

2017 – 2018

CONSTITUTION

OF THE

LOWER MAINLAND SENIORS

SNOOKER LEAGUE



VERSION 1 ADOPTED SEPT 6th, 2005

VERSION 2 AMENDED JUNE 7th, 2006

VERSION 3 AMENDED JUNE 18th, 2008

VERSION 4 AMENDED JUNE 23rd, 2010

VERSION 5 AMENDED JULY 5th, 2012

VERSION 6 AMENDED JULY 15th, 2013

VERSION 7 AMENDED JULY 15th, 2014

VERSION 8 AMENDED JULY 8th, 2015

VERSION 9 AMENDED JULY 6th, 2016

VERSION 10 AMENDED JUNE 28th, 2017

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BYLAWS

Article 1. NAME: The name of this organization shall be the Lower Mainland Seniors Snooker League.

Article 2. AFFILIATIONS: We have an agreement with Mr. Don Hermansen to post LMS Snooker League news and scores on a web site which he maintains. LMSSL.

Article 3. PREAMBLE: The goal of the LMSSL is to administer a snooker league of two divisions, identified as A and B league, whereby seniors can participate in friendly competition in a relaxed social environment.

Article 4. CODE OF CONDUCT: Generally speaking, snooker is most often played without a referee or umpire. Therefore the welfare of our seniors' snooker league relies on the personal integrity and decorum of all of its members, irrespective of how competitive they may be. Players should conduct themselves in a disciplined manner, demonstrating courtesy at all times and thereby promoting the etiquette and traditions of snooker.

Article 5. BREACHES OF THE CODE OF CONDUCT: Penalties for breaches of the Code that occur while members are conducting or participating in any league business or activity will be decided by the Executive or their representatives and may involve temporary suspensions; perhaps weekly, monthly or season suspensions. Examples of behaviour or action which could lead to temporary suspensions are a) extreme profanity b) serious temper tantrum(s) c) quitting a frame due to any form of disagreement or d) any other form of unacceptable conduct such as threatening harm of any type.

Article 6. TEAM MEMBERSHIP REQUIREMENTS:

Section 6.01 To abide by this constitution, its amendments and its Code of Conduct.

Section 6.02 To register as a team and to field a team of eight players aged fifty five or older who are active, paid up members of their Seniors' centre.

Section 6.03 To pay, prior to the first league match, the annual team membership fee, which will be determined at the ANNUAL GENERAL MEETING for the following year.

Section 6.04 To accommodate the schedule and to provide a room where smoking and alcoholic beverages are prohibited.

Section 6.05 To provide a place of play to be no farther away than approximately one hour traveling time from any other team and which has a minimum of three 5' x 10' snooker tables.

Section 6.06 To accept rulings made by the LMSSL Executive Committee re: either routine operation of league competition and/or disciplinary actions taken due to breaches of our Code of Conduct.

Section 6.07 To agree that acceptance to register a team in the league will be decided by the EXECUTIVE COMMITTEE.

Section 6.08 To provide volunteers to perform the following functions and duties as described further on in this document: 1st a Captain and a Co-Captain and 2nd a team "referee/observer/volunteer" who will be the team liaison to the league's Referee-in-Chief to assist him with assigning referees and observers as required.

Section 6.09 To agree that a boycott is an unacceptable form of protest, be it not fielding a team, not attending meetings or not completing a match.

Section 6.10 To agree that failure to abide by any of these conditions may be sufficient grounds for expulsion or other less drastic form of sanction/discipline decided upon by the league or the Executive Committee.

Section 6.11 To agree that expulsion from the league will be decided by a closed ballot vote of the board of delegates. A vote of simple majority is required.

Section 6.12 To agree that if any player's home Centre membership is temporarily suspended or terminated then his eligibility for participation in any league game or match is also be terminated or suspended for the same dates.

Article 7. GOVERNING SYSTEM

Section 7.01 THE DELEGATES:

- (a)** To consist of two delegates from each member team, usually the team captain and co-captain, but not necessarily so.
- (b)** Will present, debate and vote on motions at general meetings.
- (c)** Will act as liaison between individual teams and the league executive.

Section 7.02 THE EXECUTIVE COMMITTEE: To consist of the President, Senior Vice-President, (Operations Manager), Vice-President (A league), Vice-President (B league), the Secretary-Treasurer, the Scorekeeper, the Tournament Director and the Past President. Except for the Past President they are elected for a one year term by a vote of the delegates at the annual general meeting. Any past or present player may stand for election. Executive members have debating privileges and voting rights. They each must abide by this constitution and its amendments.

(a) DUTIES of the EXECUTIVE COMMITTEE:

- (i) Will mediate any disputes between member teams regarding league matters.
- (ii) Will have uncontested authority to make decisions (other than those specifically covered in this constitution) that are necessary for the operation of the league. For example: To resolve the issue of "point standings" in the event of a team folding during the regular season. Where possible the Executive should endeavour to use "completed cycles".
- (iii) Will approve the final re-printed and re-worded versions of the League Constitution provided that all amendments have been approved by the delegates at a prior General Meeting.
- (iv) Will do team placements in A league or B league: After the team registration cut-off date the Executive Committee will meet and determine the placement of all teams according to: a) their stated preference, b) their team makeup and c) the needs of the league. In the event that the Executive Committee makes the decision to place a team in a group (league) which is not their stated preference on

their application then the President will contact their team Captain and inform him. The team Captain should already be prepared to immediately accept or decline the placement. In the event that the Captain declines the placement (promotion or relegation), the matter will be referred back to the Executive Committee whose decision will then be final.

