

Calder Valley Snooker League

General Rules (Revised 2023 AGM)

GENERAL

1. THE LEAGUE SHALL BE KNOWN AS THE CALDER VALLEY SNOOKER LEAGUE
2. THE LEAGUE SHALL BE GOVERNED BY THE SNOOKER LEAGUE COMMITTEE, COMPRISING OF ELECTED OFFICERS, PLUS ONE REPRESENTATIVE FROM EACH CLUB. EACH CLUB WILL BE ENTITLED TO **ONE (1) VOTE**.
3. THE ANNUAL GENERAL MEETING (AGM) OF THE LEAGUE SHALL BE HELD IN AUGUST OF EACH YEAR.
 - A. THE FORMATION OF THE LEAGUE SHALL BE DECIDED AT THE AGM.
 - B. THE PRESIDENT, SENIOR VICE PRESIDENT, JUNIOR VICE PRESIDENT, SECRETARY, TRESURER, AUDITOR, AND EXECUTIVE COMMITTEE SHALL BE ELECTED AT THE AGM.
 - C. VOTING WILL BE STRICTLY **LIMITED TO A MAXIMUM OF FOUR (4) VOTES PER CLUB**.
 - D. ANY ALTERATIONS TO THESE RULES SHALL ONLY BE MADE AT THE AGM. PROPOSED ALTERATIONS OR ADDITIONS TO BE **MADE IN WRITING TO THE SECRETARY ONE (1) MONTH PRIOR TO THE AGM**.
 - E. ALL OUTSTANDING MONIES TO BE PAID INTO THE LEAGUE FUND PRIOR TO THE AGM. IF NECESSARY, A MEETING TO BE HELD FOR THE PURPOSE AFTER THE ANNUAL PRESENTATION EVENING.
4. ALL ENTRANCE FEES SHALL BE PAID AT THE TIME OF ENTERING THE LEAGUE. THESE FEES WILL BE REVIEWED ON AN ANNUAL BASIS.
4. ANY OBJECTION TO BE MADE IN WRITING TO THE SECRETARY WITHIN **SEVEN (7) DAYS**. THE OBJECTION TO BE ACCOMPANIED BY A FEE OF TEN POUNDS (£10.00). THIS FEE WILL BE RETURNED IF THE OBJECTION IS UPHeld.
5. THE LEAGUE WILL ARRANGE MONTHLY LEAGUE MEETINGS THROUGHOUT THE COURSE OF THE SEASON. THESE DATES WILL COMMUNICATED AT THE BEGINNING OF EACH SEASON.
 - A. ANY CHANGES TO DATES AND VENUES WILL BE DECIDED AND AGREED UPON AT EACH LEAGUE MEETING.
 - B. ALL CLUBS ARE TO MAKE AVAILABLE A SUITABLE REPRESENTATIVE THAT CAN SPEAK ON BEHALF OF THEIR CLUB AT EACH LEAGUE MEETING.
 - C. ANY CLUB CONSISTENTLY FAILING TO BE REPRESENTED AT LEAGUE MEETINGS SHALL BE DEALT WITH BY THE LEAGUE COMMITTEE WHO HAVE FULL POWERS TO ACT.
6. ANY INFRINGEMENT OF THESE RULES SHALL BE DEALT WITH BY THE LEAGUE COMMITTEE UNLESS A SERIOUS INFRINGEMENT REQUIRES IMMEDIATE ATTENTION.
 - D. THE CULPRIT(S) SHALL BE SUSPENDED, PENDING INVESTIGATION BY THE EXECUTIVE COMMITTEE.
 - E. THE EXECUTIVE COMMITTEE WILL PRESENT THE FACTS TO AN AD-HOC MEETING FOR THE LEAGUE COMMITTEE'S DECISION.
 - F. ANY MATTER NOT PROVIDED FOR IN THESE RULES SHALL BE LEFT IN THE HANDS OF THE LEAGUE OR EXECUTIVE COMMITTEE FOR RECOMMENDATION TO THE LEAGUE.

