

The Orange Monkey

Snooker League - Player Information

1/11/2019

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 + the starting handicap * the number of weeks needed to make up a four week period*). 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 using Week 1 matches:

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 + 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 = 82

Total Games is 2.

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New Handicap Calculation is:

Total points: Using the starting handicap to simulate 3 weeks of play = **300**.

Total Points scored: in Week 1 Matches (82 + 60) = **142**

Total Points = 442

Total Games = 4 (Matches 1 and 2) + 2 (Starting Handicap) = 6

New Handicap = 192 points / 6 games = 38.4 rounded to 38.

Note: Playoff handicaps are an average of all handicaps over 14 weeks of play.

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 by 6:00PM the day 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. **Mercy Rule** - Generally all points must be accounted for. However, if a player is leading their opponent by 31 points or more and there are three (3) or less balls on the table, the game is over.
8. 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 a minimum, players should continue to play on Mondays to complete the playoff schedule in a reasonable time.
9. The winners of each league in the playoffs will play a "Grand Championship" with the winner being awarded the prize as shown on the players list.