

SUSSEX COUNTY BAR BILLIARDS ASSOCIATION

Rulebook Updated August 2023 – No Changes from 2022

1. The title of the association shall be the SUSSEX COUNTY BAR BILLIARDS ASSOCIATION.
2. The full Committee will decide the Headquarters of the Association.
3. All leagues within the county shall be eligible for affiliation to the association on payment of the affiliation fee, which shall be £20-00.
- 3a. The Redhill & District Bar Billiards league be eligible for associate membership of the SUSSEX COUNTY BAR BILLIARDS ASSOCIATION. Associate membership entitles them to entry to Inter-league Competitions only.
- 3b. The Tunbridge Wells Bar Billiards League is eligible for associate membership of the SUSSEX COUNTY BAR BILLIARDS ASSOCIATION. Associate membership entitles them entry to Inter-league Competitions only.
4. All leagues affiliating to the association are required to DEPOSIT THE SUM OF £10-00 in addition to their affiliation fees. This sum which is returnable to: -
 - a. Ensure that any trophy won by representatives of that league shall be returned to the Association in similar condition as they were in at the time of their presentation.
Failure of players to return trophies by the date specified in Association Rule 9 could result in their league's deposit being forfeited.
 - b. Compensate landlords at whose house Inter-League matches have been arranged when either or both contesting teams fail to appear without due notice.
5. An Extra-Ordinary General Meeting can be called by either the Committee or by two member leagues in writing to the associations Hon. Secretary who shall give leagues 21 days notice prior to the meeting.
6. The Committee shall manage all competitions run by the association.
7. Any amendments to the rules of the above Association shall be submitted in writing to the Hon. Secretary not less than 14 days prior to the Annual General Meeting.
8. All cups and trophies remain the property of the Association except for individual and replica cups and trophies. Perpetual trophies must be returned to the Hon Secretary not later than March each year.
All players collecting perpetual trophies will be asked to sign a receipt for the trophy, which will include an undertaking of responsibility for its safe return. Receipts will be returned when trophies are handed back to the Association.
9. In the event of a cup competition having an entry of less than the amount required to fulfil a complete quarter-final, trophies will be issued at the committee's discretion.
10. The Treasurer of the SCBBA is responsible for the day to day running of the accounts maintained at a bank or building society nominated and agreed by the committee. There should be 2 accounts; a current account and a higher interest deposit account. Withdrawals are to be issued by 2 signatories from a minimum three nominated committee members. Full statements should be made available at each meeting of the SCBBA. Audited accounts should be made available at the Annual General Meeting of the Association, the auditor to be made known to the committee before the affairs of the Association are passed over.
11. The full Committee of the Association shall consist of all ex-officio members.
- 12a. Affiliated leagues may attend the Association's meetings with the power of one vote per league.
- 12b. Players registered in the playing year preceding the AGM, to a league affiliated to the SCBBA, will be eligible to vote at the AGM at the power of one vote per player.
13. The following Officers will be ex-officio members of all Committees - President, Vice-Presidents, Chairman, Vice Chairman, Hon. Secretary, Treasurer and Competitions Secretary.
- 13a. (Ex-officio – defined as by virtue of their office)
14. The following Officers will be ex-officio members of all Committees - President, Vice Presidents, Chairman, Vice Chairman, Hon. Secretary, Treasurer and Competitions Secretary.
15. If any league has points to raise with the Full Committee, they must be sent in writing to the Secretary seven days before a meeting, except in special circumstances, when the Secretary may receive them up to the day of the meeting. Minutes of all meetings should be sent to all League Secretaries.
16. The total monies paid as Honoraria by the Sussex County Bar Billiard Association shall not exceed twenty five per cent of the gross income in any one season.
17. All Member Leagues agree by their affiliation to abide by the association's rules.
- 17a. All Member Leagues agree to inform Teams within their League that rules relating to Playing Conditions are now in accordance with AEBBA Rules.

RULES OF PLAY

1. All matches should be played under the Rules and Playing Conditions approved by the AEBBA and shown on the AEBBA Website.
2. A copy of the AEBBA Rules should be available at all League venues and also all SCBBA Competition Venues and these should be referred to in the event of any dispute during the course of a match or competition.
3. SCBBA ADDITION TO AEBBA RULES
 - (1) The minimum time for all games shall be 16 minutes and the maximum time 20 minutes. If the bar should drop before 16 minutes play stops immediately and another coin shall be inserted and play will continue to 18 minutes. If the bar has not dropped at 20 minutes the scorer shall call bar down and play continues as if the bar has dropped. If before the match has started there is a known problem with the clock both Captains should agree a time to play to.

