

# TUNBRIDGE WELLS LAWN TENNIS CLUB

## Snookerball League Rules 2024

### **1** *Entering Snookerball*

- 1.1 Anyone may enter the Snookerball in between each round if space is available to do so.
- 1.2 New players will be placed in a box relative to their level.
- 1.3 No one can enter the Snookerball mid round.
- 1.4 Once entered, you will receive an email giving your box and the contact details of those in your box.

### **2** *Organising Matches*

- 2.1 Everyone has responsibility for contacting the other players – don't wait to be contacted!
- 2.2 In the event of two players wishing to play on different surfaces a coin toss or racket spin will take place to decide.
- 2.3 A parent/guardian must be involved in and be happy with the coordination and arrangement of matches for anyone under the age of 16 including transportation to/from the match. A child should not be given a lift by their opponent. A parent/guardian MUST supervise a match of anyone under 13 years old.

### **3** *Match Structure*

- 3.1 Each match is 2 sets with a tie-break at 5-5 in each set.
- 3.2 1 point is awarded for each game won, so every game counts.
- 3.3 In the event of a match having to stop during play. Players may restart to the exact set score and game score once they return.
- 3.4 We expect nothing other than the highest standards in good sportsmanship, honesty, fair play and respect, before, during and after your match, win or lose.
- 3.5 If a player is found to be breaking rule 3.4 it could result in an immediate removal from the round and a permanent ban from all internal leagues at TWLTC. This, if necessary, may also be brought forwards to the committee.

#### **4 Entering Match Results/ Outcomes**

- 4.1 Please enter scores via the competitions tile on the portal
- 4.2 Players may only claim a **walkover** if agreed by both players OR with the permission of the Snookerball referee. The player awarded the walkover will receive **6 points**. The player giving the walkover will have 6 points deducted from their final score.
- 4.3 If your opponent doesn't turn up for an arranged match or cancels 2 hours before your due to play, **you are intitled to claim a walkover**, unless you both agree to rearrange the match. If your unable to find another playable date, then the walkover goes to you.

#### **5 Injury or unable to play current/future rounds**

- 5.1 If you are injured or need to withdraw you must **email** the office/Head Coach as soon as possible.
- 5.2 In the event you are unable to complete some/ all your matches for the current round, **you must inform everyone in your box**. All players will gain 12 points including any you have already played.
- 5.3 Players do not have to come out of the Snookerball League entirely if unable to play, however this will result in them moving down a box and not staying where they were.

#### **6 Completing Round**

- 6.1 Once the round deadline has passed, NO matches are allowed to be played. Only in extreme circumstances where the league referee communicates to all league players may this occur. **This will always be in the form of an extension for all.**
- 6.2 If a player does not get back to/contact anyone in their box, or does not show any effort to help organise, **they will be removed from the box for the following round**. We understand that circumstances change during these leagues however keeping your box informed so they can fairly progress is also important.
- 6.3 If any discrepancies in score, please contact The Head Coach.
- 6.4 As per rule 5.2, if a player withdraws from the division part way through a round, ALL players will each be awarded 12 points regardless of any matches already played.
- 6.5 At the end of each round, 2 players will be promoted and 2 demoted, based on points won. In the event of a tie, position will be determined based on match against each other, or points lost. There may be some slight exceptions to this rule in case of withdrawals/joiners.
- 6.6 In addition to rule 6.4, players who finish in 2nd place are not guaranteed to move up. **This would be due to potential movement within the league both above and below with new players joining/ leaving. This decision is not taken lightly as we like to see everyone progress through their boxes, however, this rule is in place to maintain a fair and balanced playing experience for all.**
- 6.7 If there are fewer than 5 players in a box, each player will be allocated 12 points automatically.