

NORTH MANCHESTER SNOOKER LEAGUE

LEAGUE RULES

FROM THE 2024-25 HANDBOOK

AT A GLANCE

MATCH NIGHT

Thursday. Tables clear ten minutes before the start and no later than 8pm prompt. The home team nominates 1st, 3rd and 5th and breaks off in every frame.

POINTS

One point for each frame won and one for the winning aggregate. A tied aggregate goes to a re-spotted black between the last two players, worth seven points.

HANDICAPS

Maximum personal handicap: 20 in Division One, 25 in Division Two. Re-handicapping at the halfway stage, with no more than 40 points gained or lost in any one match.

HIGH BREAKS

Break plus half handicap, over 40 to qualify. A minus player over −40 must make over 60. Plus-handicap players get half their handicap only.

THE LEAGUE

1. The league shall be governed by an Executive Committee comprising the President, Chairman, Vice-Chairman, Secretary, Match Secretary/Administrator and Treasurer, plus three delegates. All must be proposed, seconded and elected annually at the AGM by the delegates, with one vote per team delegate.

2. An Enrolment Meeting is held approximately three weeks before the AGM.

3. Entrance fees: 1st Division £42, 2nd Division £39.

4. Teams accepted must pay a deposit of £8, which will be deducted from the gross fees. Teams applying after this meeting will be considered at the AGM.

5. Players to be registered should be printed on the list provided, with the fee of £3 per player, and handed in at the July meeting. Minimum age is 16 on 1 September of the current season. No player is eligible to play until this fee is paid. Late applications will be considered at the discretion of the committee and in the interest of the league, at a fee of £6 per player.

6. The balance of entrance fees is to be paid by the August Delegates Meeting. New teams must pay their full entrance fees at the AGM, on their acceptance.

7. Monthly meetings for delegates will be held on the last Monday of the month at the Crumpsall Cons Club at 7.00pm. One delegate can cover all teams from the same club.

8. AGM voting: only one delegate per team can vote at the AGM.

9. Clubs not represented and not paying their monthly fees will receive a warning for a first offence. If a consecutive meeting is missed and fees are not paid, the team will be deducted 5 league points. If a third consecutive meeting is missed and fees are not paid, it will be put to the delegates for possible expulsion from the league.

10. Each team will pay **£10 per match played**, paid in at the monthly meeting.

11. Fines are to be paid on notification at the monthly delegates meeting, or at the latest by the following month. Any fines not paid will increase by £1 a month thereafter.

12. A Presentation Night will be held approximately the second Friday in June. The committee will select all trophies.

13. Delegates' pay-out takes place at the AGM. A delegate from every team must attend to receive their team's money. Any team not represented will forfeit its delegates' money, which will go back into league funds. This is each team's delegate, not club delegates.

14. All proposals and notices of motion for the AGM must be in writing and received by the Secretary at least 14 days before the AGM.

15. Any team wishing to resign from the league must send notification in writing before the AGM, as in rule 14.

16. The AGM will be held 3 to 4 weeks after the Presentation Night.

17. An EGM can be called only for a special agenda, or a crisis that rule 18 cannot deal with.

18. The committee's decision is final on all matters not covered by the general rules, and all teams are subject to the league's Code of Practice procedure, as per the constitution.

19. Any team visiting other clubs in the league will be regarded as temporary members on match nights, with no differential on the purchase of drinks or any entry fees.

20 Any team or player disrespecting their club or a visiting club will be dealt with by the conduct committee.

21 All matches are played and governed by the rules of the governing body, the WPBSA, and played with appropriate approved balls, preferably 1G.

22 All clubs' playing conditions will be inspected by an experienced member of the league during the first half of the season.

23 League match night is **Thursday**. All match tables must be vacant of players at least ten minutes before the start of play, and not later than 8pm prompt. Any team without a registered player available will lose that frame 147–0, and will be allowed until 8.30pm for the second frame.

24 Any team or individual wishing to rearrange a match must notify their opponents at least 72 hours beforehand, not counting Friday, Saturday or Sunday, and offer at least 3 other dates, which shall not include the same day more than twice. The opposition must accept one of those dates within 3 days, and the Match Secretary must be told. Rearranged matches must be played within 14 days of the original date.

25 **No league matches are to be played after the final league match date in the book.**

26 Protests must be received in writing no later than the Monday following the match, with a £1 fee, by the appropriate member of the committee. The fee will be returned if the protest is upheld.

