

Calder Valley Snooker League

General Rules (Revised SEPTEMBER 2025)

Amendment History

AUGUST 2025

- THE FORMATION OF THE LEAGUE CLAUSES.
- FIXTURE SCHEDULING AND COMPLETION CLAUSES.
- PROMOTION AND RELEGATION CLAUSES.
- PRE-XMAS ELIGIBILITY AND COMPETITION CONTINUITY CLAUSES.
- ELIGIBILITY OF LEAGUE MEMBERS

GENERAL

1. THE LEAGUE SHALL BE KNOWN AS THE CALDER VALLEY SNOOKER LEAGUE.
2. THE LEAGUE WILL ELECT OFFICERS IN THE FOLLOWING ROLES AND THESE WILL BE KNOWN AS THE "**EXECUTIVE COMMITTEE**".
 - A. **THE PRESIDENT** SHALL PROVIDE LEADERSHIP, MANAGE MEETINGS, AND ENSURE EFFECTIVE COMMUNICATION AND GOVERNANCE. THEY ALSO FUNCTION AS THE SPOKESPERSON AND MAINTAIN KEY RELATIONSHIPS WITHIN AND OUTSIDE THE LEAGUE.
 - B. **THE SECRETARY** SHALL ORGANISE MEETINGS, TAKES MINUTES, MANAGE COMMUNICATION, CORRESPONDENCE AND MAINTAINS ACCURATE RECORDS.
 - C. **THE TREASURER** SHALL OVERSEE FINANCIAL PLANNING, BUDGETING, AND REPORTING, ENSURING ACCURATE RECORD-KEEPING AND COMPLIANCE WITH RELEVANT LEGISLATION. THEY ALSO MANAGE BANK ACCOUNTS, ADVISE ON FUNDRAISING STRATEGIES, AND PRESENT FINANCIAL STATEMENTS TO THE LEAGUE COMMITTEE.
 - D. **THE AUDITOR** SHALL ENSURE THE ACCURACY OF FINANCIAL REPORTING, MONITOR INTERNAL CONTROLS AND RISK MANAGEMENT, AND OVERSEE COMPLIANCE WITH LAWS AND REGULATIONS. THEY ALSO MANAGE THE AUDIT PROCESS AND REPORT FINDINGS TO THE LEAGUE COMMITTEE.
 - E. **THE SENIOR VICE AND JUNIOR PRESIDENTS** SHALL SUPPORT THE PRESIDENT BY PROVIDING LEADERSHIP, MANAGING MEETINGS IN THEIR ABSENCE, AND ACTS AS A LIAISON BETWEEN LEAGUE MEMBERS AND THE COMMITTEE.
 - F. **A MEMBER** SHALL BE FROM ONE OF THE CLUBS REGISTERED IN THE LEAGUE TO REPRESENT ALL CLUBS IN THE EXECUTIVE MEETINGS.
 - G. **THE ROLES OF PRESIDENT, SECRETARY, TREASURER, AND AUDITOR** MUST BE FILLED TO ALLOW THE LEAGUE TO FUNCTION AND BE GOVERNED. THE OTHER ROLES WITHIN THE EXECUTIVE COMMITTEE ARE OPTIONAL.
 - i. IF ANY OF THESE ELECTED OFFICER'S ROLES BECOME VACANT AT THE START OF THE SEASON OR DURING THE SEASON, AT THE EARLIEST OPPORTUNITY, A LEAGUE MEETING MUST BE HOLD TO ELECT THE VACANT ROLE(S).
 - ii. FAILURE TO FULFILL THESE ELECTED ROLES WILL RESULT IN THE LEAGUE BEING DISSOLVED.

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- H. ALL EXECUTIVE COMMITTEE MEMBERS WILL HAVE A FIXED ANNUAL TERM FROM THEIR ELECTION UNTIL THE FOLLOWING ANNUAL GENERAL MEETING (AGM).
3. THE LEAGUE SHALL BE GOVERNED BY THE EXECUTIVE COMMITTEE AND ONE REPRESENTATIVE FROM EACH CLUB. THIS WILL BE KNOWN AS THE **"LEAGUE COMMITTEE."**
- A. ALL CLUBS ARE TO MAKE AVAILABLE A SUITABLE REPRESENTATIVE THAT CAN SPEAK ON BEHALF OF THEIR CLUB.
- B. LEAGUE MEMBERS WILL DISCUSS AND MAKE ANY APPROPRIATE PROPOSALS FOR THE LEAGUE COMMITTEE TO VOTE ON AT THE AGM, ALL REGULAR OR AD-HOC MEETINGS.
- C. EACH CLUB WILL BE ENTITLED TO **ONE (1) VOTE**. WHERE A CLUB IS ALSO REPRESENTED BY AN EXECUTIVE COMMITTEE MEMBER, **THEY WILL ONLY HAVE ONE VOTE**.
- D. IN THE EVENT OF ANY VOTING TIE, THERE WILL BE NO DECIDING VOTE AND THE PROPOSAL WILL BE DEFEATED.
- E. ANY ALTERATIONS TO THESE RULES SHALL ONLY BE MADE AT THE AGM.
4. THE LEAGUE COMMITTEE HAS FULL POWERS TO ACT. ANY INFRINGEMENT OF THESE RULES SHALL BE DEALT WITH BY THE LEAGUE COMMITTEE UNLESS A SERIOUS INFRINGEMENT REQUIRES IMMEDIATE ATTENTION.
- A. IT IS STRONGLY DISCOURAGED BY THE EXECUTIVE AND LEAGUE COMMITTEES FOR THE USE OF ANY SOCIAL MEDIA PLATFORMS WHERE DISPUTES, RULE CHALLENGES, HANDICAP ADJUSTMENTS, ETC. ARE BEING DISCUSSED.
- i. MEMBERS MUST NOT POST OFFENSIVE, ABUSIVE, OR DEFAMATORY CONTENT RELATING TO THE LEAGUE, ITS CLUBS, OR ITS MEMBERS ON ANY PUBLIC PLATFORM. BREACHES WILL BE TREATED AS MISCONDUCT.
- ii. SUCH ACTIONS COULD LEAD TO THE INDIVIDUAL(S) BEING SUSPENDED FROM THE LEAGUE, PENDING AN INVESTIGATION BY THE EXECUTIVE COMMITTEE.
- B. ANY OBJECTIONS, DISPUTES, RULE CHALLENGERS, AD-HOC HANDICAP ADJUSTMENTS, ETC. MUST BE PRESENTED AT THE NEXT LEAGUE MEETING. IF THIS IS NOT FEASIBLE, THE EXECUTIVE COMMITTEE MAY LOOK TO ARRANGE AN AD-HOC MEETING.
- C. WHERE AN ALLEGED INFRINGEMENT OF THE RULES HAS BEEN IDENTIFIED, THE CULPRIT(S) SHALL BE SUSPENDED FROM THE LEAGUE, PENDING INVESTIGATION BY THE EXECUTIVE COMMITTEE.
- i. THE EXECUTIVE COMMITTEE WILL CONDUCT ANY APPROPRIATE INVESTIGATION AND MAY REQUIRE CLUBS AND/OR MEMBERS ASSIST IN ANY INVESTIGATION.
- ii. CLUBS AND LEAGUE MEMBERS MAY BE ASKED TO PROVIDE VERBAL OR WRITTEN INFORMATION, AS WELL AS ATTENDING MEETINGS TO SHARE DETAILS OF THE ALLEGED INFRINGEMENT. LEAGUE MEMBERS RESERVE THE RIGHT TO ANONYMITY WHEN PROVIDING ANY INFORMATION AS PART OF THE INVESTIGATION.
- iii. ALL SUSPENDED MEMBERS WHO ARE BEING INVESTIGATED, SHALL HAVE THE OPPORTUNITY FOR THEM TO PRESENT THEIR DETAILS OF THE ALLEGED INFRINGEMENT. THEY WILL BE ASKED TO PROVIDE VERBAL AND/OR WRITTEN INFORMATION TO THE INVESTIGATION.
- iv. ALL SUSPENDED MEMBERS WHO ARE BEING INVESTIGATED SHALL ATTEND A LEAGUE MEETING WHERE THE EXECUTIVE COMMITTEE WILL PRESENT THE FACTS OF THE ALLEGED INFRINGEMENT TO THE LEAGUE COMMITTEE FOR THEM TO DEBATE AND MAKE A DECISION.

