



2026 NATIONAL SNOOKER LEAGUE RULES & REGULATIONS

(Updated 23rd March 2026)

1. AUTHORITY & CONTROL

- 1.1 The National Snooker League is organised, coordinated and governed by Cuesports Singapore.
- 1.2 Cuesports Singapore reserves the right to interpret these rules and regulations as it deems fit, and to amend or make additions if it deems necessary from time to time.
- 1.3 All matters arising including extenuating circumstances and any matters not covered in these rules and regulations shall be deliberated under the sole discretion of the Tournament Committee (TC) and its decision shall be final and binding on all matters pertaining to the National Snooker League.
- 1.4 The TC shall appoint a Tournament Administrator (TA) to oversee the National Snooker League proper and may decide to delegate its authority to the TA to address and decide on matters arising on its behalf.

2. ELIGIBILITY & ENTRIES FOR THE LEAGUE

- 2.1 Clubs, Associations and Organisations that are affiliated to Cuesports Singapore may submit one or more team entries for the National Snooker League subject to the league rules contained herein.
- 2.2 The TC has full discretion to review and approve an additional team from the same Club/Snooker Centre to participate in the same division. TC reserves the right and full discretion to allocate and place a team into an appropriate division.
- 2.3 Entries must be submitted via email using the official **Entry Form (Annex A)** no later than **1st May 2026** to Cuesports Singapore:

Email: cue@cuesports.org.sg

- 2.4 Payment for the league entry fees shall be made to Cuesports Singapore via the following payment mode:



Account Name	Cuesports Singapore
PayNow UEN Number	S65SS0011D790
PayNow QR Code	

3. PARTICIPANTS' RESPONSIBILITIES & LIMITATIONS

- 3.1 All participating teams shall be responsible for the following:
- Ensure that at least 2 full-sized snooker tables with full accessories are available 15 minutes before the match.
 - Rectify any defects in the table, cloth, accessories and/or the lighting, whenever necessary to allow proper playing conditions for the league.
 - 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.
 - Ensure the safety of the visiting team players, supporters and referees if any.
 - Extend a hospitable reception to the visiting teams, representatives of Cuesports Singapore, Sponsors (if any) and other media representatives of the league as determined by the TC who may be present during the match.
 - Refrain from promoting any products belonging to the direct competitors of the Sponsors (if any) during match days.
 - Carry out/be involved in all advertising and promotional activities conducted by Cuesports Singapore and/or Sponsors (if any) to publicize the League.
 - Agree to any reasonable request from the Sponsors to carry out any promotional activities for their brand or products on 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 the TA, which shall decide on a venue for the match to be played. In addition, teams must inform the TA and their opponent by e-mail using **Annex B at least 5 working days** before a scheduled match, to allow for necessary arrangements to be made. If the instructions are not adhered to, it will result in a forfeit of that week's match.
- 3.3 The home team requesting for the change of venue must e-mail or WhatsApp the opposing Team Captain and receive an acknowledgement and agreement



from the latter prior to the match. Such an agreement must also be emailed or sent via WhatsApp to the TA for record.

- 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 arising from the League and its related activities.
- 3.5 Providing dinner by the home club is not compulsory, however, minimum beverages and refreshments should be served for visiting players and supporters. Light snacks, finger food and beverages are recommended.

