



## **THE SUTHERLAND SHIRE SNOOKER ASSOCIATION - 2020 CONSTITUTION**

### **1. Membership of the SSSA**

The members of the Sutherland Shire Snooker Association (SSSA) shall be formed from Registered Clubs in the Sutherland Shire plus any applicant clubs approved at an Annual General Meeting (AGM) of the SSSA.

The members each year shall be the Clubs participating in the SSSA that year.

### **2. Objectives of the SSSA**

1. To encourage snooker and billiards by promoting competitions between Clubs in the SSSA.
2. To maintain good relations between Clubs and to renew and enlarge friendships between players in the competitions.

### **3. The SSSA Committee**

The SSSA Committee shall be elected at the AGM each year by the Delegates present and consist of a President, Vice President, Secretary / Treasurer, and a Committee who shall where possible be from different Clubs.

The Committee shall be responsible for organising and conducting:

1. The Better Relations Trophy and the Endeavour Shield Team Competitions.
2. The SSSA Snooker and Billiards Singles Competitions.
3. The SSSA Champion of Champions Competition.
4. Any activities or functions they consider beneficial to members including opportunities for promoting and/or conducting tournaments, exhibitions, Interzone visits, and like events and associated entertainment.
5. Presentation Functions.
6. A Disputes Committee of three shall be formed by and from the Committee when required and shall be from Clubs not involved in the dispute.

#### **4. The SSSA Handicap Sub-Committee and Handicap System**

1. The SSSA Handicap Sub-Committee shall be elected at the AGM each year by the Delegates present and consist of 5 members from different clubs including the Secretary.
2. The captains must submit their list of players and suggested handicaps at the annual general meeting each year. The SSSA Handicap Sub-Committee will then decide on the handicaps of the nominated players and advise the details of the final handicaps prior to the commencement of the Teams Competition.
3. To the following paragraphs, a “New Player” is a player who did not participate in the preceding year’s competition who is not a “Returning Player”, and a “Returning Player” is a player who did not participate in the preceding year’s competition but did participate in the competition during the year immediately prior to that preceding year.
4. A Returning Player whose game is not witnessed by the captain (or a trusted delegate who is familiar with the SSSA handicapping system) shall be allocated the same handicap as when they last played (including a handicap of 35) unless there is evidence to the contrary.
5. New Players and their suggested handicaps must be submitted to the SSSA Handicap Sub-Committee before they are eligible to play, together with a written acknowledgment by the captain that the captain (or a trusted delegate who is familiar with the SSSA handicapping system) has witnessed the new player’s game. A New Player cannot have a handicap of 35, unless they are a junior player, under 18 years of age, who is at a genuine beginner level. New players’ handicaps are subject to review at any time during their first season.
6. New players’ handicaps are subject to review by the SSSA Handicap Sub-Committee at any time.
7. Any communications regarding handicap matters must come from the captain(s) of the team(s) concerned and any communications by non-Captains regarding handicap matters are not to be considered by the SSSA Handicap Sub-Committee.
8. Any player whose handicap has not been reviewed by the SSSA Handicap Sub-Committee will be forfeited.
9. All players’ handicaps are subject to review by the SSSA Handicap Sub-Committee three times per year. This will be prior to the commencement of the first round, prior to the commencement of the second round and prior to the commencement of the Semi-finals. Prior to the start of the second round, the SSSA Handicap Sub-Committee reserves the right to adjust (by a maximum of four points) any player who has won 80 per cent or more of their frames; or won 20 per cent or less of their frames.

10. Further, the SSSA Handicap Sub-Committee has the discretion to amend a player's handicap at any time.
11. To reduce the administrative effort by the SSSA Handicap Sub-Committee, handicaps will be automatically adjusted based on a player's weekly result as described below until 4 weeks prior to the Semi-finals when they will freeze.

Win 2 frames - Handicap is reduced by 2 points.

Lose 2 frames - Handicap is increased by 2 points.

Draw 1-1 - Handicap remains unchanged.

12. Adjustments will be uncapped, and players handicaps are only limited by the maximum and minimum handicap limits.
13. All decisions made by the SSSA Handicap Sub-Committee are final and are not subject to any other review.

## **5. Dispute Resolution**

If a dispute cannot be resolved by the Secretary, the parties shall put their case in writing to them to be referred to the Disputes Committee whose decision shall be final. The Disputes Committee does not have the power to alter a rule, but if its decision creates a rule then it shall stand and be included in the Constitution. For clarity the Disputes Committee cannot rule on handicaps as this is the responsibility of the SSSA Handicap Sub-Committee.

