

The Orange Monkey

Snooker League - Player Information

2018-09-14

Fall 2018

League Rules:

1. Play starts at 7:00 p.m. on the scheduled day (players may begin early if they both agree to do so). If a player is late and has not informed their opponent they will forfeit the first frame.
2. Players will play **28 matches** throughout the regular league season; league matches are the best of 3 frames. During the playoffs semi-final and final matches are best of 5 frames.
3. There are **no referees**, players are expected to follow the honor system with regard to calling fouls and settling disputes.
4. New players typically begin with a handicap of 40, unless justification can be provided for a higher or lower handicap (i.e. the players skill level is known or the player themselves request a higher handicap). Handicaps are recalculated each week for the next weeks' play. The calculation uses the total of points scored for the last four weeks of play to determine the new handicap. (Until at least four weeks of play have happened, the handicap is calculated based on the matches played. For the purposes of the calculation the starting handicap is recorded as 2 games).

Note: if the player wins the match, only the two winning scores are used to calculate the new handicap. If the player loses the match all available match scores are used in the calculation (i.e. if the match was 3 frames all 3 are used).

Example 1:

Player A has handicap of 50. Player B has a handicap of 63. In Match 1 Player A receives a "spot" of 13.

Match 1 - Player A scores 39 and 47, **losing** both games.

Calculation: Total Points scored without spot = 26 and 34 (60).
Total Games is 2.

Player C has a handicap of 56. In Match 2 Player A receives a "spot" of 6.

Match 2 - Player A scores 47 and 47, **winning** both games.

Calculation: Total Points scored without spot is 41 41 and 41 (82)
Total Games is 2.

Handicap Calculation is:

Total Points scored (82 + 60) + Current Handicap (50) =192

Total Games = 4 (Matches 1 and 2) + 1 (Starting Handicap) = 5

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New Handicap = 192 points / 5 games = 38.4 rounded to 38.

5. Rescheduling matches is permitted however **it is up to the player who has to miss the match to contact their opponent** to let them know and reschedule a time. If the player has not notified their opponent before the scheduled time to play, the missing player will forfeit the match. If the missed match cannot be played within two weeks of the original schedule date the match will be forfeit.
6. When a match has been forfeited the handicap will be neither reduced nor increased as a result of the forfeited match. Scores used for the winner will equal the persons handicap for that week (plus any applicable spot). Scores used for the loser will be their handicap.
7. Playoffs will include the top eight (8) players in the regular season. Playoffs will begin as soon as possible after the regular season. Players may play their matches at anytime. At the minimum players should continue to play on Mondays to complete the playoff schedule in a reasonable time.
8. The winners of each league in the playoffs will play a "Grand Championship" with both players being awarded the prizes as shown on the players list.