- (v) Will prepare and distribute a list of players eligible to participate in the play-offs.
- (vi) Will prepare or delegate the preparation and distribution of league schedules.
- (vii) Will prepare the trophies, set the program for and coordinate the annual banquet.
- (viii) Will decide the number of its members who may write cheques to meet League commitments.
- (ix) Will arrange for the election of a nominating committee Chairperson at each AGM.
- (x) Will appoint a liaison official to communicate and assist with the maintenance and up dating of our web-site.
- (xi) Will attend Executive Meetings and vote on all motions/decisions that affect league policy.

(b) DUTIES of the PRESIDENT

- (i) Will act as chairperson at all meetings however if he/she is either unwilling or unable to act as chairperson then the Senior Vice-President, the Vice-President A league or the Vice-President B league will act as chairperson.
- (ii) As part of the Executive, during Executive Meetings, will vote on all motions, and will also cast the deciding vote in case of ties.
- (iii) Will not vote on motions in General Meetings except to break ties but may vote on any motions that are decided by a secret ballot. (Robert's Rules)
- (iv) Will act as league spokesperson re: other snooker leagues, media, etc.
- (v) Will act as interpreter/adjudicator/decision-maker re: Constitutional Issues and any Code of Conduct Issues.
- (vi) Will prepare the Agenda for all general meetings and Executive Committee Meetings.
- (vii) Will assist the Referee-in-Chief if required to deal with Appeals and/or Disputes re: rules of the game.
- (viii) Will set up and maintain an information communication system/procedure to disseminate information to Captains and players, via e-mail, news page on our web-site or telephone relay system.
- (ix) Will prepare and distribute season schedules to teams from both leagues as early as possible after registrations are closed.
- (x) Will be responsible for monitoring the making up of postponed matches for the league.
- (xi) Will co-ordinate dates and venues with respect to play-offs and post-season tournaments for both leagues.
- (xii) Will select venue, caterer and choose the menu for the Annual Banquet. (Arrange for the venue a year ahead if possible.)
- (xiii) Will be an ex officio member of all league committees and sub-committees.

(c) DUTIES of the SENIOR VICE-PRESIDENT Operations Manager

- (i) Will act as the first substitute for President in case of absence or incapacity.
- (ii) Will assist the President in setting up and maintaining an information communication system/procedure to disseminate information to Captains and players, via e-mail, news page on our web-site or telephone relay system.
- (iii) Will assist the President in preparing and distributing season schedules.
- (iv) Will prepare and distribute play-off schedules to all Captains.
- (v) Will attend Executive Meetings and vote on all motions/decisions that affect league policy.

(d) DUTIES of the VICE-PRESIDENT A LEAGUE

- (i) Will fulfill the duties of the President if both the President and Senior Vice-President are absent or unable to act for whatever reason; and substitute for the secretary-treasurer or act as chairperson of meetings if required.
- (ii) Will assist the Tournament Director (except venues) with respect to post-season tournaments for the A league.
- (iii) Will attend Executive Meetings and vote on all motions/decisions that affect league policy.

(e) DUTIES of the VICE-PRESIDENT B LEAGUE

- (i) Will fulfill the duties of the Vice-President A League in his/her absence, and substitute for the Secretary-Treasurer or act as chairperson if required.
- (ii) Will assist the Tournament Director (except venues) with respect to post-season tournaments for the B league.
- (iii) Will attend Executive Meetings and vote on all motions/decisions that affect league policy.

(f) DUTIES of the SECRETARY-TREASURER

- (i) Will record the minutes of meetings or assist with same as necessary.
- (ii) Will coordinate the accounting, disbursement and fund-raising of all league monies.
- (iii) Will receive all team: player and guest funds, collections and keep records thereof for the Annual Awards Banquet.
- (iv) Will (on behalf of the Executive) retrieve all league trophies at the end of the season and purchase all necessary post-season trophies and co-ordinate the engraving of all trophies and prepare a presentation list for the Awards Banquet.
- (v) Will act as Constitution Caretaker re: updating and printing.
- (vi) Will act as Constitutional Adviser re: facts and interpretation via phone or e-mail. But will not provide official rulings for teams seeking special considerations or variances or challenges; these must be done through the President and the Executive Committee.
- (vii) Will substitute for any of the Vice-Presidents in their absence if required.
- (viii) Will attend Executive Meetings and vote on all motions/decisions that affect league policy.

(g) DUTIES of the SCOREKEEPER

- (i) Will receive all team and player registrations along with fee collections, deposit all funds into our league account and will keep records thereof.
- (ii) Will record all the scores as received from the home team captains.
- (iii) Will calculate the standings and post them on appropriate web site.
- (iv) Will keep a record of weekly participation statistics in order to generate and circulate the list of players eligible for play-offs and post-season tournaments.
- (v) Will substitute for the Secretary-Treasurer in his/her absence if required.
- (vi) Will attend Executive Meetings and vote on all motions/decisions that affect league policy.