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- v. ALL CORRESPONDANCE TO THE INVESTIGATION SHALL BE KEPT BY THE LEAGUE WITH APPROPRIATE NOTES KEPT FOR THE RECORD.
 - vi. THE DECISION OF THE LEAGUE COMMITTEE IS FINAL AND CANNOT BE APPEALED.
 - D. ANY MATTER NOT PROVIDED FOR IN THESE RULES SHALL BE LEFT IN THE HANDS OF THE EXECUTIVE COMMITTEE FOR RECOMMENDATION TO THE LEAGUE COMMITTEE.
5. THE ANNUAL GENERAL MEETING (AGM) OF THE LEAGUE SHALL BE HELD IN JULY OR AUGUST OF EACH YEAR.
- A. THE LEAGUE COMMITTEE WILL DECIDE AND COMMUNICATE WHEN AND WHERE THE AGM WILL TAKE PLACE.
 - B. THE EXECUTIVE COMMITTEE MEMBERS SHALL BE ELECTED AT THE AGM.
 - C. ALL CLUBS ARE TO MAKE AVAILABLE A SUITABLE REPRESENTATIVE(S) THAT CAN SPEAK ON BEHALF OF THEIR CLUB AT THE AGM.
 - D. EACH CLUB WILL BE STRICTLY **LIMITED TO A MAXIMUM OF FOUR (4) VOTES**.
 - E. ANY NEW CLUBS WISHING TO ENTER THE LEAGUE ARE INVITED TO THE AGM BUT WILL NOT BE ALLOWED TO TAKE PART IN ANY VOTING.
 - F. EVERY LEAGUE MEMBER IS INVITED TO THE AGM.
 - G. THE LEAGUE COMMITTEE WILL DECIDE AND COMMUNICATE ANY MEMBER PARTICIPATION FEES.
 - H. 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.
6. THE FORMATION OF THE LEAGUE SHALL BE DECIDED AT THE AGM. ALL CLUBS ARE INVITED TO MAKE PROPOSALS FOR THE IMPROVEMENT OF THE LEAGUE.
- A. ANY NEW CLUBS AND/OR TEAM(S) WISHING TO ENTER THE LEAGUE SHALL PRESENT THEIR INTENT TO JOIN AT THE AGM. IF A CLUB AND/OR TEAM(S) WISHES TO ENTER THE LEAGUE AFTER THE AGM, THEIR PROPOSAL SHOULD BE PRESENTED AT THE NEXT LEAGUE MEETING.
 - B. TYPICALLY, THE TOP TWO (2) TEAMS FROM EACH DIVISION ARE PROMOTED TO THE DIVISION ABOVE (EXCEPT FOR THE HIGHEST DIVISION).
 - C. TYPICALLY, THE BOTTOM TWO (2) TEAMS FROM EACH DIVISION ARE RELEGATED TO THE DIVISION BELOW (EXCEPT FOR THE LOWEST DIVISION).
 - D. DUE TO THE NO OF TEAM LEAVING OR ENTERING INTO THE LEAGUE. THE NUMBER OF TEAMS BEING PROMOTED OR RELEGATED MAY CHANGE TO ENSURE THAT THE NUMBER OF TEAMS IN EACH DIVISION IS BALANCED TO REDUCE THE NUMBER OF BYE FIXTURES.
 - E. THERE IS NO PREFERENCE AS TO WHICH DIVISION SHALL HAVE MORE OR LESS TEAMS THAN OTHER DIVISIONS.
 - F. IF THE FORMULATION OF THE LEAGUE FORCES A PLAYOFF SITUATION (A TIE-ON POINTS AND NO OF WINS), PLEASE REFER TO THE PLAY-OFF RULES SECTION BELOW.