COMPETITION RULES

1. Any dispute must be referred to the Competitions Secretary in writing within three days and any decision made by the Committee of the Association will be final and binding.
2. Drawn game competitions. One extra game to be played immediately. Toss for choice of first or second breaks.
3. If through weather conditions, or other good causes a player is unable to travel, the player must contact his/her opponent as soon as possible and re-arrange such match to be played before completion, or within seven days if completion of the round is longer. If no agreement is reached the facts to be reported to the Competitions Secretary immediately.
4. Special rules if required may be added for competition games at the discretion of the Committee.
5. Individual competition matches will be either the best of three games, or decided by the highest aggregate from two games as decided by the committee before commencement of a competition. The player who wins the toss shall have the choice of break in either the first or second game. In the event of a third game both players will have the break. Players will toss again for the choice of first or second break.
 - a) All Doubles competition matches will be either the best of 3 games, or decided by the highest aggregate from 2 games as decided by the committee before commencement of the competition.
 - b) In Mens / Ladies Doubles matches over 2 games, the pair that wins the toss shall have choice of break in either the first or second game. The player who takes the first shot for their pair in the first game shall take the last shot for their pair in the second game, meaning that the order of play shall be A-B-C-D in game 1 and D-C-B-A in game 2.
 - c) In Mens / Ladies Doubles matches over 3 games, the pair that wins the toss shall have choice of break in either the first or second game. The order of play during the first two games shall be the same as matches played over 2 games. In the event of a 3rd game, both pairs will have the break on an equally timed basis with a toss of a coin deciding which pair shall go first. The players who did not take the break for their pair in the first two games shall take the breaks in the 3rd game.
 - d) In Mixed Doubles matches over either 2 or 3 games, the Ladies will take the first shots for their pairs in all legs. In the event of a 3rd game, it will be played on an equally timed equal break basis, with a toss of a coin deciding which pair will go first.
6. If, when the bar falls at the end of the third game, the second break player is still on their opening break they shall be entitled to insert other coins in an attempt to equal or exceed the first player's opening break. The match shall end when...
 - a) They exceed the first players opening break.
 - b) They miss.
 - c) The extra game ends.If the first break player is still on the table when the bar drops or has played the table out during the opening break the second break player shall be entitled to insert other coins as above.
7. A player may only play for one league in the Inter-League Competition and only for one team in the Team Cup Competition during one season.
8. Players may be allowed half an hour grace once a game has been arranged, after which the player may claim the game from his/her opponent subject however to the committee being informed in writing.
9. If for any reason two players cannot agree and/or the two Captains, the game will stop and the facts reported to the Secretary in writing by both sides not later than 72 hours after play (as in rule 32).
10. Once a player or team has received the fixture list for any individual or team game the home player or team is held responsible to contact his/her/their opponents within 7 days from receipt of the draw. If no contact is made for whatever reasons both players or teams will contact the Competitions Secretary either by telephone or letter or both for an agreement to be made between players and teams. All teams or players who fail to play their matches or submit their competition cards to the Competitions Secretary by the closing date specified for any competition will be automatically disqualified from that competition.
11. Players may not practice on the day of the match on any table that they have been drawn to play on in any competition. Any Player found in breach of this rule will be eliminated from the competition and the match awarded to his / her opponent.
12. Result returns - The winners of all matches are responsible for the result being notified to the Competitions Secretary by the stipulated deadline. Failure to do so may result in either teams, or players being eliminated.
13. Only breaks or scores recorded in County Competitions played on neutral tables will be eligible for "highest break/score" awards. For this purpose home inter-league tables will be deemed ineligible and it shall be at the discretion of the Committee to exclude any other such table upon which a player may reasonably be expected to have played through membership of any affiliated League. Scores made in Doubles Matches will not be considered eligible for the "Highest Score" trophy.
14. Under no circumstances will a substitute be allowed after the competition has started.
15. If the original named player is not at the match and not available to play, a named reserve player may play in any team game.
16. A Player must not be coached whilst at the table. Breaches of this rule will result in the Player's break being forfeited.
17. In Team competitions, complaints regarding the playing conditions of the table must be reported to the Home Team Captain or tournament referee as appropriate not later than the completion of the first game. If no complaints have been made by this time, then the match will be played through to its conclusion.
18. Eligibility for the Sussex Captains Cup shall be limited to players who are Captains of League, Watney Mann & Inter league Teams only.
19. Entry to SCBBSA Closed events shall be restricted to players who do not represent a County other than Sussex in any AEBBA individual or team event during the same calendar year (Jan – Dec).

