

HEALTH WARNING – COVID-19

Due to the ongoing health risks relating to the COVID-19 pandemic, the following temporary rule applies to ALL participants in BSAACT activities.

Individuals displaying the following symptoms are required to abstain from attending **ALL** BSAACT activity for 14 days from the date of the initial onset of symptoms:

- flu or common cold;
- fever, cough, sore throat and shortness of breath.

If you have been tested for COVID-19, you are not allowed to participate in BSAACT activities until your test results have returned negative.

Players who have been tested for COVID-19 are required to advise their captain and the competition director as soon as practicable.

Failure to comply with this rule will attract an instant disqualification of the individual from ALL BSAACT competitions for 12 months.

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A. Introduction

These rules apply to all competitions organised and run by the BSAACT. All teams and players must abide with BSAACT rules and bylaws.

A.1 A member of the BSAACT may nominate and play in any competitions organised by the BSAACT provided -

- (a) they are financial members; and
- (b) they are competent to play; and
- (c) they have received an official handicap, or grade, or target to play in such competition, and
- (d) they adhere to the Code of Conduct of the BSAACT.

A.2 The BSAACT has the right to refuse a member a place in any competition if:

- (a) the member has not paid a membership fee or competition fee; or
- (b) no places are available in any team in that competition; or
- (c) the member has not received an official handicap, or grade, or target for that competition; or
- (d) the member shows, by their action, a disregard for the provisions of the Code of Conduct of the BSAACT.

B. Player eligibility

Before playing in any competition organised by the BSAACT, a player:

B.1 Should be a financial member of BSAACT, and

B.2 Should have paid a 'player fee' for that competition, and

B.3 Should have a handicap, grade, group, and/or target score approved by BSAACT.

(see exception under "competition set-up D.8" below)

C. BSAACT Membership, Registration, and Fees

C.1 All team and individual fees are set by BSAACT and are to be notified at the time nominations are called for any competition.

C.2 The BSAACT nomination form can be obtained from the website and will contain the banking details for fee payments.

C.3 A draw will be posted on the BSAACT website prior to the commencement date of any competition.

C.4 Once a draw has been posted on the BSAACT website, all nominated teams and/or individuals are part of that competition and should meet all eligibility criteria (see above).

C.5 Only team or individual nominations submitted to the Competition Director prior to or on the advised Competition's nomination closing date, will be accepted. If any team or individual is not able to be included in a nominated competition, a 'team' or 'individual' fee refund may be given to that individual or team's nominated representative.

D. The Competition Set-up:

D.1 A posted draw will include the start time for each competition round, the contact numbers of participating teams' representative, the starting targets, grades, or handicaps for each nominated player, the contact number of the Competition director, the contact number of a BSAACT Disputes and Grievances committee person, any local rules for that competition, and the procedure for lodgement of match score cards.

D.2 Opposing teams may change the start time or the date for any scheduled match by mutual agreement, but have to notify the Competition director of such changes at least 1 day prior to the scheduled match date, and must play and complete the match in a single timeframe at least 2 days prior to the commencement of the next round.

D.3 Teams will be formed by 2 to 4 players for Billiards and 6 Red competition, and 4 to 6 players for Snooker.

D.4 Any 6 Red team must have at least 2 players to compete in a match.

D.5 Other Snooker teams may play with 3 players but will forfeit 2 frames for each B grade and/or Handicap match and 1 game for each A grade match.

D.6 Any billiards team must have at least 2 players to compete in a match.

D.7 Once a competition has commenced, no team with the maximum nominated players may recruit another player but may call another player into the team once in every 'round' (ie. the team playing the other teams in the draw once) in an emergency.

D.8 Any team experiencing shortage of nominated players for any reason, may use any player, not

necessarily a financial member, for 1 match only in any full round of competition. If that player does not have an official handicap or target, then they must play off the lowest handicap, or highest target or grade, of the opposing team.