4. TEAMS & PLAYERS

- 4.1 Each team must register a minimum of **3 players**, up to a maximum of **10 players**.
- 4.2 The TC shall have the authority and sole discretion to allocate the appropriate Division to be assigned for each participating team in the league. Any appeals against such allocation must be submitted in writing with justification to the TC within 7 working days of notice of Division allocation; failing which the decision will be deemed final and binding.
- 4.3 All teams are given **up to 1 month grace period from the league start date** to add or remove players. Any replacements and/or changes must be made via email using **Annex C** to the TC, stating the changes and full details. The team concerned must receive the written approval via email or WhatsApp from TC before fielding these players. In addition, any requests for change of players must be sent via e-mail or WhatsApp to the TA at least 5 working days before a scheduled match. No replacements and/or additions shall be allowed after the 1 month grace period.
- 4.4 All players registered for the league must be at least 16 years of age. However, the team may request, in writing to the TC, to register a player below 16 years of age. Approval of such requests shall be decided by the TC with due consideration on the requirements of the regulatory and licensing authority for designated venues.
- 4.5 For the 2026 National Snooker League, there will be no cap on the number of top 16 ranked/seeded players to be fielded in all matches for all Divisions. The latest national top 16 ranked/seeded players based on the cut-off date as determined by the TC shall be published before the start of the league and this published list will be used throughout the league season.
- 4.6 Upon the submission of the team and players' list for the 2026 league season, the TC shall convene to review and deliberate on the Division allocation for the respective Teams. The final allocation will be announced to all Teams by before the commencement of the league.
- 4.7 Prior to the commencement of the league, the TC shall conduct a briefing for all Team Captains to clarify the league format, requirements and rules. Should the Team Captain be unable to attend the TC briefing, the Team Captain shall assign a representative to attend the meeting on behalf. The date of meeting will be announced in due course.
- 4.8 Each team must nominate a Team Captain who shall be responsible for the following:
 - a) Account for the team and attend to all administrative matters pertaining to the League;
 - b) Attend meetings or briefings which may be conducted from time to time to



address matters arising;

- c) Exchange the team line-up with opponent's team captain of every match at least 15 minutes before the scheduled start of the match;
- d) Verify and sign off the completed score sheet at the end of each match and ensure that it is being submitted to the TA via WhatsApp latest by the next working day;
- e) Ensure team members conduct themselves in a manner which is in accordance with the rules herein;
- f) Appoint a representative to undertake any or all the above responsibilities in absence of the Team Captain.

5. LEAGUE RULES

- 5.1 The League shall be played based on the latest Rules of Snooker set by the World Professional Billiards and Snooker Association (WPBSA). Players are encouraged to read, understand and abide by the rules. Notwithstanding, Cuesports Singapore may vary any rules or set additional ones at any time to suit the league conditions and format.
- 5.2 The "*Foul and Miss*" rule in the league shall be applied up to a maximum of 2 times for all Divisions. This is in line with the National Snooker Tournaments. The player that is snookered will attempt to play the ball "*on*". If unable to clear the snookered ball "*on*" after the consecutive 3rd attempt, the incoming player shall play from the final rest position of the balls or ask the opponent to play the shot.
- 5.3 The "*Foul and Miss*" rule applies when the difference in points is less than or equal to the points remaining on the table. Once the points difference is more the points remaining on the table, the "*Foul and Miss*" rule shall no longer apply.

6. LEAGUE FORMAT

- 6.1 Teams shall be allocated into the various Divisions playing on a 'home' and 'away' round-robin format for the duration of the league.
- 6.2 The league is targeted to start end March/early April 2026 (exact date to be advised in due course), 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

- 6.3 The total points achieved by the team in the respective Divisions at the end of the league shall determine the position of the teams in the respective Divisions.



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- 6.4 Any ties shall be resolved in the following manner and order:
- a) Count back on frame difference.
 - b) Count back on total matches won.
 - c) Count back on away matches won.
 - d) Count back on total matches lost.
 - e) Count back on home matches lost.
 - f) Outcome of the matches between the teams concerned.
- 6.5 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 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.
- 6.6 The top 2 teams in the respective Divisions shall be determined as Champion and Runner-Up accordingly. In the event that any of the Divisions are combined into 1 Division, the determination of Champion and Runner-up shall be based on the total points achieved by the teams allocated to the respective Divisions at the end of the league. The top 2 teams from the previous season may be promoted to the next higher Division in the following year. The bottom 2 teams may be relegated to the next lower Division in the following year. This shall be ascertained at the sole discretion of the TC.
- 6.7 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:

6.8

	Div 1	Div 2	Div 3	Div 4	Div 5
High Break	At least 60 points	At least 50 points	At least 40 points	At least 30 points	At least 30 points

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

- 6.9 All matches must be played on the date scheduled by Cuesports Singapore, or a date as agreed between the respective Team Captains. In the case of the latter, prior approval must be obtained from the TA. To avoid any form of misunderstanding, such arrangements must be sent via e-mail or WhatsApp to the TA using form **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 the change in date.