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7. ALL ENTRANCE FEES SHALL BE PAID AT THE TIME OF ENTERING THE LEAGUE. THESE FEES WILL BE REVIEWED ON AN ANNUAL BASIS.
8. 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, VENUES AND AGENDA 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. THERE MUST BE **A MINIMUM OF THREE (3) EXECUTIVE COMMITTEE MEMBERS AND THREE (3) CLUB REPRESENTATIVES** AT ANY LEAGUE MEETING.
 - D. ANY CLUB CONSISTENTLY FAILING TO BE REPRESENTED AT LEAGUE MEETINGS SHALL BE DEALT WITH BY THE LEAGUE COMMITTEE WHO HAS FULL POWERS TO ACT.
 - E. ANY CLUB WISHING TO PAY SUBSCRIPTIONS, COMPETITION ENTRY FEES, ETC. WILL HAVE THE OPPORTUNITY TO GIVE THESE TO THE TREASURER OR ANOTHER MEMBER OF THE EXECUTIVE COMMITTEE.
 - F. ALL LEAGUE AND AD-HOC MEETINGS WILL BE MINUTED AND INCLUDE ANY PROPOSALS PRESENTED TO BE VOTED ON BY THE LEAGUE COMMITTEE WILL ALSO BE MINUTED.
 - G. THE PREVIOUS MEETING MINUTED NOTES WILL BE READ OUT AT THE BEGINNING OF EACH MEETING AND THE LEAGUE COMMITTEE WILL VOTE TO ACCEPT THEM AS BEING THE RECORD-OF-FACT.
9. WHERE AD-HOC MEETINGS HAVE BEEN ARRANGED, EACH CLUB IS ENCOURAGED TO ATTEND.
 - A. THE EXECUTIVE COMMITTEE WILL COMMUNICATE THE DATE AND VENUE TO ALL CLUBS AND GIVE AS MUCH ADVANCE NOTICE THAT IS POSSIBLE.
 - B. THE EXECUTIVE COMMITTEE UNDERSTAND THAT THEY MAY BE CIRCUMSTANCES WHERE EVERY CLUBS ATTENDANCE CANNOT BE GUARANTEED.
 - C. THE NORMAL MONTHLY LEAGUE MEETINGS RULES WILL APPLY (EXCEPT 8.C) TO ANY AD-HOC MEETINGS.
 - D. THERE MUST BE A MINIMUM OF TWO (2) EXECUTIVE COMMITTEE MEMBERS AT ANY AD-HOC MEETING.

CLUBS

10. THE FOLLOWING RULES APPLY TO ALL REGISTERED CLUBS WITHIN THE LEAGUE:
 - A. A REGISTERED CLUB IS A CLUB THAT HAS ONE (1) OR MORE REGISTERED TEAMS THAT PLAY IN THE LEAGUE.
 - B. A NEW CLUB IS DEEMED TO BE A CLUB THAT DID NOT PARTICIPATE IN THE PREVIOUS SEASON OF THE LEAGUE.
 - C. CLUBS CAN ONLY BE REGISTERED AT THE AGM FOR THE UPCOMING SEASON.

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- D. THE LEAGUE SHALL HAVE NO POWER OR INFLUENCE TO OVERRULE ANY CLUB'S RULES. THEREFORE, THE CLUB RULES MUST TAKE PRECEDENT OVER THE LEAGUE RULES.
- E. IF A REGISTERED MEMBER IS SUSPENDED BY THEIR CLUB, THEY WILL BE AUTOMATICALLY SUSPENDED FROM THE LEAGUE UNTIL SUCH TIME THEY ARE REINSTATED BY THEIR CLUB.
- F. SUSPENDED LEAGUE MEMBERS ARE NOT PERMITTED TO PARTICIPATE IN ANY LEAGUE OR COMPETITION MATCHES.
- G. IF A LEAGUE MEMBER IS EXPELLED/BANNED FROM THEIR CLUB, THEY WILL BE AUTOMATICALLY SUSPENDED FROM THE LEAGUE UNTIL SUCH TIME THEY ARE REGISTERED FOR ANOTHER CLUB.
- H. THE LEAGUE COMMITTEE MUST BE NOTIFIED OF ANY FAILURE TO COMPLY WITH ANY CLUB RULES BY ANY REGISTERED TEAM OR MEMBER AND HAVE FULL POWERS TO ACT ACCORDINGLY.

TEAMS

11. THE FOLLOWING RULES APPLY TO ALL REGISTERED TEAMS WITHIN THE LEAGUE:

- A. A REGISTERED TEAM IS DEEMED TO BE A TEAM THAT PLAYS FOR A REGISTERED CLUB. NO TEAM CAN PLAY IN THE LEAGUE WITHOUT BELONGING TO A REGISTERED CLUB.
- B. A NEW TEAM IS DEEMED TO BE A TEAM THAT DID NOT PARTICIPATE IN THE PREVIOUS SEASON OF THE LEAGUE.
- C. ALL NEW TEAM(S) WILL BE ENTERED INTO THE LOWEST DIVISION.
- D. ANY TEAM WHEN PLAYING A LEAGUE OR COMPETITION MATCH, MUST COMPLY WITH THE CLUB RULES OF WHERE THE MATCH IS BEING PLAYED.
- E. TEAMS CAN ONLY BE REGISTERED AT THE AGM FOR THE UPCOMING SEASON.
- F. TEAMS CAN ONLY BE TRANSFERRED BETWEEN CLUBS AT THE BEGINNING OF EACH SEASON.
- G. WHERE TEAMS HAVE TRANSFERRED BETWEEN CLUBS, IT IS UP TO THE DISCRETION OF THE LEAGUE COMMITTEE TO DETERMINE WHICH DIVISION THEY PLAY IN.

MEMBERS (AKA PLAYERS)

12. ALL MEMBERS WISHING TO REGISTER TO PLAY WITH THE LEAGUE OR THE LEAGUE COMPETITIONS MUST BE BONA-FIDE MEMBERS OF THE CLUB THEY WISH TO REPRESENT.

