



## CUESPORTS SINGAPORE

# NATIONAL SNOOKER LEAGUE 2018/19 RULES & REGULATIONS

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## 1. AUTHORITY & CONTROL

- 1.1. The league is under the supreme authority and control of Cuesports Singapore.
- 1.2. Cuesports Singapore reserves the right to interpret these Rules and Regulations as it sees fit, and to amend them or make additions to those contained herein, if it deems necessary, from time to time.
- 1.3. All matters arising and any matters not covered in these rules shall be deliberated upon by Cuesports Singapore and its decision(s) shall be final and binding on all participants.
- 1.4. Cuesports Singapore shall appoint a Tournament Administrator (TA) and a League Director (LD) to oversee the league proper and may delegate its authority to him to attend to and decide on matters arising, on its behalf.

## 2. ELIGIBILITY & ENTRIES FOR THE LEAGUE

- 2.1. Clubs, Associations and Organisations that are affiliated or willing to be affiliated to the Cuesports Singapore may enter team/s for the League subject to their willingness to abide by the rules contained herein.
  - 2.2. Multiple team entries are permitted; however, **clubs can only be represented by a maximum of two teams in any particular division. Snooker Centres may submit entries to participate in Division 1 to Division 3 only. Division 4 and below are solely for affiliated clubs and schools only.** Should there be less than six teams competing in a given division, the Tournament Committee may cancel the said division.
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- 2.3. Entries must be submitted on the Official Entry Form ([Annex A](#)) no later than **30 September 2018, 5pm** to Cuesports Singapore:

Cuesports Singapore  
3 Stadium Drive #01-33  
Sports Hub  
Singapore 397630  
Tel: (+65) 6345 3651  
Fax: (+65) 6447 2498  
Email: cue@cuesports.org.sg

- 2.4. All entries must be accompanied by a non-refundable entry fee of **\$300** by cash or cheque made payable to Cuesports Singapore.
- 2.5. **Providing dinner by the home club is not compulsory, however, minimum beverages and refreshments should be served for visiting players and supporters. Snacks or finger food like biscuits, tarts or cakes are also recommended.**

### 3. PARTICIPANTS' RESPONSIBILITIES & LIMITATIONS

- 3.1 All participating teams shall be responsible for the following:
- i. Ensure that two full-sized snooker tables with full accessories are available 15 minutes before the match;
  - ii. Rectify any defects in the table, cloth, accessories and/or the lighting, whenever necessary, so as to allow proper playing conditions for the league;
  - iii. Ensure that patrons/members and home team supporters are well-behaved during a match, including keeping the noise level to a minimum so as not to distract the players;
  - iv. Ensure the safety of the visiting team players, supporters and referees;
  - v. Extend a hospitable reception to the visiting teams, representatives of Cuesports Singapore, Sponsors (if any) and other media representatives of the league who may be present during the match;
  - vi. Refrain from promoting any products belonging to the direct competitors of the Sponsors (if any) during match days;
  - vii. Carry out/be involved in all advertising and promotional activities conducted by Cuesports Singapore and/or Sponsors (if any) to
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- publicise the League; and
- viii. Agree to any reasonable request from the Sponsors to carry out any promotional activities for their brand(s) or product(s) in their premises.
- 3.2 At any time during the course of the League, teams which are unable to play at their home venues for any reasons whatsoever shall contact Cuesports Singapore, which shall decide on a venue for the match(es) to be played. In addition, teams must inform Cuesports Singapore and their opponent(s) by fax using [Annex B](#) **at least five working days** before a scheduled match, to allow for necessary arrangements to be made.
- 3.3 The home team requesting for the change of venue must fax the Tournament Administrator's approval to the opposing team, and receive an acknowledgement from them prior to the match. A fee of \$100 shall be paid by the home team to Cuesports Singapore at least two working days before the start of the match.
- 3.4 Cuesports Singapore and the Sponsors (if any) of the league shall not be responsible for any loss of items, injuries or mishaps whatsoever and howsoever arising from the League and its related activities.

## TEAMS & PLAYERS

- 3.5 Each team must register a minimum of **Six** players, up to a maximum of 10 players.
- 3.6 The Tournament Committee will designate the appropriate Division to be assigned for each team. Any appeals against such designation must be submitted in writing with reasons to the Tournament Committee within 7 working days of notice of designation failing which the decision will be deemed final and binding.
- 3.7 Any replacements and/or changes must be made via fax using [Annex C](#) to the TC, stating the changes and full details of the incoming player(s). **The team concerned must receive the written approval from the TC before fielding these players.** In addition, any requests for change of players must be faxed to the Tournament Administrator at least Five working days before a scheduled match. No replacements and/or additions shall be allowed or entertained after the given grace period.
- 3.8 All players registered for the league must be at least 16 years of age. However, team(s) may request to register such player(s) in writing to Cuesports Singapore. Approval of such requests shall be decided by the Licensing Unit.