By taking part in a SCBBSA Closed competition, whether or not they have personally signed an entry form, every competitor shall be deemed to have declared that they have not represented, nor will they represent any County other than Sussex in any individual or team event as defined by AEBBA Rule 47 during the same calendar year as the Sussex Closed event they are entering.

Any player who, having competed in a SCBBSA Closed event on those terms is found subsequently to have breached this undertaking, shall be banned sine die from all bar billiards events under the auspices of SCBBSA, with no right of appeal.
20. The following SCBBSA competitions shall be designated as "SCBBSA Closed" events:
 - Sussex Masters
 - Mens Singles
 - Ladies Singles
 - Sussex Off The Spot

RULES FOR INTER-LEAGUE COMPETITIONS

GENERAL

1. All matches to be played according to Association Rules. Teams to consist of seven players, who are registered playing members of that League.
2. The visiting Captain may satisfy him/herself on the level of the table and to facilitate this, the balls are to be made available in the tray upon request in order that he/she may make trial shots to the top of the table. However he/she may not use side cushions, strike another ball or attempt the break shot.
3. The organization and structure of the competition shall be at the discretion of the Committee according to the number of entrants.
4. No player may represent more than one League in a season. Any player representing his league must be registered with a team within his league.

INTER LEAGUE FINALS (WHEN APPLICABLE)

5. Inter-League finals shall be played on the basis of seven "equal-break" games. Opposing captains will toss for choice 1, 3, 5 & 7 or 2, 4 & 6. Should the first player have played more than half of the time and his opponent is still in play at the drop of the bar he is entitled to insert further coin(s) in an attempt to beat his opponent's score. See **COMPETITION** Rule 6.

"MAIN" COMPETITION - HOME & AWAY BASIS

1. Inter-League matches will be played on a Sunday, as indicated on the fixture list, at the stated home venue of the hosts with a start time of 7.30pm.
2. If either team Captain wishes to make changes to the date, time or venue of a fixture they must contact the opposition Captain at the earliest available opportunity. If the two Captains fail to agree to a date, time or venue they must contact the Inter-League Secretary no later than the scheduled date for the match. Failure to fulfil this obligation will result in penalties to the offending team(s).
3. Teams failing to fulfil an Inter-League fixture, other than owing to extreme circumstances, such as bad weather or Government health restrictions, shall have the match awarded against them by a score of 5-0.
4. All fixtures must be completed by the date of the last round of matches as shown on that season's fixture list. Postponed fixtures should be played at the earlier available opportunity.
5. An Inter-League match will consist of 7 singles games, the home team having the break in games 1, 4 & 7 and the away team in 2, 3, 5 & 6. In each game the home Captain must nominate a player from their team to play first before the away Captain selects a player from their team.
6. If a team knowingly does not have, or believes they may not have, 7 players for a match they shall inform the opposition captain before the start of the first game or at the earlier opportunity thereafter. The team that is short will concede the number of legs corresponding with the number of players short, starting with the last leg and then proceeding back up the order. Failure to adhere to this rule will see the leg(s) played incorrectly voided and awarded to the opposition.
7. If both teams are a player short the last game will be a draw.
8. If a team has fewer than 4 players for a match, other than owing to extreme circumstances, that match shall be declared void and awarded as a 5-0 win to the opposition.
9. Teams will be awarded two points for each match won and one point for a draw.
10. League positions will be decided by the team with the highest number of points. If two, or more, teams have scored the same number of points their position shall be determined by legs (individual match games) won during the season. If two, or more, teams are still level highest aggregate score during the season shall be used to decide the higher placed team.
11. After each match both team captains will be responsible for sending the result to the Inter League Secretary within 48 hours of the match being played.
12. When a player has played for an Inter-League team during the season they may only transfer to another team in a higher division. Once they have played for a team in the higher division they are not eligible to represent any other team in that or a lower division.
13. No more than two teams shall play from the same table.
14. No away team player may practise on the table on the day of the match. Any player found in breach of this rule will not be permitted to play in the match. If a player is found retrospectively to have breached this Rule that their game scored will be counted as zero and the game shall be awarded to their opponent.

