



THE BILLIARDS AND SNOOKER ASSOCIATION OF MAHARASHTRA
(AFFILIATED TO THE BILLIARDS AND SNOOKER FEDERATION OF INDIA)



BSAM Snooker League 2024 PUNE

RULES AND REGULATIONS

Before giving the entries:

" ALL ENTRIES SHOULD BE SENT ONLY ON THE CLUB LETTERHEAD AND FROM THE CLUB OFFICIAL EMAIL ID" NO ENTRIES WILL BE ACCEPTED FROM PERSONAL EMAIL IDS."

CLUBS/ GYMKHANAS PLS TAKE NOTE THAT ONLY ONCE THE ANNUAL SUBSCRIPTION FEE ,PLAYER REGISTRATION FORMALITIES OF THE PLAYERS TAKING PART AS A TEAM ARE COMPLETED AND ENTRY FEE FOR THE LEAGUE IS PAID WILL THE ENTRY BE ACCEPTED.

NO ENTRY WILL BE ACCEPTED IF THE ABOVE IS NOT COMPLETED BEFORE THE LAST DATE.

THIS RULE WILL BE STRICTLY ENFORCED AND NO EXCEPTIONS WILL BE ENTERTAINED.

Last date of entries 10th June 2024 6pm

Tournament start Date 17th June 2024

Entry of only those clubs who have cleared their annual subscription fees for the financial year 2024-2025 will be accepted.

In addition all players will need to ensure that the player registration process is completed. That players name will not be included in the team if that players hasn't completed the player registration process by the last date of giving entries.

NO CHANGE IN THE DRAW/HANDICAPS WILL BE MADE ONCE IT HAS BEEN UPLOADED ON THE BSAM WEBSITE .

Entry Fee : 3000/- Per Team

Bank Details :

Account Name : Billiards & Snooker Association of Maharashtra

Bank: Union Bank of India.

Saving Account

Bank account no: 319502010026769

Bank IFSC Code No: UBIN0531952

E-mail: bsamah@gmail.com

In case of a bank transfer, kindly email us the bank receipt for easy reconciliation.

MATCH PROCEDURE:

1. Each match is a Best of 5 Frames.
 2. Order of play during the group stage (refer point No. 7 below in this section)
 3. Order of play during the Playoffs is via toss & chits only.
 4. First 3 frames will have to consist of one 15 Red Singles, 6 Red snooker singles & One 9 Red Doubles.
- Rules for the 9 Red is same as 15 Red.

6 Red snooker rules are as under :

A SIMPLIFIED FORM OF SNOOKER (i.e. SIX REDS)

All the usual Snooker rules apply with the following exceptions:

1. There will be no more than five consecutive FOUL AND A MISS calls at any one time.
2. After four consecutive FOUL AND A MISS calls, the referee will warn the offending player that should a FOUL AND A MISS be called again the following options are available to the non-striker:
 - (i) play himself from where the balls have come to rest;
 - (ii) ask his opponent to play from where the balls have to come to rest
 - (iii) place the cue ball anywhere on the table, but this option cannot be taken if play has reached the "snookers required" stage.
3. A player cannot snooker behind a nominated colour at any time.
4. In Case of an all ball tie situation foul and a miss is applicable.
5. 4th & 5th frames will again be 15 Red Singles.
6. If a player requires 4 or more snookers on the colours,(be it 15 red snooker , doubles or 6red) he/they have to concede the frame.
7. As per normal practice, the Home Team will write the name(s) of the player(s) on the Notice Board for the first three frames one after the other. Thereafter, individual names will be written on chits before the start of the 4th & 5th frames, if played.
8. 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 frame and both players cannot play in the next game.
9. League matches should preferably start at 6 p.m. with a grace period of 30 minutes only. The 1st frame should commence by 6:45pm, failing which the team not present will concede a frame, at 7:15pm the 2nd frame & 8pm the team would have deemed to lose the match. Any exceptions to this rule will be by mutual consent between the two captains. A team claiming a frame due to the late arrival of their opponents will have to mention the time of arrival on the back of the cards which will have to be signed by both captain. One captain's signature will not be considered valid. A team may claim any of the first three frames in the event of a delay, including the doubles.
10. 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 is sent to BSAM office, where the fault is noticed; the winning teams 2 points will be nullified and no points will be awarded.

