NORTH MANCHESTER SNOOKER LEAGUE

SUMMER LEAGUE RULES

UPDATED
15 OCTOBER 2026

AT A GLANCE

THE MATCH

Three singles, then a pairs frame. Names are drawn from a pot for the singles; anyone in the draw can play in the pairs.

POINTS

1 for each singles frame won and 2 for the pairs — 5 a match. A point towards Most Wins for each frame won, singles or pairs.

PAIRS HANDICAP

−7 & −18 plays off **−18**
+7 & +18 plays off **+18**
+7 & −18 plays off **−15**

Maximum 50 start. Scratch (0) counts as plus.

HIGH BREAKS

50 or more to qualify for a player on −40 or better; 30 or more for everyone else. No half handicap. Prizes for minus and plus players.

THE RULES

1. Before the start of the match, players' names are to be picked out of a pot for the individual matches, i.e. 1st out 1st match, 2nd out 2nd match, and so on.
2. The captain of each team is to choose the pairs players before the start of the individuals.
3. Players can only play in the pairs if their names have been in the pot for the singles draw.
4. The pairs format: if two minus players play together they will play off the lowest minus player's handicap, i.e. -7 & -18 playing together will play off -18. **Maximum 50 start.** If two plus players play together they will play off the highest plus player's handicap, i.e. +7 & +18 playing together will play off +18. If a plus player plays with a minus player they will play off the minus handicap with half the plus player's handicap taken off, i.e. +7 & -18 playing together will play off -15. A scratch (0) player counts as a plus player.
5. Each match result is to be texted by the home captain to the WhatsApp group on the night or the following day, showing who played who, with W for winner and L for loser against each player's name.
6. 72 hours' notice is required for any games that need rearranging. The team captain who cannot make the date must give 3 dates to the opposing captain, and the opposing captain must choose 1 of those dates.
7. All teams to pay the signing-on fee and team registration before the start of the Summer League. (A meeting will be held the week before the first match.)
8. Every 4 weeks a meeting will be held to collect match fees, which are £2.50 per individual match and £2.50 per pairs match, totalling £10 per match.

9 Match team points will be 1 point per individual winner and 2 points for the pairs winners. Each individual winner will receive 1 point towards most wins, and each pairs winner will receive 1 point each.

10 If you do not have enough players to complete the 3 individual matches, you will forfeit the 3rd game and automatically lose that game. If the two appearing players win the doubles match they will only receive 1 winning point, and 0.5 each on their individual wins score.

11 To claim any prize money all fixtures must have been completed, and no fixtures will be allowed to be played after the final date.

12 All outstanding match fees are to be paid at the last meeting before the end of the Summer League. Any team not fulfilling this will not be eligible for prize money.

13 Most wins: if two players finish the season on the same number of individual points, the player who has played the fewest games will be the winner. If both have played the same number of games, the prize money will be split evenly.

14 If the first and second teams in the league are on equal points after the last match, there will be a play-off to decide the winner. If three teams are all on the same points after the last match, the 1st, 2nd and 3rd prize money will be split evenly.

15 For the highest break, a player on -40 or better must make 50 or more to qualify, and every other player 30 or more. There will be no half handicap applied to any break.

16 Any issues not covered by the above will be dealt with at the discretion of Scott and Garry.

Fixtures, results, the table and the prize boards are on the Summer League page of the league website.

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