PLAYERS

7. ALL PLAYERS WISHING TO REGISTER TO PLAY WITH THE LEAGUE OR THE LEAGUE KNOCK-OUT COMPETITIONS MUST BE BONA FIDE MEMBERS OF THE CLUB THEY WISH TO REPRESENT.
 - A. ANY PLAYER CAN ONLY BE REGISTERED WITH A SINGLE CLUB TO PLAY IN THE LEAGUE OR THE LEAGUE KNOCK-OUT COMPETITIONS.
 - B. ANY PLAYER WHO IS A BONA FIDE MEMBER OF MULTIPLE CLUBS WHO PLAY IN THE LEAGUE, MAY ONLY PLAY FOR THE CLUB THAT THEY HAVE BEEN REGISTERED WITH.
 - C. UNREGISTERED PLAYERS WISHING TO PLAY IN THE LEAGUE MUST PLAY OF "SCRATCH" UNTIL THEY ARE REGISTERED, UNLESS THEY DECLAR A LOWER HANDICAP (E.G. MINUS 10).

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- D. UNREGISTERED PLAYERS MUST HAVE A SUGGESTED HANDICAP PROPOSED BY AN EXISTING MEMBER OF THE CALDER VALLEY LEAGUE.
 - E. FORMER REGISTERED PLAYERS MUST DECLARE AND PLAY OFF THEIR PREVIOUS HANDICAP.
 - F. A DEFAULT HANDICAP OF +15 MAY BE GIVEN IF THE ABILITY OF THE NEW PLAYER IS UNKNOWN.
8. ALL PLAYER HANDICAPS WILL NOW BE CALCULATED BASED ON THE FOLLOWING RULES:
- A. IF A PLAYER WINS, THEIR HANDICAP HAS A MINUS ONE (-1) APPLIED TO IT.
 - B. IF A PLAYER LOSES, THEIR HANDICAP HAS A PLUS ONE (+1) APPLIED TO IT.
 - C. IF THE WIN/LOST MARGIN IS GREATER THAN OR EQUAL TO (\geq) THIRTY (30) POINTS, AN ADDITIONAL PLUS OR MINUS ONE (+/-1) IS APPLIED.
 - D. THE MINIMUM AND MAXIMUM HANDICAPS ARE (MINUS 70) AND +35 RESPECTIVELY.
 - E. COMPETITION MATCHES DO NOT COUNT TOWARDS THE LEAGUE HANDICAPS
9. ALL PLAYERS HANDICAPS ADJUSTMENTS WILL BE PRESENTED FOR REVIEW AND APPROVAL AT EACH LEAGUE MEETING.
- A. ANY PLAYERS WHO HAVE PLAYED ANY GAME(S) WILL HAVE THEIR HANDICAP REVIEWED AND ADJUSTED ACCORDINGLY.
 - B. ANY OBJECTIONS CAN ONLY BE RAISED DURING THE APPROPRIATE LEAGUE MEETING TO BE DISCUSSED AND APPROVED BY THE LEAGUE.
 - C. NO ADJUSTMENTS WILL BE MADE WITHIN THE LAST FOUR (4) WEEKS OF THE LEAGUE FIXTURES, UNLESS THE HANDICAP COMMITTEE DEEMS AN ADJUSTMENT IS REQUIRED.
 - D. END OF SEASON HANDICAP ADJUSTMENTS WILL BE APPLIED BEFORE THE START OF THE FOLLOWING SEASON.
 - E. THE HANDICAP COMMITTEE RESERVES THE RIGHT TO MAKE ANY HANDICAP ADJUSTMENTS AS AND WHEN REQUIRED.

