

## **NEW ZEALAND BILLIARDS & SNOOKER CHAMPIONSHIPS RULES & CONDITIONS.**

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

### **Rules of the Games:**

All matches must be played in accordance with the Rules of the Games of SNOOKER & ENGLISH BILLIARDS as published by the WPBSA and IBSF.

### **Conduct:**

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 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.

### **General:**

The host Association and/or Tournament Officials, will only accept eligible entries and fees on the correctly completed Official Forms, submitted via the respective local affiliated Association and reserve the right to:

- (a) Transfer any match to any other table or venue.
- (b) Reschedule the time of any match.
- (c) Replace any competitor who:- withdraws from the tournament before playing his first game, or- fails to register by the specified time without prior notice, or- fails to arrive at the Official start time of his first match without prior notice to the Chief Referee or Tournament Controller.
- (d) Withhold any prize money, from any player, who has not fulfilled their obligations, during the Tournament.
- (e) Enforce within the Match Room area at all times:- No smoking, alcohol, or drugs (except when prescribed by a Doctor.)- No food consumption.- No mobile phones, pagers etc. are on.

Any relevant prescriptions must be produced by the player prior to the commencement of the first game of the Tournament.

### **Competitors are to attend their respective scheduled players' meetings.**

### **Dress:**

All players, competitors who are refereeing and Referees must comply with the standard of dress as laid down by the NZBSA. Players, Players who are Refereeing and Referees may be required to wear the Official Tournament Sponsor's Logo. Non-compliance may, at the discretion of the Match Committee, result in match forfeiture or disqualification, although where special circumstances exist, the Chief Referee or Tournament Controller will decide if special dispensation is to be granted.

The dress standard at all times shall be:

- (a) A basically one-coloured long sleeved shirt, fastened at the wrists.
- (b) A bow tie, or plain dress tie for section play (a bow tie is compulsory for Post Section Play).
- (c) Dress trousers and dress shoes.

- (d) An optional knitted or material waistcoat. A plain cardigan or plain v-necked jersey may be worn, but only during Section Play.
- (e) An optional eye-shade (i.e. visor) but no other form of headwear.
- (f) White gloves (for Referees) if they are required to be worn.

Clothing that is unacceptable includes corduroys, jeans, tracksuits, jandals, sandals, sandals, slippers, beachwear, roll-neck pullovers, T-shirts and the like.

**Match Times:**

Allocated start times as per the Tournament Schedule, or as the Tournament controller or Chief Referee may otherwise determine, are to be adhered to.

However, during Snooker Section Play,

- (a) If the allocated table, and a referee are available and ready, and both players agree, play may commence early. Either or both player/s may forego practice.
- (b) Any frame or frames of a match not commenced within 20 minutes of the next allocated start time, irrespective of the match situation, may be held over, and when both players are free, play will recommence on the first available table, as personally advised by the Chief Referee or tournament controller.

Competitors are to be available at least 20 minutes prior to their allocated match start time. NZ Billiards matches are expected to commence at the same time and players will be informed when the time clock is about to be started.

**Practice:**

A practice period of 5 minutes maximum per player may be allocated each round of play. The first player may commence practice prior to the next allocated start time (say 15+ minutes) and the second player must cease all practice 5 minutes before the allocated start time. Any player/s not present or late will have their practice time adjusted accordingly. Once a match has commenced or recommenced, practice shots are not permitted on any table, whilst the match is in progress, between sessions or frames of the match itself.

**Refereeing:**

Players must referee and score matches as shown in the programme, or arrange for a suitable substitute. Any substitutions or changes must be approved by the Chief Referee and/or Tournament Controller.

During Post-section, Players in Matches 9 – 16 of the 1<sup>st</sup> round Main Event Post Section will be required to referee Matches 1 – 8. Both players in Matches 1 – 8 will be required to referee Matches 9 – 16. Thereafter, for the Main and Plate events, players will be required to referee through to at least the next match after a loss.

Failure to meet these obligations may result in the loss of any prize money and/or ranking points won at that event and disqualification from some future events.

**Disqualification:**

Under the rules of Billiards and Snooker a player may be disqualified during a particular match, but not necessarily from the whole tournament. A player will be eliminated from the tournament, with matches amended as if the offender had not taken part, as a result of:

- (a) Any act or misbehaviour which could bring the game into disrepute, or,
- (b) Failure to be in attendance for more than one match.

In both cases, entry, or other fees previously paid will be forfeit and non-refundable.

**Lateness:**

Any player not in attendance at the specified start time for any match shall forfeit:

**100 points** (Billiards)

**1 Frame** (Snooker)

If still not in attendance 10 (ten) minutes after the specified start time, the player will forfeit the match.

During section play the winner shall be awarded and the loser penalised:

- the average points differential of all wins of all players in their respective sections (Billiards)
- 3-0 frame score (Snooker).

Should both players be late, but in attendance within 10 minutes, the match will be played out as normal, although for Billiards, only the session time left is to be played, and at the completion of all section play, they will each have deducted from their aggregate results:

**100 points** (Billiards)

**1 Frame** (Snooker)

If both players are still not in attendance 10 minutes after start time, each player will forfeit the match and be penalised as per **NZBSA Rules and Conditions**.

During Snooker post section play, if both players are late, they will each have deducted: 1 Frame.

If both players exceed the 10 minute limit during post-section play, then each is defaulted and disqualified (Billiards or Snooker).