27 The home team nominates 1st, 3rd and 5th, and breaks off in all frames in league and cup matches.

28 League match points: one point per winning frame and one point for the winning aggregate. In the event of a tie, the last two players will play a re-spotted black, valued at seven points. Ten minutes are allowed between each frame; if not, the offending team loses the frame 147–0.

29 Any team failing to turn out a full team will be fined £10 for each player they are short, and will lose the frame 147–0.

30 Any team playing an ineligible player forfeits the match and is fined £10.

31 The home team is responsible for the match result card. A card later than the Monday following the match will be fined £2.50 for the first offence and £5 for the second; offences after this will also incur a £5 fine.

32 Incorrect or incomplete cards will result in a fine for both teams: £2.50 for the first offence, £5 for the second and £5 for every offence thereafter. If the card is not received, the away team will be asked to provide the full particulars; failure will result in the relevant fine or points deducted.

33 Any team found "beyond doubt" to have falsified a match card will be expelled from the league.

34 Prize draws: a weekly break prize will be awarded to the player scoring the highest break plus half handicap, over 40 to qualify. Any minus player over –40 must make over 60 to qualify.

35 All outstanding monies must be paid in full by the last meeting before the Presentation Night. Any team owing money after this date will forfeit any prize money and their delegate fees, which will be returned to league funds, and the team's players will be held responsible for the debt. Any player in this situation wishing to sign for another team in the new season must pay their share of that debt before they can be eligible to play in the league again.

36 Transfers between teams are at the discretion of the committee, provided the player has not played more than two league games during the first half of the season, and will be charged at £3 per player. Any cup match played means the player is cup-tied and ineligible. The closing date is the last delegates meeting following the end of the first half of the season.

37 Clubs with more than one team in a division must play each other before the last two weeks of the second half of the season. If they fail to, both teams will forfeit maximum points.

38 If teams finish level on points at the end of the season, the winners will be the team with the highest total difference of individual points scored.

39 Re-handicapping will take place at the end of the first half of the season.

40 New signings: the committee reserves the right to change a player's handicap at any time if, in its opinion, the handicap has been grossly misrepresented. Points could be deducted should the committee find proof of this.

41 For re-handicapping purposes, **40 points** is the maximum difference lost or gained in any league match.

42 Personal handicap allowed in league and divisional knockout cup matches: **1st Division 20, 2nd Division 25. Maximum start per frame 70.**

43 A prize will be awarded to the winner of the most league games in a season in each division. In the event of a tie, the player who has played the fewest games will be declared the winner; if still tied, the player with the best average will be the winner.

44 Highest break prizes: for the highest break of the season, and for the highest break plus half handicap scored during the season (plus-handicap players qualify for half handicap only). A prize is awarded for the highest average in each division, with a minimum of 20 league matches to qualify; the winner is ineligible for Most Wins.

45 Last Six competition: the team scoring the most league points over the last six games, excluding the top four in each division, will be declared the winner. In the event of a tie, the team with the better team aggregate over the last six games wins.

46 Any player found guilty of ungentlemanly behaviour, or physical, verbal or online abuse, will be suspended pending an investigation and, if found guilty, brought to the attention of the delegates for a suspension or expulsion from the league. Any team found guilty of the above will be dealt with by the committee.

47 Any team failing to turn up for a league or cup match will be fined £10, plus both teams' match fees (2 × £10), totalling £30. See rule 9.

48 Under-age or female players: any player drawn at home against an under-age or female player who is not allowed to play in their club must reverse the fixture or play at an agreed neutral venue.

49 There will be a team knockout competition for each division, with handicaps based on league positions at the halfway stage of the season.

50 Any player not turning up for an individual or pairs match will be banned from entering that competition the next season.

51 Each team will pay a £10 fee for every cup match played, from 2023/24.

52 Individuals and Pairs knockout competitions: players must have played at least 7 league games during the current season to qualify.

53 Dave Law handicap knockout competition: each player plays off their full league handicap.

54 Nigel Barnes scratch knockout competition: all players play off scratch in all rounds up to the semi-finals, as per league rules. The miss rule applies from the semi-finals and final, which will be refereed by an official referee familiar with the miss rule.

55 Pairs knockout competition: both players must be from the same club, but not necessarily the same team. A plus player's handicap is halved but a minus player's is not. Maximum start per frame 70. Best of three frames.