(h) DUTIES of the PAST PRESIDENT

- (i) Will assist the President in matters of procedure, past history and precedents.
- (ii) Will attend General Meetings and Executive Meetings and lend advice.

(i) DUTIES of the TOURNAMENT DIRECTOR

- (i) Will be informed by the President and Senior Vice-President of the dates that venues are available. He will in turn decide on tournament formats in consultation with the Vice-Presidents of each league.
- (ii) Will receive all player registrations for post-season tournaments and will verify their eligibility and keep records to ensure that players participate in only two events. (Exceptions for Super-Seniors will be granted as usual.)
- (iii) Will send out info re: times and venues to respective Captains who will in turn be responsible for informing their players.
- (iv) Will co-ordinate dates, venues and appoint a Tournament Official (either he, or one of the Vice-Presidents or one of the referees) for each tournament.
- (v) Will arrange for referees with the REFEREE –IN-CHIEF.
- (vi) Will submit a list of all event winners to the Secretary-Treasurer for him to prepare the trophies and to our web-site for the NEWS PAGE.

(j) DUTIES of the REFEREE-IN-CHIEF (This person will be appointed by the Executive Committee and will be Chairman of a standing committee.)

- (i) Will be the first official league contact to deal with “protests” or issues concerning rules of play.
- (ii) Will adjudicate any disputes involving rules and/or rule interpretations and communicate results to the Scorekeeper. Decisions must be in favour of one team or the other (no 50/50 decisions).
- (iii) Will organize/co-ordinate clinics with the team “referee/observer/volunteers” to improve the knowledge of the rules of snooker in the league.
- (iv) Will assign referees/observers for all play-off and post-season play.

Section 7.03 MEETINGS

- (a)** The Executive Committee will call an AGM in June or July of every year.
- (b)** The Executive Committee may call a Special Pre-Season General Meeting.
- (c)** The President may call an Executive Meeting re: registrations, etc.
- (d)** The Executive Committee will hold meetings to deal with disputes and preparation for play-offs, tournaments and the Annual Banquet.

- (e)** Voting at Executive Meetings: President votes on all motions like everyone else. In the case of a tie vote, then the President will break the tie as usual.
- (f)** Voting at General Meetings: President will not vote on motions in General Meetings except to break ties but may vote on any motions that are decided by a secret ballot. (Robert's Rules)
- (g)** The quorum for Executive Meetings will be three officers either present or by proxy (e-mail or verbal). Furthermore, if a member of the Executive cannot be literally present at a meeting, voting and/or discussion via electronic means is acceptable.
- (h)** The quorum for General Meetings will be fifty per cent of eligible delegates.
- (i)** It will be deemed acceptable for the Executive Committee to hold an entire meeting via electronic means if all officers agree to it.
- (j)** General Meetings will be open to all players and the general public (collectively called the gallery). Before adjourning any General Meeting the President will ask for comments from the gallery. The comments are to be brief.

Section 7.04 CONSTITUTIONAL REFERENCE AUTHORITY: The Reference Authority for the Government of this League will be Robert's Rules of Order, 10th Edition or later. The rules contained in this book will govern this League in all cases to which they are applicable and in which they are not inconsistent with EITHER these bylaws and/or the prescribed rules of Snooker INCLUDING the Local Rules in Article 8.

Section 7.05 FINANCIAL AFFAIRS

- (a)** Banking: The President or his designate(s) will set up a joint (either/or) bank account with chequing privileges for the Secretary-Treasurer and/or other members of the Executive as the Executive deems most convenient. However the Secretary-Treasurer will be responsible for the official bookkeeping and required reports.
- (b)** The Executive Committee may request an informal auditor to review the financial Annual Report prior to its release.

Section 7.06 AMENDMENTS

- (a)** Temporary amendments to the Bylaws (2/3 majority) may be made at any General Meeting. (One copy of the amendment is to be given to each team asap.)
- (b)** Temporary amendments to Procedures (simple majority) may be made by the Executive Committee and/or General Meetings without prior notice.
- (c)** The final passing of all temporary amendments to either Bylaws (2/3 majority) or Procedures (simple majority) is to be made at the next AGM.
- (d)** Individuals and/or teams wishing to make amendments to the Bylaws should forward these requests in writing to the Executive Committee with specific wording of the amendments at least one month prior to the ANNUAL GENERAL MEETING. The suggested amendments from various sources will be circulated as a package (including any temporary amendments made that season) to team delegates so that they may confer with their team-mates for ratification at the AGM.

Article 8. RULES OF PLAY

Section 8.01 RULES REFERENCE AUTHORITY:

- (a)** The current (2014) rules of snooker as published by the “International Billiards and Snooker Federation” will prevail with modifications/adaptations as in the Section entitled “LOCAL RULE ADAPTATIONS” below.
- (b)** The videos hosted by John Horsfall will also serve as primary guidelines and interpretation of league practices. (As well as any new audiovisual presentations that may appear on our LMSSL web-site.)
- (c)** The Referee-in-Chief and/or his standing committee and the Executive will make final decisions re: rules of play during the season and are encouraged to organize/supervise clinics for members re: the new rule changes.

Section 8.02 LOCAL RULE ADAPTATIONS: It is recognized that the two groups (leagues) do not necessarily have to follow the identical playing rule adaptations. Motions to amend the playing rules may be made by either group and subsequently debated and voted upon exclusively by the delegates of the league involved.

