



New Zealand Billiards & Snooker Association (Inc)

The following Rules and Conditions will apply in conjunction with the New Zealand Billiards & Snooker Association (Inc) Members Protection Policy and NZBSA Code of Ethics (Copies of which are available from the NZBSA Website www.nzbsa.org.nz).

Regional A Grade Rules & Conditions

Eligibility Criteria for NZBSA sanctioned tournaments in New Zealand

Local Association Tournaments such as A, B & C Grade events

Provided you are a member of the particular local association you should be eligible to play in these events. A Grade players can only play in A Grade and open events, B Grade players can play in A Grade, B Grade and Open events, C Grade players can play in A Grade, B Grade, C Grade and Open events.

1 Compliance and Application

All Billiards and Snooker events organised and conducted by **NZBSA** regional and other affiliated bodies must be sanctioned by the **NZBSA** and conducted in accordance with these Official Rules.

For any event to be sanctioned by the **NZBSA**, including authorisation of an event as an Official NZ Ranking Tournament, application must be made to the **NZBSA** Executive by 30 November of the prior year in which the event is to be held, so that it can be included on the National Calendar

Each Application must include details of the event, type of tournament, proposed dates and the applicant regional or other body's agreement to comply in all respects with these Rules and other requirements of the **NZBSA**.

Applications in respect of **NZBSA** Ranking Tournaments must, in addition to the above, include details of intended event publicity and promotional campaigns together with a schedule of minimum prize monies to be awarded.

All Association A Grade will be played Billiards in the month of April and Snooker in the month of May. Please check the current years calendar.

2 Format

Snooker:

- Association A Grade tournaments must be a minimum of best of 3 frames.

Billiards:

- Association A Grade tournaments must be run on a 2 hour time basis.

Post Section:

- All Post Section is played as a single life knockout. Matches for Snooker must be a minimum of best of 3 frames, and all Billiards matches must follow the format of the tournament proper as in above..

Pre qualifying:

- No ranking points are to be awarded to players who win qualifying rounds played prior to commencement of the tournament.

3 Seeding

Competitors in each **Association's A Grade Championships**, must be seeded into their sections in ranked order as determined by the latest New Zealand Ranking List. The Ranking List used to seed players for a Ranking Tournament will be the latest list received by the Host Association at the time the seedings are performed.

THE CURRENT NZ CHAMPION (BILLIARDS & SNOOKER) WILL, IF ENTERED, BE THE NUMBER ONE SEED FOR THE TOURNAMENT. IF THE CURRENT NZ CHAMPION IS NOT ENTERED IN THE EVENT, THE NUMBER ONE SEED WILL BE HIGHEST RANKED PLAYER ON THE LATEST RANKING LIST THAT IS USED TO SEED THE FIELD FOR THE TOURNAMENT.

Example (for a field of 48)

Section	1	2	3	4	5	6	7	8
Seeding	1	2	3	4	5	6	7	8
	16	15	14	13	12	11	10	9
	17	18	19	20	21	22	23	24
	32	31	30	29	28	27	26	25
	33	34	35	36	37	38	39	40
	48	47	46	45	44	43	42	41

4 Uneven Sections

On occasions, the total number of players in the field will be such that it is not possible to balance sections - entry numbers may not be equally divisible across the sections or there may be late withdrawals.

Uneven section sizes should be avoided whenever possible. In instances where balanced sections cannot be achieved, players in smaller sections will be required to play fewer matches. To ensure these players are not unfairly denied Ranking Points, all players in the smaller sections shall receive default match wins and maximum frame differentials. Affected players shall be awarded:

Snooker

- 2 - 0, 3 - 0 or 4 - 0 frame score depending on the format of section play.

Billiards

- The average points differential of all the wins of all the players in the particular section concerned.

Examples

- 23 players in the field, comprising 3 sections of 6 players, and 1 section of 5 players. All players in the section of 5 players will receive a default win.
- 17 players in the field, comprising 3 sections of 4 players, and 1 section of 5 players. All players in the sections of 4 players will receive a default win.

5 Dress Standards

All players and referees must comply with the standard of dress as laid down by the **NZBSA**. Non-compliance may, at the discretion of the Match Committee, result in match forfeiture or disqualification.

Dress standards at all times shall be:

Basically one coloured long sleeved shirt fastened at the wrists, plain or patterned bow tie, or plain dress tie, dress trousers and dress shoes. Eye shades i.e. visor, will be permitted, but no other form of headwear shall be worn. Plain cardigans or plain v-neck jerseys are acceptable during Section play but only knitted or material waistcoats may be worn over a basically one coloured shirt in Post Section play. Referees - where gloves are required to be worn, they must be white in colour.

