

HARROW & DISTRICT SNOOKER & BILLIARDS LEAGUE INTER-LEAGUE & CHAMPION OF CHAMPION TOURNAMENTS

CONSTITUTION

1.	The competitions shall be known as the Harrow League Inter-League Tournament and the Harrow League Champion of Champions Tournament. Leagues may enter either or both competitions.
2.	The competitions shall be managed by a Committee elected by the Harrow and District Snooker and Billiards League committee from their own ranks. The Committee shall have the power to co-opt other members if deemed necessary.
3.	The Annual General Meeting will normally be held on the first Monday in September. Each League shall be entitled to only one vote on any one issue.
4.	Each participating League and/or player shall subscribe annually towards the expenses of the Competitions. The fees for the following season shall be decided at the A.G.M.
5.	The permanent trophies for both competitions will be presented to the winners on finals night and shall be returned to an appointed Committee representative when requested. The Committee will determine annually the numbers of, and expenditure on, individual trophies which will also be presented on finals night.
6.	The Committee reserves the right to arbitrate in the event of a dispute arising out of the interpretation of any General or Competition Rule and its decision will be final.
7.	The Committee may make temporary amendments to these Rules to ensure the smooth running and financial security of the Inter-League Competitions.

PLAYING

1.	The Rules of the Games as laid down by the appropriate Governing Body shall apply to both competitions.
2.	Balls approved by the appropriate Governing Body will be used for all matches.
3.	No player may represent more than one League during any one season in the Inter-League Tournament, but may play from a different League in the Champion of Champions Tournament.
4.	All clubs used must allow ladies both as spectators and players
5.	Home Leagues should endeavor to supply the away League with confirmation of the match details, in writing, together with a map showing the location of the club to be used.

INTER-LEAGUE RULES

1.	As well as the following, the appropriate Constitution and Playing Rules apply.
2.	The competition shall take the form of a team knockout snooker tournament, open to bona-fide Snooker and/or Billiards Leagues.
3.	A complete draw for the forthcoming season's competition will be made at the AGM. The home team will score on spot throughout. The home League shall provide referees.
4.	For all matches up to and including the semi-finals, teams will consist of six players. Prior to the start of a match, each team captain shall independently list his players, in the order he wishes them to play, 1-6 on a result card supplied. The two cards will then be exchanged and the process repeated, thus determining individual opponents and order of play. Once the cards are so completed, substitutions or re-ordering will not be permitted except by mutual agreement between the captains. Each player will play two frames against his/her opponent, the home player breaking in the first frame, and the away player in the second frame of each game. In the event of a 6 - 6 draw, each team captain shall independently nominate, on his result card, one of his six players to play a deciding frame. The two cards will then be exchanged and the process repeated. The nominated players will toss for break in this frame.
5.	The final will be played over two legs, home and away. Both legs will be played as per Inter-League Rule 3 above, except that in the first leg there will be no play-off frame. In the event of an aggregate 12 - 12 draw at the conclusion of the second leg, a deciding one frame will be played between players determined as per Rule 4 above. The nominated players will toss for break in this frame.
6.	Leagues may enter more than one team. Players may only play for one team in any one season. The person(s) selecting teams must only select players who are regular League players.
7.	League Representatives will be informed of their next opponent immediately after the deadline of the current round at the latest and the home League shall then contact their opponents offering them three non-consecutive dates for the match (giving reasonable notice), one of which must be accepted. Any match result not received by the Organiser by the stated deadline date will result in the teams involved being scratched from the competition.
8.	Result cards will be issued with each fixture list. On the conclusion of a match, both cards must be completed, signed by both Captains, and sent independently to the Organiser. Electronically scanned and e-mailed result cards will be accepted.

