

General Rules of the Cardiff and District Conservative Snooker League (CDCSL)

1. Composition of the League

1.1 A Registered Team (Team) shall consist of at least 5 but no more than **12** Registered Team Members (Players).

1.2 **5** of the Players shall be required for league matches, each playing one frame.

1.3 Teams will play two rounds of matches, playing each other team on a home and away basis throughout the season.

1.4 League matches shall be played on Monday evenings except when a Public Holiday falls on that Monday, when no league matches shall be played. The only exceptions to this shall be where a host club has arranged an AGM or SGM (EGM) or a Player suffers a bereavement and the postponement has been agreed in advance by the Committee.

1.5 The teams that comprise the CDCSL shall be formed into One Division.

2. Team and Team Member Registration

2.1 Team registration and individual competition entry fees shall be discussed and decided upon during an AGM or SGM.

2.2 The fees for team entry shall be paid in full at the AGM for the previous season

2.3 Teams shall only be accepted into the CDCSL if:

- Fees are paid in full at the AGM for the previous season and at the very latest within 14 calendar days after the AGM.
- A fully completed and endorsed Registration Form and Eligibility Declaration Form are submitted by the proposer.
- The Committee are satisfied that the proposed team has a suitable and appropriate venue with suitable and appropriate facilities and equipment to host CDCSL league matches, competition matches and any other designated matches.
- The Committee are satisfied that the team has been granted authority from their member club or institutions Committee to use that club or that institution's equipment and venue to host CDCSL snooker matches and NO FEES shall be payable by the CDCSL to that club or institution for the use of their equipment or venue for such snooker games.

2.4 Additional Team Members may be registered throughout the season up to and including the January monthly delegates meeting provided the Secretary is notified at least 12 hours in advance of the next league match.

2.5 The Registration Form must clearly state the following information -

- Full name of each player
- Whether that player is over 18. Where a team registers a player who is not 18 years of age by the start date of the upcoming league season that player's date of birth MUST be provided
- At least one contact telephone number for each team player
- Contact email address for each team player, where available
- Indication of Nominated Team Captain and Vice-Captain

3. Handicaps

Handicaps will be decided via the '**Handicap Review Criteria**', which is published on the CDCSL website.

3.1 Players engaged in any of the handicap competitions shall use the latest handicap allocated to them as appears on the website. If access to the website is not available confirmation should be sought from the Competition Secretary.

3.2 At certain times the Committee may decide to impose additional handicaps on individual players solely in competitions. The Committee shall be permitted to set additional handicaps without further consultation; The reason and justification shall be provided to the affected player, their team captain and the other team captains.

4. Competition Eligibility

4.1 Professional players shall not be allowed to participate in any CDCSL league game or competition. A professional player is defined as any player, who at the time of the league registration has applied for professional status, or who has already been granted it. Once accepted as a professional, league registration shall be terminated.

4.2 In order to be eligible to play in individual competitions (handicap singles, handicap doubles and open singles) player(s) must have either:

- Played **10** league games in the previous CDCSL league season.
- Played **3** league (**or cup**) games in the current CDCSL season prior to the monthly delegates meeting held in November of that year.

4.3 In order to be eligible to play in the team aggregate score competition (cup) **finals** player(s) must have played at least **5** league games in the current CDCSL season prior to the team aggregate score competition **finals**.

4.4 In order to be eligible to play in the team knockout competition player(s) must have played at least 5 league games (**or cup**) in the current season by the first-round matches of the competition.

4.5 Any player found not to have met the eligibility criteria retrospectively for any competition shall be prevented from taking any further part in that competition.

4.5 Player(s) wishing to transfer from one team to another during the season can only do so with the prior agreement of the Committee.

5. Conduct of League Matches

5.1 All League matches shall be played on the dates as published in the fixture list displayed on the CDCSL website.

5.2 The draw for both rounds of league matches shall be made as follows:

- The home team Captain shall inform the away Team Captain of their selected **5** players and the order in which they shall play.
- The away team Captain will then match their selected **5** players in their preferred order. This serves as the match order.

