

# Des Turner Teams Event – Starts 14<sup>th</sup> February 2024

## Teams

This event is for teams consisting of three players; All stats will be recorded. Each team must nominate a team captain. The captain has the responsibility for their team to select match order, complete the score sheets, and ensure that entry fees for each player in that team are up to date. Please see the final page for Team Details, Handicaps and Schedule of Matches each week.

## Players V Players

All players will be handicapped; this allows any player to play any player from another team, however **there is a change in matches this season**. Top ranked player (according to main handicap list) in each team must play each other. 2nd ranked players and 3rd ranked players do the same. The 4th singles match will be a wildcard choice but cannot be a repeat of a singles match already played. If only 2 players attending, it will be 2 wildcard matches. Playing order will be controlled by the 'home team' (first named team in the draw for that round).

1. The best handicapped player in each team must play each other.
2. The 2<sup>nd</sup> best handicapped players must play each other, and
3. The 3<sup>rd</sup> best handicapped players must play each other **unless there are only 2 players in either team** (See point 5).
4. When both teams have 3 players each, the 4<sup>th</sup> match will be randomly drawn and cannot be a repeat of the previous 3 matches.
5. All players present on the night can only play a maximum of 2 singles matches and must play at least 1 singles match.
6. In the event of one team or both teams having 2 players, the remaining 2 singles matches must be drawn in a way that there are no repeat matches on the night.
7. In the event of 2 players in the same team having the same handicap, a decision must be made by the captain at the beginning on which player will be ranked ahead of the other player.

Home team nominates the order of matches. This is a handicapped event (based on the main 'fixed' handicap list). **Please note the handicap start restriction to 60 has been removed**. Handicaps may be reviewed during the season by the Club Handicapper and Committee but are generally set at the commencement of this event.

Handicaps have been aligned to the main handicap that the club runs. There is the Champions penalty of -5. Any handicaps marked \* are provisional and to be reviewed.

## Doubles

**We are changing to Scotch Doubles**. This means the playing partners play alternate shots during a visit to the table. Playing out of turn will result in a foul. **Players will now be allowed to talk to their partners at the table without any foul awarded**. Both player's handicaps will be added together and then divided in half for the doubles matches.

## Rounds - Home teams to place their team order / names down first

The Des Turner Teams Event is set up to be played every Wednesday evening from 6pm NSW as follows for the regular rounds: **14<sup>th</sup> February to 1<sup>st</sup> May**. 6 teams have entered this season and every team will play each other **twice** for this season over 10 weeks – so that's 10 main competition weekly rounds and we will have 2 bye weeks during through the season. Finals played on one single day: **Sunday 19<sup>th</sup> May**.

## Entry Fee and Payments

Each team member will pay \$75 each for the season inc finals; this is to be banked by a committee member at the end of each night into the snooker clubs account. Please pay early and you will be issued a receipt once you have paid the full amount owed. Junior players pay a discounted amount of \$40 per player.

Players have the option of paying the \$75 up front on opening match evening OR pay multiple amounts adding up to \$75. Minimum amount to be paid on any single evening is \$20 but any amount above \$20 can be paid up to the balance owed.

## Reserve(s)

**Change: Maximum of 5 weeks where a reserve can be used throughout the regular season and the same reserve can only be used twice per team. Reserves cannot be used on the finals day. Any team unable to field 2 of their original team members will be deemed as unable to play and will forfeit.**

We have a short list of people who have nominated to play as a 'Reserve'. When a team has only 1 player in attendance, they must organise an approved reserve and let the Tournament Director/Secretary know before commencement of play. The reserve must be a financial member of the club at the time of playing. (eg Phil Towle, Bruce Sinclair, Armando De Azevedo, Peter Campbell, George Johnson, David Jones, David Ross are possibles but not guaranteed to be available).

A Reserve is only required if two out of the three players that are in the team cannot play a certain night. A Reserve cannot play if that team has two players on any given night. A team must have one original player playing and maximum of 1 Reserve. Reserves are not required to pay an entry fee or cover anyone else's entry fee. Please contact the Secretary to help organise a Reserve.

## Replacement

Permanent replacement of an original player can be considered if a player of any team has to withdraw for the remainder of the season. This must be done with the approval of the TD. Once done, it cannot be reversed.

## Times

For all regular rounds, first matches commence at 6.00pm NSW. If a team is late, after 15 minutes the first frame will be forfeited, after 30 minutes the match will be awarded to the other team. See 'Order of Play' in the event of player(s) being late to start.