- A. A NEW PLAYER IS DEEMED TO BE A PLAYER THAT HAS NOT BEEN REGISTERED AT ANY TIME WITH THE LEAGUE. NO PLAYER CAN PLAY IN THE LEAGUE WITHOUT BELONGING TO A REGISTERED CLUB.
- B. NO PERSON UNDER THE AGE OF SIXTEEN (16) MAY BE REGISTERED AS A MEMBER OF THE LEAGUE.
- C. A JUNIOR MEMBER IS A REGISTERED MEMBER OF THE LEAGUE THAT IS BETWEEN THE AGES OF SIXTEEN (16) AND EIGHTEEN (18). ON THE DAY OF THEIR 18TH BIRTHDAY, THEY ARE NOT DEEMED TO BE A JUNIOR MEMBER OF THE LEAGUE ANYMORE AND BECOME A FULL REGISTERED PLAYER.
- D. ANY MEMBER CAN ONLY BE REGISTERED WITH A SINGLE CLUB TO PLAY IN THE LEAGUE OR THE LEAGUE COMPETITIONS.

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- E. ANY MEMBER 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 THE LEAGUE. THE MEMBER IS NOT REGISTERED TO ANY TEAM OF THEIR CLUB, BUT THEIR CLUB ITSELF.
 - F. ANY MEMBER WHEN PLAYING A LEAGUE OR COMPETITION MATCH, MUST COMPLY WITH THE CLUB RULES OF WHERE THE MATCH IS BEING PLAYED.
 - G. UNREGISTERED PLAYERS WISHING TO PLAY IN THE LEAGUE MUST PLAY OF "SCRATCH" UNTIL THEY ARE REGISTERED UNLESS THEY DECLARE A LOWER HANDICAP (E.G. MINUS 10).
 - H. UNREGISTERED PLAYERS MUST HAVE A SUGGESTED HANDICAP PROPOSED BY AN EXISTING REGISTERED MEMBER OF THE CALDER VALLEY LEAGUE DURING THEIR REGISTRATION.
 - I. NO NEW MEMBER REGISTRATIONS WILL BE ACCEPTED AFTER THE HALFWAY POINT IN THE SEASON; THIS IS TYPICALLY THE CHRISTMAS BREAK.
 - J. MEMBERS CAN BE TRANSFERRED BETWEEN REGISTERED CLUBS AT ANY POINT IN THE SEASON.
 - K. FORMER REGISTERED MEMBERS MUST DECLARE AND PLAYOFF THEIR PREVIOUS HANDICAP. THE LEAGUE WILL LOOK INTO PAST SEASONS TO DETERMINE WHAT ANY PREVIOUS HANDICAP SHOULD BE.
 - L. A MAXIMUM HANDICAP OF +15 MAY BE GIVEN IF THE ABILITY OF THE NEW MEMBER IS UNKNOWN.
 - M. IF AN INCORRECT HANDICAP IS GIVEN FOR NEW OR FORMER MEMBERS WHERE THE ABILITY OF THE PLAYER IS DISPROPORTIONATE TO THEIR SUGGESTED OR PREVIOUS HANDICAP, THE LEAGUE COMMITTEE HAS FULL POWERS TO ACT.
 - N. A MEMBER SHALL NOT PLAY FOR MORE THAN ONE (1) TEAM IN ANY ONE WEEK'S FIXTURES. IF IT IS FOUND THAT THIS HAS HAPPENED, THEY WILL FORFEIT THE FRAME WITH THE OPPONENT GIVEN ONE (1) POINT AND FIFTY (50) AGGREGATE POINTS.
 - O. EACH MEMBER MUST ENSURE THEIR LATEST LEAGUE-APPROVED HANDICAP IS USED FOR EACH MATCH AND COMPETITION.
- 1. ALL MEMBER HANDICAPS WILL NOW BE CALCULATED BASED ON THE FOLLOWING RULES:
 - A. COMPETITION MATCHES RESULTS ARE NOT INCLUDED IN THE LEAGUE HANDICAPS CALCULATIONS.
 - B. IF A MEMBER WINS, THEIR HANDICAP IS REDUCED BY 1 (-1).
 - C. IF A MEMBER LOSES, THEIR HANDICAP IS INCREASED BY 1 (+1).
 - D. IF THE WINNING/LOSING MARGIN IS 30 POINTS OR MORE (≥ 30), AN ADDITIONAL +/- 1 IS APPLIED.
 - E. THE MINIMUM AND MAXIMUM HANDICAPS ARE -70 AND +35, RESPECTIVELY.
 - 2. ALL MEMBERS HANDICAP ADJUSTMENTS WILL BE PRESENTED FOR REVIEW AND APPROVAL AT EACH LEAGUE MEETING.
 - A. MEMBER WHO HAS PARTICIPATED IN ANY GAMES WILL HAVE THEIR HANDICAPS REVIEWED AND ADJUSTED ACCORDINGLY.
 - B. ANY OBJECTIONS CAN ONLY BE RAISED DURING THE APPROPRIATE LEAGUE MEETING TO BE DISCUSSED AND APPROVED BY THE LEAGUE COMMITTEE.

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- C. NO ADJUSTMENTS WILL BE MADE WITHIN THE LAST FOUR (4) WEEKS OF THE LEAGUE FIXTURES, UNLESS THE LEAGUE COMMITTEE DEEMS AN ADJUSTMENT IS REQUIRED.
- D. END-OF-SEASON HANDICAP ADJUSTMENTS WILL BE APPLIED AT THE START OF THE FOLLOWING SEASON.