PLAYER RULES:

1. A team may consist of a minimum of 4 & a maximum of 6 players.
2. 4 different players must play in the first three frames to win a match.
3. A player can play a maximum of 2 frames in the match but not consecutively.
4. All 6 players in a team can play in the match.
5. Senior Citizens can directly play in the playoffs (no mandatory games in league stage).
6. Players with a handicap of +20 or lower can directly play in the playoffs.

7. All players (other than in Point 5 & 6 above) have to play a minimum of 3 frames in the league stage. If they fail to do so then they will not be allowed to play in the Ties or Playoffs. In addition there will be a deduction of -2 points for every frame not played from the teams overall points tally.

FOUL & MISS RULE:

A player will have to hit the ball if he is snookered (this is mandatory). If a player misses, it will be called a foul & miss and the player who has snookered him, can ask the ball to be replaced. However, there will be a maximum of 3 foul and misses i.e. after 2 re-spots, the third miss will be considered as a foul 'only'; after which player will have the following options:

1) Play from where the handball has come to rest

2) Claim a free ball (if it is one)

3) Ask the opponent to play again

4) In case, while attempting to break a snooker and a free ball position comes into existence, there will still be a total of ONLY 3 fouls & a misses i.e. ONLY 2 re-spots. If the third shot to break the snooker fails then it will only be considered a foul. Unless, the player who has given the snooker gets a free ball, pots another ball & then gives a fresh snooker; will be entitled to a new set of foul & miss.

Please note that everyone must make a genuine attempt at removing snookers. After 2 attempts at removing snooker a player just cannot play the handball in any direction, which is obvious that he has not made an attempt to remove the snooker. In such a case, he will be penalised with a foul (due points will be given to the opponent) & can be asked to play the shot again (respotting).

Rules for foul and miss for doubles frame

In case of a fouls and miss claimed by the team the cue ball can be re spotted or the team can ask the opponents to play again from where the cue ball has come to rest , in any which case the same player who made the foul will have to continue playing till a legitimate shot has been played or as per fouls and a miss rule as stated above without changing the sequence of play.

HANDICAPS:

For 15 Red Singles - handicaps as printed.

For 9 Red Doubles (FRAME HAS TO BE SET IN THE DIAMOND SHAPE)

Both handicaps to be added, divided into half, reduced by 40% & rounded off (if need be)

E.g. 1: Player A is +26 & Player B is 27 = $53/2 \times 60\% = 15.9 = 16$ (rounded off to the closest number)

E.g. 2: Player A is +25 & Player B is 45 = $70/2 \times 60\% = 21$ (does not need rounding off) Handicap for 6 Red will be 40% of the 15 red snooker Handicap e.g if a players handicap for the 15 red snooker is plus 30 then his 6 red handicap will be (30 x 40) divided by 100 = 12 The handicaps of each individual player will be decided by the Tournament Committee of BSAM which reserves the right to change the handicap of any player at any stage of the tournament. Handicaps will only be revised up to the quarter finals.

It is advised that every captain should verify the handicaps before the start of every frame. In a scenario, where by mistake a frame is played with the wrong handicap/s then irrespective of the result the frame in question will be awarded to the opposition. In a scenario, where the mistake is pointed out during the course of the frame then that frame need not be completed and will be awarded to the opposing team.

Handicaps will be reviewed/revised if necessary at the End of Week 2 and Week 4 and Before the Quarter Finals.