- (a)** “Table size to be 5’ x 10’.” Executive must approve new venues.
- (b)** **For “B” league only:** End of Frame, Game or Match “Section 3, subsection 4, paragraph (a)” to now read: - “When only the black is left, the first score or foul ends the frame. If the scores are then equal the frame is declared a tie.”
- (c)** **For “A” league only:** *End of frame, game or match “section 3, subsection 4, paragraph (a) “ to now read “When only the black is left, the first score or foul ends the frame; except if the scores are then equal the black is re-spotted; the players draw lots for choice of playing next; the pair who play the first stroke have the choice of which player will make that stroke. The order of must then continue as in the frame.*
- (d)** *For both Leagues players may ask the opponent or referee for assistance regarding scores, etc. Examples might be “what is the difference in scores, or the colour of a ball, or is this my game ball or do we need snookers?”*
- (e)** It is recommended that all centres provide “acceptable balls” which have a “set weight” of about 138 to 141 grams per ball. No ball should deviate more than three grams from any other ball in its set. It is also recommended that centres replace cue balls after two years. (Replace at beginning of third season.)
- (f)** Communication (conferring) of any kind between partners shall cease when the striker literally strikes the cue ball on his/her first shot of each turn. (Both players may approach and read the table and either player may reconsider after the striker approaches the table to strike; thus they may confer once again, BUT ONLY ONCE.)
- (g)** Language of communication must be “ENGLISH ONLY” after the striker’s first shot and for the duration of his/her break.

- (h)** Both leagues will now play by B league modified Foul and Miss Rule: "misses" may be called in the following situations:
- (i) A miss on an open ball. i.e. "Failure to hit a ball on when there is a clear path in a straight line from the cue ball to any part of any ball that is or could be on"
 - (ii) Coming up short. (Snookered or not.) i.e. "Failure to strike the cue ball with sufficient strength (for its intended path) to reach a ball that is or could be on."
 - (iii) If the cue ball is not struck with sufficient effort and generally plausible direction to reach the object ball then the "Foul and Miss" rule will apply in situations when there is no possible route to the object ball.

- (i)** The LMSSL SIMPLIFIED FOUL AND MISS RULE will NOT AWARD a frame if a player commits three "misses" on an open ball nor will the difference in scores be considered. The "miss" rules apply at all times regardless of scores, ie. Whether or not either player needs penalty points (a snooker) .

Interpretation of B league only "simplified foul and miss" rule: The International Rules of Snooker section 3 paragraph 14 state that "The striker shall, to the best of his ability, endeavour to hit the ball on. If the referee considers the Rule infringed, he shall call FOUL AND MISS." The purpose of this rule is to prevent a player from deliberately committing a foul by missing a "ball on" in order to "play safe". This could be done in a wide variety of ways and it is the referee's judgement call whether a serious attempt was made or not. For example, a player pots a red then is snookered on all coloured balls except for one ball which can be easily struck. If the striker attempts to strike any other ball he must hit it. If he fails to strike a legal ball then it would be an automatic FOUL AND MISS. **(Common sense in exercising judgement is expected in this case ie: if only a sliver of a possible ball on could be seen then he could have nominated another ball.)** Please note that if the striker is snookered on all balls on then he may choose to attempt to strike any ball via any path or type of shot he chooses; namely, one, two or three rail shots, masses and swerves. Similarly, intervening ball hits that have enough speed and energy to have reached a ball on will not be considered a miss. (Examples of reasonable efforts to hit an on ball when snookered: a player has 1/8" (3 mm) of a ball sticking out at distance and clips an intervening ball; a player is snookered and attempts a swerve around an intervening ball and the swerve bites too soon and the cue ball hits the intervening ball or the cue ball passes the first intervening ball but does not swerve enough and the cue ball hits a second intervening ball.)

- (j)** Both Leagues will now play by the "unintentional contact rule" to make the game more casual. When balls are unintentionally moved or touched, by the hand, arm or clothing, etc. The referee (or opponent) may call "time out" to indicate that some kind of deviation or error has been committed. Now the opposing pair may request that the ball(s) that was accidentally moved be replaced as close to their original locations or left in the new locations. (This includes a ball that was accidentally potted illegally; with reds the opponents have the option of replacing the ball or leaving it in the pocket; obviously in cases of coloured balls accidentally potted they will have to be replaced.). After the opposing pair have indicated their choice then the striker may complete his first shot or resume his break. Note that this is not deemed to be a foul hence there are no penalty points and the striker's turn does not end because of the incident. Simple guideline a) If any part of a **cue or rest** contacts

a ball it is a foul. If either hand holding the cue accidentally touches a ball it is deemed "unintentional contact" if it occurs during the original stroke. This applies to the bridge hand and the hand holding the butt. b) However, if the striker's body or any body part remains on or so near the table that a rolling ball eventually hits it, this will be considered a foul..... incurring penalty points and ending the turn.