- 3.9 The top 16 players in the current National Snooker Rankings are considered as 'Seeded Players' and they will play each match giving a head start of stated points to their opponent.

Seeded 1-8	Opponent gets 16 points head start
Seeded 9-16	Opponent gets 8 points head start

If "seeded 1-8" plays against "seeded 9-16", 8 points head start will be given to the latter. Teams Managers/Captains will be allowed to field any amount of National Top 16 players in a match. All matches for Top 16 Ranked players will be base on the Handicap system.

- 3.10 Only registered players can be fielded for a match.
- 3.11 Each team must nominate a Team Captain who shall be responsible for the following:
- i. Account for his/her team and attend to all administrative matters pertaining to the League;
  - ii. Attend meetings or briefings which may be conducted from time to time to address matters arising;
  - iii. Exchange the team line-up with opponent's team captain of every match at least 15 minutes before the scheduled start of the match;
  - iv. Verify and confirm the completed score sheet at the end of each match and ensure that it is being submitted to the tournament administrator by the next working day;
  - v. Ensure that at least two snooker tables are available for the match in their respective home venue;
  - vi. Ensure his/her team members conduct themselves in a manner which is in accordance with the rules laid herein;
  - vii. Appoint a representative to undertake any or all of the above responsibilities in his/her absence.

#### 4. LEAGUE FORMAT

- 4.1 The League shall be played based on latest Rules of Snooker set by the International Billiards & Snooker Federation (IBSF). However, Cuesports Singapore may vary any rule(s) or set additional ones at any time to suit the conditions and format outlined in this League.
- 4.2 The "foul and a miss" rule will apply to a maximum of 2 times. Beyond



that, the incoming player shall play from the final rest position of the balls or ask his/her opponent to play the shot. Once point difference is more than or equal to the points remaining on table, "foul and miss" rule shall no longer apply.

*[Explanatory Note:*

*When a player is snookered, he/she must make an attempt to play the cue ball towards the ball "on".*

*Should the player play the cue ball away from the ball "on", the referee may call for a "foul and a miss" as laid out in the IBSF rules.]*

4.3 Teams shall be allocated into the various Divisions as in 2.2 with 12 teams in each Division, playing on a 'home' and 'away' round-robin format.

4.4 The league is targeted to start around **mid November 2018**, depending on the number of teams in the respective divisions. The matches will be scheduled based on the following days for each division:

**Mondays – Division 1**

**Tuesdays – Division 2**

**Wednesdays – Division 3**

**Thursdays – Division 4**

**Fridays – Division 5**

4.5 The total points achieved at the end of the qualifying group stage shall determine the position of the teams.

4.6 Any ties shall be resolved in the following manner and order:

- i. Count back on frame difference;
- ii. Count back on total matches won;
- iii. Count back on away matches won;
- iv. Count back on total matches lost;
- v. Count back on home matches lost; and
- vi. Outcome of the matches between the teams concerned.

4.7 In the event of an absolute tie, teams concerned shall compete in a



special play-off match, arranged by Cuesports Singapore, to determine their final position(s) in their group. In the event of a tie (2-2) in games and tie in frames in the arranged play-off match, the blue ball shoot out shall take place immediately upon the completion of the final frame to determine the winner.

- 4.8 The top two teams shall be determined as Champion and Runner-Up appropriately. The Top 2 teams from previous season will be promoted to the next higher Division. The bottom 2 teams will be relegated to the next lower Division. TC may make changes as it sees fit.
- 4.9 A High Break prize (trophy and prize money) shall be awarded for players who achieve the highest break within their Division. The minimum points for qualification are as follows:

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	Div 1	Div 2	Div 3	Div 4	Div 5
High Break	60 pts & above	50 pts & above	40 pts & above	30 pts & above	30 pts & above

In the event of a tie, the player who achieved the highest break first shall be awarded the High Break prize.

- 4.11 All matches must be played on the date scheduled by Cuesports Singapore, or any earlier date as agreed between the respective teams. In the case of the latter, prior approval must be obtained from the TA. To avoid any form of misunderstanding, such arrangements must be faxed to the TA using [Annex D](#), stating the change and reasons for it. It is the responsibility of the team requesting for such change to obtain the accommodating team captain's endorsement in consent of this change prior to faxing the form to the TC.
- 4.12 Requests for change in match date(s) shall be put forth to the respective opponent 30 days before the scheduled fixture. Should the opponent not reply within seven days from date of the initial request, the copy can then be faxed to the TC for his/her intervention to set a fixture date to accommodate the request, and that decision shall be final. Such intervention will only be made by the TA when there are valid reasons for the request, and provided the above set time frame is strictly adhered to.
- 4.13 No match may be played on a date later than the stated fixture date, unless under special circumstances as dictated by the TA as above. Matches not played by the said date without the approval of the TA will lapse and even if played later will be void and considered as walkovers.