A report on all disputes shall be read at the next AGM.

## **6. Rules of the SSSA**

1. Clubs wishing to join the SSSA shall apply in writing prior to the AGM, during which their application will be considered by the Delegates present.
2. Each Club shall make 2 tables available on competition nights for each team entered.
3. Each Club shall maintain their Billiard Room, tables, and equipment in good condition for all SSSA competitions.

4. Any Club may enter more than one team provided they comply with Rule no.2. Teams with 4 tables may enter up to 3 Teams.
5. The Annual Fee per approved club shall be determined at the AGM each year and paid to the Secretary as directed.
6. Any team withdrawing from a competition forfeits all fees paid.
7. A team member charged with misconduct in relation to a SSSA competition as a player or spectator shall face the Disputes Committee and if found guilty of misconduct, shall receive a strong warning from the SSSA for the first offence, and barred from all SSSA competitions for 12 months for a subsequent offence.
8. Each player shall be a financial member of the Club they represent.
9. The AGM shall be held on the second Tuesday in February each year (unless it falls on 14 February, in which case the AGM shall take place on the 1<sup>st</sup> of February in the year) at a time and place decided by the Secretary who shall notify all affiliated clubs at least 14 days beforehand.
10. Notices of Motion must be in writing and be in the hands of the Secretary 21 days before the AGM. Alternatively, Notices of Motion may be made at the AGM with the unanimous consent of the attendees at the AGM.
11. A rule may be made or changed only at an Annual General Meeting.
12. An Extraordinary General Meeting may be called by the Committee or by 25% or more of the SSSA members.
13. Each Club (not Team) may be represented at the Annual General Meeting by 2 delegates who are entitled to one vote each.
14. The resignation of the President and / or the Secretary can be asked for only at an Annual General Meeting.
15. The resignation of a committee person can be asked for by a majority of the full Committee who can nominate a replacement.
16. If an AGM cannot form a Committee, the Club holding the Better Relations Trophy shall do so. If they decline the Better Relations Trophy shall be surrendered to the Sutherland Trade Union Club and the Endeavour Shield shall be surrendered to the St George Sailing Club.
17. Teams in the Snooker Teams Competition shall play for the Better Relations Trophy and the Endeavour Shield which will be held by the winners for the following year.
18. Singlets or thongs are not permitted at any SSSA event (without valid medical

reason). This includes the Teams competition, Champion of Champions, and Shire Singles. All other dress regulations remain in line with the venues (ie neat & tidy)

## **7. Rules of the Snooker Teams Competition**

1. A team consists of 4 players, 4 playing at home, or 4 playing away. Players are allocated starting handicaps of 0, 7, 14, 21, 28 or 35 and negative handicaps (in multiples of 7) at the discretion of the SSSA Handicap Sub-Committee. Registered professional players shall be given a maximum handicap of minus 35. If a player incorrectly plays off a higher handicap in a particular frame, the player will forfeit that particular frame to their opponent. The handicaps of both players will remain unchanged in that event. The maximum start given between two players is limited to 56.
2. Teams will play a maximum of 14 matches per Round and each Season will consist of two Rounds. This means that Teams may play some opposing Teams once and other twice across a Season. A random draw will be conducted each Season to confirm the dates for matches and the draw.
3. The team Captains shall be present before 7.00pm to list their players on the Official Result Sheet.
4. The two lowest handicapped players must be played at positions 1 & 2 (in no specific order). This implies the highest handicapped players would then be played at positions 3 & 4. Where a reserve is used, the player can only substitute in the positions where their handicap fits in relation to the other remaining players in the team. For example, a position 3 & 4 player cannot substitute a position 1 & 2 player or vice versa. If a reserve is unable to substitute the frames of the player unable to play will be forfeited.
5. The first matches must commence by no later than 7.15pm. Any listed player not in attendance by 8.00pm shall be replaced by a qualified reserve who if not present shall forfeit one frame. Any listed player not in attendance by 8.30pm shall be replaced by a qualified reserve who if not present shall forfeit both frames. Forfeits shall first be made against the opposing team's number 4 player, then against the opposing team's number 3 player, then against the opposing team's number 2 player, and then against the opposing team's number 1 player. The opposing team member must be physically in attendance by 8.30pm in order to receive the forfeit, unless the opposing team's Captain is notified by the other Captain before the commencement of the match that a forfeit will be taking place.
6. The home Captain nominates the tables to be used and the visiting Captain has choice of tables for the first matches.
7. Each player plays 2 frames making a total of 8 frames per team, each frame scoring one point. A team win of 5 frames or more scores 2 additional points, a draw of 4 frames each scores one additional point each team. (No bonus points

shall be awarded if a whole team forfeits, hence only 8 points awarded to the winning team instead of 10). A frame shall be automatically conceded by a player in the preliminary rounds of the Snooker Teams Competition (but not in the Semi-finals, Finals or Grand finals) if the player is:

