player will receive a walkover if his or her scheduled opponent forfeits.
 - (b) If a player is scheduled to play a member who is absent, he/she will play a substitute player from that grade for the 1st frame and a different substitute player from that grade for the 2nd frame.
 - (c) The player in first place in that grade from the previous week cannot be named as a substitute.
 - (d) The scheduled order of play for that table shall remain unchanged and all attending players will be required to referee as normal.
 - (e) Scores made by the substitute player will count only in regard to the substitute game and will be null and void in regard of the grade ladders and statistics. Any points scored by the attending player will count as normal.
 - (f) Substitute players will be expected to play to the best of their ability to be as fair as possible to the other players in the grade.
 - (g) The score of the player not attending will be counted as a 0 – 3 points loss by an overall total of 100 – 0.
 - (i) If circumstances arise that only two players are at one table without a referee available and that they are not scheduled to play each other, each will play as the others substitute. They can either play two frames which will count for both games, or four frames, two each for each game. The decision to play either two or four frames must be made before the commencement of the first game and neither player is entitled to a change of mind.
 - (ii) Where possible a player from the same grade should be used as the referee.
 - (iii) Players may self referee if 5 or fewer players are in attendance from that grade and no referee can be found from other grades. Both players must fill in and sign both score sheets.
- 2 All players must referee & mark their assigned games in tandem. Players not refereeing and/or marking without authority from the club can be fined \$10. Any subsequent offence may result in the loss of membership.
 3. No hand powders are to be used in clubrooms at anytime.
 4. Noise is to be kept to a minimum at all times in the clubroom.
 5. Snooker will be played following the W.P.B.S.A. official rules.
(See **PLAYING RULES FOR SNOOKER**)
 6. Any changes in regard to allocated table or playing first or second round must be agreed to by the snooker convener or the acting convener. In the event of absence of a convener the President or Vice President will be the acting convener.
 7. It is the player's responsibility to hand in the score sheets. Scores will be deemed to be correct on the sheets after they have been handed in.

8. Timed games will apply for all grades except Premier, A and B grades.
- (i) The time allowed for each game will be seventy five (75) minutes with forty (40) minutes assigned to frame 1 of each game and thirty five (35) minutes to frame 2.
 - (ii) Game 1 must commence at or before 8:00 pm and game 2 immediately following, and no later than 9:25pm.
 - (iii) The referee is required to warn the players of the approaching conclusion of the frame. This warning must be given as two visits remaining for each player not as time remaining.
 - (iv) The referee must start this period with the player who broke in that frame.
 - (v) A visit will constitute either an unsuccessful shot, or a successful shot and a subsequently unsuccessful shot, or a foul or a break, after which he will call time and the player leading the frame, will win.
 - (vi) In the event of a tied game, i.e. equality in the total points for both frames, a ½ point will be awarded to each player. (Tied frames must be completed with a respotted black)
9. The 'Miss' rule will be applied as in the official rules except that referees in all grades will be VERY lenient to players playing from a snookered situation.
10. Any substitute position created in any grade will not be subject to promotion or relegation. The substitute position will remain in the grade unless filled by a new member and the two players finishing highest will be promoted and the two players finishing lowest will be relegated.
11. Each player will receive ranking points based on the final position attained in each grade at the end of each of four terms. These points will determine the final standings for the awarding of any trophies including club champion.
- (i) Points are awarded on a sliding scale with the highest position receiving the lowest points and the lowest position receiving the highest points.
 - (ii) With all other conditions outlined in this rule being met the player finishing the season with the fewest points will be club champion. The player with the next fewest points will be runner-up. The same conditions will apply for all other grade championships and runners-up.
 - (iii) To be eligible for any awards in any grade a player must have played at least two (2) terms in that grade.
 - (iv) In the event of a tie for any position the player attaining the highest position in the highest grade at the end of the year will receive the award.
 - (v) Players will be positioned in their respective grades according to any promotion and/or relegation prior to receiving any points.