

Frodsham & District Snooker League

RULES OF THE LEAGUE – LAST UPDATED: SEPTEMBER 2022

1. NAME

The league shall be called the Frodsham & District Snooker League (FDSL)

2. OBJECTIVES

To encourage, promote and control the playing of amateur snooker in a friendly and sporting manner under the latest revision of the Official Rules of the games of Snooker and English Billiards approved and published by: The World Professional Billiards & Snooker Association Limited (WPBSA 'Rules of Snooker') and available online. (Note: The WPBSA miss rule does not apply to FDSL.)

3. LEAGUE MANAGEMENT

3.1. Officials - League officials shall be appointed as follows:

- 3.1.1. President
- 3.1.2. Chairman
- 3.1.3. Honorary Secretary ('Secretary')
- 3.1.4. Honorary Treasurer ('Treasurer')
- 3.1.5. Committee

3.2. Method of election - All officials shall resign at the Annual General Meeting (AGM). New officers will then be elected. Officers resigning may stand for re-election. Members must normally be present at the AGM to be elected but officers resigning and wishing to stand for re-election must send their apologies for absence if not present at the meeting. The Committee shall consist of a maximum of 6 members.

3.3. Duties of the officials shall include but not be limited to:

- 3.3.1. Chairman – shall manage the Committee, AGM and extraordinary meetings as necessary. In the absence of the Chairman, the members present shall elect one of their number to act in the roll.
- 3.3.2. Secretary – shall be responsible to the Committee to prepare the agenda and attend, record and publish minutes of all meetings. He shall also publish all league and knock-out fixtures and keep and publish match results, player performances and handicaps.
- 3.3.3. Treasurer – shall prepare team accounts, receive monies and pay them into a bank account in the name of The Frodsham & District Snooker League. He shall pay prize monies to teams / individuals as directed by the Committee and shall present an annual set of accounts at the AGM.
- 3.3.4. Committee – shall manage the League as necessary to ensure its proper and efficient running. The Committee may suspend or terminate the membership of a team / individual whose conduct is considered not to be in the League's best interest.

3.4. Meetings -

- 3.4.1. Committee meetings shall be convened as necessary by the Secretary giving sufficient notice to Committee members.
- 3.4.2. The AGM shall be convened by the Secretary with twenty-one days' notice to the membership. Agenda items shall be submitted in writing to the Secretary within fourteen days of the date of the meeting and he shall circulate the final agenda to each Club within seven days of the meeting.
- 3.4.3. Voting at the AGM shall be one vote per team.
- 3.4.4. An Extraordinary General Meeting (EGM) shall be convened by the Secretary upon receipt of either a notice submitted by five teams from a minimum of three Clubs, or an order by the Committee. Any request for an EGM shall clearly state the business to be discussed and no other business shall be transacted apart from that specified in the request. Extraordinary General Meetings cannot be convened during the playing season for any change to the league rules.

4. FINANCE

- 4.1. The league is financed through player / team subscriptions. It is non-profit making with the objective of paying out its income in prize money, honoraria and any costs, leaving a small positive bank balance at the end of the season.
- 4.2. The distribution of prize money shall be agreed by the Committee for each season.
- 4.3. Each player shall pay £1.00 per match, i.e., £6.00 per team of 6 players.
- 4.4. Each player shall pay £2.00 to enter an individual or pairs competition.
- 4.5. Team subscriptions shall be due at i) league half way stage, and ii) three weeks before the end of the season. The Treasurer shall advise each team captain of monies due.
- 4.6. Secretary / Treasurer honoraria for the past season shall be decided at the AGM.
- 4.7. Prize money shall be paid by cheque unless prize-winners request otherwise.

