

Chester & District Snooker League Constitution

Name & Affiliation.

The Name of the league shall be 'Chester & District Snooker League' herein after called the League.

Objects.

The object of the league shall be:

To provide an organisation governing snooker within the area.

To promote the league and game itself locally.

Memberships.

Any Bona-fide club shall be allowed to apply for membership of the league.

Any club resigning from the league shall do so in writing.

All clubs must display or have available a copy of the constitution of the league.

Clubs who resign from the league shall have no rights or priority in the property and funds of the league.

All clubs shall be bound by the rules of the league, until the conclusion of the season.

Players who have played in the league shall be allowed to continue to play in the league should they subsequently become a professional player.

All players in the league shall be handicapped in all matches.

Handicaps shall be set by the handicap and disciplinary committee and adjusted in pre determined blocks throughout the season based on performance.

New players joining the league will receive a provisional handicap agreed by the handicap and disciplinary committee; this handicap will be reviewed after 3 games and adjusted accordingly if necessary.

Finance.

Monies raised by or on behalf of the league shall be applied to further the objects of the league as determined at the A.G.M.

The treasurer shall ensure that proper accounts are kept and an end of year statement of accounts be made available at the A.G.M.

League bills will be available from the February management meeting and must be paid by 30th April.

Any club or individual who has not paid monies owing to the league by the registration meeting will NOT be allowed to compete in the league and/or any competitions organised by the league until such debts are cleared.

Any club not returning trophies at the April monthly meeting will be subject to a £25 fine.

League Committee

Kevin Harris - Secretary

John Gerrard - Treasurer

John Gerrard – Fixtures/Handicap Administrator

Nathan Moffatt – Website/Handicap Administrator

Mark Jones - Social Media Administrator

Kevin Maxwell – Committee member

Simon Fawkes – Committee member

Competitions – Organised by committee

Handicap & Disciplinary Committee

Gary Greenway

Mark Jones

Nathan Moffatt

Alan Platt

Marc Eyton

Pat Haycock

Annual General Meeting

The A.G.M. of the league shall be held prior to the new season commencing for the following purposes

- 1) To receive and adopt audited accounts for the financial year end
- 2) To receive and adopt the reports of the relevant secretaries work of the league for the past season just ended.
- 3) To elect the officers of the league
- 4) To transact such business as agenda

Notice of the AGM must be given 21 days prior to the meeting; the secretary shall require proposals for amendments within 14 days of the notice for inclusion in the agenda

Proposed rule changes will be circulated to all clubs seven days prior to the AGM.

Any club with financial arrears with the league shall not be entitled to vote at the AGM.

The quorum for the AGM shall be a minimum of one member from each participating teams.

Management Committee

The management committee shall be the governing body of the league; the committee shall consist of the officers of the league and one delegate from each club. League committee members such as secretary, treasurer, competition secretary shall only be entitled to vote if acting as a club delegate, this is to ensure there is only one vote per team.

The management committee has the power to deal with any matters arising that may affect the league.

League rule updates can be temporarily agreed by those present at league meetings however all changes made must be approved at the following A.G.M. by the voting league members as per normal A.G.M. rules. These amendments will not include any disciplinary rules which will be handled by the H&D Committee (HDC) and at the A.G.M. in the usual way.

Monthly Management Meetings

Management meetings will be held monthly at the discretion of the Secretary and at a venue of the Secretary's choice, this allows the facility for a meeting to be cancelled should there be no matters which need the attention of the league members or committee.

At all management meetings, voting will be restricted to one delegate per registered club in membership, should the need arise the secretary shall have the casting vote; the quorum at a management meeting shall be 4.

A handicap and disciplinary committee shall be formed at the first management meeting and will consist of a minimum of 4 representatives from the division.

Discipline

The Management Disciplinary Committee along with HDC may expel any player, team or club whose conduct is deemed to be inconsistent with the aims and objectives of the league, before any player, team or club can be expelled they must be given the opportunity to put their case to the HDC at a mutually agreed time.