7. MATCH FORMAT & REGULATIONS

- 7.1 There will be change to the match format for the 2026 league.
- 7.2 Each league match for all Divisions shall be played based on the following format:
- 1st singles match (1 frame and the winning team will be accorded 1 point)
 - 2nd singles match (1 frame and the winning team will be accorded 1 point)
 - 1 doubles match (1 frame and the winning team will be accorded 2 points)
 - 3rd singles match (1 frame and the winning team will be accorded 1 point)
 - 4th singles match (1 frame and the winning team will be accorded 1 point)
- 7.3 There will be a total of 4 singles matches and 1 doubles (alternate) match. Each singles and doubles (alternate) match to be played over 1 frame.
- 7.4 Each singles match won to be accorded 1 point. The doubles (alternate) match won to be accorded 2 points.
- 7.5 Each player can only play a maximum of 2 matches, be it singles or doubles (alternate) match.
- 7.6 Repeat players cannot play consecutive singles matches.
- 7.7 Each team can field a minimum of 3 players and up to maximum of 6 players to play the league match.
- 7.8 Each team can field up to a cap of 2 national ranked/seeded players per league match. The national ranked/seeded players (ranked 1 - 8) will give a non-national ranked/seeded opponent player 10 points handicap while the top ranked/seeded 9 – 16 player will give 5 points handicap to a non-national/seeded opponent player. Should a top ranked/seeded 1 – 8 player faces a top 9 – 16 ranked/seeded opponent player, the former will give 5 points handicap.
- 7.9 The winning team for each league match will be determined by the total number of points won i.e. 1 point won for each singles match and 1 points won for the doubles (alternate) match.
- 7.10 The overall points won per league match by the winning team will be accorded 3 points in the overall league Division table. 1 point each for a draw match and the losing team will be accorded 0 points.
- 7.11 All 5 league matches must be completed even if 1 team has already won based on the accorded points.
- 7.12 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 team's captain 15 minutes before the start of the match.
- 7.13 The team line-up must indicate the names and NRIC numbers (last 4 digits) of the players who will be playing the league match.
- 7.14 The **Official Score Sheet (Annex F)** must be completed correctly and endorsed by both team captains. The Team Captain of the home team shall



WhatsApp the completed Score Sheet to the TA latest by the next working day.

- 7.15 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, the TC may at its sole discretion reinstate teams which produce justifiable reasons for their walkover.
- 7.16 Any teams alleged to have breached the rules and regulations shall be required to submit a show-cause letter to the TC. Appropriate follow-up action will be taken against the club if they are found to have breached the rules and regulations.
- 7.17 PENALTY – Any team 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 in full if the team completes the league season without breaching the rules herein.

8. DRESS CODE

- 8.1 Players must be dressed in appropriate collared T-shirts, long pants/jeans and covered shoes, so as to avoid being denied entry into certain match venues which may have a strict dress code. All host Team Captains shall make clear to the opponent Team Captains should there be a strict dress code required at the host venue. If there are no strict dress codes required at the host venue, teams may choose to wear appropriate attire such as collarless T-shirts, with long pants/jeans and covered shoes when playing the league matches. There shall be strictly no shorts, slippers or singlets permitted at all league matches.

9. PROTESTS AND APPEALS

- 9.1 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.
- 9.2 The TA shall endeavor 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.
- 9.3 Any team which is dissatisfied or unhappy with the outcome of their official protest may submit a written appeal to the TC to review its original protest and the TA's decision. Such appeals must be submitted within 3 working days upon receiving the TA's reply to the protest.
- 9.4 The TC will convene a meeting and may summon any player or official to a hearing before deciding on an appeal. The TC'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.

10. PRIZE MONEY

- 10.1 The prizes for each Division will be announced once the entries have been finalized.
- 10.2 The top 2 teams from each division will also qualify for the Champions' Cup



which will commence after the end of the league. Details regarding the Champions' Cup shall be released in due course after the end of the league.

- 10.3 Players who achieved the highest break within their Division but did not attain the high break point stipulated in 5.7 will not be eligible for the prize money. However, they will still receive a High Break trophy.
 - 10.4 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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