47 or more points behind on the yellow

45 or more points behind on the green

42 or more points behind on the brown

38 or more points behind on the blue

33 or more points behind on the pink

- 8 The frames result of each match (2/0, 1/1 or 0/2) (but not the points result) shall be recorded on the Official Result Sheet, signed by each Captain, and be received by the Secretary no later than the following Friday. Failure to comply will result in the loss of one match point for the first offence, two points for the second offence, three points for the third offence, four points for the fourth offence and five points for all subsequent offences.
- 9 The Rules of Snooker as set out in the Billiards Association Handbook shall apply to all games, with the exception of modified rules listed specifically in this document.
- 10 A modified SSSA version of the foul and miss rule shall be applied. In the Snooker Teams competition this rule only applies to the two lowest handicapped players playing at positions 1 & 2. However, for all other SSSA competitions, i.e. Champion of Champions and Shire Singles, the rule shall be applied to all players and matches.
  - I. Where the striker can see some or no part of the ball on (i.e. is 'snookered') - a fair attempt must be made to hit the ball on. If they do not strike the ball on, a 'Foul & Miss' shall be called, and the opponent may either:
    - play the shot from where the balls have come to rest.
    - request the striker play from where the balls have come to rest.
    - request to have all balls replaced and have the striker play again from the original position.
  - II. Foul & miss may be called TWICE, unless the ball on is now snookered by a different ball, in which case the miss count is restarted. Failing to hit a ball on with the third attempt shall only be called a foul and the opponent may:
    - play the shot from where the balls have come to rest.
    - request the striker play from where the balls have come to rest.
  - III. A miss cannot be called when:
    - the striker requires a snooker to win the frame prior to, or as a result of, the shot.
    - it is impossible to hit the ball on

- IV. Where a player can see all of the ball on and fails to hit a ball on after two attempts, the striker must be given a warning - failing to hit a ball on with a third attempt will result in forfeiture of the frame. If the referee deems an obvious deliberate miss being played, the striker shall incur a 7-point foul.
  - V. The Markers' decision shall be final.
- 11 Any member of a team who has played 3 or more matches shall not play for any other team in that year.
  - 12 To qualify for the second round, a player must play at least 2 matches in the first round.
  - 13 To qualify for the Semi-finals, Finals or Grand finals a player must play 5 matches throughout the Competition with at least 2 matches being played in the first round. (Should the Teams season be cut short or cancelled for any reason, qualification shall be at the discretion of the Executive committee).
  - 14 The Semi-finals, Finals and Grand finals shall be played at neutral Clubs as nominated by the Secretary. The players shall be listed 1 to 4 and the order of play shall be decided by ballot. Before commencement each Captain shall nominate 3 players to play 1 frame each in the event of a draw. These players shall also be listed on the Official Result Sheet. The Foul & Miss rule (as specified above) shall be applied to all 3 players nominated to play off in the event of a draw. Any listed player not in attendance at the time the previous match is completed shall be replaced by a qualified reserve who if not present shall forfeit the match. A team representative must provide this list of players before the commencement time nominated by the Secretary so that the draw can be completed by the commencement time. If the draw is not completed within 15 minutes of the nominated commencement time, both the number 4 player shall be forfeited. If the draw is not completed within 30 minutes of the nominated commencement time, the number 3 player, and the number 4 player shall be forfeited. If the draw is not completed within 45 minutes of the nominated commencement time, the whole team shall be forfeited.
  - 15 Should a team submit 2 or less players both at home and away in any 4 matches during a year, the team shall be removed from the Teams Competition for the remainder of that year and all points awarded to the relevant team's opponents during both the first round and the second round shall be negated. Notwithstanding clause 9 above, any players in the removed team are eligible to play for other teams in the Teams Competition, and games played for the removed team shall count for the purpose of clause 10 above.
  - 16 Notwithstanding the preceding clauses, no points shall be awarded to a team from week 5 of the Snooker Teams Competition if the relevant club has not fully settled its affiliation fees for that year.

## 8. Method of Playing the Snooker Teams Competition

The draw for the Competition shall be made by the teams entered and a copy issued to each team.