"SECONDARY" COMPETITION - ONE DAY BASIS - THIS IS AN 'OPEN' COMPETITION

1. **REGISTRATION** - In this competition, a player may play for a league other than the one represented in the main competition,
 - 1a) The One Day Competition will be divided into "sub-competitions" consisting of teams representing their League being placed in "Open Categories" for Division 1 and Division 2 based on their performance in the Competition the previous season. There will be separate competitions for "Ladies Only Teams" and for "B & C Teams", who will not be eligible to play in the Main Competition.
 - 1b) All players must be registered players within the Leagues that they represent in any of the competitions. Any player found in breach of this Rule will be disqualified and their games awarded to their opponent.
 - 1c) Once a player has represented their League in either Division 1, Division 2 or the competition for B & C Teams in a One Day Competition, they are not eligible to play for another team in any of these sections during the course of the same season.
 - 1d) Lady players are eligible to take part in both the "Ladies Only" Competition and also in one of the "Open Categories", provided that Rule 1c) is adhered to. Lady players do not have to represent the same League in the Ladies Only Competition as in the Open Competition, but Rule 1b) must be adhered to for them to qualify to play in both competitions. Ranking Points earned in the Ladies Only competition will not count towards the "Open" Sussex Masters Competition.
2. The following tie-breaks will resolve league positions
 - i) Total legs won if played on a single leg format. If played on a 2 leg format then 1 point will be awarded for each leg won, 1 point awarded for the aggregate 2 leg score in each match. Total points will then be the first tie breaker.
 - ii) Matches won

iii) Result(s) between tied teams

iv) Total aggregate score

3. To ensure smooth running of the competition the times shown on the chart must be strictly adhered to.

4. Team Captains should make sure that their players together with their Team's scorer or checker are at the tables ready to play at the time stated.

5. At the start of the Competition, a draw will be made to determine the position within the team that each player will occupy for the duration of the Competition.

6. Captains will be allowed to make changes to their team to enable reserves to play during the course of the competition, however these must be made prior to the start of the next series of games and the Competition Organisers must be notified before the substitute is allowed to play a match.

7. In Competitions where matches are played as Double Leg games, both players shall have the break at the start of one leg as determined by their position in the draw for their Team.

8. In Competitions where matches are played as Single Leg Games, the player having the first break will be decided by their position within the draw for their Team and all games will be played on a basis of Even Break but not Equal Time.

9. If one of the originally named players at the start of the competition is substituted during the course of the competition, that player may be then used again later in the competition but that player must return to their original position in the line-up of the team. The substitute that they have replaced can then be used in another position within the line-up of the team if required providing they would not be playing on any table they may have previously played. Adherence to Rule 6 applies to all substitutions made during the competition.

RULES FOR SUSSEX TEAMS COMPETITION

1. This competition will be known as the Sussex Team Championships. It will bear the name of the current sponsors and be controlled by the Association's Committee. The cup will be retained and be competed for only within the County of SUSSEX.

2 The Competition is open to any Pub or Club Team in Sussex

3. A Team will consist of 5 players all of which must have been registered for that Team during the previous season of the league, together with one guest player who must be notified to the Competition Secretary before the start of the Competition.

No player may play for more than one team in this competition during the same season.

4. All games in the final match to be played.

5. The competition will be played on a home and away knockout basis. The first Team drawn, to play at home in the first match. In each match the away Team to have 2nd, 3rd and 5th breaks and the home team to have 1st and 4th breaks. The order of play to be drawn for. At the start of the second match the Captain of each Team shall nominate a player to play off in the event of a drawn result with each player having the break, the away player to nominate who breaks first.

6. The Committee shall have the power at any period to strike out from the competition any Team, which by reason of their engagement or lack of playing facilities is liable to delay unduly the progress of the competition.

7. The Competitions Secretary must be informed of each result.