

IMPORTANT RULE CHANGES FROM THE AGM

26. Handicaps

(ix) The maximum start a player may receive in a single frame is 65 points.

29. Postponements and Abandonments

(iv) A match abandoned up to the last 4 weeks of the season due to unforeseen circumstances shall be replayed within 28 days of the original date.

(v) A match abandoned with less than 4 weeks of the season remaining shall not be replayed, the score at the time of abandonment will stand and any remaining frames unfinished will be shared.

30. Failing to fulfil a League Fixture

(i) Should a team fail to fulfil a league fixture they will be deducted SIX points and the match replayed as per Rule 29.

(ii) Should a team(s) refuse to play an unfulfilled fixture, the Executive Committee will make a decision based on the evidence before them.

33. Promotion / Relegation

(i) Promotion will be on the basis of three up and three down.

(ii) The top two teams will be automatically promoted to the division above and the bottom three teams will be relegated to the division below.

(iv) The third promotion place will be decided by a play off between the teams finishing from third to sixth places. The third placed team will be at home to the sixth placed team and the fourth will be at home to the fifth.

(vii) Should a team refuse promotion or withdraw from the Play Offs, they will incur a 12 point penalty at the start of the following season.

(viii) A team that withdraws from the Play Off's for whatever reason will be replaced by the team who finished one place below the play off places. In this instance, the pairings would be re-drawn with the highest placed team playing the lowest placed team and the two middle teams playing off against each other.

(ix) Where the league has an odd number of teams, the first division will always have a full quota, with teams in Division Two receiving a bye.

34. Results

(i) Home captains are entirely responsible for sending a copy of the result card signed by both captains by the agreed electronic communication together with claims for the highest break, to the Hon Results Secretary within 24 hours of the match being played. The home team will be penalised THREE points for each failure to comply.

(iii) Captains must retain the original result card for the season pending any issues.

39. Cup Competitions

(viii) Players must have played a minimum of 4 league games prior to the Christmas and New Year break to continue participation in the Margerison Scratch Trophy, Individual Handicap or Snedker Pairs. Failure to play the required number of games will result in players being removed from the relevant competitions.

(ix) Should a team(s) or player(s) not be able to fulfil their competition semi-final or final match, their opponents from the previous round will be reinstated to the competition.

(x) Players who knowingly default will not be allowed to enter the Margerison Scratch Trophy, Individual Handicap or Snedker Pairs competitions the following season.

43. Division Knock-Out Competitions

(ii) Six players to form a team. A player may only play for one team as per Rule 23 (i). Once a reserve has played for a team, he is then deemed to be cup-tied and cannot play for another team in a later round.

(iii) Matches are to be played using the Charity Shield format (see Rule 40).

45. Individual Handicap

(iii) Each match shall be the best out of three frames. Handicaps to count in each frame with the maximum start a player may receive being 65 points per frame.

46. Snedker Pairs

(ii) The match is played over two frames, aggregate score to count and the combined handicaps of each player count once only. The maximum start a pair may receive is 130 points.

47. Captain's and Secretary's "Millennium" Cup

(ii) The match is played over two frames, aggregate score to count. Handicaps to be doubled for each player. The maximum start a player may receive is 130 points.