Management Committee

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Rules.

North Manchester Snooker League.

As per the constitution, here on in known as the league

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1. The league shall be governed by an Executive committee Comprising of, President, Chairman, V/ Chairman, Secretary, match Secretary/Administrator and the Treasurer. Plus, three delegates. All of which must be proposed, seconded and Elected Annually at the AGM by the delegates with One vote per team delegate.

2. That an Enrolment Meeting is held approximately Three Weeks before the AGM.

3. Entrance Fees, >> 1St Div. £42. >>> 2nd Div. £39.

4. Teams accepted must pay a deposit of £8, which will be deducted from the gross Fees. Teams applying subsequent to 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, pp. And handed in at the July meeting, Minimum age 16 yrs on the 1st 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 the interest of the league, at a fee of £6.per player.

6. Balance of entrance fees 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,where one delegate can cover for all teams from the one club.Held at the Crumpsall Cons Club at 7.00pm.

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 their first offence, if a consecutive meeting is missed and fees not paid the team will be deducted 5 league points, and if a third consecutive meeting is missed and fees not paid. It will be put to the delegates for possible Expulsion from the league

10. Each Team will pay £10, per Match played and paid in at the monthly meeting.

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

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

13. Delegates Pay-out, will take place at the AGM meeting a delegate from every team must attend to receive their team's money. Any team not represented will forfeit their delegates money which will go back into league funds. This is each teams 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 their notification in writing before the AGM as above. 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 where rule 18 cannot deal with it.

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 WPBSA, and all matches are played with the 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 and all match tables must be vacant of players at least Ten minutes before commencement of play and not later than 8 PM, prompt. Any team not having a registered player available will lose this frame 147 to nil, and the offending team will be allowed until 8-30 for the second frame.

24. Any Team or individual wishing to rearrange any match must notify their opponents at least 72 hours before hand and NOT including FRI/ Sat/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 be informed of the rearranged matches which 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. To the appropriate member of the committee. This will be returned if the protest is upheld.

27. The home team is to nominate 1st 3rd 5th and break 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 to be allowed between each frame, if not the offending team to lose 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 fined £10.

31. The home team are responsible for the match result card and any late card after Monday following the match the team will be fined £2-50 for the first offence, £5 for the second offence. And offences after this will also incur a £5 fine.

32. Incorrect or incomplete cards will result in a fine for both teams that being, £2-50 fine for the first offence, £5 for the second offence and £5 for every other 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” of falsifying 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 teams owing money after this date will forfeit any prize money and their delegate fees and these will be returned into league funds and the team players will be held responsible for the debt. Any player in the above situation wishing to sign for another team within the new season will be required to pay their percentage of that debt before they can be eligible to play in the league again.

36. Transfers between teams will be at the discretion of the committee providing that 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 matches played means that he is cup tied and ineligible. The closing date for the above is the last delegates meeting following the end of the first half of the season.

37. Clubs with more than one team in the division must play each other before the last Two weeks of the second half of the season. Failure to comply, both teams will forfeit maximum points.

38. In the event of teams finishing 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 reserve the right to change their handicap at any time that, in their opinion his handicap has been grossly misrepresented. Points could be deducted should the committee find proof of this misdemeanour.

41. Re-handicapping purposes, that a 40 points difference be the maximum difference lost or gained in any league match.

42. Personal handicap allowed in league and divisional knockout cup matches, are. 1st div. 20>>2nd div. 25.

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 least number of games will be declared the winner, if tied with another player the player with the best average will be deemed the winner.

44. Highest break prize. Prizes for individual with the highest total break for the season. The highest break plus half handicap, (plus handicap players qualify for half handicap only).scored during the season. A prize is awarded for the highest average in each division, minimum of 20+ league matches to qualify, the winner being ineligible for the most wins.

45. Last 6, competition. The team scoring the most league points over the last six games with the exception of 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 6 games will win it.

46. Any player found guilty of ungentlemanly behaviour , physical, verbal or online abuse, will be suspended pending an investigation and if found guilty will be brought to the attention of the delegates for a time 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 their league or cup match, will be fined £10. Plus will pay £20, both team's match fees 2x £10. Totalling £30. See rule. 9.

48. Under age or female player's, individuals. Any player drawn at home against an under-age or female player forbidden to play in a club where this rule applies must reverse the fixture or play in an agreed neutral venue.

49. There will be a team knock- out competition for each division, run with the handicaps that will be based on their league positions at the half way stage of the season.