5. COMPETITIONS

- 5.1. Divisions - The number of divisions / teams within shall be decided at the AGM. If there is more than one division and there is an imbalance in team numbers, the top division will have the even number of teams. In such event, the lower division teams will be promoted and the redress will be relegation from the top division.
- 5.2. Teams -
 - 5.2.1. Each team shall have a maximum of 15 players registered with the Secretary at the AGM held before the start of the season. If a team is struggling for players, then it may register a new player up to, but not beyond the league half way stage.
 - 5.2.2. Team captains can request new player/s provided they have been a member of their club since the start of the season.
 - 5.2.3. Team captains can register players by submitting the name to the secretary in writing, by text or by email.
 - 5.2.4. Any team withdrawing from the league, or in the opinion of the committee being deemed to have withdrawn, must fulfil their financial commitments to the league.
 - 5.2.5. If any team withdraws from the league all previous league results shall be expunged from the records.
- 5.3. Players -
 - 5.3.1. A player shall play for only one team in any one season.
 - 5.3.2. A player who has not played for a team for which he / she was registered at the start of the season may request a transfer to another team providing the request has the approval of the secretary.
- 5.4. Matches -
 - 5.4.1. League matches will be played on Monday, Tuesday and Friday evenings in accordance with the fixture list issued by the secretary before commencement of the season. A team may request a different day in the week if it becomes difficult to field a team on Tuesday and Friday, A request must be in writing and submitted to the Secretary with the reason for the change.
 - 5.4.2. Scheduled matches cannot be postponed other than in very special circumstances. In such cases, the team captains must be in agreement and the Secretary notified. In most cases, the match shall be played within one month of its original date which will be advised by the Secretary.
 - 5.4.3. Matches will consist of six registered players per team. One point being awarded for each frame won after taking into account the individual handicap of each player. In the event that an immediate decision of a team knockout match in that one team is required to enter the next round, one 'play off 'frame shall be played between nominated players of each team who have participated in the match.
- 5.5. Venue and match protocol -
 - 5.5.1. Clubs using one table shall commence matches at 7.00pm prompt when a minimum of two players from each team shall be entered onto the result sheet. Clubs using a second table shall commence the match at 7.30pm prompt and for two table venues, four away players must be present, as the two non-players are required to referee. This rule can only be waived in unusual circumstances and providing there is mutual agreement between the team captains or their representatives.
 - 5.5.2. Teams that are more than five minutes late could have the first frame/s claimed by the team present at the time and will forfeit the match if a period of 45 minutes elapses. In a single or pairs knock-out the scratching time is 8.00pm prompt. If lateness is inevitable, team captains and players are advised to contact their opposition.

- 5.5.3. Team members participating in a match are not allowed to practice on any table that may be available once the match has commenced and also must cease practice at this point.
- 5.5.4. The home team shall have the right to select the order of play in the match. Captains may come to an agreement if a player or players are expected to be late, or if they are unaware of lateness, but only when the games of all players present have been completed (there must be a continuity of play). Available team members not selected to play may be substituted for the missing players or players. If the names of the missing player or players have already been added to the result sheet both team captains must initial the alteration to the result sheet.
- 5.5.5. In the event of a team being a player short they may use a team member who has already played in the match, as a stand-in. The player will be chosen by the opposing team captain at the end of the first two frames and the six-player team picks a player to play twice. If that player can't stay, then the team concedes the sixth frame. If the chosen player wins then he / she cannot record a win towards the averages or breaks prizes. Only one stand-in is allowed in the event of a team being more than one player short then a £3 fine will apply. This system can only be used for a maximum of six times and cannot be used in knock-out competitions.
- 5.5.6. The home team will break in all league and knock-out matches, other than neutral venues in knock-out matches when it is shared. Visiting teams will be responsible for marking and refereeing each game. In knock-out matches, both teams at neutral venues (Finals) will share the marking responsibility.
- 5.5.7. The appointed referee will settle all disputes in accordance with the Rules of Snooker. Should a player be in the firm opinion that the referee is not conversant with the Rules of Snooker in making a particular decision in the match, he may before he taking his next stroke, appeal to his team captain who will endeavour to settle the dispute with the referee by consulting a copy of the rules. If the dispute cannot be settled, the captain will inform the referee of his intention to appeal to the Committee and the game will continue with the referee's decision being enforced. Any appeal must be in writing, giving full details of the incident within five days of the match and must be accompanied by a deposit of £3.00 to the Secretary. The Committee will then take whatever action they deem necessary and their decision will be final. The £3.00 deposit will be forfeited if the Committee decide that the complaint is not justified. It should be noted that this dispute procedure only applies to an alleged contravention of the rules and not a dispute which is a matter of opinion.
- 5.5.8. Players in cup finals shall adopt a dress code - a collared shirt and trousers, i.e. no trainers or denim jeans.
- 5.6. Penalties -
 - 5.6.1. Failure to play in any scheduled fixture will result in a £10 fine for the offending team and their opponents will be awarded the match and 6 points. However, if both teams are from the same club, the match is null and void, both teams will be fined and no points awarded.
 - 5.6.2. Any team playing less than the required number of 6 players shall forfeit one frame for each player short. If an aggregate point is being contested, then 147 points will be added to the opposing teams' aggregate score for every player short.
 - 5.6.3. Any team entering fictitious name/s and score/s on the result sheet for missing team players will result in both teams being fined £5.00.
 - 5.6.4. Results shall be marked on the result sheet and signed by both captains. The home team shall be responsible for the result sheet being sent by WhatsApp, text or email to the Secretary by 11:30pm of the night of the match. Failure to comply with this rule will result in a £3.00 fine being imposed against the offending team.
 - 5.6.5. Any team playing an un-registered player shall be fined £3.00 and forfeit the game in which the un-registered player participated.
 - 5.6.6. Any team playing a player off the wrong handicap, which is to his / her advantage, shall forfeit the game irrespective of the winning margin. Any handicap change is with immediate effect and includes the league, singles, pairs and re-arranged matches.
 - 5.6.7. Teams shall pay their bills within seven days of receipt from the Treasurer. Failure to comply with this rule will result in a £5.00 fine. If the bill is not paid within another fourteen days, the offending team will be expelled from the league and will not be entitled to receive any prize or prize money for the current season or be re-instated into the league until the outstanding monies have been paid.
 - 5.6.8. Players failing to turn up for an individual or pairs competition without informing their opponents prior to the match shall be fined are £5.00.
 - 5.6.9. Postponed matches in the individual or pairs competitions will be arranged by the home player. Depending upon club availability, it may be necessary to give the away player a