D.9 Once a player has played two games/frames for their nominated team, they cannot change teams during that competition but may play 1 frame/game for another team of similar skill level, in that competition.

D.10 No player may play the same opponent in 2 games/matches on the same night.

D.11 No player may play more than 2 games/matches on the same night.

D.12 No player may play for 2 teams in the same competition round.

D.13 A player should have played in at least half the scheduled matches/games with the same team to be eligible to play in any competition final.

D.14 It is the player's responsibility to obtain a handicap, target score, or grade prior to the commencement of any competition. They may obtain same with the assistance of their team captain or by approaching the BSAACT Handicapping and Grading committee.

E. Dress Rules.

E.1 Players are required to play in neat and tidy dress, and in every case must abide by the dress and behaviour standards of the host club.

E.2 Players playing in individual championships are required to wear a plain long-sleeved shirt buttoned at the wrist, dress pants (and/or skirt for female players), dress shoes and formal dress vest for all matches except in any round-robin stage. A tie is optional.

E.3 Players playing in team competitions are required to wear a plain long-sleeved shirt buttoned at the wrist, dress pants or skirt for females, dress shoes and formal dress vest for all **Grand finals**. A tie is optional.

F. Score cards.

F.1 Only the BSAACT scorecard or its copy is to be used for the notification of match results.

G. Notification of Results.

G.1 The Records Officer will update the ladder on the BSAACT website as soon as practicable, but no later than five days after the completion of any round.

G.2 If the scores recorded on the website are not representative of actual results, captains may make a request for a review of the ladder to the Competition director no later than 2 weeks from the disputed score.

G.3 Within 2 hours of the conclusion of a match, a good quality, high resolution photograph of the

completed scorecard, is to be sent to the Results Officer by the 'home' captain. **Both** captains are to send

a SMS of the match result to the Results Officer, along with any dispute notification.

G.4 At the conclusion of a regular season, the Competition director is to inform the representatives of the teams that will compete in the finals if applicable to the competition, of their opponents and the location

and start time for each final at least 4 days prior to their commencement.

G.5 In the case where there needs to be a play-off for a finals position, the Competition director will instruct the necessary representatives of the procedure for determining the team(s) to advance. If this requires extra time to get a determination, all captains are to be advised.

H. Disputes, Protests, and Appeals.

H.1 If a dispute arises during a match, the referee should refer to the IBSC Billiards and Snooker Rules, and the BSAACT rules and bylaws in the first instance.

H.2 For Team competitions:

H.2a. Both captains should attempt to reach a conclusion to any dispute prior to the completion of the match.

H.2b. If a dispute arises that cannot be resolved on the night, the captain of the team lodging the dispute is to send a notice of dispute by SMS to the Results Officer within 1 hour of the completion of the match.

H.2c. Failing resolution, the captain of the disputing team is to contact the Competition director that night. If the Competition director cannot be contacted, the captain of the disputing team must;

1. Advise the Records Officer by SMS of a dispute.
2. Advise the Competition director by text message (on the night) that a dispute is being lodged.
3. Lodge a dispute by either text or email to the Disputes and Grievances committee, no later than 2 days after the conclusion of the match.

H.3 The committee will review the dispute and offer both captains the opportunity to present their case. It will then deliberate and reach a determination. This determination will be final and will be advised to all

parties prior to the commencement of the next scheduled round.

H.4 In the case of a serious breach of the governing rules or protocols, notification of any such breach, defining the perceived details which has brought about the breach, is to be sent by email to the Competition director and/or the Disputes and Grievances committee who may impose a penalty or disciplinary proceedings against an offending player or team. Such penalty must be ratified by the BSAACT

executive and can be appealed through the procedures laid out in the BSAACT constitution.

H.5 For Individual competitions:

H.5a. If there is a dispute that arises in the course of a match between players in any Individual tournament, the first attempt at resolution must be made between the players with the assistance of their referee.

H.5b. If that attempt does not resolve the dispute, the Competition Director, or if unavailable the room supervisor shall be asked to adjudicate.

