

**BSAM's CUE LEAGUE**

**OBJECTIVE:**

To Bring Continuity in the Game  
To Inspire Club Level Players to Improve their Skill  
To Create a Platform for Players to Compete on a Regular Basis

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**1. Highlights of this League:**

- a. Every affiliated Institution (club/gymkhana/organization) can participate.
- b. Duration of this league will be of 5 Months (November'17 to March'18).
- c. Rs. 20,000/- Entry Fee per Team.
- d. Rs. 3,00,000/- Total Prize Money.
- e. This league will be a handicap-based event.
- f. All formats of the game will be played (except pool).
- g. This event will be a League Format.
- h. Post the league stage; 8 Teams with the highest points qualify for the Quarter Finals.
- i. Collared T-shirts with BSAM & Sponsor Logos (in the league & knockout) is compulsory.
- j. Every visiting team has to 'Pay' for their own F&B consumption.
- k. Players & Institutions who concur with this document in entirety should participate.

**2. Hospitality:**

This Cue League has been conceptualized for players seeking inspiration & continuity in the sport. By 'Paying for your own Consumption' no host club is burdened nor any individual unmotivated to participate. There can be one or more instances wherein an entire team of 15 players may want to witness an away game. And it will not be right to expect the host club to foot the bill for their F&B consumption. Hence, BSAM will not allow the cost of socializing to blemish the 'Objectives' of this tournament.

Therefore, 'By RULE': every team has to pay for their own F&B consumption (home or away).

### 3. Who can participate?

Institutions that are affiliated with BSAM & have the minimum quorum of players can participate. They must ensure to have the basic facilities in place; e.g.: 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 this league.

There can be an instance where a certain institution does not sanction the entry fee. But 'its members' can continue to participate by forming a team with the minimum quorum in place & pool in the entry fee. However, such a team must submit a letter from its Institution acknowledging the usage of their Billiards Room for this tournament.

Players & Institutions that have read & concur with this document in entirety can/should participate.

### 4. Team:

- a. Each Team will consist of a minimum of 8 & a maximum of 15 Players.  
Keeping in mind the duration of the tournament & the fact that there could be 2 fixtures in a week; it is recommended to have 10 or more players for trouble-free continuity. Also, since the bench can now be of up to 15 players, no replacement/s or omission/s or inclusion/s will be allowed in any circumstance.
- b. Any 'Two' neighboring clubs can jointly form a team (for lack of players in-house).
- c. Each 'team' is also allowed to incorporate a maximum of two non-members.
- d. Each player can play a maximum of 'One' frame per fixture.
- e. Mandatory for every player to play 'Five' frames in the League Stage.
- f. 5 points/player will be deducted from the total tally of points for not playing the mandatory frames.
- g. Every club will be given a chance to participate. If any club wants two or more teams to participate, then it will depend on the total number of entries. And, if a situation arises whereby there is a slot open for a second team but the demand is more; it will be done via the lucky draw method. The club/s having two teams will be allowed to reshuffle its players before a said date.

### 5. Handicaps:

- a. Each player will be given a handicap based on the BSAM Snooker & Billiards League.
- b. Handicap for 15 Red Singles & 100 Up Billiards is as printed.
- c. For 6 Red Snooker, 40% of the 15 Red Snooker Handicap is applicable.
- d. The total 'Snooker' handicap of the (playing 5) Team in every match has to be +150 or more.
- e. It is advised that every captain should verify the handicaps before the start of every frame.
- f. If a handicap mistake is found during the frame, then the difference needs to be adjusted immediately.
- g. If by mistake a frame is played with wrong handicaps then the result of that frame is valid.
- h. The handicaps are subject to revision at any point during the course of the event.

### 6. Format:

- a. Each fixture will be a best of 5 frames.
- b. Both Teams have to exchange their playing 5 names before the match starts.
- c. All Frames are 'Singles' only.
- d. The winner of the Toss will choose the first frame from Game 1, Game 2 & Game 3 (below).
- e. The other team will choose the second fixture & the balance fixture to be played as third.
- f. Frames as under:  
Game 1 = 15 Red Snooker  
Game 2 = 100 Up Billiards  
Game 3 = 06 Red Snooker  
Game 4 = 06 Red Snooker  
Game 5 = Captain winning the Toss to choose from G1, G2 & G3.
- g. If a player requires 4 or more snookers, he has to concede the frame.

The above format is a proposed format. Keeping in mind that this particular league is more so for club level players; the Tournament Committee can review & revise the format.

### 7. Foul & Miss:

Is Applicable! While attempting to get out of a snooker; if a player misses, it will be called a foul & a miss. The player who has snookered him can ask the ball to be replaced, however there will be a maximum of 3 foul and misses (max 2 re-spots) after which the incoming player will have the following options:

- a. Play from where the handball has come to rest
- b. Claim a free ball (if it is one)
- c. Ask the opponent to play again
- d. 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 failed attempts, the player cannot play the handball in any direction, but play a genuine shot. If the shot is not genuine then the ball can be re-spotted & will also concede the relevant foul points.

#### 8. Points System:

- a. 1 Victory Point for winning the fixture.
- b. 1 Frame Point for every frame won.
- c. There are no Bonus Points of any sort.
- d. The team losing the match will also collect points for the frames won.
- e. Score 3-2. Winner = 3 + 1 = 4 Points. Loser = 2 Points.
- f. Score 3-1. Winner = 3 + 1 = 4 Points. Loser = 1 Points.
- g. Score 3-0. Winner = 3 + 1 = 4 Points. Loser = 0 Points.

