

PJ Hindu Gymkhana Wilson Jones
Mumbai Snooker League 2014

TOURNAMENT COMMITTEE

- Derek Sippy – Tournament Director
- Ronnie Daruwalla – Jt. Tournament Secretaries
- Manav Panchal

RULES AND REGULATIONS

The handicaps of each individual player will be decided by the League Committee of BSAM which reserves the right to change the handicap of any player at any stage of the tournament.

The decision of the League Tournament (BSAM) Committee shall be final and binding on all matters. Any objection or dispute/protest if any, should be put down in writing along with a fee of Rs.1000/-. Finally, all are requested to play in the spirit of the game and all decisions in this regard shall be taken purely without bias in the interests of the sport.

A team may consist of a maximum of 6 players and a minimum of 4 players.

- 1) A team must consist of 4 players in order to win a match.
- 2) **All players will be required to play a MINIMUM of 2 frames, failing which there will be a penalty of -3 points per players from the total tally.**
- 3) The decision of the Tournament Committee will be final and binding on all matters.
The TC may alter the rules or make exceptions in certain cases as it may deem fit.
- 4) A Club may enter a maximum of 5 teams in the league.

Match procedure:

a) To win a match a team has to consist of a minimum of 4 players, as in the first 3 frames 4 different players need to play, 2 games of single snooker and 1 doubles snooker, which can be played in any order as decided by the home team.

b) A player can play a maximum of 2 frames in the match but not consecutively.

All 6 players in a team can play in the match if possible.

c) Foul & miss rule:

A player will have to hit the ball if he is snookered (this is mandatory).

If a player misses the snooker, it will be called a foul & a miss and the ball at the discretion of the player who has snookered him can ask the ball to be replaced, however there will be a maximum of 3 foul and misses after which the incoming player will have the following options:

- 1) Play from where the handball has come to rest
- 2) Claim a free ball if it is one
- 3) Ask his opponent to play again.
- 4) In case while attempting to break a snooker and a free ball position comes into existence, there will still be a total of ONLY 3 fouls & a miss i.e ONLY 2 re-spots & the 3rd short attempted and a snooker not broken will be a FOUL ONLY, unless a player while attempting a free ball pots a ball and then gives in a fresh snooker or a complete fresh position is attained from there on after having a free ball, will there again be a repetition of 3 foul & a miss once again.

Please note that everyone must make a genuine attempt at removing snookers. After 2 attempts at removing snookers a player just cannot play the handball in a direction which is obvious that he has not made an attempt to remove the snooker. In this case he can be asked to play the shot again with conceding the relevant points.

All players in the team have to play at least 2 frames during the league stage or else that player shall not be permitted to play in the knock out stage plus a MINUS 3 POINTS per players from the total tally.

c) The BSAM would like to inform all Clubs that we do not encourage the serving of alcohol and dinner after a match. It is entirely at the discretion of the Home team how they would like to entertain their guests, however light snacks and soft drinks, tea or coffee are recommended.

d) The BSAM requests all Clubs concerned to start their matches on time.

All day to day matters concerning the League shall be attended by
Mr. Sachin Mali (Administrative Executive) Off: 22840054 Mobile No. 9773568058.

As per normal practice the name(s) of the player(s) shall first be written on the Notice Board by the Home Team's Captain for the first three frames one after the other.

Thereafter for the 4th and 5th frames individual names will be written on pieces of paper before the start of each of the 4th and 5th frames, if played.

Lastly if during a match a Captain of any team has inadvertently/mistakenly given the name of a player for two consecutive games and the second game has begun before the mistake became known, the team which has nominated the player for two consecutive games would be deemed to have lost that particular second frame involved and naturally both players involved in the game cannot play in the next game.

If by any chance, in a winning team, the playing of a player in two consecutive games has gone unnoticed by both teams and the card sent to BSAM office, where the fault is noticed the winning teams 2 points will be nullified and 0 points will be marked against it.

No player shall be allowed to smoke on the table while playing.

League matches will start at 6 p.m. with a grace period of 30 minutes only. No practice will be allowed before the commencement of the game, unless by mutual consent of the two Captains. **Please note if a visiting team arrives at 6.45.pm which is the cut-off time to start a match, the home team is allowed to claim the first frame. If they arrive at 7.15.pm they can lose 2 frames and if they arrive at 7.45.pm they would have deemed to have lost the match. Any exceptions to this rule will be by mutual consent between the two captains. A team claiming a frame due to the late arrival of their opponents will have to mention the time of arrival on the back of the cards which will have to be signed by both captains. One captains signature will not be considered valid. A team may claim any of the first three frames in the event of a team coming late, including the doubles.**

This rule however 'WILL NOT' be applicable to teams playing against Mandpeshwar Civic Federation (Dombivli Gymkhana) & Tri ace Shooters (Vashi).

Score-cards signed by Captains of both the teams should reach (preferably by hand delivery) the Hon. Secretaries, The Billiards & Snooker Association of Maharashtra, Brabourne Stadium, North Stand, Veer Nariman Road, Churchgate, Mumbai 400 020, latest by 12 noon on Tuesday the following week. If the score cards are not received within the specified time, both teams shall be deemed to have lost the match.