THE POINT SYSTEM:

The teams entered shall at the discretion of the League Committee, be divided into a number of groups depending upon the number of entries, and the draw for the sections will be made by drawing lots. After the group games are over, four teams from each group shall qualify for the knockout stage that will be played on tables of Host Club. Here, all group winners will be seeded accordingly and their first match will be against the number 4 team of another group. In the Group stage, the winner of each match will get two points. One Bonus Point will be awarded to the team that wins both - Home & Away matches. Two teams from each group/section having the maximum number of points will qualify for the Knock out Stage. The criteria of reseeding for the play offs:

- a) The team with a maximum number of points & if it is the same then number of matches won.
- b) If the number of match wins is the same, frame difference will be considered.
- c) If that too is the same then the average, then who beat whom.
- d) If both have won against each other then a coin toss or a chit. The decision of the Tournament Committee 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.

RULES FOR TIES IN A GROUP:

RULES APPLICABLE IN CASE OF TIES:(ALL TIE MATCHES WILL BE PLAYED AT A NEUTRAL VENUE AS DECIDED BY BSAM)

If there is a tie in any position or positions between 1 to 4 between teams who have qualified then there will be chits removed to decide the position of the team/teams. If 2 teams are tied for position number 4 in a group there will be a playoff match and the winner goes to the knock out stage.

If there is a 3 way tie for position number 4 example if team number 4 5 and 6 are tied at equal points then all three teams play against each other and the team winning 2 matches will go to knock out stage as number 4 in that group. In case after the matches they are still tied then 1 chit will be removed and team whose name comes out will qualify.

In case there is a 3 way tie between position 3 4 and 5 all three teams will play each other again and the winner of 2 matches will qualify as number 3 and the winner of 1 match will qualify as no.4 in that group . After the tie matches if there is still no clear result 2 chits will be removed the name in chit no,1 will be position 3 and chit no.2 four .

In case of a 4 way tie between team number 2,3,4 and 5 there will be matches played by removing a draw by chits, 2 teams who win their respective matches will qualify to the next stage (position to be decided by chits) the 2 losing teams will play each other and the winner goes through.

Thereafter all the group teams will be seeded by the TC for position number 1 to 4 BSAM'S MESSAGE TO ALL GYMKHANAS/CLUBS/PLAYERS PARTICIPATING:

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). If a particular club's table is found unsatisfactory to the conditions of play, the Tournament 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.

All league matches should commence by 6pm or earlier.

BSAM discourages serving of alcohol and dinner after the 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, tea or coffee are recommended.

BSAM's administrative executive Mr. Sachin Mali shall attend all day-to-day matters concerning the League: Mobile No. 9773568058.

No player is allowed to consume any product that leads to intoxication while playing the matches.

Scorecards (duly signed by both captains) should be emailed to BSAM at bsamah@gmail.com, by noon on every following MONDAY (post week of play). If the scorecards are not received within the specified time, both teams shall be deemed to have lost the match. THIS RULE WILL BE STRICTLY ENFORCED.

Incomplete scorecards will not be accepted.

Scorecards sent via WHATS APP will be considered INVALID.

All arrangements connected with the match, such as refereeing, lighting, cost of refreshments etc shall be borne by the home team. The home team can arrange for a referee/marker to supervise each fixture. All matches will be played with 1G Aramith championship ball sets only and on full-size standard tables. Requesting all participating clubs/Gymkhanas to procure a 1G Aramith ball set if they don't have one. The same set of balls shall be utilised for the full match unless two or more tables are utilised at the same time. All matches must be played on one table, only unless otherwise agreed to by both the Captains. Please note, The home team shall fix the dates of the matches within the scheduled week in consultation with the visiting team. 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 can give a walkover. Any team giving a walkover shall be fined a sum of Rs.5000/- 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 walkover, 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.

Tournament Committee's Decision shall be final & binding on all matters of disputes/differences. This Committee has the powers to alter the rules or make exceptions in certain cases as it may deem fit