56 Entry fees for each competition above must be paid when the entry sheet is handed in.

57 Dress code: from the semi-finals of the three competitions above, the Paul Ryan semi-finals and the league divisional cup finals. Collared shirt; black, grey or brown trousers or dark jeans; shoes or dark boots. No tracksuit bottoms, trainers, crew-neck tops, shorts or football shirts.

58 A referee is always dressed for the occasion, and so must the players be.

59 These rules will be enforced on the day, with consequences for anyone who does not turn out with respect for the sport.

60 Strike-out time for individual and pairs matches is 8.30pm; players must be at the venue to claim the match.

61 All individual, pairs and team knockout matches must be played on or before the stipulated date.

62 Anyone winning prize money must attend the Presentation Night, or tell the League Secretary (Scott) a valid reason for not attending. Otherwise the prize money will be lost and put back into league funds.

RULES OF PLAY

DEFINITIONS

Stroke — A stroke is made when the striker strikes the cue ball with the tip of the cue.

Striker — The person about to play, or in play, is the striker, and remains so until they have left the table and all the balls have come to rest.

Free ball — The striker may nominate a free ball after a foul by declaring or indicating a ball to the satisfaction of the referee. Getting down on the shot is enough if it is obvious. If the referee asks, the striker must declare which ball they are nominating.

Snookered — The cue ball is snookered when both extreme edges of any ball on cannot be struck. The ball nearest the cue ball is the effective snookering ball. The cue ball cannot be snookered by a cushion.

Push stroke — A push stroke is made when the tip of the cue stays in contact with the cue ball after it has begun its forward motion, or as it makes contact with an object ball.

Jump shot — A jump shot is made when the cue ball passes over any part of an object ball, whether touching it or not, and ends on the far side of it.

Playing from in hand — The cue ball must be struck from a position on or within the lines of the D. The referee will say, if asked, whether the cue ball is properly placed.

RULES

Spotting colours — If a stroke is made with a ball incorrectly spotted, it is deemed correctly spotted and play continues. Any colour missing from the table is spotted without penalty. If a potted colour's own spot is occupied, it goes on the highest-value spot available. If all spots are occupied, it goes as near its own spot as possible, between that spot and the top cushion, without touching another ball. A spotted colour must not touch another ball.

Touching ball — The striker must play away without moving the touching ball. If the referee is satisfied that any movement of a touching ball at the moment of striking was not caused by the striker, no foul is called.

Ball on the edge of a pocket — If a ball falls into a pocket without being hit while a stroke is played, it is replaced and any points scored count. If it would have been hit or involved in the stroke, all balls are replaced and the stroke played again. If a foul is committed, the striker incurs a penalty and all balls are replaced, with the next player having the usual options after a foul.

Free ball (playing it) — It is a foul if the cue ball does not hit the nominated ball first, or first simultaneously with the ball or balls on, or if the free ball nominated snookers the ball or balls on, except when only the pink and black remain.

Fouls — A foul not awarded by the referee or claimed by the non-striker before the next stroke is condoned. If more than one foul is committed in the same stroke, the highest-value penalty is incurred.

Play again — Once a player has asked an opponent to play again after a foul, the request cannot be withdrawn.

Ball moved — If a ball, stationary or moving, is disturbed other than by the striker, the referee repositions it without penalty where they judge it was or would have finished. If the striker picks up the cue ball, it is a foul and a penalty is awarded; the cue ball is then played from in hand, having been forced off the bed of the table.

Use of equipment — The striker is responsible for placing and removing any equipment they use at the table. If the equipment proves faulty and causes the striker to touch a ball, no foul is called unless they own it; the balls are replaced and the stroke replayed.

Four-handed snooker — A player who plays out of turn commits a foul, and the original order of play must be kept, so the offender's partner may lose a turn. Players may change the order of play at the start of each new frame. Partners may confer during a frame, but not while one is the striker and at the table, nor after the first stroke of a turn until the break ends.

INTERPRETATION

When a player concedes in an aggregate match, the value of the balls remaining on the table is added to the score, with reds counting 8 points each plus all the colours. A player who refuses to continue a frame, or for unfair conduct, loses the frame: all their points are forfeited and the opponent receives the value of the balls on the table, reds at 8 points plus the colours.

The non-striker shall avoid standing or moving in the striker's line of sight while they are playing a shot.

If the referee fails to notice an incident, they may take the evidence of the marker or the spectators best placed to see it.

Fixtures, results, tables and handicaps are on the league website. nmsnooker@outlook.com