

# Des Turner Teams Event – Starts 8<sup>th</sup> February 2023

## 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.

This is a handicapped event. 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. Maximum handicap start is restricted to 60. For Doubles, both player's handicaps will be added together and then divided in half for the doubles matches. 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 events that the club runs. Normally, for each season, some handicaps are reassessed based on performance of singles matches in both Seasons of 2022 and there is the Champions penalty of -5. However, there has been adjustments made to the handicap list in December 2022 taken into consideration. Handicaps marked \* are provisional and to be reviewed.

## 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: **8<sup>th</sup> February to 12<sup>th</sup> April**. 8 teams entered this season and every team will play each other twice for this season over 10 weeks – so that's 7 main competition weekly rounds and 2 or 3 bye weeks. Finals played on one single day: **Sunday 30<sup>th</sup> April**.

## Entry Fee and Payments

Each team member will pay \$70 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 50% rate of \$35 per player.

Players have the option of paying the \$70 up front on opening match evening OR pay multiple amounts adding up to \$70. Minimum amount to be paid on any single evening is \$10 but any amount above \$10 can be paid up to the balance owed. Again, juniors are 50%.

## Reserve(s)

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, Peter Watt, Rod Smith, Tony Rea, Peter Campbell, Ray Gocke)

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. In the event that a match is not completed then incomplete and unplayed frames will be forfeited by the team at fault.

## Prize Money

All 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 6th ranked team. Final rankings for the final 6 are based on Finals Day results deciding Finalists (1<sup>st</sup> and 2<sup>nd</sup>), Semi Finalists (Equal 3<sup>rd</sup>), and Qualifying Finalists (Equal 5<sup>th</sup>).

Approximate Prize Money *per Team (per individual in brackets)*:

- Winners: \$375 (\$125 per player)
- Runners Up: \$300 (\$100 per player)
- Semi Finalists: \$225 (\$75 per player)
- Qualifying Finalists: \$105 (\$35 per player)

## Highest Break

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

1. \$25 will be paid to the highest break outright.
2. \$25 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).

## 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 2023

1	<b>Unjagables</b>	Jack Malone <b>13</b>	Brian Green <b>7</b>	Mark Johnson <b>7</b>
2	<b>MVPs</b>	Cooper Thomson <b>18</b>	Chris De Azevedo <b>18</b>	Grant Schirmer <b>-15</b>
3	<b>Misfits</b>	Terry Malone <b>35</b>	Nev Robinson <b>40</b>	Paul Brandon <b>15</b>
4	<b>Hard Workers</b>	Adam Brown <b>35</b>	George Johnson <b>46</b>	Des Turner OAM <b>30</b>
5	<b>The Three Amigos</b>	Jessica Woods <b>-20</b>	Paul Norris <b>-45</b>	Te'a Smith <b>35</b>
6	<b>3-Gen</b>	Ric Grunsell <b>45</b>	Peter Grunsell <b>25*</b>	Adam Grunsell <b>60</b>
7	<b>Scotch Fingers</b>	Jimmy Thomson <b>-10</b>	Graham Wilson <b>10</b>	Luke Bofinger <b>48</b>
8	<b>Cue Pals</b>	Luke Poile <b>25</b>	Raymond Green <b>50*</b>	Odern Boyer <b>50</b>

\*Handicaps are provisionally set and will be reviewed on or before Round 4.

Team Numbers above are to be used for the main draw below. **FINALS DAY SUNDAY 30<sup>th</sup> APRIL**

The draw and results can be found here: <https://challonge.com/DTT2023S1>

Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Round 8	Round 9	Round 10
8 <sup>th</sup> Feb	15 <sup>th</sup> Feb	22 <sup>nd</sup> Feb	1 <sup>st</sup> Mar	8 <sup>th</sup> Mar	15 <sup>th</sup> Mar	22 <sup>nd</sup> Mar	29 <sup>th</sup> Mar	8 <sup>th</sup> April	15 <sup>th</sup> April
<b>8 v 1</b>	<b>4 v 5</b>	<b>6 v 4</b>	<b>4 v 7</b>	<b>2 v 3</b>	<b>6 v 8</b>	<b>6 v 7</b>	<b>1 v 6</b>	<b>5 v 3</b>	<b>7 v 1</b>
<b>2 v 7</b>	<b>7 v 3</b>	<b>5 v 8</b>	<b>8 v 2</b>	<b>7 v 5</b>	<b>4 v 2</b>	<b>8 v 3</b>	<b>7 v 8</b>	<b>8 v 4</b>	<b>6 v 2</b>
<b>3 v 6</b>	<b>1 v 2</b>	<b>3 v 1</b>	<b>5 v 6</b>	<b>1 v 4</b>	<b>5 v 1</b>	<b>2 v 5</b>	<b>3 v 4</b>		
Byes 4 & 5	Byes 6 & 8	Byes 2 & 7	Byes 1 & 3	Byes 6 & 8	Byes 3 & 7	Byes 1 & 4	Byes 2 & 5	Byes 1, 2, 6 & 7	Byes 3, 4, 5 & 8

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## Finals

Finals on one single day and confirmed as **Sunday 30<sup>th</sup> April**. The **top 6 teams**, after a 10 round regular season has been completed, will enter the finals stage. Teams finishing 7<sup>th</sup> and 8<sup>th</sup> will be eliminated and not play on Finals Day. 1<sup>st</sup> and 2<sup>nd</sup> placed teams straight into semi-finals. Teams 3<sup>rd</sup> to 6<sup>th</sup> will play off. 1<sup>st</sup> will play winner of 4<sup>th</sup> vs 5<sup>th</sup> and the other semi-final will be between 3<sup>rd</sup> & 6<sup>th</sup>.

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