5.3 Play must commence no later than **7.30pm**.

5.4 Where a team does not provide a player to take part in the first frame of the match by 7:45pm, that frame shall be forfeited.

5.5 Where a team does not provide a player to take part in the second frame of the match by **8.00pm** that frame shall be forfeited.

5.6 Where a team does not provide any player to take part in the match by **8:15pm** the match shall be cancelled and rearranged by the committee.

5.7 In the event of a team not turning up for a match, the defaulting team will have **5** league points deducted and will incur a financial penalty to be determined by the Committee.

5.8 In applying rules 5.3 to 5.7, due account will be taken of any unforeseen circumstances such as accidents or severe weather conditions.

5.9 Where delegates at an AGM or SGM pass a motion to discard a specified rule or rules of the game of snooker as published by the WPBSA (World Professional Billiards and Snooker Association.) On these occasions all matches played in the CDCSL will be played by the most up to date rules as published by the WPBSA discarding the rules determined in any CDCSL AGM or SGM. All rules discarded by the CDCSL will be recorded by the Secretary of the CDCSL and published on the website and shall be noted at the bottom of these general rules.

5.10 Teams playing league matches at their home venue shall be responsible for providing a competent and diligent referee to officiate at each game.

Unless otherwise arranged by the home team the referee shall also serve as the marker.

5.11 Where a decision of the referee is disputed only the player(s) involved in that frame of snooker and their respective team captain shall be permitted to make representations to the referee.

Such representations must be concise and made **BEFORE** any further play continues.

Where no quick resolution can be found or is likely to be found the decision of the referee shall be final and play will continue.

5.12 In the event that the dispute is not resolved, affected player(s) may appeal to the Committee. Notification of intention of an appeal must be communicated by the team captain to the Secretary of the CDCSL in writing and within **48 hours** of the dispute occurring.

5.13 The player(s) and referee concerned may be required to attend the Monthly Committee Meeting at which the dispute will be resolved by the Committee.

5.14 **1** point shall be awarded to the winner of each frame of a league match.

5.15 The team obtaining the most points shall be deemed the winners of that match.

6. League Winners

6.1 League winners shall be the team(s) scoring the highest number of points at the conclusion of all league matches.

6.2 In the event of a tie, the team having won the highest number of matches during the league season shall be deemed the winner. Where this is tied the committee will be responsible for arranging a deciding match between the tied teams.

6.3 Where a Registered Team wins the league on two (2) consecutive occasions an additional handicap, of either 4 or 7 (determined by the Committee) shall be allocated to each player in that team. This will be deducted after the first round of matches of the league.

7. Conduct of individual (singles and doubles) competition matches

7.1 Three singles competitions will be hosted by the CDCSL in any one season.

- One handicapped doubles competition
- One handicapped singles competition
- One open singles competition

All rounds of the above-mentioned competitions will have a date by which matches must be completed. The date will be placed on the competition draw sheet.

Competition Draw Sheets will be available from the Secretary on application and to view and download from the website as soon as practicable after the draw is made.

7.2 All of the above-mentioned competitions will take the format of a straight knockout. All rounds up to the final round shall be played over **3** frames, with the player(s) being the first to win **2** frames being deemed the winner(s).

7.3 In calculating handicaps for handicap doubles matches the following formula shall be used.

- Handicaps of both players in the pairing shall be added together then divided by 2
- The result should then be rounded up to obtain the final handicap figure to be allocated to the pairing

7.4 The final matches of individual competitions (designated games) shall be played over **5** frames with the player(s) being the first to win **3** frames being deemed the winner(s).

7.5 It is the responsibility of both home and away player(s) to contact each other to arrange dates on which to play their competition matches.

7.6 Where both player(s) fail to agree a date on which to play their match both players must contact the CDCSL Competition Secretary as soon as possible and, in any case, at least two weeks prior to the date of completion of that round of the competition.