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

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

52. Individuals and Pairs knock-out competitions. Players must have played at least 7 league games during the current season to qualify in the individuals and pairs knock – out competition

53. Dave Law handicap knock–out competition, each player will play off their full league handicap.

54. Nigel Barnes Scratch knock-out competition. All players will play off scratch in all rounds up to the semi-finals as per league rules. The Miss Rule, will apply from the semi-finals and final which will be refereed by an official referee who is familiar with the miss rule.

55. Pairs knock out competition. All pairs must be from the same club but not necessarily from the same team. Handicapping, plus players handicap is halved but minus players are not. Maximum start per frame 70. Best of three frames.

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

57. Dress Code. The following dress code will apply in all the above three competitions, from the Semi- Finals.also from the Paul Ryan semi –finals and the league divisional cup finals. Collared shirt, black, grey or brown pants/dark jeans and shoes/dark boots No track suit bottoms, trainers or crew neck tops. No Shorts, No Football Shirts

58. A referee is always dressed for the occasion and therefore must the players

59. These rules will be enforced on the day with dire consequences for those who choose not to turn out with the respect of 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 knock-out matches must be played on or before the stipulated date.

62. Any team or individual fortunate to win prize money must attend the presentation night or inform the league secretary. (Scott), with a valid reason for non- attendance, failure to comply and you will lose your prize money and it will be put back into league funds

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

Striker – The person about to play, or in play, is the striker and remain so until he/she has 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. An indication would be made by getting down on the shot, which would be sufficient if obvious. If requested by the referee, the striker must declare which ball he/she is nominating.

Snookered – the cue ball is snookered when both extreme edges of any 'ball on' cannot be struck. The ball nearest to the cue ball is considered to be 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 remains in contact with the cue ball after is has commenced it's 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 state, if asked, whether the cue ball is properly placed.

Spotting Colours – If a stroke is made with a ball incorrectly spotted it will be deemed to be correctly spotted and play shall continue. Any colour missing from the table will be spotted without penalty. If when potted a colour's own spot is occupied it shall be placed on the highest value spot available.If all spots are occupied it shall be placed as near its own spot as possible between that spot and the top cushion without touching another ball..A colour, when spotted, must not be touching another ball.

Touching Ball – The striker must play away without moving the touching ball. If the referee is satisfied than any movement of a touching ball at the moment of striking was not caused by the striker, he/she will not call a foul.

Ball on Edge of Pocket – If a ball falls into a pocket without being hit whilst a stroke is played, it shall be replace and any points scored shall count. If it would have been hit or involved in the stroke, all balls will be replaced and the stroke played again. If a foul is committed, the striker incurs a penalty and all balls will be replaced with the next player having the usual options after a foul.

Free Ball – When awarded 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 be snookered by the ball or balls on by the free ball nominated,except when only the pink and black remain. or be snookered on the ball or balls on, by the free ball nominated, except when only the Pink and Black remain.

Fouls - If a foul neither awarded by the referee or claimed by the non-striker before the next stroke is made, it is condoned. If more than one foul is committed in the same stroke, the highest value penalty shall be incurred.

Play Again – Once a player has requested an opponent to play again after a foul, such request cannot be withdrawn.

Ball Moved – If a ball, stationary or moving, is disturbed other than by the striker, it shall be repositioned by the referee to the place he/she judges the ball was or would have finished without penalty. If the striker was to pick up the cue ball it would be deemed a foul and a penalty awarded. The cue ball would then be played from in Hand because it was forced off the bed of the table.

Use of Equipment – It is the responsibility of the striker to both place and remove any equipment he/she may use at the table. However, if this equipment proves to be faulty and thereby causes the striker to touch a ball, no foul will be called unless the equipment is owned by him/her. The balls will be replaced and the stroke replayed.

Four Handed Snooker – If a player plays out of turn a foul will be incurred and the original order of play must be maintained such that 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 whilst one is the striker and at the table, nor after the first stroke of the strikers turn until the break ends.

Interpritation

When a player concedes in an aggregate match, the value of any balls remaining on the table is added to the score. Reds shall count as 8 points plus all colours. For refusing to continue a game or for unfair conduct, a player shall lose the frame. All points scored will be forfeited and the opponent shall receive points to the value of the balls on the table. Reds scoring 8 points plus colours.

The non-striker shall avoid standing or moving in the line of the sight of the striker when he/she is playing a shot.

If the referee fails to notice an incident, he/she may take the evidence of the marker or spectators best place for observation to assist his/her decision.

NORTH MANCHESTER SNOOKER LEAGUE