

BSAM Presents 'OTTERS CLUB' Mumbai Snooker League 2017

RULES AND REGULATIONS

MATCH PROCEDURE:

1. Each match is a Best of 5 Frames.
2. Order of play during the group stage (refer point No. 7 below in this section)
3. Order of play during the Playoffs is via toss & chits only.
4. First 3 frames will have to consist of Two 15 Red Singles & One 9 Red Doubles.
Rules for the 9 Red is same as 15 Red.
5. 4th & 5th frames will again be 15 Red Singles.
6. If a player requires 4 or more snookers, he has to concede the frame.
7. As per normal practice, the Home Team will write the name(s) of the player(s) on the Notice Board for the first three frames one after the other. Thereafter, individual names will be written on chits before the start of the 4th & 5th frames, if played.
8. 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 frame and both players cannot play in the next game.
9. League matches will start at 6 p.m. with a grace period of 30 minutes only. The 1st frame should commence by 6:45pm, failing which the team not present will concede a frame, at 7:15pm the 2nd frame & 8pm the team would have deemed to lose 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 captain. One captain's signature will not be considered valid. A team may claim any of the first three frames in the event of a delay, including the doubles. This rule however is not applicable to teams playing against teams from Borivali, Dombivli & Vashi.
10. 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 no points will be awarded.

PLAYER RULES:

1. A team may consist of a minimum of 4 & a maximum of 6 players.
2. 4 different players must play in the first three frames to win a match.
3. A player can play a maximum of 2 frames in the match but not consecutively.
4. All 6 players in a team can play in the match.
5. Senior Citizens can directly play in the playoffs (no mandatory games in league stage).
6. Players with a handicap of +25 or lower can directly play in the playoffs.
7. All players (other than in Point 5 & 6 above) have to play in the league stage. If they fail to do so then they will not be allowed to play in the Ties or Playoffs. However, there will be **No Negative Points** for players who do not play in the league stage.

FOUL & MISS RULE:

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

If a player misses, it will be called a foul & miss and the player who has snookered him, can ask the ball to be replaced. However, there will be a maximum of 3 foul and misses i.e. after 2 re-spots, the third miss will be considered as a foul 'only'; after which 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 the 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 misses i.e. ONLY 2 re-spots. If the third shot to break the snooker fails then it will only be considered a foul. Unless, the player who has given the snooker gets a free ball, pots another ball & then gives a fresh snooker; will be entitled to a new set of foul & miss.

Please note that everyone must make a genuine attempt at removing snookers. After 2 attempts at removing snooker a player just cannot play the handball in any direction, which is obvious that he has not made an attempt to remove the snooker. In such a case, he will be penalized with a foul (due points will be given to the opponent) & can be asked to play the shot again (respotting).

HANDICAPS:

For 15 Red Singles - handicaps as printed.

For 9 Red Doubles

Both handicaps to be added, divided into half, reduced by 40% & rounded off (if need be)

E.g. 1: Player A is +26 & Player B is 27 = $53/2 \times 60\% = 15.9 = 16$ (rounded off to the closest number)

E.g. 2: Player A is +25 & Player B is 45 = $70/2 \times 60\% = 21$ (does not need rounding off)

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.

It is advised that every captain should verify the handicaps before the start of every frame. If by mistake a frame is played with wrong handicaps then the result of that frame is valid.

THE POINT SYSTEM:

The teams entered shall at the discretion of the League Committee, be divided into a number of groups depending upon the number of entries, and the draw for the sections will be made by drawing lots. After the group games are over, two teams from each group shall qualify for the knockout stage that will be played on tables of Host Club. Here, all group winners will be seeded accordingly and lots shall draw the No. 2 seeded teams.

In the Group stage, the winner of each match will get two points. One Bonus Point will be awarded to the team that wins both - Home & Away matches. Two teams from each group/section having the maximum number of points will qualify for the Knock out Stage.