FIXTURES

10. ALL GAMES, GUIDANCE WILL BE IN ACCORDING WITH THE RULES OF THE ENGLISH ASSOCIATION OF SNOOKER AND BILLARDS.
- A. THE "MISS RULE" SHALL NOT BE IN PLAY FOR ANY CALDER VALLEY SNOOKER MATCHES.
11. THE LEAGUE COMMITTEE WILL DECIDE THE SEASONS FIXTURE DATES AFTER THE AGM AND BEFORE THE SCHEDULED START TO THE SEASON, INCLUDING ANY PLAYER PARTICIPATION FEES.
- A. ALL NEW CLUB AND/OR TEAM(S) ENTRIES TO THE LEAGUE WILL ENTER THE LOWEST DIVISION.
 - B. LEAGUE MATCHES TO BE PLAYED ON MONDAY NIGHTS. AN ADDITIONAL EVENING MAY BE NECESSARY TO ACCOMMODATE FIXTURES.
 - C. EACH TEAM IS RESPONSIBLE FOR THEIR OWN TEAM'S COLLECTIONS FOR EACH LEAGUE FIXTURE. THE AWAY TEAM DO NOT NEED TO GIVE THE HOME TEAM THEIR COLLECTIONS.
 - D. EACH TEAM WILL SUBMIT THEIR COLLECTIONS AT THE APPROPRIATE LEAGUE MEETINGS.
12. EACH LEAGUE FIXTURE WILL BE PLAYED USING THE FOLLOWING RULES:
- A. GAMES TO COMMENCE NO LATER THAN 8:00 P.M.
 - B. ANY PLAYER WHO IS NOT PRESENT BY 9:00 P.M. CAN BE DECLARED ABSENT BY THE OPPOSING CAPTAIN. PLAYERS DECLARED ABSENT SHALL FOREFEIT ONE (1) POINT AND FIFTY (50) AGGREGATE POINTS.
 - C. MARKERS TO BE PROVIDED BY THE HOME TEAM, WITH THE MARKER'S DECISION TO BE FINAL IN ANY DISPUTE ON MATCH NIGHT.
 - D. EACH TEAM SHALL CONSIST OF FOUR (4) PLAYERS WHO SHALL PLAY ONE (1) FRAME EACH.
 - i. A PLAYER SHALL NOT PLAY FOR MORE THAN ONE (1) TEAM IN ANY ONE WEEK'S FIXTURES.
 - E. ALL INDIVIDUAL MATCHES WILL BE PLAYED IN ORDER AS WRITTEN ON THE FIXTURE/RESULTS CARD.
 - i. PLAYERS TO CLAIM THEIR OWN FOULS.
 - ii. EACH PLAYER'S HANDICAP IS TO BE PUT ONTO THE SCOREBOARD BEFORE THE MATCH STARTS, UNLESS A PLAYER HAS A MINUS HANDICAP. IN THIS EVENT, THE DIFFERENCE BETWEEN THE TWO (2) PLAYERS HANDICAPS WILL BE APPLIED TO THE PLAYER WITH THE HIGHEST HANDICAP.

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- iii. ONE (1) POINT WILL BE GIVEN FOR EACH INDIVIDUAL MATCH TO THE PLAYER WHO HAS SCORED THE MOST POINTS.
 - iv. IN THE EVENT THAT AN INDIVIDUAL MATCH PLAYER'S TOTAL POINTS SCORED ARE EQUAL, A RESPOTTED BLACK WILL BE PLAYED TO DETERMINE THE WINNER. NO SUBSTITUTE PLAYER CAN BE MADE IN A RESPOTTED BLACK SITUATION.
- F. AN ADDITIONAL TWO (2) TEAM POINTS WILL GIVEN FOR THE TEAM THAT HAS THE HIGHEST AGGREGATE SCORE.