Unacceptable:

Corduroys, Jeans, Tracksuits, Jandals, Sandshoes, Sandals, Running Shoes, Slippers, Beachwear, Roll Neck Pullovers, Tee Shirts.

Dispensation:

Where special circumstances exist the Chief Referee or Tournament Controller will decide if dispensation is to be granted to any player.

6 Code of Ethics:

All players, supporters and officials have a responsibility to behave in an exemplary fashion at all times, and, as ambassadors for Billiards and Snooker, must represent the sport in the best possible manner, while caring for the rights and property of the host venue. The NZBSA has endorsed the provisions of the WADA (World Anti Doping Association) agreement for sport as sponsored by the IBSF and SPARC. All participants are expected to abide by those guidelines (see our website www.nzbsa.org.nz for details)

In particular the consumption of ALCOHOL or SMOKING during a MATCH by PLAYERS and OFFICIALS is expressly forbidden (NO EXCEPTIONS) and any notified transgressions will be dealt with immediately by the Tournament Officials.

NZBSA Members must respect care for the rights and property of the members of clubs providing venues for **NZBSA** events. Event organisers must ensure that the tables at all Club venues are brushed, padded and covered after each day's play.

7 Rules of the Game

All matches must be played in accordance with the Rules of the Games of Snooker and English Billiards as published by the WPBSA and the IBSF.

General Tournament Conditions

8 Reserves and Late Withdrawals

Reserves shall be permitted in all **NZBSA** events but **only** those players who paid their full entry fees by the specified closing date shall be eligible as reserves.

Order of preference for reserves shall be determined by ranking, or by ballot in the event of equal ranking.

The Host Association has the right to call in a reserve to replace any competitor who:

- Withdraws from the tournament before playing his first game, or
- Fails to register by the specified time and fails to notify the tournament officials of his late arrival, or
- Fails to arrive at the official start time of his first match and fails to notify the tournament officials of his late arrival.

Note! Any replacement player can be ranked higher than the player being replaced, at the discretion of the **NZBSA** President.

When entries close the draw is carried out. Then any vacant places can be filled by reserve players. If there is no reserve or emergency players, then the vacant places remain vacant, with wins awarded for non-games.

If a section, for both billiards or snooker, is so uneven due to the withdrawal of players, after the draw has been carried out, and has caused an imbalance in sections, a re-draw may be carried out up to 48 hours prior to the start of play. All players must be advised of this re-draw as soon as possible.

When there is less than 48 hours to the start of play arrives, under this rule the play goes ahead with the vacant slots in the sections draw.

Replacement players can still be allocated into the draw, up until the commencement of the tournament.

9 Practice Shots

A practice period of a maximum of 5 minutes per player may be permitted before the advertised start time of each round of play and shall be conducted as follows:

At 15 minutes before the official start time 5 minutes practice time will be allocated to the lowest ranked player, with the next 5 minutes allocated to the second player. **All practice is to cease at 5 minutes before the official start time of the next round.** Should any

player not be present for the start of their 5-minute period **their practice time will be adjusted accordingly**. (Examples: both players present at 15 minutes before start time will be allowed 5 minutes practice each, both players not present until 10 minutes before start time then **each player will only be permitted 2 ½ minutes practice each**, player A present 15 minutes prior and player B present 7 minutes prior, player A will be entitled to 5 minutes practice and player B will only be permitted **2 minutes practice**) etc. etc.

If “continuous play” is being used practice will be limited to 6 shots by each player.

Once the match has commenced or recommenced, neither player is permitted practice shots on any table whilst the match is in progress or between frames or sessions of the match itself

10 Start Times

The official start time of a tournament is the advertised start time of the first matches. All play is to commence at start times as shown in the programme or as may otherwise be determined by the Tournament Controller. Competitors must be available **20** minutes prior to their start time.

11 Penalties for Lateness (Section Play)

- Any player not in attendance at the specified start time for any match shall forfeit one frame (Snooker) or 100 points (Billiards).
- If a player is still not in attendance fifteen minutes after the specified start time, the player will forfeit the match. The winner of the forfeited match will be awarded, and the loser penalised, the following. Winner of forfeited match must be allowed some reasonable amount of table time.

Snooker

- 2 - 0, 3 - 0 or 4 - 0 frame score depending on the format of Section Play.