## 5. MATCH FORMAT & REGULATIONS

- 5.1 All matches shall be a contest of four Snooker matches – best of three frames each with four players in a team playing against each of the opposing team's players respectively.
  - 5.2 All matches shall be decided by the number of games won (e.g. 4-0, 3-1) with the winning team being awarded three points. Both teams shall be awarded one point each if the match ends in a draw (e.g. 2-2).
  - 5.3 All matches shall start at 8pm sharp. Tables should be handed to the away team players for warm up from 7.45pm onwards.
  - 5.4 Where at least two of a team's registered players listed for a match are not present at the end of the 15-minute grace period, the opposing team captain is entitled to claim a match walkover. If the remaining two players are not present by the end of the first two matches, the opposing team captain is entitled to claim a walkover for the remaining games.
  - 5.5 All Team Captains, or in their absence a representative from the team, must furnish the team's line-up on the **Official Team Sheet** ([Annex E](#)) to the opposing the team's captain 15 minutes before the start of the match.
  - 5.6 The team line-up must indicate the names and NRIC numbers of the four players who will be playing in the match. These players shall be identified as Players 1, 2, 3 and 4 as stated in the Official Team Sheet. Players must produce their Identity Card for verification by the opponents if necessary.
  - 5.7 The **Official Score Sheet** ([Annex F](#)) must be completed correctly and endorsed by both team captains. The Captain of the home team shall fax/whatsapp the completed Score Sheet to Cuesports Singapore by the next working day.
  - 5.8 **Teams conceding a walkover shall be disqualified from the League immediately without notice. All scores and points relating to their matches played shall be deemed null and void. However, Cuesports Singapore may at its sole discretion re-instate team(s) which produces justifiable reasons for their walkover, provided such reinstatement does not affect the chances and/or table standing of teams in the group which are in contention for the top 2 spots.**
  - 5.9 Any teams alleged to have breached the rules and regulations shall be required to submit a show-cause letter to Cuesports Singapore.
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Appropriate follow-up action will be taken against the club if they are found to have breached the rules and regulations.

**5.10 PENALTY – Any team(s) which is disqualified from the league as a result of a breach of rules and regulations will be subject to a deposit of \$500 for their continued participation in the following season. This amount will only be refunded to the team(s) in full if the team(s) complete the league season without breaching the rules herein.**

## **6. DRESS CODE**

6.1 Players must be dressed in collared T-shirts, long pants and covered shoes so as to avoid being denied entry into certain match venues, which may have a strict dress code requirement. Collarless T-shirts are strictly not allowed.

## **7. PROTESTS AND APPEALS**

7.1 Any teams aggrieved by any action(s) and/or decision(s), involving and affecting its players or itself, may lodge an official protest in writing to the TA. Such protests must be submitted within 24 hours of the incident, and must be accompanied by a payment of \$100 payable to Cuesports Singapore.

7.2 The TA shall endeavour to the best of his/her ability and authority to resolve and decide on the protest and make known his/her decision to the team(s) concerned. The \$100 protest fee will only be refunded if the League Director deems the protest to be valid.

7.3 Any team which is dissatisfied or unhappy with the outcome of their official protest may submit a written appeal to the Cuesports Singapore Tournament Committee to review its original protest and the Tournament Administrator's decision. Such appeals must be submitted within three working days upon receiving the TA's reply to the protest and must be accompanied by a further payment of \$200.

7.4 The Cuesports Singapore Tournament Committee will convene a meeting and may summon any player(s) or official(s) to a hearing before deciding on an appeal. The Tournament Committee's decision shall be final and binding on all parties concerned and it may, at its sole discretion, decide to refund any money paid in respect of the protest and/or appeal to the team concerned if the appeal is upheld.

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## **8. PRIZE MONEY**

- 8.1 The prizes for each Division will be announced once the entries have been finalized.

Top 2 teams from each division will also qualify for the Champions Cup which will commence after the end of the league. Details regarding this cup will be released towards the end of the league.

- 8.2 Players who achieved the highest break within their Division but did not attain the high break point stipulated in 4.9 will not be eligible for the prize money. However, they will still receive a High Break trophy.
- 8.3 All prize winners shall collect their prizes in person or risk forfeiture of their prizes. Prize winning teams must be represented by at least 4 of their registered players at the prize presentation ceremony to successfully claim their prizes.
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