H.5c. If the dispute can still not be resolved, either:

1. the match continues to its conclusion, and the dispute is brought before the Disputes Committee for resolution (which may request a re-play, or declare the match abandoned [no winner], or award the match to one or other of the players), or
2. the match is declared abandoned by the Competition Director or the room supervisor. If this occurs, the players have the right to request a hearing in front of the Disputes Committee. Any abandoned match becomes a forfeit in the next round.

Forfeits of Frames and Penalties in Team Competitions (see also sect.B).

All players playing in BSAACT team competitions are to abide by the BSAACT 'Code of Conduct'.

- I.1 A team playing a non-financial BSAACT member more than once in any round will lose all match points, and any accumulated points, accrued by that player.
- I.2 A team playing a player who has not paid their competition fee after 1 match may lose all match points, and any accumulated aggregate points, accrued by that player.
- I.3 A team playing a player who has not been given an official handicap, grade, or target score after 1 match may lose any frame/ game points, and any accumulated points, accrued by that player until they have been formally assessed.
- I.4 A team playing a player in a final who is violating the dress code may lose any frame/points, and any accumulated points accrued by that player, until the dress code is abided by. (see E.2)
- I.5 A team that does not have the minimum number of players available to play at the scheduled match start time (2 for A grade snooker and 6 red snooker, 3 for all other snooker grades, and 2 for billiards), may forfeit 1 game in A grade snooker and 6 red snooker, 2 frames in other snooker grades, and 1 game in billiards. If 30 minutes of the match has passed and the player numbers remain below the minimum, the team not able to field the minimum number of players shall forfeit the match.
- I.6 Any match where **both** teams have **only** the minimum number of players available in snooker (other than 'A' grade), the result must reflect the total frames played (ie. 3-3,4-2,5-1,6-0).
- I.7 If a Team is unable to attend a match, but is able to inform the Competition Director of that non-attendance in sufficient time to allow the Competition Director to inform the other team or player involved so as to not inconvenience them, the match may be rescheduled if the competition timetable allows.
- I.8 a. If a team forfeits a match in **any week except the last** of any competition, then the forfeit is the total of the frames or games which would have been played if the forfeit was not given.
- b. If a team forfeits a match in **the last week** of any competition, then all matches played by that team in the last **round** are scored as forfeits to all opposing teams.
- c. in this clause a 'round' means the total matches required to have all teams play each other once.

I.9 Any player or team in breach of the Rules of the Game, or of these Competition Rules, may lose all advantages gained in that breach.

J. Forfeit of Frames and Penalties in Individual Competitions (see also sect. B).

All players nominating for an individual competition are to abide by the BSAACT 'Code of Conduct'.

J.1 Any player who has nominated for an individual competition and is not in attendance at the **scheduled start of any round** of that competition will be penalised:

In Billiards competitions at Round-Robin stage;

% of full Target played for	25%	50%	100%
Penalty for 'Target' competition	25 points	50points	75points
Duration of Round Robin	45-60 minutes	61-90 minutes	91-180 minutes
Penalty for 'B' Grade competition	30 points	60points	90 points
Penalty for 'A', State, and Open competition	50 points	75 points	100 points

In Billiards competitions at Knock-out stage;

For 'Target' competition 75 points, for 'B' grade 90 points, for all higher grades 100 points.

In Snooker competitions at Round-Robin stage:

For Round-Robin format	Single frame	Multiple frame
6 Red competition forfeit to opponent	150% of handicap	Loss of frame
'B' Grade competition forfeit to opponent	25 points	Loss of frame
'A' Grade, Open, State competition	50 points	Loss of frame

In Snooker competitions at Knock-out stage; Loss of frame.

J.2 Any player who has nominated for an individual competition and is not in attendance 15 minutes after the scheduled start of any round forfeits that match.

J.3 Any player who has nominated for an individual competition and fails to attend any scheduled session may be refused entry to the same competition in the following year.