Billiards

- The average points differential of all the wins of all the players in the particular section

In a Ranking event the winner will be awarded ranking points for the default win.

In the event of **both** players being late but still in attendance within 10 minutes after specified start time, the match will be played out as normal and, at the conclusion of all section play, one frame (Snooker) or 100 points (Billiards) will be deducted from each of their aggregate results.

If **both** player's are still not in attendance ten minutes after the specified start time, **both** players will forfeit the match and be penalised the following

Snooker

- 0 - 2, 0 - 3 or 0 - 4 frame score depending on the format of Section Play.

Billiards

- the average points differential of all the wins of all the players in the particular section.

12 Penalties for Lateness (Post Section)

- If both players are late for Post Section then both players will have one frame deducted. i.e. if it is a 3 frame Post Section, then only 1 frame will be played.
- If both players exceed the 10-minute limit, then both default and are disqualified.

13 Notice of Start Time

In all Billiards matches, players will be informed when the clock is about to start. Play on all tables will start and finish at the same time, except where there is referee's added time.

14 Results

The winner of each match is responsible for the prompt delivery of the correctly completed result slip and name tags (if applicable) to the Tournament Controller.

In the event of a tie in a Billiards match in Section play, each player shall receive a ½ match win and the two players shall share equal match points.

15 Disqualification

Under the normal rules of Billiards and Snooker, a player may be disqualified during a particular match without necessarily being disqualified from the overall tournament.

A player **will** be disqualified from the tournament as a result of

- any act or misbehaviour which could bring the game into disrepute or
- failure to be in attendance for more than one match.

All results of any disqualified player will be eliminated and the tournament will continue as if the offending player had not taken part.

16 Refereeing

All players must referee and score matches as shown in the programme, or arrange for a suitable substitute. The Chief Referee or Tournament Controller must approve any changes including the substitution. Visiting Referees are invited to offer their services to the Chief Referee or Tournament Controller.

Plate Event - If you lose your match you must referee the next match.

Failure to complete Section or Post - Section requirements. (eg: not refereeing after a loss etc) may result in loss of prize-money won at the Tournament and/or loss of ranking points at that event, depending on circumstances (decided on by the Tournament Controller and Match Committee). (see Specific Offences at Tournaments – 18 below).

17 Match Forfeiture

Forfeiture of a match will be at the discretion of the Match Committee e.g.: for failing to referee a match as required.

If it is ruled that a player shall forfeit a match, the offending player will play all matches and, in the final calculation of Section Play results, 1 win for each match forfeited will be deducted from the player's total of match wins. All other differentials will remain.

18 Specific Offences at Tournaments

- **Offence:** Player and/or Official Referee – consuming alcohol during a session or match of Snooker or Billiards.
- **Penalty:** Instant disqualification from the tournament plus loss of any prize money and ranking points earned.
- **Offence:** Player and/or Official Referee – smoking during a session or match of Snooker and Billiards.
- **Penalty:** Instant disqualification from the tournament plus loss of any prize money and ranking points earned.
- **Offence:** Failure to complete Post-Section requirements (e.g.: not refereeing after a loss etc)
- **Penalty:** Loss of prize money due and loss of ranking points.

19 Post Section Qualifying

The number of players who qualify for Post Section play must be limited to a maximum of two thirds of the players in section play (and must be an 'even draw number' i.e.: 4 – 8 – 16 etc). The **Winner and Runner-up** from each Section must qualify for Post Section play. If, depending on the format of the event, other place getters are to qualify; all third placed players from all sections must qualify ahead of any fourth placed players from any section.

Qualifiers will be determined strictly on the basis of the **players placing** in their respective Section as follows:

Billiards

- number of matches won, if equal then
- points differential or session differential, if still equal
- a 15 minute play off

Snooker

- number of matches won, if equal then
- frame differential, if still equal
- then percentage frames. i.e.. Number of frames won divided by number of frames played, if still equal
- who beat whom.

Note! This only applies to Qualifiers within each individual Section. If qualifiers are equal and from different Sections vying for a position into Post Section Play, then a one frame playoff will be played - Refer "Playoffs"

Playoffs

- If 3 players are tied for 2 positions the following will apply, Players will toss. Odd player out will wait (Player A). Players B & C will play. Winner of this match will qualify. Loser will play Player A. Winner of this match will be second qualifier.
- If 3 players are tied for 1 position the following will apply. Players will toss. Odd player out will wait (Player A). Players B & C will play. Winner of this match will then play Player A. Winner of this match will qualify.

