

BRIGHOUSE SNOOKER LEAGUE

President	Mr. H Redman
Vice Presidents	Mr. A Broadbent Mr. B Crawford
Secretary	Mr. E Aked
Treasurer	Mr. E Aked
General Committee	One Member per club Belgrave Social Club Brighouse Sports Cliffe Hall Elland W.M.C Hartshead Moor Hipperholme Hove Edge Lightcliffe Northowram Pellon Social Club Rastrick Bowling Rastrick Constitutional Rastrick Cricket Siddal Ex-Servicemen's Club Southowram Stone Chair Thornhill Briggs

GENERAL RULES

1 The name of the league shall be “The Brighthouse and District Snooker League.”

2 The General Committee of the league shall consist of the President, two Vice- Presidents, Secretary, Treasurer, and one representative from each club in membership, who shall have sole management. The General Committee shall elect the President, Vice Presidents, Secretary, and the Treasurer annually.

3 Subscribers shall be admitted to Honorary Membership and shall be eligible to attend all meetings. Each club shall have one vote only.

4 All monies accruing to the League shall be paid into the Yorkshire Building Society (Brighthouse) in the joint names of the President, Secretary, and one other elected official, after providing for incidental expense

5 The Treasurer shall receive subscriptions and all monies due and shall pay all debts of the league by cheque (except small amounts) He shall render to the General Committee an account of all monies received and expended by him at each monthly meeting.

6 Annual subscriptions and entrance fee must be paid in full before the league commences.

7 The match is to be of 4 individual frames, one point being awarded for each frame won, and one point awarded for the best aggregate score.

8 There will be automatic promotion for the winners of the B & C sections and relegation for the bottom teams of the A & B sections.

9 A player has to be no younger than 16 years of age at the beginning of the season to be eligible to play in the league.

10 The league format will be decided at each A.G.M.

11 The General Committee shall meet at 7.45 p.m. once a month at each club in turn.

12 All rules will be strictly adhered to, and the league committee decision shall be final.

13 Any player found to be purposely losing a game shall be reported to the General Committee and could possibly be barred from playing in the league.

14 The rules of the English Amateur Snooker Board (EASB) will be adopted by the League.

15 The game shall be played in the spirit of fair play and honesty.

MATCH RULES

16 All players must be bona-fide members of the Club they are playing for, and shall not play for more than one team in the same season.

17 All games to be played on Wednesdays and Thursdays, to commence not later than 8 p.m., but can be arranged by mutual consent, to be played on any other night within 4 weeks of the original fixture.

18 First player must be available to play by 8 p.m and the last player no later than 10 p.m

19 The home team must put 4 names on the score sheet at the start of the match, in order of which they must play. Away team must then put their 4 names down before the first match commences. At the end of the final game, both captains must check that the score cards are correct, and then sign them.

20 Any grievance must be put in writing to the secretary no later than 48 hours after the match in question.

21 All scorecards must reach the secretary within 36 hours of the match that as been played.

22 It is the captain's responsibility to ensure that all handicaps are correct before the start of the match. Failure to do so could result in a point's deduction.

23 Each team shall consist of no more than 10 players. Each player will be registered with a handicap. Any team wishing to register a new player whilst they already have 10 players registered must eliminate one of their players who have not played a league or team knockout match.

24 No spectator may interfere during the progress of a game. It is the player's responsibility to call foul shots. In the event of any disagreement, the onus is then put on both captains to reach a mutual agreement.

25 The visiting team shall be responsible for the marker, who shall call each individual score, and the break as it develops. He must also field all balls and re-spot them.

HANDICAP RULES

26 Each player's handicap will be adjudged on a win/lose basis. One point deducted off handicap for a win, and one point added for a loss.

27 All players will be rehandicapped at the half way stage, and again at the end of the season.

28 A provisional player (P) will be revised after he has played 4 games.

29 All new players with a provisional (P) or revised (R) handicap must play off scratch in all knockout competitions. Those given a scratch or minus provisional handicap must play off minus 30 in all knockout competition

30 All players with a regular handicap must play off their first half handicap throughout all knockout competitions.

31 If a new player as played in any other league off a handicap, he must state this before registering. Failure to do so may result in disqualification, and a possible point's deduction from the team he is registered with.

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32 Players may be registered ONLY through their club representative. Who in turn must notify the secretary before the said player can play. If this is not possible then the said player can play of scratch, but must register before his second game.

33 In the event of players leaving the league their handicap will be kept for a period of 5 years.

COMPETITION RULES

34 Any Player wishing to enter any Competitions must have played at least 4 league games in the previous season. With the exception to, any new teams or players coming into the league at the commencement of the new season.

35 In the Pairs, Individuals and Merit, it is the best of 3 frames. The onus is on the home players to give their opponents 3 dates on which to play, one of which must be a weekend. All finals are the best of 5 frames.

36 Team Knockouts are played over 4 individual frames, with the winners being the team with the best aggregate score.

37 In the final of the Team Knockout both Captains write their names down in the order of play, and then hand them to the referee who then enters them on to the scorecard.

FINES

38 All scorecards that do not reach the Secretary within 36 hours of the match being played will incur a £2 fine.

39 Any team failing to field 4 players for each match will incur a £5 fine for each player absent.

40 Any club failing to attend a meeting will incur a £2 fine, unless they notify the Secretary within 24 hours of that meeting.

41 If a team fails to turn up for a match without giving at least 24 hours notice they will incur a £10 fine.

42 Failure to contact opposing team within 2 weeks of the original fixture date, and not Played within 4 weeks they will incur another £10 fine plus a 5 points deduction.

43 If the match still has not been played, the team captain must attend the next meeting to explain his team's actions for not playing

SECTION HANDICAPS

(A section)

Maximum (20) to (Open) (Provisional 10)

(B section)

Maximum (25) to (Open) (Provisional 15)

(C section)

Maximum (30) to (Open) (Provisional 15)

(D section)

Maximum (35) to (Open) (Provisional 25)