## Order of Play

All matches must commence with the doubles match (game 1) and then followed by 2 singles matches and 2 reverse singles matches. **Players present, and deemed fit to play, on the evening must play at least one singles match each.** The same player cannot play both opening singles matches (games 2 and 3) or both reverse singles matches (games 4 and 5).

Matches must be played in order of the game numbers 1 through to 5. The order cannot be changed or swapped unless agreement between both captains, the players involved and the TD on the night.

We encourage all players to adhere to this but also to play within the spirit of the game if other players are arriving late or leaving early due to other commitments. Occasionally, the doubles match may be

moved down to game 2 or 3. Appeals can be made to the TD if any team feels unfairly treated by another team. The final decision will be the sole responsibility of the TD on the night.

Match slips for the nominated players of each game must be completed by the captain and checked by the TD before the first games commence. Home team chooses first. Match slips cannot be changed once the first game is underway unless both captains and the TD agree.

### Dress Code and Code of Conduct

Casual attire = Short sleeve collared polo shirts, shorts and enclosed shoes (No Sandals or thongs). Any player not meeting the above dress standard will be deemed not ready to play and will not be permitted to play. Competitors in all events conducted by the club are subject to the Players Code of Behaviour as set out in the ABSC Code of Ethics.

### Marker/Referee

Electronic Scoreboards must be used. Players from each team must choose to mark the frames between each other during the regular season and preliminary finals. For the Qualification Finals and the Final we will look to appoint referees where available.

### Foul & Miss

We will be playing our agreed version of the F&M rule, first two failed attempts can be a F&M at discretion of the appointed referee, and any subsequent attempt on the same snooker will not be called F&M unless it is an obvious miss i.e. ball is 'on', miscue or jump ball, or non-genuine attempt. To replace the forfeit rule, the 3<sup>rd</sup> miss of a ball that is 'fully on' will not result in the forfeit of a frame. Instead, the decision will be 'ball in hand' to the player following that 3<sup>rd</sup> miss shot.

### Completed Frame

All frames must be played to **and** including the last remaining Black Ball. If a player decides to concede, then all points remaining on the table will be awarded to the opponent. Accumulated points can have a bearing on final positions on the league ladder. First foul on the final black ball will end the frame.

### Forfeit of frame/match

Forfeit of frame or match will occur if the opponent is late (see "Times" and "Order of Play" above) or for behavioural reasons. In the event of a frame forfeit, the frame will be awarded to the opponent along with a '100 point' score for every frame forfeited up to 3 frames maximum. This ensures that a team is not disadvantaged with their opportunity for points scoring. In the event of a match not being played with no notification/agreement to TD, the match result will be 3-0 (300 pts to 0) against team at fault. If a match is not completed then incomplete and unplayed frames will be forfeited by the team at fault.

### Prize Money

Prize money will be awarded at the end of the year Presentation Night; all teams who qualify for the finals will receive prize money from the highest ranked team to the 4th ranked team. Final rankings for the final 4 are based on Finals Day results deciding Finalists (1<sup>st</sup> and 2<sup>nd</sup>), and Semi Finalists (Equal 3<sup>rd</sup> and 4<sup>th</sup>).

Approximate Prize Money *per Team (per player in brackets)*: Winners: \$360 (\$120 per player) Runners Up: \$285 (\$95 per player) Semi Finalists: \$210 (\$70 per player)

Individuals (see individual section): 1<sup>st</sup> \$90, 2<sup>nd</sup> \$60, 3<sup>rd</sup> \$30.

## Highest Break

There are two highest break prizes to play for. **The same player cannot win both prizes.** In priority:

1. \$15 will be paid to the highest break outright.
2. \$15 will be awarded to the highest break (plus handicap). Break plus handicap means we will add the break to the handicap of the player to give a total. Given we have a range of handicaps, to make this fair for all players to have the chance of winning the handicap high break, anyone with a handicap of less than 0 will be capped at 0 and anyone with a handicap of 40+ will be capped at 40.

Break plus Handicap Example: Player A with Handicap of 10 scores a 48 break, their break will be recorded as 58 (10+48). Player B off a handicap of 45 scores a 19. Their break will be 59 (40+19). Player C with a handicap of -10 scores a break of 55, their break will be 55 (0 + 55).