The Chief Referee, or in his absence the Tournament Controller, shall administer the penalties for lateness.

### **Match Results and Responsibilities:**

The winner of each match is responsible for the prompt delivery of the correctly completed Result Sheet and Name Plates etc to the Duty Official.

In the event of uneven section sizes, players in smaller sections shall receive default match wins and maximum differentials as per **NZBSA Rules and Conditions**.

In the event of a tie in Billiards Post Section play, competitors will play a further 30 minutes, after stringing and commencing in the usual way.

The loser of each match is to ensure the table is padded and the balls re-set before leaving the table.

### **Match Committee:**

The Match Committee shall have the final say in any dispute. All disputes are to be settled by the Match Committee before the completion of the Tournament. Match forfeiture will be at the discretion of the Match Committee and processed in accordance with **NZBSA Rules and Conditions**.

### **Qualifying:**

The Winner and Runner-up from each Section will qualify for Post Section Play.

All 3<sup>rd</sup> placed players from all sections must do so ahead of 4<sup>th</sup> placed players, and so on. Qualifiers will be determined strictly on the basis of the player's placing in their respective sections as follows:

Billiards: Number of matches won; if equal, then  
Points differential; if still equal, then  
Who beat who.

Snooker: Number of matches won; if equal, then  
Frame differential; if still equal, then  
Frames percentage (frames won, divided by frames played) if still equal, then  
Who beat who.

In NZ B Grade Snooker – if players are equal from different Sections, vying for a position in the Knockout draw, then a 1 Frame Playoff is required, as per **NZBSA Rules and Conditions**.

**Post Section Qualifiers:** See programme for schedule of play.

**NZ B Grade Billiards, NZ B Grade Snooker:**

Players will be re-seeded into knockout play, as per a standard knockout draw, on the basis of their performance in Section Play. Where two or more qualifiers have an equal performance in section play, their separation and seeding into the draw will be determined by their position on the NZBSA ranking list originally used, with the higher ranked player awarded the higher seeded position. If a late entrant is used to fill a place in section play, that player will assume the Tournament Rank / seeding order and number of the person they replaced.

**NZ Snooker:**

On completion of section play the players who qualify will be re-seeded into knockout play. The draw will be made in public as soon as possible after section play, as per IBSF Seeding and Draw of the last 32 (IBSF Rules 9.1, 9.2) and the draw shall be final.

An outline of the procedure follows:

- (a) The 8 Section Winners will be seeded on performance, based on wins first, then frame differential, and placed into positions 1 to 8 in the draw. Where 2 or more of the winners are equal, a draw by lot will settle the seeding order.
- (b) The Number 2 of each section will be drawn in the opposite half to their own section winner, who they can only meet in the final.
- (c) The Number 3 of each section will be drawn in the same half as the Number 2 of their section, but in the opposite quarter.
- (d) The Number 4 of each section will be drawn in the same half as the Number 1 of their section, but in the opposite quarter.

Note: Copies of the criteria and procedure will be available.

**NZ Billiards:**

On completion of section play the players who qualify will be re-seeded into knockout play. The draw will be made in public as soon as possible after section play. The draw shall be final.

An outline of the various procedures follow:

**(4 Sections & 16 Qualifiers)**

- (a) The Section Winners will be seeded into the top positions on performance, based on wins first, then points differential, and placed into the correct positions in the draw. Where 2 or more of the winners are equal, a draw by lot will settle the seeding order.
- (b) The Number 2 of each section will be drawn in the opposite half to their own section winner, who they can only meet in the final.
- (c) The Number 3 of each section will be drawn in the same half as the Number 2 of their section, but in the opposite quarter.
- (d) The Number 4 of each section will be drawn in the same half as the Number 1 of their section, but in the opposite quarter.

**(5 Sections & 16 Qualifiers)**

- (e) The Section Winners will be seeded into the top positions on performance, based on wins first, then points differential, and placed into the correct positions in the draw. Where 2 or more of the winners are equal, a draw by lot will settle the seeding order.
- (f) The Number 2 of each section will be drawn in the opposite half to their own section winner, who they can only meet in the final.

- (g) The Number 3 of each section will be drawn in the same half as the Number 2 of their section, but in the opposite quarter. If this is not possible they will be placed in a position in the draw where they will not meet a player from within their section in the 1<sup>st</sup> round.
- (h) The highest qualifying Number 4 will be placed into the last remaining position regardless of whom they may be drawn to play.

**(6 Sections & 16 Qualifiers)**

- (i) The Section Winners will be seeded into the top positions on performance, based on wins first, then points differential, and placed into the correct positions in the draw. Where 2 or more of the winners are equal, a draw by lot will settle the seeding order.
- (j) The Number 2 of each section will be drawn in the opposite half to their own section winner, who they can only meet in the final.
- (k) The top 4 Number 3 qualifiers will be drawn in the same half as the Number 2 of their section, but in the opposite quarter (if possible). If this is not possible they may be drawn into the first available spot on the opposite half as their Number 2. If this is not possible they will be placed in a position in the draw where they will not meet a player from within their section in the 1<sup>st</sup> round.

Note: Copies of the criteria and procedure will be available.

**Post-section Non-qualifiers:**

Players will be re-seeded into the plate draw, on the basis of their performance. Plate matches to be played in conjunction with Main Events.