

# **NSCI - BSAM Mumbai Snooker League 2024**

## **RULES AND REGULATIONS**

### **Before giving the entries:**

" ALL ENTRIES SHOULD BE SENT ONLY ON THE CLUB LETTERHEAD AND FROM THE CLUB OFFICIAL EMAIL ID" NO ENTRIES WILL BE ACCEPTED FROM PERSONAL EMAIL IDS."

CLUBS/ GYMKHANAS PLS TAKE NOTE THAT ONLY ONCE THE ANNUAL SUBSCRIPTION FEE ,PLAYER REGISTRATION FORMALITIES OF THE PLAYERS TAKING PART AS A TEAM ARE COMPLETED AND ENTRY FEE FOR THE LEAGUE IS PAID WILL THE ENTRY BE ACCEPTED.

NO ENTRY WILL BE ACCEPTED IF THE ABOVE IS NOT COMPLETED BEFORE THE LAST DATE.

THIS RULE WILL BE STRICTLY ENFORCED AND NO EXCEPTIONS WILL BE ENTERTAINED.

Entry of only those clubs who have cleared their annual subscription fees for the financial year 2024-2025 will be accepted.

In addition all players will need to ensure that the player registration process is completed.

That players name will not be included in the team if he/she hasn't completed the player registration process by the last date of giving entries.

NO CHANGE IN THE DRAW/HANDICAPS WILL BE MADE ONCE IT HAS BEEN UPLOADED ON THE BSAM WEBSITE

### **I. Match Format:**

1. First frame: 15 Red

Second frame: 6 Red

Third frame: 15 Red

Fourth frame: 6 Red

Fifth frame: 15 Red

2. All 5 frames need to be completed and are to be played in the exact same order.

3. The same player cannot be repeated during the same match. This means that there will be 5 different players playing in each match.

4. At the time of the play offs, it will be a Best of 5 frames.

5. Each player of the 5 or 6 core member team must play minimum 1 frame through the group stage. If not done, then 3 points will be deducted.

For the league stages

Group of 4 teams : Mandatory 1 frame per player

Group of 5 teams : Mandatory 2 frames per player

The process:

6. Before the start of the match both teams need to give the names of the 5-member squad who will be playing the match. Once these 5 names are exchanged, only and only these 5 players can play. The team cannot later decide to have their 6th or 7th player be made to play.

7. As followed traditionally the home team must write the names of their first three players one by one upon completing each frame. The 4th frame both teams will exchange chits of the players to represent their team. The 5th frame will by default be played by the last player.

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

9. After teams have exchanged the chit for the 4th frame the players to play the 5th frame goes by default and thus if both captains agree, then the 4th and the 5th frame can be played on separate tables to finish the match sooner. If both captains disagree then the frames will be played one after the other.

## **II. Team composition:**

Minimum number of players: 5

Maximum number of players: 7

(The core team can consist of only 6 members)

- The core 6-member team can be of any handicap.

- The 7th player will be the reserved player of the team. He/she must be of handicap +40 and above (+40 to +60).

The reserved player has no compulsion to play at all and at the same time he/she can be made to play in every match as well.

- If a team is submitting on a 5-member core team, then they cannot have the 6th player as a reserved player. The reserved player can only be the 7th player of the team.

- At the time of submitting entries, it is important that all teams mention who is their 7th (Reserve player).

(If teams have a 7th player, then to consider the team as a 7-member team only. The only difference being the 7th player has no compulsion to play at all).

## **III. Point System:**

- Each frame = 1 point

- Winning the match = 1 point

- Bonus point if win 5-0 = 1 point

- Super bonus point to win home and away = 1 point

Example:

- Suppose the winning team wins 3-2 then they get an extra point to win the match as well:

1.  $3+1= 4$  points and the losing team will get 2 points.

- If the same winning team wins the away game 5-0 then they will get points to win the match and the bonus point as well:

(b)  $5+1+1= 7$  points and the losing team will get 0 points.

- So, since the winning team wins both home and away, they will get  
(a+b) =  $4+7+1= 12$  points in total and the losing team will get 2 points.

#### **IV. 15 Red and 6 Red 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).

#### **V. HANDICAPS:**

For 15 Red Singles - handicaps as printed.

For 6 Red will be 40% of the 15 red snooker handicap e.g if a player's handicap for the 15 red snooker is plus 30 then his 6 red handicap will be  $(30 \times 40) / 100 = 12$

The handicaps of each individual player will be decided by the Tournament Committee of BSAM which reserves the right to change the handicap of any player at any stage of the tournament. Handicaps will only be revised up to the quarter finals.

Handicaps will be reviewed/revised, if necessary, at the End of Week 2 and Week 4 and Before the Quarter Finals.

## **VI. RULES FOR TIES IN A GROUP:**

RULES APPLICABLE IN CASE OF TIES: (ALL TIE MATCHES WILL BE PLAYED AT A NEUTRAL VENUE AS DECIDED BY BSAM)

1) First wins will be considered

2) Then frame average will be considered

3) Now if wins and frame average are the same then the below will be followed:

Now If there is a tie between two teams for 1st and 2nd position in the group then chits will be picked up to decide the same.

Now if there is a tie between 3 teams for the 1st position then there will be 3 chits and the first chit picked up will be No.1 position and the other two teams will automatically have to play for 2nd spot.

If 2 teams are tied for the 2nd position number in a group there will be a playoff match between them.

Now if there is a tie between 3 teams for the 2nd position then there will be 3 chits and the first chit picked up will have to directly play the winner of the other two teams and then winner of the same will be in the 2nd position.

### **Point no. 1**

Each group will be consisting of 5 teams and each team will be playing home and away matches against the 4 teams in their group thus a total of 8 matches will be played by each team.

8 matches x 5 frames in each match = 40 frames that each team will be playing during the entire group stage.

Now, because of the above calculation each and every player of the team regardless of his/her handicap has to compulsorily play minimum 2 frames (each and every category of handicapped players).

(This is of course not applicable to the 7th player - the reserve player of the team).

### **Point No. 2**

While playing the match, every team has to do the due diligence of checking if the handicaps of their own team as well as the opponent's team is correctly written.

For egs:

If a player wrongly writes his handicap as +20 instead of the correct handicap of +15 then it has to be pointed out by the opposition team at that time. If pointed out and realised during the course of the frame then the opponent will have the advantage to decide whether it should be a re-rack or frame to be continued. Once the frame is over, the result of that frame will stand and will not be changed. Both captains have to be mindful about it. The match will also not be considered null and void - please note the frame once completed the result will stand!

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

All the clubs are requested to ensure that the tables for the Tournament are in 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 Tournament 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: 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 [bsamtournament@gmail.com](mailto:bsamtournament@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. THIS RULE WILL BE STRICTLY ENFORCED. Incomplete scorecards will not be accepted. 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/marker to supervise each fixture. All matches will be played with 1G Aramith championship ball sets only and on full-size standard tables. Requesting all participating clubs/Gymkhanas to procure a 1G Aramith ball set if they don't have one. The same set of balls shall be utilised for the full match unless two or more tables are utilised 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. 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.5000/- 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 WILL BE PERMITTED DURING THE KNOCKOUTS.

PRIZE DISTRIBUTION FUNCTION:

KINDLY NOTE, AT LEAST ONE MEMBER OF THE TEAM RECEIVING A PRIZE HAS TO BE PRESENT OR 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 ACCEPTED.

**TOURNAMENT COMMITTEE:**

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