## Individual Comp

There will be an individual prize for best win percentage. Players must play in 10 frames across the season. Doubles and singles frames count. The extra \$5 on the entry fee will go to the individual prizes. The best 3 individuals will receive prize monies (\$180 total) as follows: 1<sup>st</sup> \$90, 2<sup>nd</sup> \$60, 3<sup>rd</sup> \$30.

## Suggestions & Feedback

We welcome all suggestions **and/or** feedback. If you wish to make a formal suggestion for future seasons, please place it in writing to the Secretary. By paying your entry fee and playing in the event, you are deemed to accept all the conditions of play as set out in this Rules and Draw notice.

# DES TURNER TEAMS EVENT – SEASON 1 2024

		#1 Ranked Player	#2 Ranked Player	#3 Ranked Player
1	<b>3-Gen</b>	Peter Grunsell <b>10*</b>	Ric Grunsell <b>25*</b>	Adam Grunsell <b>40*</b>
2	<b>Scotch Fingers</b>	Jimmy Thomson <b>-15</b>	Graham Wilson <b>5</b>	Luke Bofinger <b>30</b>
3	<b>MVPs</b>	Grant Schirmer <b>-10</b>	Cooper Thomson <b>0</b>	Chris De Azevedo <b>10</b>
4	<b>3 Whys Men</b>	Brian Green <b>10</b>	Luke Poile <b>18</b>	Des Turner OAM <b>30</b>
5	<b>The Three Amigos</b>	Tim Ashcroft <b>18</b>	Te'a Smith <b>40</b>	Dan Ross <b>50</b>
6	<b>The Saviours</b>	Paul Brandon <b>15</b>	Mark Johnson <b>15</b>	Ray Gocke <b>45</b>

\*Champions Penalty of -5.

Team Numbers above are to be used for the main draw below.

**FINALS DAY SUNDAY 19<sup>th</sup> MAY.**

The draw and results:

<https://challonge.com/DTT2024S1>

or by **QR Code:**



Round 1	Round 2	Round 3	Bye Week	Round 4	Round 5	Round 6	Bye Week	Round 7	Round 8	Round 9	Round 10
14 <sup>th</sup> Feb	21 <sup>st</sup> Feb	28 <sup>th</sup> Feb	6 <sup>th</sup> Mar	13 <sup>th</sup> Mar	20 <sup>th</sup> Mar	27 <sup>th</sup> Mar	3 <sup>rd</sup> April	10 <sup>th</sup> April	17 <sup>th</sup> April	24 <sup>th</sup> April	1 <sup>st</sup> May
<b>6 v 1</b>	<b>5 v 3</b>	<b>4 v 5</b>		<b>2 v 3</b>	<b>4 v 2</b>	<b>1 v 6</b>		<b>3 v 5</b>	<b>5 v 4</b>	<b>3 v 2</b>	<b>2 v 4</b>
<b>2 v 5</b>	<b>4 v 6</b>	<b>3 v 1</b>		<b>1 v 4</b>	<b>6 v 3</b>	<b>5 v 2</b>		<b>6 v 4</b>	<b>1 v 3</b>	<b>4 v 1</b>	<b>3 v 6</b>
<b>3 v 4</b>	<b>1 v 2</b>	<b>6 v 2</b>		<b>5 v 6</b>	<b>5 v 1</b>	<b>4 v 3</b>		<b>2 v 1</b>	<b>2 v 6</b>	<b>6 v 5</b>	<b>1 v 5</b>

## Rounds - Home teams to place their team order / names down first

Played every Wednesday evening from 6pm NSW as follows for the regular rounds: **14<sup>th</sup> February to 1<sup>st</sup> May**. 6 teams entered this season and every team will play each other twice for this season over 10 rounds – with two bye weeks during the season.

## Finals

Finals on one single day and confirmed as **Sunday 19<sup>th</sup> May**. The **top 4 teams**, after a 10 round regular season has been completed, will enter the finals stage. Teams finishing 5<sup>th</sup> and 6<sup>th</sup> will be eliminated and not play on Finals Day. In the semi finals, it will be 1<sup>st</sup> placed team playing 4<sup>th</sup> placed team and 2<sup>nd</sup> placed team will play against 3<sup>rd</sup> placed team.

Final rankings for the final 4 are based on Finals Day results deciding Finalists (1<sup>st</sup> and 2<sup>nd</sup>) and Semi Finalists (Equal 3<sup>rd</sup>).