7.7 The Competition Secretary shall provide a maximum of two further dates and times to both home and away player(s) and if a resolution cannot be sought must refer the matter to the Committee for a final decision.

7.8 All Finals matches shall be played on neutral tables specified by the Committee.

7.9 Committee Officials shall officiate at the finals of all CDCSL competitions providing a referee and marker.

8. Conduct of team aggregate score competition

8.1 A seeded draw shall be made with regard to the final league positions of teams in the previous league season and teams shall be placed into 4 equal pools. Where there are insufficient teams to make equal pools pseudo teams representing byes shall be used to even the numbers in each pool.

8.2 The committee shall nominate specific Monday's in the first half of the season on which matches shall be played.

8.3 Each team shall play each other team in their pool once.

8.4 Each match in the round of pool matches will consist of **4** individual frames of snooker.

8.5 Handicaps displayed on the CDCSL website at the time the match takes place shall be utilised.

8.6 Team Captains shall nominate **4** of his registered players to play an individual frame of snooker against nominated players from the opposing team. Each team Captain will provide their counterpart a list of his nominated **4** players for the match. Both sets of names will be paired up and will serve as the order in which matches are played.

8.7 Changes to the order of matches shall only be made if both team captains are in agreement.

8.8 Where a player is not available to commence their individual match, that player shall be given a further **15 minutes** in which to arrive and commence their frame.

If that player has still not arrived and commenced their frame after **15 minutes** have passed that particular frame shall be forfeited in favour of the opposing player and the absent player's team will concede **75 points**. A further **75 points** shall be conceded for each frame where a player is not available.

8.9 At the beginning of each frame any handicap shall be added to the scoreboard for each player in **full. (DO NOT SUBTRACT HANDICAPS)**.

Each frame shall be played until the final black ball has been potted, or a foul made on the black ends the game.

At the end of the match the scores obtained for each team in each frame shall be added together and shall be the score recorded as the aggregate score.

8.10 In the event of a frame being tied, the black ball shall be re-spotted.

8.11 When all pool matches have been played the winner of their individual pool shall be the team with the highest average aggregate score.

8.12 Captains of both opposing teams shall be responsible for sending a complete match result to the Competition Secretary to be received by no later than Midday on the Wednesday after the team aggregate score competition match.

8.13 A complete match result shall include the full names of each player, the score of each frame, the final match score, and details of any breaks **over 30** and the player making them and any other information deemed appropriate by the relevant team Captain or nominated team member.

8.14 Pool winners with the highest average aggregate score shall form the CUP final. Pool winners with the lowest average aggregate score shall form the PLATE final.

8.15 Finals for both the CUP and PLATE final

- Shall be played on the closest available Monday before Christmas
- Shall be played where practicable at a venue with two suitable snooker tables determined by the Committee and where possible shall be neutral to all finalists

8.16 Both finals shall take the format of the pool matches and the scoring of the first **3** frames shall be the same.

At the end of the **3rd** frame the totals scored in all **3** frames shall be added together to obtain the **aggregate score**. The score of the team scoring the lowest shall be subtracted from the team scoring the highest and the score difference shall be obtained. The 4th and final frame commences with the score difference being assigned to the team with the highest team score and any relevant handicaps also being assigned.

The team with the highest score at the conclusion of the final frame shall be determined the competition winner.

8.17 Prize money shall be suitably weighted for the CUP and PLATE winners and finalists and shall be determined by the Committee.

9. Conduct of Team Knockout Competition matches

9.1 All rounds of the Team Knockout Competition shall be played on the dates specified on the draw sheet.

9.2 Matches are to commence at **7:30pm** unless a time no later than 8pm is agreed upon by both team captains.

9.3 Team Captains shall provide the names of **5** of their registered players to the opposing Team Captain and a blind draw shall be made. The order that names are drawn out will serve as the match order. This order shall not be changed.

Frames are to be played in the following format.