Section 8.03 PLAYER ELIGIBILITY AND SPARES

(a) THE PLAYER:

- (i) Must be at least 55 years old and must be an official member of the centre his team represents.
- (ii) Must be registered by his team Captain by phone, e-mail, or letter by the final players' registration date: December 31st. Additionally, a player becomes registered when his name appears on a league match score sheet except if he is already registered for example on a B team and is sparing for his centre's A team.
- (iii) Must be registered and play for only one team either as regulars or spares except for Section 8.03 (b) (i) below re: B league acting as spares for their home A team.
- (iv) May not switch to another team based out of a different Seniors' Centre after being registered and having played one or more frames for the original team even if a team "folds" and players have to sit out the rest of the season. Players may appeal to the Executive Committee for exemption from this rule to transfer A and B players between teams that are based at the same Seniors' Centre provided that the player has not played on more than three occasions for his original team. (Note that an "A" player may appeal to transfer permanently to a "B" team at the same centre. In this scenario then the player may play with the "A" team as a spare until he has played for the "A" team a total of three occasions including the occasions he played as a member of the "A" team originally.)
- (v) May apply to the EXECUTIVE for special permission to transfer/finish the season on a "B" team for the same centre if he/she provides suitable medical documentation verifying that he either cannot or should not resume/continue playing for his A team.
- (vi) Must have played at least 16 frames in the current league season to be allowed to play in the end-of-season play-off matches or individual tournaments. Players may only count a maximum of four frames during any given regular season match as eligibility for play-offs, etc. Furthermore, there will be absolutely no "appeals" considered in cases where matches were "forfeited" and players were unable to complete the requirement for 16 frames. No "exceptions".

(b) SPARES:

- (i) Must be drawn from a team's own club/centre. "A" league teams may use "B" league players as spares; however "B" league teams may not use "A" league players as spares. Club members who do not wish to play full-time can spare for both A and B teams from their centre to a maximum of 8 eight occasions in total for both teams.

- (ii) *In the foregoing situations no individual may play on more than eight occasions as a spare for any one team. If this occurs the penalty will be forfeiture of the entire match and the offending team will receive zero points and the other team will be awarded 2 points for the match and credited with a minimum of 10 frame wins or their actual score for the day; whichever is greater.*
- (iii) *With reference to the situation that a team may be short of players and the players and captains agree to allow some players to play "friendly" frames during the match the league will allow credit for four frames if some frames were played with an ineligible player usually from the opposing team or a guest of either team. (Note that the result of the frames will be a forfeit but the "short team" will obtain participating credit for their involved player; ie. the seventh player.)*
- (iv) *Spares who have played a minimum of 16 (sixteen) frames during the season may be used during the play-offs.*
- (v) *Centres that have two B teams, will be allowed to "borrow" players from a spare pool of players. These spares can play for both teams and will be eligible to play for either team in the play-offs and post-season tournaments, if they have played a minimum of 16 frames during regular season play.*

Article 9. REGULAR SEASON PLAY

Section 9.01 A day's play (match) is to consist of two opposing teams of at least three, or four "pairs" who will play a round robin format for a maximum of sixteen frames. A match win (more than 1/2 the frames) =2 points, tie =1 point each, loss=0 points.

Section 9.02 The day roster set at 9:30 a.m. may be modified freely without penalty at any time in between frames if an "eligible spare" is immediately available. Captains cannot move players in and out of the lineup at will. Players can only re-enter the match in the same "slot" as they played in earlier except for the "spares".

Section 9.03 Teams are advised to have spare players on hand to substitute for players unable to continue play due to sickness, home emergencies, etc. See item immediately below.

Section 9.04 In the event of a player being unable to continue play due to illness, emergency, appointment, etc, substitute players are not permitted to finish that frame. That frame must be forfeited. But a new player (spare) or players may sub in to play subsequent frames.

Section 9.05 It follows that if there is no available "spare" or "sub" to continue play under Article 9.2 and 9.3 above then you may refer to the Article 9.10 (playing a man short) so that if a player cannot finish a frame, the remaining player may continue subsequent frames (after forfeiting the unfinished frame) with an eligible partner under the "seven or six" player rule (a player who may play a fifth frame because he is already playing). This new temporary pair must forfeit half the remaining games but may elect to play against any opponent in the remaining rounds as specified under the "man short rules". Example; if only one game is left it must be forfeited, if two or three games are left only one game must be forfeited; if there are four frames left, two must be forfeited, and so forth.

Section 9.06 Notwithstanding the "free substitution rule", it must be remembered that all standard rules and practices must be honoured. ie: First; a player may

play a fifth frame on the same day to participate in the (short a player scenario) above and second; if a player from a B team fills in for a single frame it counts as one of his/her "appearances". (Max is eight appearances.) and thirdly; this "spare" may appear in two different "slots, a, b, c, or d," with different partners but may not play twice against any one opponent. Please note that only the players listed as "spares" and who were not listed on the score sheet in the first round (first eight players) can play in "different slots" as stated in the third section above.

Section 9.07 League matches must start at 9:30 am if 6 (six) players are available and no later than 10 am as tables and/or extra players become available for normal rotation. This is to assist Seniors Centres to finish the overall match in reasonable time. The starting line-up should not be altered later when the "late players" arrive..... Late arrivals to be recorded at bottom of score sheet..... name of player and arrival time... forfeiting one of the first two frames and then playing with a full team when the late players arrive is also an option.

