

THE BILIARDS AND SNOOKER ASSOCIATION OF MAHARASHTRA
MUMBAI 6 – RED SNOOKER LEAGUE 2010

TOURNAMENT COMMITTEE

Shekhar Surve (Chairman), Ronnie Daruwalla, Siddarth Parekh, Rakesh Trivedi

HON. SECRETARIES OF BSAM

Derek Sippy – Devendra Joshi

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 Committee (An adhoc committee appointed by the BSAM) 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. No replacement of any player would be permitted. (except in grave circumstances)

2) 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.**

3) A Club may enter a maximum of 5 teams in the league

4) All rules of Snooker shall remain the same except: a) The Cue ball, or the object ball/s must touch a cushion after every shot or it should be pocketed. b) There shall be no foul and a miss rule throughout the tournament. c) After every foul the incoming player shall have 3 options: a.1) Play from where the balls have come to rest b.1) Ask their opponent to play from where the balls have come to rest c.1) Play from in hand from the 'D' except when snookers are required. (balls below the baulk line can be attempted from the 'D' & will be deemed a legal shot)

5) A player cannot snooker his opponent behind a nominated color ball after he has potted a red ball. (Note even after striking a cushion first) **Please note that a genuine attempt must be made in the right direction while trying to remove a snooker.**

Match procedure:

All matches will be played over a best of 7 frames of singles.

a) To win a match a team has to consist of a **minimum of 4 players**, as in the first 4 frames 4 different players need to play.

b) A player can play a **maximum of 2 frames** in a match but **not consecutively**. All 6 or 5 players in a team can play in a match

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 are recommended.**

d) The Tournament Committee 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.977356805

As per normal practice the name(s) of the player for each frame, shall first be written on the Notice Board by the Home Team's Captain for the first four frames.

Thereafter for the rest of the frames, individual names will be written on pieces of paper before the start of each of the remaining 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 or consume alcoholic drinks on the table while playing.

League matches will start at 6 p.m. with a grace period of 30 minutes only unless mutually agreed by both teams. No practice will be allowed before the commencement of the game, unless by mutual consent of the two Captains.

Score-cards signed by Captains of both the teams should reach (preferably by hand delivery) the Tournament Committee, 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. All matches will be played with Aramith Tournament Champion set 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 Association does not encourage the serving of alcohol and offering dinner to the visiting team. This is entirely up to the host team.**

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 upto 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 team winning both its home and away matches against their opponents shall be awarded a bonus point. 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, that will be played on tables that will be decided by the Tournament Committee.

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

Winner of the League will be declared the Mumbai 6 Red Snooker League Champions for the year 2010.

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 knock out 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 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 or $\frac{3}{4}$ 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.

ALL TEAMS RECEIVING A PRIZE MUST HAVE AT LEAST ONE REPRESENTATIVE OF THEIR TEAM PRESENT TO COLLECT THEIR PRIZE AT THE PRIZE DISTRIBUTION CEREMONY, FAILING WHICH THAT TEAMS PRIZE SHALL BE FORFIETED. EXCEPTIONS IF ANY TO THIS RULE SHALL BE AT THE BEHEST OF THE TOURNAMENT COMMITTEE.

Thanking you all for your co-operation.

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