20 Post Section Draws

Post Section Qualifiers will be re-seeded into post section knockout play solely on the basis of **their performance** in Section Play with the top qualifier at the top of the draw, second qualifier at the bottom and so on as per a standard **seeded** knockout draw.

If only two sections are used for Section Play and only two qualifiers from each section, then the winner of the Section will be placed on the opposite side of the draw from the Runner-up of the same Section. If there are only 2 sections and 4 qualifiers from each section then the Post Section Draw will be as follows:

Winner Section 1 v 4th Section 2, Winner Section 2 v 4th Section 1, Runner-up Section 1 v 3rd Section 2, Runner-up Section 2 v 3rd Section 1. The number 1 seeded position will go to the best-performed Section Winner. If both Section Winners have equal performance then the Number 1 seeded position will go to the highest ranked player.

Where two or more qualifiers have an equal performance in section play, their separation and seeding into the Post Section draw will be determined by their **position on the NZ Ranking List** (as used for original seeding in the event) with the higher ranked player being awarded the higher seeded position in the draw. If a late entrant is used to fill a spot, that entrant will take the Ranking Order and number of the person they replaced.

Post Section Seedings shall be as follows: (Note! Draws with byes are ONLY for Plate events. NOT THE MAIN EVENT)

Number of Qualifiers

32	24	16	12	8	4
(1 32)	(1 Bye)	(1 16)	(1 Bye)	(1 8)	(Winner – S 1 Runner – up S2)
(17 16)	(17 16)	(9 8)	(9 8)	(5 4)	(Runner – up S 1 Winner – S 2)
(9 24)	(9 24)	(5 12)	(5 12)	(3 6)	
(25 8)	(Bye 8)	(13 4)	(Bye 4)	(7 2)	
(5 28)	(5 Bye)	(3 14)	(3 Bye)		
(21 12)	(21 12)	(11 6)	(11 6)		
(13 20)	(13 20)	(7 10)	(7 10)		
(29 4)	(Bye 4)	(15 2)	(Bye 2)		
(3 30)	(3 Bye)				
(19 14)	(19 14)				
(11 22)	(11 22)				
(27 6)	(Bye 6)				
(7 26)	(7 Bye)				
(23 10)	(23 10)				
(15 18)	(15 18)				
(31 2)	(Bye 2)				

21 Plate Events

When plate events are held, players are to be seeded into the Plate draw on the basis of their **performance** in Section Play similar to the main event.

22 Post Section Format

Post section is to be played on a knockout basis. In the event of a tie in Billiards, competitors will play for a further 30 minutes by stringing for break and commencing in the usual way.

23 Tournament Levies

All NZBSA Ranking events (apart from Assn A Grades) attract tournament levies.

24 Results

Copies of Post Section Results and Plate Finalists etc only are to be forwarded to:

NZBSA Ranking Co-ordinator.
ranking.nzbsa@nzbsa.org.nz or posted to

NZBSA Ranking Co-ordinator, 69 Carlyle Street, Cambridge 3432.

And also to Webmaster@nzbsa.org.nz or posted to

NZBSA Webmaster, 57 Cascades Rd, Pakuranga Heights, Manukau 2010.

It is essential that these results are forwarded promptly to enable updating of the NZ Ranking List and Web Site, as soon as practicable after completion of the event.

25 Allocation of Ranking Points

SNOOKER		BILLIARDS	
Association Championships		Association Championships	
	Points		Points
Entering and playing	0	Entering and playing	0
Losing Semi	20	Losing Semi	75
Runner-up	40	Runner-up	150
Winner	80	Winner	300

Note! No points will be awarded for plate events.

26 Aggregate of Ranking Points

- A player's NZ ranking will be determined by aggregate of ranking points awarded in the:
 - NZ Championship
 - NZ Open
 - Island Championships
 - Each Association's A Grade Championship and
 - The player's best 4 performances in Open Ranking Events in each 12 month period.

27 Duration of Ranking Points

Ranking points from the NZ Championships, NZ Open, Island Championships, Open Ranking Events and each Associations A Grade Championship Will accumulate for a period of 12 months or the tournament anniversary and then be discarded progressively, i.e. on completion or anniversary of each of these events the following year.

When points are discarded, they will be replaced with the next best performance points awarded in another current but previously non-counting event.

The NZ Ranking List will be updated and issued monthly.

Note! When two or more players have the same aggregate of Ranking Points, the player who has been awarded the most recent points will be ranked ahead of the other.