- (a)** If a team fails to show up for a league match for no apparent reason or prior agreement, it is a forfeit. The opposing team shall receive 2 match points and be credited with 10 frame wins and the team that fails to show up shall receive zero match points and no frame wins.
- (b)** Postponed Match: Matches may only be postponed or re-scheduled with permission of the EXECUTIVE COMMITTEE; not the President's decision unless the circumstances fall under sub-section C directly below.
- (c)** Emergency Postponement: In case of special emergency situations due to weather or "death of a member or family member" or similar calamity obviously beyond the control of the club, the Captains may decide to "postpone" but must immediately inform the President so that he may select a new date that is suitable for both teams since it is difficult for Captains to agree on a "date".
- (d)** Special permission is granted to the Captains from Minoru, Pitt Meadows and Maple Ridge to modify the starting times to compensate for travel between Richmond and the Haney area, if both Captains agree.

Section 9.08 Dealing with a serious match delay due to an unusual and unforeseen emergency circumstance such as a major power failure or illness, etc...: For both regular season and play-off matches after a delay of a half-hour; if 10 or more frames have been completed the match will be deemed to have been completed and the points for remaining frames will be pro-rated equally; if fewer than 10 frames have been completed the entire match will be re-played at a later date as if it is a brand new match. (No part scores carried over; no restrictions on line-ups.)

Section 9.09 A team which shows up for a match with fewer than six players will forfeit the match and will receive zero points for the match and 0 frames for tie-break purposes. If the other team has six or more players ready to play, it will be awarded 2 points for the match win and 10 frame wins for tie-break purposes.

Section 9.10 Starting a match with fewer than eight players during league play only, not the play-offs.

- (a) Seven Players vs a "complete team" of eight: Two frames will be forfeited. The seven player team captain will select two players to partner the odd seventh man who will play two frames only. The seven player team will have the option of which two frames they play in. (Note that two players from the "incomplete" team will each play a 5th frame that day but this extra frame cannot be used to meet the 16 frame criteria for play-offs.)
- (b) Six Players vs a "complete team" of eight: The teams will consist of three and four partnerships respectively, playing a round robin format for a total of twelve frames. The balance of the unplayed 4 frames will be awarded to the "complete team" both for tie-break purposes and for match points.
- (c) If both teams are short of players: the team that wins more than ½ of the frames played gets 2 points for the match and both teams get the number of frames that each won respectively for future tie-break purposes.

Section 9.11 Playing rosters may consist of more than eight players provided that no player may play twice against any individual or pair unless he/she is filling in for a fifth frame under Section 9.10 above and that all players may only play in one "slot" on any given day except for the clearly designated and documented "spares" for the day who are not part of the first four pairs who started the match. Note also that only four frames count for play-off eligibility.

Section 9.12 Captains who wish to play 5 pairs or more on any given day should use the new score sheet with "slot E" method in it. Should both the visiting Captain and the Home Captain wish to use one of these more complex models there may be a "conflict" with the basic rules stated in section 9.11 above and in this case then the home team has priority and the visiting team must revise/simplify its roster in such a way as to satisfy these rules. If an error is made and the Operations Manager can readily verify which Captain caused the error then that team will "lose that frame" however if both Captains caused the error or the source of the error is not clear then both teams will lose the frame involved because both Captains are responsible for preparing a correct score sheet.

Section 9.13 The players are responsible for the method of keeping scores. The preferred method is for the striker's partner to state the accumulating points during the striker's break without moving the markers and then for the striker or his partner to adjust the scoreboard just once after the break is finished. Any deviations from this standard method must be by mutual agreement of both partnerships.

Section 9.14 REFEREEING.

- (a) According to the International Rules of Snooker in casual play the opponents (non-strikers) are considered to be the referee and their call will be final. It is expected that players will be reasonable and if the "opponent referee" clearly makes a mistake that can be corroborated by witnesses upon the striker's "appeal and request" then it is expected that the "referee" will defer to the striker.
- (b) During a striker's break his partner acts as a "referee" whose duties include verbally announcing the cumulative scoring and re-spotting the coloured balls as

- (c) play requires. (As such if he accidentally “touches or disturbs” a ball while acting as a referee this “error” must not be attributed to the striker and the break continues).
- (d) Referee-on-call: If in the opinion of either the striking pair or the opponent there seems to be a potentially controversial situation then any of the players may request a "referee-on-call". The referee-on-call must be from the non-striking team and his observation/decision will be final.
- (e) There will be zero tolerance for any players using an incorrect "house rule" that may have been used in "other" leagues or venues. The invocation of any such rule or misuse or misinterpretation of a rule in any frame will result in the forfeiture of that frame if it is eventually won by the individuals who misuse it and the losers then "protest or appeal" via their captain or directly to the Referee-In Chief. Know your rules or check with someone who does know them.
- (f) There will be zero tolerance for any form of unacceptable sportsmanship or bullying such as "sharking", harassing, or intimidating. Anyone engaging in this kind of conduct may be subject to penalties for breaching the Code of Conduct. Please report these to the Referee-In-Chief if it's primarily a RULES issue but if it escalates into a CONDUCT ISSUE THEN REPORT IT TO THE PRESIDENT.

Section 9.15 The home team breaks and declares its order first except in “tie-breaker frames”.

Section 9.16 When the number of teams in the league is such that it is not practical for the schedule-maker to schedule teams to play approximately 20 or more day matches then the model for extending the season will be to simply play an incomplete league cycle with the opponent teams randomly chosen prior to the start of the season. The points will simply be added to the totals of the first cycles and then the normal play-off structure will be followed.