maximum of three alternative dates. Home players failing to turn up will lose home venue if the match should be re-arranged. Matches must be played before commencement of the next round and competitors failing to inform the Secretary of his / her of their win could be scratched from the competition if the result is not received by the date set by the Secretary.

- 5.6.10. All finals of knock-out competitions will be played at neutral venues with the exception of two player, pairs or teams from the same club. No player or team will practice on the neutral venue match table/s 24 hours prior to the commencement of their match. Any member found doing so and the match will be awarded to their opponent/s. In team knock-out competitions, a player/s will not be allowed to participate in the match.
- 5.6.11. There will be a £5.00 fine imposed for the non-return of the league's trophies by the date given and the collection point advised by the Secretary. Non-payment of the fine will result in the holder being expelled from the league until such time that it is paid.
- 5.6.12. Failure to pay any bill by the set date will result in a £5.00 fine.

6. PLAYER HANDICAPS / SYSTEM

- 6.1. Player handicaps shall be displayed on club noticeboards and maintained throughout the season via the league website.
- 6.2. The handicapping system is currently as follows:
 - 6.2.1. New players are 'under review' until they have played 5 matches in a single season at which point their handicaps are reviewed.
 - 6.2.2. Players of promoted or relegated teams are automatically under review at the start of the following season for the first 5 matches.
 - 6.2.3. All players are reviewed at the league half way stage providing a player has played at least 7 games.
 - 6.2.4. Any player, playing less than five matches in a season will be under review for the following season off his / her original handicap.
 - 6.2.5. There is no maximum handicap that a player can receive but the maximum start advantage that a player can receive or give in any match is 40 points.
 - 6.2.6. At review stages, the following handicap CHANGES will be made:

6.2.6.1.	0%-25% wins	up 10
6.2.6.2.	>25%<40% wins	up 5
6.2.6.3.	40% - 60% wins	No change
6.2.6.4.	>60%<75% wins	down 5
6.2.6.5.	75% - 100% wins	down 10

7. PRIZES

- 7.1. Individual prizes -
 - 7.1.1. There will be a prize given each year for the highest break recorded in each division of the league. Any breaks of 20 and more must be entered on the result sheet which must be signed by both team captains. Players are responsible to make sure their break/s have been entered on the result sheet.
 - 7.1.2. There will be a prize given each year for the player accumulating the most breaks (Andy Couzens Memorial Cup). For this reason, a player cannot concede a match before the final three colours. He may however ask his / her opponent to agree to concede before this time.
 - 7.1.3. There will be a prize given each year to the player winning the most matches (best average) in each division of the league. For the purpose of this award, failure to play in a league match (this includes being given a walkover for a missing player) will be counted as a lost match.
 - 7.1.4. Players winning the best average in each division shall play a challenge match usually at the presentation evening.
- 7.2. Team prizes -
 - 7.2.1. The first three places in each division will be awarded monetary prizes along with the first place team winning a cup.
 - 7.2.2. A knock-out challenge shall be run over the season for the KO cup. Those teams losing in the first round will play for the RWMC cup.

Graham Miller – Honorary Secretary / Treasurer
FRODSHAM & DISTRICT SNOOKER LEAGUE