- i. IN THE EVENT THAT EACH TEAM'S AGGREGATE SCORES ARE EQUAL, ONE (1) POINT WILL BE GIVEN TO EACH TEAM INSTEAD OF TWO (2).
 - ii. THE TOTAL ADDITIONAL TEAM POINTS CANNOT EXCEED TWO POINTS FOR THE AGGREGATE SCORE.
- G. ANY PLAYER PURPOSELY GIVING AWAY A MATCH SHALL BE EXPELLED FROM THE LEAGUE.
13. TEAMS SHALL COMPLETE ALL FIXTURES WITHOUT EXCEPTIONS. A FAILURE TO DO SO WILL RESULT IN THE EXPLUSION OF THAT TEAM'S PLAYERS FROM THE LEAGUE FOR THE DURATION OF THE CURRENT AND FOLLOWING SEASONS.
14. ANY TEAM FAILING TO TURN UP FOR A MATCH **WILL BE PENALISED SIX (6) POINTS** FROM THEIR LEAGUE TOTAL UNLESS THEY CONTACT THEIR OPPONENT'S OFFICAL SPOKESPERSON **AT LEAST TWENTY-FOUR (24) HOURS PRIOR** TO THE COMMENCEMENT OF THE MATCH, UNLESS THERE ARE MITIGATING CIRCUMSTANCES.
- A. THE SECRETARY IS TO BE INFORMED OF THE MATCH DEFERMENT.
 - B. THE MATCH SHALL BE PLAYED **WITHIN ONE (1) CALENDAR MONTH** OF THE ORIGINAL FIXTURE.
 - C. FAILURE TO DO SO WILL RESULT BOTH CLUBS BEING **PENALISED SIX (6) POINTS** FROM THEIR LEAGUE TOTAL, UNLESS THERE ARE MITIGATING CIRCUMSTANCES.
15. LEAGUE MATCH RESULTS **MUST BE ELECTRONICALLY SUBMITTED BY THE HOME TEAM CAPTAIN** USING THE "RESULTS ENTRY" PROCESS TO THE SECRETARY **WITHIN THIRTY-SIX (36) HOURS** AFTER THE MATCH BEING PLAYED.
- A. THIS INCLUDES ALL REARRANGED FIXTURES.
 - B. MATCH RESULT CARDS ARE STILL TO BE COMPLETED, WITH BOTH CAPTAINS SIGNATURES CONFIRMING THEIR AGREEMENT WITH THE RESULT.
 - C. A PHOTOGRAPH OF THE COMPLETED MATCH RESULT CARD IS TO BE SENT TO THE CALDER VALLEY SNOOKER LEAGUE WHATSAPP GROUP **WITHIN THIRTY-SIX (36) HOURS** AFTER THE MATCH BEING PLAYED.
 - D. THE LEAGUE COMMITTEE RESERVES THE RIGHT TO **IMPOSE FINANCIAL OR POINTS PENALTIES FOR CONSISTENTLY FAILURE TO SUBMIT MATCH RESULTS** WITHIN THIRTY-SIZE (36) HOURS.
 - E. ANY DISPUTES BETWEEN THE ELECTRONICALLY SUBMITTED RESULTS AND THE MATCH RESULTS CARDS, THE LEAGUE COMMITTEE WILL PROPOSE ANY RECOMMENDATIONS TO THE LEAGUE.
 - F. IN THE EVENT OF A TIE-ON POINTS AND NO OF WINS AFTER THE LAST GAME OF THE SEASON, ALL CHAMPIONSHIP, PROMOTION, AND RELEGATION PLACES TO BE DECIDED BY PLAY-OFF MATCHES.
 - G. IF THE FORMULATION OF THE LEAGUE FORCES A PLAYOFF SITUATION, THESE PLAY-OFF MATCHES MUST BE PLAYED WITHIN TWO (2) WEEKS AFTER THE A.G.M.