Section 9.17 League standings at the end of the season will be based on a day-match basis as follows: the winner of more than ½ of the matches played on any given day will be awarded 2 points and the loser 0 points. A tie match gives teams one (1) point each. It is understood that all frames must be played out regardless of wins or losses.

Section 9.18 For the purposes of whatever play-off format the EXECUTIVE COMMITTEE chooses where teams are placed in groups. League point ties amongst the teams involved will use the following criteria 1st) match points won against each other in league play 2nd) frames won against each other 3rd) frames won during the entire season against all opponents and 4th) by lottery supervised by the League Scorekeeper.

Article 10. PLAY-OFFS

Section 10.01 All play-off rounds will begin the first or second week after a season ends and all play-off matches will be scheduled for the usual day of the week.

Section 10.02 Home venue for the first match of all play-off rounds will be at the home of the team with the lowest standing.

Section 10.03 A play-off round will consist of home and home matches of sixteen frames under "the day match format" with an outright win of say 12 to 4 or 9 to 7, then the winning team gets two points for the win regardless of the number of frames won. If the other team wins the following "day match" the round is then tied, 2 points to 2 points. In this case, see the tie-breaking format described below. In the event that the first day of the round ends in a tie, then the tie stands and each team gets a single point and the outcome will be decided entirely by the next match. Similarly, the opposite situation may occur where the second day's match ends 8-8 and in this case the winner of the first match wins the overall series.

Section 10.04 All general rules and regular season procedures will apply unless in conflict with the bylaws of this specific ARTICLE.

Section 10.05 At start of play for any play-off match, teams must list and start at least eight eligible players or forfeit the entire match or play-off round. (Teams cannot forfeit the second day of a home and home round and then expect to "break the tie" with only six players.)

Section 10.06 To be eligible to play in the play-offs a player must meet all registration requirements and have played a minimum of sixteen frames for that team during the regular season. During league play a maximum of four frames per match qualify for play-off eligibility. There will be absolutely no "appeals" considered in cases where matches were "forfeited" and players were unable to complete the requirement for 16 frames. No "exceptions".

Section 10.07 *Note that some teams in some centres might not have players available who have played a minimum of 16 frames in the regular season. Hence during the play-offs; under unusual or emergency circumstances teams may make a request to the Executive Committee for "emergency relief" to bring in a spare if the team is in a "forfeit situation" due to the absence of a player for any reason.*

Section 10.08 All teams who have any player whose eligibility may be remotely questioned should have proof of eligibility by having the League's eligibility list available. If a team uses an ineligible player for any frame in a play-off match the match will be awarded to the opponent if either a) the error is discovered by league official from the score sheets or b) anyone reports it prior to a subsequent match.

Section 10.09 In the event that there is a single match play-off (due to unforeseen circumstances and Executive Committee permission) the order of the break will change to the visiting team after eight frames.

Section 10.10 **Series Tie-breaking:** In case of a tie after two matches have been played; one match won by each team or a tie in a single match Section 10.10 immediately above. A "same day three-frame play-off" will be played. Each frame will begin with a coin toss to determine break and order and these frames may not end in a tie. The play-off pairings and opponents will be determined by lottery whereby the Captains will put three pairs of names from each team in two separate cups/caps. Then the draw coordinator (referee or observer) will first announce the table number and then draw a pair of names from each team for the players who will play on that table. (No home team preference in the tie-breaker and the partners chosen must have played at least one frame together as a pair during that day's match.)

Section 10.11 Play-off format: Generally both leagues will be divided into groups of four and these four teams will play for a trophy for their respective level in final league standings e.g. In the A league the top four teams (semi-finals 1 vs. 4, 2 vs. 3) will play for the A League "A" trophy, the middle four teams will play for the A league "B" trophy and the bottom three or four teams will play for the A league "C" trophy. The B league will use the same format. (See Section 10.13 below for more options.

Section 10.12 Play-off Format Option: at the discretion of the EXECUTIVE COMMITTEE: the playoffs basic structure may be modified by the Executive Committee depending on the number of teams in a given League. For example, if there are five teams in a League; the playoff format may be the first three teams playing for the "A" trophy and the last two playing for "B" trophy. The top team in the league would get a bye into the finals and the 4th and 5th place team would play for the "B" trophy. The Executive Committee reserves the right to determine the exact formats after considering the recommendations of the respective Vice-Presidents. Note that this decision must be made by the end of September and must be communicated to all teams no later than the first week of October.

Section 10.13 The final sessions for the A trophy in both leagues will be refereed. The referees will be assigned by the Referee-in-Chief.

Section 10.14 The referee-in-chief will assign an observer for all play-off matches.

PROCEDURES

- 1) **Amendments to PROCEDURES** may be made by the Executive Committee according to By-law Article 7 Section (7.06).
- 2) **Startup registration** of all teams and players to be done with the Executive Committee no later than August 15th of each year.
 - i) Additional players may be registered up to and including December 31st.
 - ii) With the permission of the Executive Committee the use of emergency temporary "spare" players may be made up to the end of play-offs in order to avoid forfeiture of either frames or matches. Emergencies may be due to death or severe illness of a player or of anyone in his immediate family.
 - iii) Registration of regular spares may be done at any time during the regular season but should be done (if possible) before these players actually play. (Reminder that spares may "spare" for one team only. Except for the spares that are specially listed for Centres that have two teams in the same group or league.)