The Competition format is as follows:

1. All teams play in 2 full rounds.
2. All points received by teams in both rounds are added together and considered in determining teams' rankings for the semi-finals.
3. After the end of the second round, the teams ranked first to fourth will play off for the Better Relations Trophy. In the semi-finals, team 1 will play team 2 and team 3 will play team 4. The winner of team 1 versus team 2 will go straight to the Final, whilst the loser will play the winner of team 3 versus team 4 in the preliminary final. The loser of team 3 versus team 4 will drop out. The winner of the preliminary final will play the winner of team 1 versus team 2 in the grand-final.
4. After the end of the second round, the teams ranked fifth to eighth will play off for the Endeavour Shield. In the semi-finals, team 5 will play team 6 and team 7 will play team 8. The winner of team 5 versus team 6 will go straight to the Final, whilst the loser will play the winner of team 7 versus team 8 in the preliminary final. The loser of team 7 versus team 8 will drop out. The winner of the preliminary final will play the winner of team 5 versus team 6 in the Final.
5. In the event of a points score draw for a team position after the 2 rounds, the position shall be decided by total frames won against all teams over the 2 rounds. If the teams are still equal, the position shall be decided by total frames won in the games played between the equal teams in the 2 rounds. If the teams are still equal, a full play off (as per Rule 3 above) shall occur on the next Tuesday night following the completion of the second round at a time and at a neutral club decided by the Secretary, unless both Captains mutually agree on alternative arrangements for the match to be played in accordance with Rule 13 above before the semi-finals commence.

6. Trophies will be presented to:

The top group:

Winner: Better Relations Trophy (perpetual)

The bottom group:

Winner: Endeavour Shield (perpetual)

Members of Winners of top group and bottom group: individual trophies  
(maximum of 12 each team)



Players to win most frames during the Minor Premiership in the top group and the bottom group: individual trophies and the Trevor Blanchford Memorial Shield

Players to score highest breaks during the Minor Premiership in the top group and the bottom group: individual trophies.

## **9. Rules of the SSSA Singles Championships**

1. Qualification for entry into the SSSA Singles Snooker and/or Billiards Championships, shall be the same qualification criteria of the Teams competition (i.e. to qualify for the Semi-finals, Finals or Grand finals a player must play 5 matches throughout the Competition with at least 2 matches being played in the first round.). Should the Teams season be cut short or cancelled for any reason, qualification shall be at the discretion of the Executive committee.
2. There is no limit to the number of nominations from a club.
3. All players must pay an entry fee of \$20, prior to the closing date. Non-paid entries will not be entered into the draw. 100% of entry fees will go towards the prize pool. To be distributed as:
  - a) 60% to the winner
  - b) 30% to the runner up
  - c) 10% to the highest break
4. The draw and rules governing the Championships shall be made by the Committee and copies issued to each club. The event shall be a handicap event based on the handicaps allocated by the Handicap Sub-Committee.
5. Disputes in the Championships shall be dealt with as in the SSSA Teams Competition.
6. Players will be required to mark their own frames. Referees may be available for the semi & final.
7. The competition shall be played at a venue that is practical as directed by the Secretary.
8. All rounds up to and including quarterfinals will be best of 3 frames. Semi-finals shall be best of 5 frames, and the final shall be best of 7 frames.
9. A modified SSSA version of the foul and miss rule (as per 7.10) shall be applied to ALL players in the Shire Singles competition.
10. Billiards matches are 200 up and the final 350 up.
11. Winners and Runners Up are awarded trophies supplied by the SSSA.

## **10. Rules of the SSSA Champion of Champions Competition**

1. The SSSA Champion of Champions Competition shall be an annual February event organised by the Committee and hosted at nominated SSSA Clubs. The Winner trophy and the Runner Up trophy are supplied by the SSSA. The event shall be a non-handicap event.
2. Eligible players are the best available player of each club affiliated with the SSSA plus the winner and runner up of the previous year's SSSA Champion of Champions and the winner and runner up of the previous year's SSSA Singles Competition. In the event that a winner or runner up of the previous year's Champion of Champions or Shire Singles Competitions is also the best available player from a particular club, the representative of the relevant club may nominate another player for the Champion of Champions Competition.
3. The draw and rules shall be made by the Committee and a copy of the draw issued to each club.
4. All matches excluding the Final are to be the best of five frames. The Final shall be the best of seven frames. The Final may be re-scheduled in exceptional circumstances with the approval of both players and 2 executive committee members.
5. A modified SSSA version of the foul and miss rule shall be applied (as per 7.10) to all players in the Champion of Champions