COMPETITIONS

9. ALL KNOCK-OUT TOURNAMENTS TO BE ARRANGED BY THE LEAGUE COMMITTEE, INCLUDING THE ENTRANCE FEES:
- A. ANY PLAYER WISHING TO TAKE PART IN ANY COMPETITION MUST HAVE FIRST COMPLIED WITH ALL THE PLAYER RULES OF THE LEAGUE.
 - B. UNREGISTERD PLAYERS ARE NOT ALLOWED TO ENTER ANY KNOCK-OUT COMPETITIONS.
 - C. ANY PLAYER WISHING TO TAKE PART IN ANY COMPETITION **MUST HAVE PLAYED A MINIMUM OF ONE (1) LEAGUE MATCHE BEFORE BEING ABLE TO REGISTER** TO ENTER ANY COMPETITION(S).
 - D. A PLAYER MAY NOT BE REGISTERED TO THE SAME COMPETITION ON MULTIPLE OCCURANCES, IN PARTICULAR THE TEAM KO.
 - E. INDIVIDUALS MAY ONLY REPRESENT THEIR REGISTERED CLUB IN ANY COMPETITION.

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- F. ENTRIES INTO THE PAIRS KNOCK-OUT COMPETITION, MUST BE REGISTERED FROM THE SAME CLUB.
 - G. ENTRIES INTO THE VETERNAS KNOCK-OUT COMPETITION, MUST BE OVER 55 YEARS OF AGE.
 - H. ANY PLAYER'S COMPETITION REGISTRATIONS MUST BE COMPLETED ONLINE. NO OTHER FORM OF REGISTRATION WILL BE ACCEPTED.
 - I. IF DRAWN AGAINST JUNIOR OR LADY MEMBERS WHO ARE NOT PERMITTED TO PLAY AT THE HOME CLUB, THE HOME TEAM/PLAYER TO CHOOSE A SUITABLE ALTERNATIVE CALDER VALLEY LEAGUE VENUE AS PART COMPENSATION TO LOSING HOME ADVANTAGE.
 - J. ALL ANNUAL TROPHIES SHALL BE HELD BY THE WINNERS OR THEIR CLUB TO WITHIN FOURTEEN (14) DAYS PRIOR TO THE COMPETITION FINALS. TROPHIES ARE TO BE RETURNED IN GOOD CONDITION.
10. ALL KNOCK-OUT COMPETITIONS ROUNDS (EXCEPT THE FINALS) SHALL BE PLAYED AS FOLLOWS:
- A. EACH MERIT COMPETITION ROUND WILL BE A BEST OF 3 FRAMES, I.E. THE FIRST TO 2 FRAMES WINS.
 - B. EACH INDIVIDUAL COMPETITION ROUND WILL BE A BEST OF 3 FRAMES, I.E. THE FIRST TO 2 FRAMES WINS.
 - C. EACH VETERANS COMPETITION ROUND WILL BE A BEST OF 3 FRAMES, I.E. THE FIRST TO 2 FRAMES WINS.
 - D. EACH PAIRS COMPETITION ROUND WILL BE A BEST OF 3 FRAMES, I.E. THE FIRST TO 2 FRAMES WINS.
 - E. EACH TEAM KO ROUND WILL CONSIST OF A SINGLE MATCH AS PER THE TEAM KO COMPETITION RULES.
11. THE TEAM KO COMPETITION MATCHES WILL BE PLAYED USING THE NORMAL LEAGUE FIXTURES RULES, WITH THE FOLLOWING EXCEPTIONS:
- A. NO PLAYER'S HANDICAP SHALL BE WRITTEN ON THE FIXTURE/RESULTS CARD AT THE BEGINNING OF THE MATCH.
 - B. ALL INDIVIDUAL PLAYER'S MATCHES WILL BE PLAYED WITH A SCRATCH (ZERO) HANDICAP.
 - C. AT THE END OF THE MATCH, EACH TEAM'S TOTAL AGGREGATE SCORE IS CALCULATED AND THE FOLLOWING RULES APPLIED:
 - i. EACH PLAYER'S HANDICAP IS THEN ADDED TO THEIR TEAM'S AGGREGATE SCORE.
 - ii. I.E., IF A PLAYER HAS A HANDICAP OF PLUS TEN (+10), TEN (10) ADDITIONAL POINTS ARE ADDED TO THEIR TEAM'S AGGREGATE SCORE.
 - iii. I.E. IF A PLAYER HAS A HANDICAP OF MINUS 10 (-10), MINUS TEN (-10) POINTS ARE REMOVED FROM THEIR TEAM'S AGGREGATE SCORE.
 - b. IN THE EVENT THAT AFTER EACH TEAM'S TOTAL AGGREGATE SCORE ADJUSTMENTS, THE TOTAL POINTS SCORED ARE STILL EQUAL BETWEEN THE TEAMS, A RESPOTTED BLACK WILL BE PLAYED TO DETERMINE THE WINNER.
 - i. THE LAST INDIVIDUAL MATCH ON THE TEAM KO CARD WILL PROVIDE EACH TEAM'S PLAYER.
 - ii. NO SUBSTITUE PLAYER CAN BE MADE IN A RESPOTTED BLACK SITUATION.
12. THE LEAGUE COMMITTEE SHALL DECIDE THE VENUES AND DATES OF THE SEMI-FINALS AND FINALS AND WILL BE PLAYED AS FOLLOWS:
- A. THE MERIT FINAL WILL BE A BEST OF 5 FRAMES, I.E. THE FIRST TO 3 FRAMES WINS.
 - B. THE INDIVIDUAL FINAL WILL BE A BEST OF 5 FRAMES, I.E. THE FIRST TO 3 FRAMES WINS.
 - C. THE VETERANS' FINAL WILL BE A BEST OF 5 FRAMES, I.E. THE FIRST TO 3 FRAMES WINS.
 - D. THE PAIRS FINAL WILL CONSIST OF A BEST AS 3 FRAMES, I.E. THE FIRST TO 2 FRAMES WINS.
 - E. THE TEAM KO FINAL WILL CONSIST OF A SINGLE MATCH AS PER THE TEAM KO COMPETITION RULES.
13. THE CARTLIDGE CUP COMPETITION FOR EACH DIVISION WILL THE FOLLOW RULES:
- A. ANY PLAYER WHO HAS PLAYED IN MULTIPLE DIVISIONS WILL HAVE SEPARATE CARTLIDGE CUP ENTRIES, I.E. THEIR TOTALWINS, TOTALPLAYED, AND DIFFERENCE WILL NOT BE SUMMARISED.
 - B. IN DESCENDING ORDER, THE POSITIONS ARE CALCULATED AS FOLLOWS:
 - i. THE MOST TOTALWINS; THEN BY
 - ii. THE MOST LEAGUE MATCHES PLAYED; THEN BY
 - iii. THE HIGHEST DIFFERENCE BETWEEN THE PLAYER'S TOTAL POINTS SCORED AGAINST THEIR OPPONENTS' TOTAL POINTS SCORE.