J.4 Any player competing in any individual competition who is in breach of the dress code for that competition may lose all frames and/or points won while in breach, until the breach is rectified. (see E.2)

J.5 All players have the right to challenge any of the above penalties if they have advised the competition organiser of extenuating circumstances for their non-compliance prior to the scheduled start.

K. FORMAT OF FINALS.

K.1 The configuration and method of evaluating teams or individuals to play in any finals in any competition organised by BSAACT is to be made available to all participating teams or individuals prior to the commencement of such competition and are to be determined by the nominations received for that competition.

K.2 In general, the numbers involved in any finals should be half or less than the nominations received for that competition.

L. Determining Match winners.

L.1 For Home-and-away Matches.

L.1a For A grade and 6Red snooker matches:

Most games won; then if equal most frames won; then if equal match drawn.

Points; 2 points per game won. If games are won 4-0 or 3-1 then winning team gets 2 additional points. If match is drawn each team gets 1 additional point.

All matches compete for 10 points.

L.1b For all other team snooker:

Most frames won; then if equal match drawn.

Points; 1 point per frame won. Winning team gets additional 2 points. If match is drawn each team receives 1 point.

All matches compete for 10 points.

L.1c Final ladder positions to determine finalists.

For snooker: most points; then if equal most matches; then if equal most frames; then if equal best results of matches played between the equal teams; then if equal a best-of-three frame match between a player from each team selected by the opposing team captain, to be completed before the start of scheduled finals.

L.1d For TIMED BILLIARDS matches:

Most games won; then if equal match drawn.

Points; 2 points per game won. Winning team gets additional 2 points. If match is drawn each team receives 1 additional point.

(losing players who are within 5 points of the winner's score receive 1 bonus, which would be used if **final** ladder placings needed to be ascertained by count-back). [see L.2c&d].

L.1e For TARGET BILLIARDS matches:

Most games won; then if equal match drawn.

Points; 2 points per game won. Winning team gets 2 additional points. If match is drawn each team receives 1 additional point.

(losing players who are within 5 points of **their** target receive 1 bonus, which would be used if **final** ladder placings needed to be ascertained by count-back). [see L.2c&d].

L.1f Final ladder positions to determine finalists.

For billiards: team with most points; then if equal most matches; then if equal most bonuses; then if equal the best result of matches played between those teams; then if equal a player from each team selected by the opposing captain to either play a 'speed' game of billiards to a 1/4 of their target, or in timed competitions a game of half the scheduled competition time,

L.2 For all Finals Matches.

L.2a For A grade and 6 Red snooker:

Most games won; then if equal most frames won; then if equal each captain is to select a player from their team to play 1 frame against an opposition player.

L.2b For other snooker:

Most frames won; then if equal each captain is to select a player from the opposing team to play 1 frame.

L.2c For timed billiards competitions:

Most games won; then if equal most 'bonuses' earned in that final; then if equal each captain is to select a player from their team to play a player from the opposing team in a game of half the scheduled competition time.

L.2d For target billiards competitions:

Most games won; then if equal most 'bonuses' earned in that final; then if equal each captain is to select a player from their team to play a game having $\frac{1}{4}$ of players' target score to reach.

M. Team Captain's Responsibilities.

M.1 Captains are to ensure that all players in their team are eligible to play.

M.2 Captains are responsible to ensure that all their players have handicaps, grades, and/or have target scores which **fairly** reflect their ability.

M.3 Captains are responsible to ensure their players play in the spirit of the sport, and discourage behaviour that demeans or intimidates other players.

M.4 Captains are to discourage any form of 'gamesmanship', such as undue praise for 'ordinary' shots, shows of aggression by players after missing a shot, undue cheering/heckling, etc. by their players.

M.5 A captain or another representative from each team nominated for any BSAACT competition is to attend every Captains' Meeting (one of which is to be held immediately preceding any competition). Each representative who attends will receive a bonus 1 point in the next competition for their team.