- **2** singles frames followed by
- **1** doubles frame followed by
- **1** final singles frame if required

9.4 One point shall be awarded to the winner of the singles matches and 2 points awarded to the winners of the doubles match – The first team to accumulate 3 points shall be deemed the winner.

9.5 Where a team does not have 5 players available to play immediately before the draw is made team captains shall decide on A) or B) below.

- A) To exclude the absent player(s) from the draw and concede the frame(s) in the order prescribed at 9.3. *i.e. Frame 1 shall be conceded for 1st missing player, Frame 2 Conceded for 2nd missing player.*

Where a team does not have at least 3 players available at the time of the draw the match shall be conceded.

- B) Include the absent player(s) in the draw and accept if that player(s) is not present to play when required (as per rule 8.6 below) the frame shall be conceded – *Captains are reminded that a missing player in the doubles match will result in the team conceding this frame at a cost of 2 points.*

9.6 Player(s) shall be allowed 15 minutes from the start of the first frame or 15 minutes from the end of any subsequent frame to commence the frame they have been selected to play in.

10. Results

10.1 League matches

9.1.1 Both Home and Away Team Captains shall be responsible for sending a complete match result to the Competition Secretary to be received by no later than Midday on the Wednesday after the league match.

10.1.2 A complete match result shall include the full names of each player, the score of each frame, the final match score, details of any breaks over 30 and the player making it and any other information deemed appropriate by the relevant team Captain or nominated team member.

10.1.3 Any Registered Team failing to provide results on time or at all may have sanctions imposed upon them by the Committee.

10.2 Individual Handicap Singles Competitions

10.2.1 Both player(s) shall be responsible for notifying the match result to The Competition Secretary as soon as possible after the match and in any case by the last day the match is due to be played according to the draw sheet.

10.3 Individual Open Singles Competitions

10.3.1 Both player(s) shall be responsible for notifying the match result to The Competition Secretary as soon as possible after the match and in any case by the last day the match is due to be played by according to the draw sheet.

10.4 Handicap doubles Competition

10.4.1 One nominated player from each pair will be responsible for notifying the match results to The Competition Secretary, as soon as possible after the match and in any case by the last day the match is due to be played according to the draw sheet.

10.5 Team Knockout and Team aggregate score Competition

10.5.1 Team Captains shall be responsible for providing a complete match result to The Competition Secretary to be received no later than Midday on the Wednesday after the match.

11 Trophies and Awards

11.1 The CDCSL shall award a trophy to the winner(s) of the following competition.

- League Competition
- Team Knockout Competition
- Handicap Doubles Competition
- Handicap Singles Competition
- Open Singles Competition
- Team Aggregate Score CUP Competition

11.2 The CDCSL shall award cash prizes to the winner(s) and runners up of the following competitions: -

- League Competition
- Team Knockout Competition
- Handicap Doubles Competition
- Handicap Singles Competition
- Open Singles Competition
- Most consistent league player competition
- Team Aggregate Score CUP Competition
- Team Aggregate Score PLATE Competition

11.3 The CDCSL shall award a Trophy and Cash prize to the player who obtains the **Highest Break** in any league match or team competition in any season.

11.4 Where Competition trophies are awarded to teams/individuals, that team or individual shall be permitted to have the trophy displayed at their Club premises.

The team/individual shall be responsible for the safe keeping of all trophies awarded to them by the CDCSL and shall ensure that prior to the commencement of the following season's competition the trophy is returned to the Secretary of the CDCSL.

Any costs for damage or loss to any such trophy shall be met in full by the team/individuals concerned.

Rules that are not applicable in CDCSL league and other competition matches.

At an AGM of the CDCSL on a motion was passed that CDCSL league and other CDCSL competition matches will take no regard of the "Miss Rule" as

detailed at rule 21 of the WPBSA Official Rules of the Game of Snooker and English Billiards – revised November 2014.

“21. A miss is when the cue-ball fails to first contact a ball on and the referee considers that the striker has not made a good enough attempt to hit a ball on.”