

## **REIGATE & DISTRICT SNOOKER LEAGUE**

1. The League will be called The Reigate and District Snooker League, hereinafter referred to as 'the League'.
2. The League will be governed by a President, Chairman, Treasurer and Secretary, elected annually.
3. The League will not be restricted to clubs within the Borough of Reigate.
4. New applications to enter the League should be made to the League Secretary and a vote taken at the next AGM for acceptance into the League.
5. The Annual General Meeting will be held prior to the start of the new season.
6. Any Teams not being represented at an AGM will start the season on -3 Frames (at the discretion of the committee).
7. Voting at any meeting will be confined to not more than one representative from each registered team.
8. All proposals will be decided by majority and the Chairman has the casting vote.
9. Any three teams acting jointly may call an Extraordinary General Meeting by giving written notice to the Secretary. The Secretary will consult with the Chairman and arrange a date and venue within the following 28 days.
10. Registration Fees to the League including Singles, Pairs, the Knockout Cup and Charles Hill Trophy will be established each year at the AGM. The standard cost for a team (5 players) will be £50.
11. All players must be registered at the beginning of each season.
12. Additional players (above the 5 players per team) may be registered at any time during the season but with the following provisos: (a) That 24 hours notice has been given to the Secretary. (b) The prevailing registration fee of £10 is paid to the League within 14 days.
13. A player may be transferred from one team to another but with the following provisos: (a) That the person to be transferred is not transferring back to a previous team. (b) That seven days notice has been given to the Secretary. (c) A transfer fee of £10 has been paid to the League. (d) That the transfer deadline, which is the mid-point of the season, has not passed.
14. Any players who have played in the Knockout Cup and then transferred to a team still in the competition will be cup-tied.
15. The League and Knockout Cup match nights to be on a Wednesday except by arrangement.

16. All League matches to consist of three matches of two frames duration. Matches may be split between two players but no player may play in more than one match.

17. The playing order of each team will be written down by each captain and the line-ups exchanged before play begins. The playing order can not be altered unless by agreement with the opposition captain.

18. All Knockout Cup matches to consist of three players from each team with a draw made to determine pairings; the first pairing to play the first frame, the second pairing then play frame two and so on until a result is reached. The order of play may only be varied by mutual consent.

19. At the end of a 3-3 draw in a Knockout Cup match each captain will nominate 1 player from his side to play the deciding frame. The Final only will be played on a Neutral table (Subject to availability).

20. The Knockout Cup Semi-Finals will be played over two legs, home and away. The second leg to be played one week after the first leg. If the aggregate score is 6-6, the deciding frame will be played as in rule 19.

21. Both teams to have at least one player at the venue so that the order of play can be made. Play should commence at 7.30pm. In the event of one team having no player present to start by 7.45pm, then that team forfeits the first frame. Play should thereafter be continuous with no break permitted in excess of fifteen minutes. Failure to be ready to play will result in the frame(s) being forfeit.

22. If the 3<sup>rd</sup> player of a team is not present, or not ready to play by 9.30, the final two frames will be awarded to the opposition.

23. Teams that fail to turn up on a League night without three registered players will be deducted 2 Frames per player (at the secretary's discretion) from their aggregate frames to date. This is in addition to the walkovers awarded on the evening. If teams know that they will be short of players then they should either play 'short' or the match should be postponed and rule 28 will come into affect.

24. Teams that fail to turn up on a League Night without giving due notice set out in Rule 26, and barring illness, injury or inclement weather the following will apply: (a) Non offending Team to receive SIX Frames. (b) Offending Team to be Deducted 6 Frames from their Total Frames to date.

25. Teams that are struck down with illness or injury on the day of the match, or due to bad weather find themselves unable to comply with Rule 26, must phone their opponents at the earliest opportunity and Rule 28 will come into operation.

26. At least 24 hours notice should be given in postponing a match, to both the opposition and the league secretary. Failure to comply may be subject to no points being awarded for the fixture.

26a Teams that postpone a fixture without providing an acceptable reason to the secretary will be subject to a one point penalty. This has no impact on the result of any rearranged fixture.

27. Postponed matches should be played on a date within one month of the scheduled fixture and the secretary informed of the new date within seven days of the postponement.

28. Postponed matches that cannot be re-arranged under Rule 27, the following will apply: (a) Team postponing the match to receive NIL frames. (b) Opposing team to receive SIX frames.

29. All disputes arising over matches and/or match arrangements to be referred to the Secretary.

30. After matches, the captains should sign the result card, which must then be emailed or texted to the secretary within 24 hours of the conclusion of the match. It is the responsibility of captains to check the website for any inaccurate information and to communicate any errors to the secretary asap. Results cards should no longer be posted.

31. In the event of a tie at the end of a season to decide the championship the following will apply: (a) the number of matches won. (b) the number of frames won at home and away when the teams concerned played each other. (c) play-off using Knockout Cup Rules.

32. No rules of any competition can be repealed or altered except at an AGM or EGM.

33. The home team captain is responsible for making known his club rules, which affect visiting teams prior to the visitor's arrival.

34. All competitions will be governed by WSA Rules (with the exception of the miss rule).

35. Anything not covered by these Rules will be dealt with by the League Secretary on behalf of the Committee.

36. The League reserves the right to refuse players, teams and clubs entry into the league, without reason.

37. The Breakers table will only include breaks made during League matches and will not include breaks made during Competitions.

38. The Anniversary Shield Competition shall be open to all players with points awarded for winning League frames and size of breaks made during League Matches. For each frame won, three points shall be awarded. Points for breaks shall be awarded as follows:

Break Points

20-24 1  
25-29 2  
30-34 3  
35-39 4  
40-44 5  
45-49 6  
50-59 7  
60-75 8  
76-99 9  
100+ 10

At the end of the season, four players shall qualify for the Semi-Finals. 1st shall play 4th and 2nd shall play 3rd. The Semi-Final and Final shall be the best of three frames.

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