This rule will be rigidly enforced.

All arrangements connected with the match, such as refereeing, lighting, cost of refreshments etc.. shall be borne by the home team. The home team must arrange for a referee to supervise each fixture. **All matches will be played with Aramith Tournament Champion set (blue and gold box) not the normal Aramith snooker set (green box) and on full-size standard tables.** The same set of balls shall be utilized for the full match unless two or more tables are utilized at the same time. All matches must be played on one table, only unless otherwise agreed to by both the Captains. **Please note,** The home team shall fix the dates of the matches within the scheduled week in consultation with the visiting team. In the event of any special circumstances, matches may be played by mutual consent up to Monday of the following week. The Club whose name appears first on the list of fixtures for a week, shall be considered the home team. The home fixture must be played on or before Wednesday of the week specified, except by mutual consent.

No team shall give a walk-over. Any team giving a walk over, shall be fined a sum of Rs.3000/- per walkover and may be debarred for the rest of the Tournament and their points shall be nullified. The League Committee reserves the right to call for an explanation, in writing, from the Club whose team gives a walk-over, and may, at its sole discretion, take such further disciplinary action as it may think fit, which may extend to barring the particular players concerned, from one or more League Tournaments.

The winners of each match will get two points.

A Bonus Point will be awarded to the team that wins both Home & Away Matches. Two teams from each section having the maximum number of points will qualify for the Knock out Stage.

All the clubs are requested to ensure that the tables for the Tournament are in fairly good condition (without tears or patches, or darned cloth or with no nap or holes on the black spot). If a particular club's table is found unsatisfactory to the conditions of play, the League Committee reserves the right to take such action against such club which it may deem fit, which may extend to disqualifying that club from the rest of the Tournament and/or debarring the club from one or more league tournaments.

The teams entered shall at the discretion of the League Committee, be divided into a number of sections depending upon the number of entries, and the draw for the sections will be made by drawing lots. After the initial section games are over, two teams from each section shall qualify for the knock out stage which will be played on tables of The PJ Hindu Gymkhana (Marine Lines)

Thereafter all group winners will be seeded accordingly and the No.2 team shall be drawn by lots.

The Tournament Committee shall be the sole authority for the arrangements of these matches.

Winner of the League will be declared the Mumbai Snooker League Champions for the year 2014.

The decision of the League Committee shall be final and binding on all matters of disputes and differences.

RULES APPLICABLE IN CASES OF TIES

FOR THE 1ST & 2ND POSITIONS

A – IN CASE OF A TIE

If there is a tie in one or more sections for the 1st & 2nd positions, then the result between the two teams in the league matches shall be taken into account. The team which has won both home and away matches shall be in the 1st position and the other team shall be in the 2nd position. If both the teams have won one match each, then the frame differential in the matches that they have contested amongst themselves only shall be taken into consideration to decide the No.1 spot. If still the scores are level, the 1st & 2nd positions shall be decided by the toss of a coin.

B – IN CASE OF A TRIPLE TIE

If there is a triple tie for the 1st & 2nd positions in any section, then the 1st & 2nd positions shall be decided as follows :

- a) The result between the 3 teams shall be considered.
- b) Firstly the number of frames won and lost would be taken into account and the teams which have the best and the second best frame difference ratios shall be considered to be on the 1st & 2nd positions. If however the frame difference is equal then there shall be a play off between the teams with one team getting a bye by lot.

2. FOR THE 2ND POSITIONS

A – IN CASE OF A TIE

In case of a tie for the 2nd position, only the matches between the teams so tied shall be considered. If a team has won both home and away matches played between them, then that team shall be deemed to have qualified for the Super League in the 2nd position. If both the teams have won one match each, then the

frame difference between the two teams shall be considered. If there is still no result, they shall then play off to decide who qualifies for the Knock-out stage as the case may be.

B – IN CASE OF A TRIPLE TIE

If there is a triple tie in any section, then the 2nd position will be decided as follows :

- a) The result between the 3 teams shall be considered.
- b) Firstly the number of frames won and lost would be taken into account and the team which has the best frame difference ratio shall be considered to be on the 2nd position. If however, the frame difference is equal then they shall play off with one team getting a bye.

Dress Code :

Dress code shall be maintained throughout the league and no sandals or chappals, no shorts, caps or ³/₄ pants will be allowed. Normal casual wear with formal or sports shoes will be the dress code for all the matches. No excuses will be permitted with regards to the dress code, except in case of serious injury to the foot, where the player is unable to wear any kind of shoes.

Prize Distribution function:

KINDLY NOTE, AT LEAST ONE MEMBER OF THE TEAM RECEIVING A PRIZE HAS TO BE PRESENT. AN OFFICE BEARER OF THAT CLUB OR THEIR DULY AUTHORIZED MEMBER REPRESENTATIVE WITH A LETTER IS PRESENT. NO CLUB PEONS OR MARKERS SHALL BE GIVEN THE PRIZE. THIS SHALL BE STRICTLY ENFORCED AND NO EXCUSES SHALL BE TOLERATED

Thanking you all for your co-operation.

TOURNAMENT COMMITTEE