FIXTURES

- 3. 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 USED IN ANY CALDER VALLEY SNOOKER MATCHES.
- 4. 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.
 - A. EACH TEAM WILL SUBMIT THEIR COLLECTIONS AT THE APPROPRIATE LEAGUE MEETINGS.
- 5. FIXTURE SCHEDULING AND COMPLETION CLAUSES
 - A. LEAGUE MATCHES TO BE PLAYED ON MONDAY NIGHTS. AN ADDITIONAL EVENING MAY BE NECESSARY TO ACCOMMODATE FIXTURES.
 - B. TEAMS SHALL COMPLETE ALL FIXTURES WITHOUT EXCEPTIONS. A FAILURE TO DO SO OR PURPOSELY GIVING AWAY A MATCH WILL RESULT IN THE TEAM'S PLAYERS BEING EXPELLED FROM THE LEAGUE FOR THE DURATION OF THE CURRENT AND FOLLOWING SEASON.
 - C. TEAMS CAN ARRANGE TO PLAY THEIR FIXTURES BEFORE THE ACTUAL FIXTURE DATE IF BOTH TEAMS AGREE.
 - D. 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 OFFICIAL SPOKESPERSON AT LEAST TWENTY-FOUR (24) HOURS PRIOR TO THE COMMENCEMENT OF THE MATCH, UNLESS THERE ARE MITIGATING CIRCUMSTANCES.
 - E. ALL SCHEDULED MATCHES, INCLUDING ANY THAT HAVE BEEN REARRANGED FOR ANY REASON (E.G. WEATHER, FIXTURE CONGESTION, DISCIPLINARY SUSPENSION), MUST BE PLAYED PRIOR TO THE FINAL SCHEDULED GAME WEEK OF THE SEASON. FAILURE TO PLAY ANY REARRANGED FIXTURES WILL RESULT IN BOTH TEAMS PENALISED SIX (6) POINTS FROM THEIR LEAGUE TOTAL.
 - F. ALL TEAMS MUST FULFIL THEIR LAST SCHEDULED MATCH ON THE FINAL GAME WEEK. ANY FAILURE TO PLAY THIS FIXTURE WILL RESULT IN THE BOTH TEAM CAPTAINS BEING BROUGHT BEFORE THE LEAGUE COMMITTEE TO EXPLAIN WHY THE FIXTURE COULD NOT BE FULFILLED.
 - G. APPROPRIATE COMMUNICATION WILL BE GIVEN TO THE SECRETARY STATING THAT A LEAGUE FIXTURE IS TO BE REARRANGED.
 - H. ANY REARRANGED LEAGUE FIXTURE MUST BE PLAYED WITHIN FOUR (4) WEEKS FROM THE ORIGINAL FIXTURE DATE.
 - I. IF A LEAGUE FIXTURE CANNOT BE COMPLETED WITHIN THE TIME PERIOD ALLOWED, CORRESPONDANCE MUST BE GIVEN TO THE SECRETARY STATING THE REASONS WHY. FAILURE TO DO SO WILL RESULT WITH BOTH CLUBS BEING PENALISED SIX (6) POINTS FROM THEIR LEAGUE TOTAL, UNLESS THERE ARE MITIGATING CIRCUMSTANCES.

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- J. THE LEAGUE COMMITTEE WILL DISCUSS AND MAKE ANY APPROPRIATE PROPOSALS FOR ANY UNCOMPLETED LEAGUE FIXTURE(S) FOR THE LEAGUE COMMITTEE TO VOTE ON.

6. EACH LEAGUE FIXTURE WILL BE PLAYED USING THE FOLLOWING RULES:

- A. GAMES TO COMMENCE NO LATER THAN 8:00 P.M (START TIME).
- B. EACH TEAM SHALL CONSIST OF FOUR (4) PLAYERS WHO SHALL PLAY ONE (1) FRAME EACH.
- C. IF THE FIRST FRAME HASN'T COMMENCED AFTER TWENTY MINUTES (20) HOUR FROM THE SCHEDULED START TIME, THE HOME TEAM CAPTAIN MAY CLAIM THE GAME WITH THE HOME TEAM GETTING ONE (1) POINT AND FIFTY (50) AGGREGATE POINTS.
- D. ANY MEMBER WHO IS NOT PRESENT AFTER ONE (1) HOUR FROM THE SCHEDULED START TIME CAN BE DECLARED ABSENT BY THE OPPOSING CAPTAIN. MEMBERS DECLARED ABSENT SHALL FOREFEIT ONE (1) POINT AND FIFTY (50) AGGREGATE POINTS.
- E. MARKERS TO BE PROVIDED BY THE HOME TEAM FOR EVERY FRAME.
 - i. THE MARKER IS NOT A REFEREE AND IS THERE TO ONLY RECORD EACH PLAYER'S SCORE AND THE OVERALL FRAME RESULT.
 - ii. THE MARKER SHOULD BE ABLE TO CLARIFY ANY SNOOKER RULES IF A DISPUTE IS RAISED.
 - iii. THE MARKER CANNOT CALL ANY FOULS.
 - iv. IF ANY CHALLENGE CANNOT BE RESOLVED BETWEEN THE PLAYERS, THE MARKER WILL MAKE A DECISION THAT IS FINAL.
- F. ALL INDIVIDUAL FRAMES WILL BE PLAYED IN ORDER AS WRITTEN ON THE FIXTURE/RESULTS CARD.
 - i. 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.
 - ii. ALL FRAMES MUST BE COMPLETED TO THE FINISH (TYPICALLY THE POTTING OF THE LAST BLACK WITH NO OTHER BALLS [NOT WHITE] REMAINING ON THE TABLE).
 - iii. IF A PLAYER CONCEEDS A FRAME, ALL THE REMAINING BALL'S POINTS WILL ADDED TO THE WINNING PLAYERS SCORE. A PLAYER CANNOT CONCEED THE MATCH TO CIRCUMVENT THE HANDICAP ADJUSTMENT SYSTEM.
 - iv. ANY PLAYER(S) FOUND TO BE CONCEEDING MATCHES WILL BE BROUGHT BEFORE THE LEAGUE COMMITTEE TO EXPLAIN THEMSELVES AND MAY BE EXPELLED FROM THE LEAGUE.
 - v. ONE (1) POINT WILL BE GIVEN FOR EACH INDIVIDUAL MATCH TO THE PLAYER WHO HAS SCORED THE MOST POINTS.
 - vi. IN THE EVENT THAT AN FRAME PLAYERS TOTAL POINTS SCORED ARE EQUAL, A RESPOTTED BLACK WILL BE PLAYED TO DETERMINE THE WINNER. NO SUBSTITUE PLAYER CAN BE MADE IN A RESPOTTED BLACK SITUATION.
- G. AN ADDITIONAL TWO (2) TEAM POINTS WILL GIVEN FOR THE TEAM THAT HAS THE HIGHEST AGGREGATE SCORE.