#### 9. Fixtures:

For example = 20 Teams Participate

- a. Each team will play the other teams 'once'.
- b. Totally 19 matches per team.
- c. Each team will get the 'Home Advantage' every alternate fixture.
- d. Fixtures for the entire league will be posted on the BSAM website; so each team can plan accordingly.
- e. There can be 2 fixtures in a week (hence we recommend a bench strength of at least 10 players).
- f. Every Saturday is Match Day.  
Hence, 8 clear days are given for every fixture. Teams can play anytime during the week.

#### 10. Score Sheet:

- a. Duly signed score sheets have to be emailed by noon on the following Monday.
- b. BSAM Email address [bsamah@gmail.com](mailto:bsamah@gmail.com).
- c. Score sheets via 'Whats App' will not be considered valid.
- d. Score sheet can be downloaded from the BSAM website.

#### 11. Relegation Rule:

This is the first year of Cue League; hence each institution will be given a chance to participate. There could be a possibility of having over 20 teams in the first year. But to ensure that a framework is created for the second year & that every club gets a fair chance to participate; this league will be based on performance & consistency.

Details as under:

- a. 2<sup>nd</sup> year onwards Cue League will have a maximum of 20 Teams.
- b. Top 16 Teams of the previous year will reserve their spot in the coming year.
- c. Teams ranked 17 onwards will be relegated in the next year. (That will open up 4 slots).
- d. If an institution hasn't participated in the previous year, then they get a chance to come in.
- e. If there is just 1 such club, then Teams ranked 17, 18, & 19 get to participate in year two.
- f. If there are 2 such clubs, then only teams ranked 17 & 18 get to participate in year two & so on.
- g. If there is no such clubs then teams ranked 17, 18, 19 & 20 get to participate in following year.

#### 12. Substitution:

This is a card that allows the team to interchange an on-table player in the midst of the game.

Criteria of the Sub:

- The substitute should be of the same or lower (handicap) category.
- Eg: +35 handicapper is playing a match
- He can be substituted by a player of the same (+35) or higher (+40, +45 & so on)
- Cannot be substituted by a player below the handicap of +35.

When can this Card be used?

- It can be used when a player is trailing by 30 or more points with 1 Red on the table.
- Can only be used in a Snooker frame.
- Cannot be used in the decider.
- Can be used just once in each fixture.

Implications of using the Substitution Card:

- The player that has been substituted will not be credited with that frame.
- The player that has been substituted has to play the next frame by default (unless the fixture is won).
- The player substituting cannot play a second frame in that said fixture.

**13. Prize Money:**

Rs. 090000 = Champion  
Rs. 050000 = Runners Up  
Rs. 050000 = Semi Finalists  
Rs. 080000 = Quarter Finalists  
Rs. 030000 = Highest Breaks  
Rs. 300000 = Total

**14. In case of a Tie for overall ranking:**

- a. Overall Frame difference will be considered.
- b. If its the same then 'Who beat Whom'.

**15. Implication of a Walkover:**

- a. A team to have given a walkover under any circumstance shall be eliminated from this event.
- b. All the points won or lost will be void.
- c. All the clubs that have won points against them will be scrapped.
- d. A fine of Rs. 10,000/- will be levied.
- e. That particular club will be disallowed to participate in the traditional or other leagues of that year.

**16. Players League:**

In the latter half (Sept – Oct) of 2018, a player's edition will be conducted known as the 'Players League'.

The objective of this league is to reward the Best 128 players of this Cue League. These 128 players will compete in a Knockout Handicap Tournament (Rs. 600/- per person).

Criteria of Best 128 Players:

- A. Player with the best frame win percentage will qualify for this event.
- B. Overall Win percentage will decide the seeding.
- C. Mandatory number of frames criteria must be fulfilled.
- D. If any player is unable to participate, then the next best player/s to get a chance to participate.

The format, draw & other details of the Players League will be finalized on a later date.

**17. Timing:**

- a. Reporting time is 15 minutes prior to mutually set time.
- b. If the visiting team fails to reach within 45 minutes of that set time then the match is deemed won by the host club.
- c. If only one member from the visiting club reports on time then the match can commence. Post the completion of the first frame, if the rest of the team yet hasn't arrived then the match is deemed won by the home club.
- d. Point 'c' applies to the home club as well.

**18. Dress Code:**

Dress code shall be maintained throughout the league.

- a. Sandals or chappals, shorts or  $\frac{3}{4}$  pants, torn or low waist pants/jeans or caps will not be allowed.
- b. Casual or formal foot wear or sports shoes with socks are a must for all the matches.
- c. 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.
- d. Every team has to invest in a collared t-shirt with the BSAM & Sponsor Logos. (Color of your choice).
- e. The logos, placements & sizes will be made available via email.

- f. Every institution is free to pick any 'one' color for its team t-shirt.
- g. Can be a two-tone colored t-shirt.
- h. Each team is free to print their sponsor's logos on spaces approved by BSAM.
- i. Player names & number on the back can be printed.
- j. No player is allowed to play without the team t-shirt.
- k. If a player does play without the said t-shirt; then that frame is awarded to the opponent team.

**19. Prize Distribution Function:**

- a. Rs. 500/- per person will be payable for those wishing to be a part of that evening.
- b. Two members of each team must be present for the prize distribution (point '18a' is applicable).
- c. There is no restriction on the number of entries provided it is conveyed 2 days prior & paid for.
- d. The team receiving the prize must be present. Prizes will not be handed over to peons or markers.
- e. Prizes will be forfeited if the respective team/institution does not collect it on the final day.

**20. Tournament Committee:**

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