Interpretations of Rules and Omissions

The HDC shall have the power to define any league rules it sees in any case of ambiguity. The HDC shall have the power to deal with any matter not already covered by these rules.

Presentation Evening

A presentation evening shall be held at the conclusion of each season. Date, venue and format will be agreed and publicised in good time.

It is politely requested that ALL players who have won a trophy attend the presentation evening to receive it, any player failing to do so without good cause shall concede the right to said trophy.

League Match Rules Snooker

- 1) In the event of a tie for first place there will be a playoff between the teams concerned at a neutral venue or if agreed by both captains the toss of a coin can determine the venue. If this match ends in a tie then a player from each team shall be randomly picked to play a deciding frame.
- 2) Waiting time for each frame shall be 10 minutes, after which a frame may be claimed.

- 3) The order of play shall be picked by the captains in the following way:

The away captain shall declare their players for the first, third and fifth frames, the home captain, second, fourth and sixth. This will be done two frames at a time.

- 4) A team shall consist of six players with each player playing one frame, with one point awarded for each individual winner.

- 5) In the event of a team only having 5 players available

(a) None offending captain will choose a player to play again; this player will play against the opposition Player #6 with a 15 point handicap deduction.

(b) In the event of a team only having 4 players available the none offending captain will utilise rule 5a for the fifth frame, a different player will then be picked to play the sixth frame and will play against the opposition Player #6 with a 15 point deduction.

N.B. no player can play more than twice in a match using rule laid out above

- 6) Any club found guilty of producing false results will have 4 points deducted. Teams should ensure that '*no player*' is inserted on the scorecard where the missing player should be.

- 7) A list of players to be registered shall be given to the Secretary/ officer responsible by the date advised by the league.

- 8) All players must be registered with the league before they can take part in any league/ cup competitions and be designated their relevant handicap. If a non-registered player plays in a match the frame shall retrospectively be awarded to the opposition, 4 points will also be deducted from the offending teams league total *or* if a cup match the offending team shall forfeit the tie. Once a player has been registered and plays for a team, he will be deemed to be a Chester Snooker League player. It will not be permitted for any new player registrations after the end of the penultimate block.

- 9) Cup competitions.

Team comps: Teams drawn first shall play from their usual home venue without acceptance.

Singles comps: Players drawn first shall play from their usual home venue without acceptance.

Doubles comp: Where it is the norm for team players to form doubles partnerships, players from different teams shall be allowed to form a doubles partnership. In this instance it shall be decided prior to the competition commencing which venue shall be their designated home venue, this venue will not change throughout the competition.

9a) **ALL** players entering cup competitions and venues being utilised must be affiliated and/or registered with ***Chester & District Snooker League***.

9b) **ALL** competition finals shall be independently refereed. Referees responsibilities are:

To make sure the table and balls are prepared for the match.

To uphold the dress code.

9c) Competition Finals dress code:

Collared shirt, i.e. Polo shirt (no football/sports related tops)

Trousers/jeans/shorts (no ripped jeans/shorts to be tailored (no sports shorts))

Shoes (trainer style shoes are acceptable)

10) A player must only play for one team in a season unless an official request to transfer has been made to the HDC. Failure to comply shall result in:

(a) 4 points deducted per player

(b) Each frame won by offending players shall be awarded to the non-offending team.

11) Matches must be played on dates specified as per fixture list, **no matches can be postponed**. In extenuating circumstances a match may be brought forward to a date agreed by both team captains, in this event the secretary must be made aware of the changes within 48 hours of the rearranged date.

12) Team failing to fulfil a fixture without contacting their opponents and the secretary a minimum of 24 hours prior to the scheduled date will be deemed to have failed to fulfil the fixture and will be deducted 3 points from their total.

13) Matches will commence at 7:30pm unless agreed mutually by both captains.