The criteria of reseeding for the play offs:

- a) The team with a maximum number of points & if it is the same then number of matches won.
- b) If the number of match wins is the same, frame difference will be considered.
- c) If that too is the same then the average, then who beat whom.
- d) If both have beat each other then a coin toss or a chit.

Lucky Loser

This year, with 60 entries; we have 15 groups of 4 teams. Two teams from each group will qualify for the round of 32 (totally 30 Teams). Since there are two free slots, teams that finish as No. 3 in the group will qualify for these two spots as a **lucky loser** (via chit). In case of a tie, the above-mentioned criteria of reseeding will apply.

The decision of the Tournament 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.

RULES FOR TIES IN A GROUP:

For No. 1 Seeding in the Group

- The result between the 2 teams shall be considered.
- The team that 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 only amongst themselves 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 or via chit method.

Triple Tie for No. 1 Seeding in the Group

- The result between the 3 teams shall be considered.
- Firstly the number of frames won and lost would be taken into account and the teams that 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 also equal then the chit method shall be adopted. In this Chit Method:
 1. Out of the three chits whichever clubs name is picked up first qualifies as No. 2
 2. The other two teams need to play the eliminator & the team victorious shall become No. 1.

For No. 2 Seeding in the Group

- The result between the 2 tied teams shall be considered.
- The team that has won both home and away matches played between them, then that team shall be deemed to have qualified for the knockout stage 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 still the scores are level, an eliminator between the two teams will decide the No. 2.

For Triple Tie for No. 2 Seeding in the Group

- The result between the 3 teams shall be considered.
- Firstly the number of frames won and lost would be taken into account and the teams that have the best and the second best frame difference ratio shall be considered as the 2nd positions.
- If however the frame difference is also equal then the terminator/eliminator method shall be adopted. In this method:
 1. Out of the three chits whichever clubs name is picked up first gets a bye.
 2. The other two teams need to play the eliminator and
 3. The team victorious shall have to play the bye team to qualify as No. 2.

BSAM'S MESSAGE TO ALL GYMKHANAS/CLUBS/PLAYERS PARTICIPATING:

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). 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.

All league matches should commence by 6pm or earlier.

BSAM discourages serving of alcohol and dinner after the 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.

BSAM's administrative executive Mr. Sachin Mali shall attend all day-to-day matters concerning the League: Landline. 22840054 or Mobile No. 9773568058.

No player is allowed to consume any product that leads to intoxication while playing the matches.

Scorecards (duly signed by both captains) should be emailed to BSAM at bsamah@gmail.com, by noon on every following MONDAY (post week of play). If the scorecards are not received within the specified time, both teams shall be deemed to have lost the match.

Scorecards sent via WHATS APP will be considered INVALID.

All arrangements connected with the match, such as refereeing, lighting, cost of refreshments etc shall be borne by the home team. The home team can 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 on Monday of the following week; provided BSAM has approved of the same. 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 can give a walkover. Any team giving a walkover 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 walkover, 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.

Tournament Committee's Decision shall be final & binding on all matters of disputes/differences. This Committee has the powers to alter the rules or make exceptions in certain cases as it may deem fit.

BASIC INFRASTRUCTURE:

All Institutions participating in our leagues should ensure to have the basic facilities in place; i.e.: air conditioned Billiards Room, a hospitality area & a decent restroom with an American toilet. If these facilities aren't met with, BSAM reserves the right to EXCLUDE such institutions from our leagues for the current year & in the future as well.

DRESS CODE:

Dress code shall be maintained throughout the league and no **sandals or chappals, no shorts, caps or ¾ pants or torn pants/jeans or low waist lowers 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. Only collared T-shirts are allowed during this tournament (no round necks).

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 STRICKTLY ENFORCED AND NO EXCUSES SHALL BE ACCEPTED.

TOURNAMENT COMMITTEE:

Rishabh Kumar
Manav Panchal
Snehal Mehta
Zulfikar Saria
Krishankumar Bhatia
Sunny Dawer
Mahesh Jagdale