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- 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).

H. PLAYER SPECIFIC FIXTURE RULES

- i. SEE PLAYER RULES DEFINED ABOVE.
 - ii. IF AN UNREGISTERED PLAYER HAS PLAYED IN THE SECOND HALF OF THE SEASON, THEY WILL FORFEIT THE FRAME WITH THE OPPONENT GIVEN ONE (1) POINT AND FIFTY (50) AGGREGATE POINTS.
 - iii. WHERE THE WRONG PLAYER'S HANDICAP HAS BEEN USED, THE PLAYERS SCORE WILL BE ADJUSTED TO REFLECT THE DISCREPANCY. THIS MAY RESULT IN A REVERSAL OF THE FRAME RESULT, THE TEAM'S AGGREGATE SCORE AND POSSIBLY THE OVERALL FIXTURE RESULT.
 - iv. IT IS THE RESPONSIBILITIES OF THE FRAME'S PLAYERS TO CALL THEIR OWN FOULS.
- I. OTHER TEAM PLAYERS OR OTHER PEOPLE WATCHING THE FRAME SHOULD NOT INDICATE THAT A FOUL MAY HAVE OCCURRED. IF THIS OCCURS, IT WILL BE DOWN ONLY THE FRAME'S PLAYERS TO DECIDE BETWEEN THEMSELVES IF A FOUL HAS OCCURRED, IF NOT, THE MARKER WILL MAKE THE DECISION.
 - J. ANY DISPUTES RAISED DURING A FRAME OR MATCH MAY BE RAISED AT THE NEXT APPROPRIATE LEAGUE MEETING.

7. 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. THE ACCOUNTABILITY OF ANY DISCREPANCIES IN THE RESULT IS WITH THE HOME TEAM.
- B. THIS INCLUDES ALL REARRANGED FIXTURES.
- C. MATCH RESULT CARDS ARE STILL TO BE COMPLETED, WITH BOTH CAPTAINS SIGNATURES CONFIRMING THEIR AGREEMENT WITH THE RESULT.
- D. 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.
- E. THE LEAGUE COMMITTEE RESERVES THE RIGHT TO **IMPOSE FINANCIAL AND/OR POINTS PENALTIES** FOR CONSISTENTLY FAILURE TO SUBMIT MATCH RESULTS WITHIN THIRTY-SIX (36) HOURS.
- G. ANY DISPUTES BETWEEN THE ELECTRONICALLY SUBMITTED RESULTS AND THE MATCH RESULTS CARDS, THE LEAGUE COMMITTEE WILL PROPOSE ANY RECOMMENDATIONS TO THE LEAGUE.

8. PLAY-OFF RULES

- A. 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.
- B. THE SECRETARY WILL COMMUNICATE TO ALL TEAMS INVOLVED IN A PLAY-OFF MATCH.
- C. THESE PLAY-OFF MATCHES MUST BE PLAYED WITHIN TWO (2) WEEKS AFTER THE LAST GAME OF THE SEASON. THE NORMAL FIXTURE RULES WILL STILL APPLY.

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- D. THE LEAGUE COMMITTEE SHALL DECIDE THE VENUES AND DATES FOR ALL PLAY-OFF MATCHES.
- E. ANY TEAM FAILING TO TURN UP OR COMPLETE A PLAY-OFF MATCH WILL FORFEIT THE MATCH AND THE OTHER TEAM AWARDED THE RESULT.
- F. IN EXCEPTIONAL CIRCUMSTANCES (E.G., ADVERSE WEATHER, VENUE UNAVAILABILITY, APPEALS), THE LEAGUE COMMITTEE RESERVES THE RIGHT TO ADJUST THE PLAY-OFF PROCESS TO ENSURE FAIR RESOLUTION.

COMPETITIONS

- 9. ALL KNOCK-OUT TOURNAMENTS TO BE ARRANGED BY THE LEAGUE COMMITTEE, INCLUDING THE ENTRANCE FEES:
 - A. ANY MEMBERS WISHING TO TAKE PART IN ANY COMPETITION MUST HAVE FIRST COMPLIED WITH ALL THE MEMBER RULES OF THE LEAGUE.
 - B. UNREGISTERD MEMBERS ARE NOT ALLOWED TO ENTER ANY COMPETITIONS.
 - C. A MEMBER MAY NOT BE REGISTERED TO THE SAME COMPETITION ON MULTIPLE OCCURANCES, IN PARTICULAR THE TEAM KO.
 - D. MEMBERS MAY ONLY REPRESENT THEIR REGISTERED CLUB IN ANY COMPETITION.
 - E. ENTRIES INTO THE PAIRS COMPETITION, MUST BE REGISTERED FROM THE SAME CLUB.
 - F. ENTRIES INTO THE VETERANS COMPETITION, MUST BE OVER 55 YEARS OF AGE.
 - G. ANY MEMBER'S COMPETITION REGISTRATIONS MUST BE COMPLETED ONLINE. NO OTHER FORM OF REGISTRATION WILL BE ACCEPTED.
 - H. ANY TEAM WISHING TO ENTER THE TEAM KO COMPETITION,
 - i. MUST REGISTER A MINIMUM OF 4 AND A MAXIMUM OF 5 PLAYERS.
 - ii. A PLAYER CAN ONLY BE REGISTERED FOR A SINGLE TEAM
 - iii. ONLY REGISTERED TEAM KO PLAYERS CAN PLAY IN THE TEAM KO COMPETITION.
 - I. ALL MEMBERS/TEAM COMPETITION REGISTRATION ENTRANCE FEES MUST BE PAYED BEFORE THEY ARE ENTERED INTO THE DRAW. FAILURE TO PAY WILL RESULT IN THEIR EXPULSION FROM THE COMPETITION.
 - J. EACH MEMBER WILL PLAY USING THEIR LATEST HANDICP THAT IS RELEVANT ON THE DATE OF THE MATCH.
 - K. 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. PRE-XMAS ELIGIBILITY AND COMPETITION CONTINUITY CLAUSES
 - A. TO BE ELIGIBLE FOR ENTRY OR CONTINUED PARTICIPATION IN ANY COMPETITIONS, EACH PLAYER MUST HAVE COMPLETED **A MINIMUM OF FOUR (4) LEAGUE MATCHES** BEFORE THE CHRISTMAS BREAK.
 - B. PLAYERS CAN PLAY IN COMPETITION ROUNDS BEFORE THE CHRISTMAS BREAK REGARDLESS OF HOW MANY LEAGUE MATCHES, THEY HAVE PLAYED IN.