14) The captain of the home team will be responsible for (or assigning the task of) forwarding a photo of the result card to the League results Whatsapp and/or the Facebook group within 24 hours of the conclusion of the match.

15) Away team players are not allowed to practice on home tables within an hour of the commencement of the match. No practice to take place once the match has started.

16) **ALL** players and spectators must ensure that mobile phones are switched off or to silent mode whilst the match is in progress.

17) All registration sheets and match cards must be completed in capitals.

18) HDC at their discretion has the right to reduce any penalty or impose its own penalty where no penalty is expressly mentioned.

- 19) The miss rule only applies if a player can see any part of the object ball or in the opinion of the referee whilst in a full ball snooker makes a deliberate foul shot. (It must be stressed that the decision is at the discretion of the referee)
- 20) Wherever possible the refereeing of matches shall be shared by both sides.
- 21) In all snooker matches the scoreboard should be marked by the referee with the home team on top irrespective of which team player wins the toss to start the frame. This will prevent any disputes arising during the frame. The exception to this would be where a match is played at a neutral club when the team first in alphabetical order shall be placed on top.
- 22) The penultimate week of the season shall be left free in order that any previous postponements can be played; this is to prevent any potential advantage in the final week.
- 23) All games are played off individual handicaps
- 24) The league season shall consist of each team playing each other twice

Handicaps

- 1) All handicaps will be assigned by the HDC. A starting handicap based on the players previous years performance will be assigned prior to the first match of the season.
- 2) If a player is not registered to play in the first match of the season, he will not have been assigned a handicap and is therefore ineligible to play until confirmed by the league secretary. This cannot be done on the day of a game. At least 48 hours' notice must be given.
- 3) Handicaps shall be updated at set intervals (blocks) throughout the season; blocks shall be agreed at the A.G.M.
- 4) 3 points will be deducted for each win in a block and 3 points added for each defeat in a block.
- 5) At the end of the penultimate block individual handicaps shall remain at that level until the end of the season, these will then become the starting handicaps for the following season.
- 6) Any player joining the league who has not played before will start with a scratch or agreed handicap, his form will dictate his future handicap.
- 7) A player re-joining the league will be assigned a handicap agreed by his captain and the secretary.

There can be exceptions to this rule where all parties agree. Any player known to the league even if he hasn't participated in the league will have his handicap assigned to him with prior knowledge of his ability as a major factor.

- 8) The maximum handicap advantage for any frame shall be 50 points.

All Competition formats and rules:

Hargreaves Singles (Scratch)

Best of 3 frames. Final best of 5

Will Parry Singles (Handicap)

Best of 3 frames throughout

Bob Sconce Singles (Handicap -10 and above)

Best of 3 frames throughout

Chester Masters Singles (Handicap Scratch and below)

Best of 3 frames throughout

Ron Woodcock Singles (Handicap over 55yrs)

Best of 3 frames throughout

Roy Baker Singles (Handicap)

2 frames, handicap doubled with points carried from frame one to frame two with a maximum of 100 points start.

Tie: Re spotted black ball

Wright Pairs (Handicap)

Accumulative handicap (rounded up if odd number) then halved

Best of 3 frames throughout

CD McAllister (Team / Handicap)

6 Singles play down to black

Accumulative points win

Tie: 3 black balls

Tom Donnelly Trophy (Team / Handicap)

4 Singles / 2 Doubles

Players eligible to play both singles and doubles

Doubles play: Accumulative handicap (rounded up if odd number) then halved

Tie: 3 black balls to decide

Chester Challenge Cup (Team / Handicap / Champions League style)

Top 4 teams of league form Group A. Bottom 4 teams of league form Group B

Six frames home and away / 3 points win / 1 point draw

Winner Group A vs Runner up Group B

Winner Group B vs Runner up Group A

Group Tie: Count back on frames won / Count back on away frames won

Semi Final / Final Tie: 3 black balls

N.B.

No re arrangements to be made for team cup games