CHAMPION OF CHAMPION RULES

1.	As well as the following, the appropriate Constitution and Playing Rules will apply.
2.	<p>The competition shall take the form of a one-day snooker tournament hosted by a different League each year.</p> <p>Subject to the number of participants on the day, the first round will take the form of a "round robin" of four groups of players, each match consisting of the best of 5 frames. The knockout semi-finals, comprising the winner of each group, will be played over the best of 5 frames and the final over the best of 7 frames.</p> <p>Players will toss for choice of break in the first frame of each match and then will break alternately.</p> <p>The organising League shall supply referees (possibly asking other participating Leagues for assistance).</p> <p>The organising League may have to make appropriate adjustments to the first round (perhaps even dispensing with the round robin format) if insufficient players attend on the day.</p>
3.	The complete draw will be made on the day of the tournament immediately after completion of the player registration process.
4.	Each League may nominate their previous season's individual Snooker champion to participate. A League may also nominate the previous season's Champion of Champions Tournament winner. If a player holds both titles, that League may nominate their individual championship runner-up.
5.	In exceptional circumstances, if a League's individual Snooker champion and runner-up from the previous season are unable to participate in those capacities , or if a League feels that it does not wish to nominate a certain player, that League may nominate one of its championship's losing semi-finalists to participate.
6.	For Billiards only leagues, in Champion of Champions Rules 4 and 5, for "Snooker champion" read "Billiards champion".
7.	No player may have more than one nomination accepted in any one season. All nominations are subject to Committee approval.
8.	In the event that a previously participating League ceases operating, its representative player(s), as defined in Rules 4 and 5 above, may participate in the following year's competition and the years after that to defend the title should that situation arise.
9.	Throughout the Tournament, if a player is not present when called upon to play, his opponent will be awarded the frame. His opponent will also be awarded a frame for each succeeding 20 minutes he is not present. If neither player is present the frame will be declared null and void. Should both players subsequently be present, the <u>remaining</u> frames will be played and if the match then ends in a draw, aggregate points scored will determine the winner.
10.	<p>The following, and the attached appendix, defines the organisation and playing of each of the groups in the first round "round robin" :-</p> <ol style="list-style-type: none"> a) The draw for the first phase match(es) will have been determined as per Rule 3 above. b) If the group consists of 3 players, the <u>loser</u> of the first match will play the remaining player. This will ensure that the final match will need to be played (and that the first round loser plays more than one match). c) If the group consists of 4 players, more than one table will need to be used. The second phase will consist of matches between the two first phase losers and the two first phase winners d) A group winner will be decided by the following order of precedence:- <ol style="list-style-type: none"> i. Matches won ii. Frames won iii. Least frames lost iv. In the most unlikely event that the foregoing does not produce a group winner, a play-off will be arranged.

APPENDIX

HARROW & DISTRICT SNOOKER & BILLIARDS LEAGUE
INTER-LEAGUE & CHAMPION OF CHAMPION TOURNAMENTS

Champion of Champions - One-Day Competition - First Round "Round Robin" playing schedules

Group of 3 players A, B & C. Requires three matches on one table

	Pairings	Notes	
First Phase	A v B		
Second Phase	A v C	If A loses his 1st. round match	See Footnote 1
	B v C	If B loses his 1st. round match	
Third Phase (Remaining match)	B v C	If A loses in the 1st. Round	
	A v C	If B loses in the 1st. Round	

- Footnotes
1. The remaining player plays the first round loser. This will ensure that the final match needs to be played.
 2. The Organiser is expected to ensure that no player gains an advantage by playing more than one match on the same table during the "Round Robin" stage.

Group of 4 players A, B C & D. Requires six matches on two tables

	Pairings		Notes
First Phase	A v B	C v D	
Second Phase	A v C	B v D	If A & C both lose their 1st. round matches
	A v D	B v C	If A & D both lose their 1st. round matches
	B v C	A v D	If B & C both lose their 1st. round matches
	B v D	A v C	If B & D both lose their 1st. round matches
Third Phase (Remaining matches)	B v C	A v D	If A & C both lose their 1st. round matches
	A v C	B v D	If A & D both lose their 1st. round matches
	A v C	B v D	If B & C both lose their 1st. round matches
	B v C	A v D	If B & D both lose their 1st. round matches

- Footnotes
1. Time constraints require more than one table to be used.
 2. The Organiser is expected to ensure that no player gains an advantage by playing more than one match on the same table during the "Round Robin" stage.