- 3) **LEAGUE INFORMATION: E-MAIL LISTS:** A list of e-mail addresses of players in the league will be maintained by the EXECUTIVE for distributing information.
- 4)
- i) TEAM CAPTAINS:**
- (a) Are responsible for recording scores at each league match and faxing/e-mailing a copy of the final signed score sheet to the League Scorekeeper and another to the Senior Vice-President. All faxed or “scanned and e-mailed” score sheets from home teams should be received by League Officials by 3:00 p.m. on match day. If due to unusual circumstances this is not possible then a home team representative should phone the scorekeeper prior to 3:00 p.m. leaving a message with the day's scores to enable the scorekeeper to up-date our web-site in a timely fashion and the message should also indicate when League Officials may expect to receive a hard copy of the score sheets. If the home team does not provide the score sheets to both the scorekeeper and the operations manager within 24 hours (3:00 p.m.) the following day; the first offence will be recorded and the home team Captains will receive a warning but if a 2nd offence occurs, two points will be deducted from their league match totals; 3rd and subsequent offences, five points subtracted on each occasion.
 - (b) Must record any form of "protest" directly on the front margins/bottoms of the score sheet before it is faxed in. If there are extenuating and/or exceptional circumstances a later "protest" may be considered by the Referee-in-Chief provided it is received within 24 hours.
 - (c) Are to print the first and last name of all partnerships for each frame in the first entry on the score sheet, from then on first name only is sufficient unless "new" players not in the first four pairings.
 - (d) Must list a minimum of SIX players on the score sheet before a league “season” match is scheduled to begin. The match must then be played out with partners as listed and according to the new “free substitution rules”. Note that EIGHT players are required for a play-off match.
 - (e) Are to provide the “Away Captain” with a copy of the score sheet at the end of each league match.
 - (f) Are responsible for training a “substitute captain” for occasions when they are not available due to sickness, holidays, etc to avoid problems. Substitute captains must be given all materials necessary such as the correct score sheets and knowing how to fill out the score sheet and where and how and when to fax the scoresheets to the Scorekeeper.

ii) **SCORESHEET INSTRUCTIONS/GUIDELINES**

- (a) Match score sheets should be ready before 9:30 a.m. on Match Days. The eight players who play in the first round are considered to be the “starters” and as such they are “frozen” in the roster spot or slot that they started in. For example if a player starts in Slot B and then sits out for a few rounds to be re-inserted in the line-up that original starter may only go back into Slot B.
- (b) “Line-up alterations or re-organizations” should be printed or legibly written in ink before 9:30 a.m. There should be very few erasures or scribbling out, etc, except for cases using the “convenience” of the “free substitution rule” in case of illness or appointments; or simply to use a few substitutions so that players may be included if they happen to drop in.
- (c) Remember that the “free substitution rule” is intended to increase participation.
- (d) Spares should be mainly listed utilizing the “E” method for all the substitutions.
- (e) Remember that the only players who may play in “different slots” with different partners are “spares” who are listed as 9th or 10th players. It follows that these “spares” also are not allowed to play against the same opponents twice.

APPENDIX

1) GLOSSARY

The League: A group of teams representing various Seniors’ Centres playing in either A league (more competitive) or B league (more relaxed). Each Seniors’ Centre will generally have one team in either league or one in each. However, if enough players are available and scheduling can be arranged a Centre may have up to two teams in each league.

The Executive Committee: President, Senior Vice-President, Vice-president A league, Vice-president B league, Secretary-Treasurer, League Scorekeeper, Tournament Director and Past President.

Day Roster: During the regular season teams must play at least six players or spares or forfeit the entire match. However during the play-offs, eight or more eligible registered players are required to begin a match.

Delegates to a general meeting: Two representatives from each club chosen at the discretion of each team.

The Season: From the fall of one year to the spring of the following year.

A Match: A day’s play between two clubs generally a maximum of 16 frames.

Spares: Any player not in the “starting eight” of any given match who is a member of the Centre to which a team belongs and who is eligible to play as a “spare” in a given match.

2) **DEADLINE DATES (No later than....)**

- ◆ **Registrations:**
 - Teams and players: Start-up registration August 15th.
 - Ongoing player registrations: up to and including December 31st.
- ◆ League Opening: To be determined at the AGM.
- ◆ League Ending: February 28th.
- ◆ Play-Offs: Team trophies: March 1st to March 31st
- ◆ Post-Season tournaments: Individual and pairs, & Super-Seniors: April 1st to 30th.
- ◆ Banquet: no later than May 31st.

3) **AGENDAS OF GENERAL MEETINGS (suggested)**

Post-season ANNUAL GENERAL MEETING

1. Roll Call and/or registration.
2. Call to Order.
3. Previous Minutes.
4. Financial Report
5. New business.
6. Temporary Constitutional Amendments. (No prior notice given.)
7. Final Approval of Constitutional Amendments. (Prior notice given.)
8. Executive Elections.
 - President
 - Senior Vice-President
 - Vice-President A League
 - Vice-President B League
 - Secretary-Treasurer
 - Scorekeeper
 - Tournament Director.
9. Turnover of Chair to Incoming President.
10. New Business
11. Comments from the Gallery.
12. Adjournment.

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(for your convenience)

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