2019 BRSL Snooker Club - "Club Team Challenge" - Playing Conditions

Teams

- This tournament is a team event, consisting of three players, no more than one A-grader per team (Only players with handicaps lower than -49 are A-graders for this tournament)
- Matches will be comprised of 1 game of doubles and 4 games of singles, all one frame.
- All statistics will be recorded. Results will be displayed on the club's website and noticeboard.
- Each team must nominate a team captain. The captain has the responsibility for their team to select match order, complete the score sheets, and ensure that entry fees for each player in that team are up to date.
- This is a handicapped event.

Players V Players

- All players will be handicapped; this allows any player to play any player from another team.
- Both player's handicaps will be added together and then divided in half for the doubles matches.
- Handicaps may be reviewed during the season by the Club Handicapper and Committee but are generally set and fixed at the commencement of the tournament.
- Handicaps will be based on the Tuesday/Thursday book but will be adjusted to fall within the range 0-60.

Rounds

- Home teams to place their team order / names down first
- The Club Team Challenge is set up to be played every Wednesday evening from 6pm.
- Wednesday night: 7th August to 9th October the 10 Round Robin rounds
- Sunday 20th October Semi Finals and the Final

Entry Fee and Payments

- Each team will pay \$50 per player for the season incl finals; these payments will be held by the club Treasurer.
- It is your responsibility to ensure your payments are made and recorded before the draw is made.

Reserve(s)

- A short list of players will be available as pool 'Reserves'. When a team is short, they should organise the reserve and let the Tournament Director know before commencement of play.
- A reserve is only required if two out of the three players that are in the team cannot play on any given night.
- A reserve cannot play if that team has two players on any given night.
- Reserves are not required to pay an entry fee or cover anyone else's entry fee.

Times

- First matches commence at 6.00pm.
- If a team is late, after 15 minutes the first frame will be forfeited, after 30 minutes the match will be awarded to the opposing team.
- See 'Order of Play' in the event of player(s) being late to start.

Order of Play

- All matches must commence with the doubles match (game 1) and then followed by 2 singles matches and 2 reverse singles matches.
- Players present on the evening must play at least one singles match each.
- The same player cannot play both opening singles matches (games 2 and 3) or both reverse singles matches (games 4 and 5).
- Matches must be played in order of the game numbers 1 through to 5.
- The order cannot be changed or swapped unless agreement between both captains, the players involved and the Tournament Director on the night.
- We encourage all players to adhere to this but also to play within the spirit of the game if other players are arriving late or leaving early due to other commitments.
- Occasionally, the doubles match may be moved down to game 2. Appeals can be made to the Tournament Director if any team feels unfairly treated by another team.
- The final decision will be the sole responsibility of the Tournament Director on the night.
- Scorecards for the nominated players for each game must be completed by the captain and checked by the Tournament Director before the first games commence.
- Scorecards cannot be changed once the first game is underway unless both captains and the Tournament Director agree.

Finals Structure

- All teams will participate in the finals, the round robin having set the pecking order.
- 10am: Preliminary Play Off 'finals' Game 1: 3rd Place v 6th Place. Game 2: 4th Place v 5th Place
- 12.30pm: Main Qualification Finals 1st Place vs Winner Game 2, 2nd Place vs Winner Game 1
- 3pm: Grand Final and 3rd/4th Place Play Off

Dress Code

- Casual as per Tuesdays and Thursdays for the Round Robin matches
- "Sunday" dress code for the Finals

Marker/Referee

- Players from each team should referee the frames between each other during the round robin.
- For the Semi Finals and the Final, we will provide referees if possible.

Foul & Miss

- All the rules will be adhered to.
- Any disputes relating to the "Rules of Snooker" will be resolved by a qualified referee (if one is present on the night), otherwise the Tournament Director. Decisions made will be final.
- Any other disputes will be resolved by the Tournament Director. Decisions made will be final.

Completed Frame

- In the round robin, all frames must be played to and including the last remaining Black Ball.
- If a player decides to concede, then all points remaining on the table will be awarded to the opponent.
- Accumulated points can have a bearing on final positions on the league ladder.

Forfeit of frame

- Forfeit of frame/match will occur if the opponent is late (see "Times' and 'Order of Play' above).
- In the event of a forfeit, the frame will be awarded to the opponent along with a 147 0 score.

Prize Money

- All prize money will be awarded the club's end of year presentation night.
- The wining team will receive \$375 (\$125 per team member)
- The runner up team will receive \$270 (\$90 per team member)
- The third placed team will receive \$180 (\$60 per team member)
- The fourth placed team will receive \$150 (\$50 per team member)
- There will be two high break prizes:
 - Scratch High Break the outright highest break made in the tournament \$100
 - o Handicap High Break the highest break plus handicap made in the tournament \$100
 - E.g. Your handicap is 40 and you make a break of 20 your "high break" is recorded as 60
 - A player may only win one of these prizes

Acceptance, Suggestions & Feedback

- By paying your entry fee and submitting the entry form, you are deemed to accept these conditions of play.
- Suggestions and/or feedback are welcome. If you wish to make a formal suggestion, please place it in writing to the BRSL Snooker Club Secretary.