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- C. AFTER THE CHRISTMAS BREAK, ANY PLAYER FOUND **TO HAVE PLAYED FEWER THAN FOUR (4) LEAGUE MATCHES** SHALL BE:
- i. IMMEDIATELY REMOVED FROM ALL ONGOING COMPETITIONS.
 - ii. DISQUALIFIED FROM FURTHER COMPETITIVE ROUNDS FOR THE REMAINDER OF THE SEASON.
- D. IF A PLAYER IN THE PAIRS COMPETITION IS DISQUALIFIED, THE OTHER PLAYER IN THE PAIR WILL ALSO BE AUTOMATICALLY DISQUALIFIED FROM THE PAIRS COMPETITION. THE PLAYER NOT DISQUALIFIED MAY CONTINUE IN OTHER COMPETITIONS, JUST NOT THE PAIRS COMPETITION.
- E. IF THE NUMBER OF ELIGIBLE PLAYERS FOR A TEAM ENTERED INTO THE TEAM COMPETITION FALLS BELOW FOUR (4), THE TEAM WILL BE AUTOMATICALLY DISQUALIFIED FROM THE TEAM COMPETITION. THE PLAYERS NOT DISQUALIFIED MAY CONTINUE IN OTHER COMPETITIONS, JUST NOT THE TEAM COMPETITION.
- F. NO MONIES WILL BE RETURNED TO ANY PLAYER OR TEAM BEING REMOVED FROM COMPETITIONS.
- B. APPROPRIATE COMMUNICATION MUST BE GIVEN TO THE SECRETARY STATING THE REASONS WHY A PLAYER HAS NOT PLAYED THE REQUIRED NUMBER OF QUALIFYING LEAGUE MATCHES.
11. AT THE APPROPRIATE LEAGUE MEETINGS, THE COMPETITION DRAWS WILL BE MADE FOR EACH COMPETITION ROUND (EXCEPT THE FINALS).
- A. THE NORMAL SNOOKER AND LEAGUE RULES APPLY IN ALL COMPETITIONS.
 - B. EACH COMPETITION ROUND DRAW WILL BE DRAWN RANDOMLY ON THE NIGHT.
 - C. THE FIRST PLAYER(S)/TEAM DRAW OUT IN EACH COMPETITION FIXTURE WILL BE THE HOME PLAYER/TEAM.
 - D. ALL MATCHES ARE TO BE PLAYED AT THE HOME TEAM/PLAYERS' CLUB IN A SINGLE EVENING.
12. ALL COMPETITIONS ROUNDS (EXCEPT THE SEMI-FINALS AND FINALS) SHALL BE PLAYED AS FOLLOWS:
- A. EACH MERIT COMPETITION ROUND WILL BE A BEST OF 5 FRAMES, I.E. THE FIRST TO 3 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.
13. THE ARRANGEMENT AND PLAYING OF COMPETITION MATCHES WILL BE AS FOLLOWS:
- A. EACH COMPETITION FIXTURE MUST BE PLAYED WITHIN THE TIME PERIOD SET OUT WHEN THE DRAW IS MADE. THE TIME PERIOD TYPICAL ALLOWED IS BETWEEN THE MONTHLY LEAGUE MEETING WHEN THE DRAW IS MADE AND THE NEXT LEAGUE MEETING (TYPICALLY FOUR (4) WEEKS).
 - i. APPROPRIATE COMMUNICATION WILL BE GIVEN, STATING THE DATE ON WHICH COMPETITION FIXTURES MUST BE PLAYED BY.

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- ii. IT IS THE RESPONSIBILITIES OF ALL TEAMS/PLAYER(S) INVOLVED IN COMPETITIONS TO CONTACT EACH OTHER TO ARRANGE THE MATCHES, REGARDLESS OF WHO IS DRAWN TO PLAY AT HOME.
 - B. IF DRAWN AGAINST A MEMBER WHO IS NOT PERMITTED TO PLAY AT THE HOME CLUB, THE HOME TEAM/PLAYER(S) TO CHOOSE A SUITABLE ALTERNATIVE CALDER VALLEY LEAGUE VENUE AS PART COMPENSATION TO LOSING HOME ADVANTAGE.
 - C. THE EXECUTIVE COMMITTEE UNDERSTAND THAT THEY MAY BE CIRCUMSTANCES WHERE COMPETITION MATCHES CANNOT BE PLAYED WITHIN THE TIME PERIOD.
 - i. IF A COMPETITION FIXTURE CANNOT BE COMPLETED WITHIN THE TIME PERIOD FOR ANY REASON, THE TEAM/PLAYER(S) NEED TO BE PRESENT IN PERSON AT THE NEXT LEAGUE MEETING TO GIVE THE RATIONALE AS TO WHY THE MATCH COULD NOT BE COMPLETED IN TIME.
 - ii. IN MOST CASES, IF MATCHES HAVE NOT BEEN COMPLETED WITH IN THE TIME PERIOD, BOTH TEAMS/PLAYER(S) WILL NOT GO THROUGH TO THE NEXT ROUND.
 - iii. WHERE EXCEPTIONAL CIRCUMSTANCES EXIST, THE EXECUTIVE COMMITTEE RESERVES THE RIGHT TO MAKE ANY APPROPRIATE PROPOSALS FOR ANY UNCOMPLETED COMPETITION FIXTURE FOR THE LEAGUE COMMITTEE TO VOTE ON.
 - D. EACH COMPETITION FIXTURE RESULT IS TO BE SENT TO THE SECRETARY TO REGISTER THE RESULT.
 - E. FAILURE TO SUBMIT THE RESULT MAY RESULT IN THE REMOVAL OF ONE OR BOTH TEAM/PLAYER(S) FROM THE COMPETITION.
14. THE PAIRS COMPETITION MATCHES WILL BE PLAYED USING THE NORMAL LEAGUE FIXTURES RULES, WITH THE FOLLOWING EXCEPTIONS:
- A. TO DETERMINE EACH MATCH STARTING HANDICAP, EACH CLUB PLAYER'S LATEST HANDICP (THAT IS RELEVANT ON THE DATE OF THE MATCH) WILL BE ADDED TOGETHER AND THEN HALFED.
 - i. I.E. IF PLAYER1 HAS A HANDICAP OF MINUS 60 (-60) AND THEIR PARTNER HAS A HANDICAP OF MINUS 20 (-20), THEIR COMBINED HANDICAP IS MINUS 80 (-80). THIS IS THEN HALFED, SO THEIR STARTING HANDICAP WILL BE MINUS 40 (-40).
 - ii. I.E. IF PLAYER1 HAS A HANDICAP OF MINUS 20 (-20) AND THEIR PARTNER HAS A HANDICAP OF 10 (+10), THEIR COMBINED HANDICAP IS MINUS 10 (-10). THIS IS THEN HALFED, SO THEIR STARTING HANDICAP WILL BE MINUS 5 (-5).
 - iii. I.E. IF PLAYER1 HAS A HANDICAP OF 10 (+10) AND THEIR PARTNER HAS A HANDICAP OF 30 (+30), THEIR COMBINED HANDICAP IS 40 (+40). THIS IS THEN HALFED, SO THEIR STARTING HANDICAP WILL BE 20 (+20).
 - B. THE CALCULATED HANDICAP IS TO BE PUT ONTO THE SCOREBOARD BEFORE THE MATCH STARTS, UNLESS THERE IS A MINUS HANDICAP. IN THIS EVENT, THE DIFFERENCE BETWEEN THE TWO (2) HANDICAPS WILL BE APPLIED TO THE HIGHEST HANDICAP.
15. THE TEAM KO COMPETITION MATCHES WILL BE PLAYED USING THE NORMAL LEAGUE FIXTURES RULES, WITH THE FOLLOWING EXCEPTIONS:
- B. BOTH TEAMS WILL WRITE THE ORDER OF THEIR PLAYERS ON A CARD AND EACH CAPTAIN WILL THEN PUT THEIR PLAYERS AGAINST THE OPPOSITION.

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- C. ONLY REGISTERED TEAM KO PLAYERS CAN PLAY IN THE TEAM KO COMPETITION.
 - D. ANY UNREGISTERED PLAYERS WHO PLAY IN THE KO COMPETITION, THEIR OPPONENT WILL GET ONE (1) POINT AND FIFTY (50) AGGREGATE POINTS. THIS WILL RESULT IN A REVERSAL OF THE FRAME RESULT, THE TEAM'S AGGREGATE SCORE, AND POSSIBLY THE OVERALL FIXTURE RESULT.
 - E. NO PLAYER'S HANDICAP SHALL BE WRITTEN ON THE FIXTURE/RESULTS CARD AT THE BEGINNING OF THE MATCH.
 - F. ALL INDIVIDUAL PLAYER'S FRAMES WILL BE PLAYED WITH A SCRATCH (ZERO) HANDICAP.
 - G. AT THE END OF THE MATCH, EACH TEAM'S TOTAL AGGREGATE SCORE IS CALCULATED AND THE FOLLOWING RULES APPLIED:
 - i. EACH PLAYER'S LATEST HANDICAP (THAT IS RELEVANT ON THE DATE OF THE MATCH) IS TO BE WRITTEN ONTO THE FIXTURE/RESULT CARD.
 - ii. EACH PLAYER'S HANDICAP IS THEN ADDED TO THEIR TEAM'S AGGREGATE SCORE.
 - iii. I.E., IF A PLAYER HAS A HANDICAP OF PLUS TEN (+10), TEN (10) ADDITIONAL POINTS ARE ADDED TO THEIR TEAM'S AGGREGATE SCORE.
 - iv. I.E. IF A PLAYER HAS A HANDICAP OF MINUS 10 (-10), MINUS TEN (-10) POINTS ARE REMOVED FROM THEIR TEAM'S AGGREGATE SCORE.
 - H. 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 FRAME ON THE TEAM KO CARD WILL PROVIDE EACH TEAM'S PLAYER.
 - ii. NO SUBSTITUTE PLAYER CAN BE MADE IN A RESPOTTED BLACK SITUATION.
16. 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.
17. THE CARTLIDGE CUP COMPETITION FOR EACH DIVISION HAVE THE FOLLOWING RULES:
- A. ANY PLAYER WHO HAS PLAYED IN MULTIPLE DIVISIONS WILL HAVE SEPARATE CARTLIDGE CUP ENTRIES, I.E. THEIR TOTAL WINS, TOTAL PLAYED, AND DIFFERENCE WILL NOT BE SUMMARISED ACROSS DIVISIONS.
 - B. A PLAYER WHO PLAYS MORE MATCHES IS DEEMED TO HAVE TAKEN MORE RISK AND THEREFORE IS PLACED HIGHER THAN A PLAYER WHO HAS PLAYED FEWER MATCHES.

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C. IN DESCENDING ORDER, THE POSITIONS ARE CALCULATED AS FOLLOWS:

- i. MOST TOTALWINS; THEN BY
- ii. MOST LEAGUE MATCHES PLAYED; THEN BY
- iii. HIGHEST TOTAL POINTS DIFFERENCE BETWEEN THEIR TOTAL MATCH SCORES MINUS THEIR OPPONENTS TOTAL MATCH SCORES AGAINST THEM; THEN BY
- iv. HIGHEST TOTAL PLAYER MATCH SCORES.