

CONSTITUTION OF THE

LOWER MAINLAND

SENIORS SNOOKER LEAGUE

(L.M.S.S.L.)

VERSION 1 ADOPTED SEPT 6TH, 2005

VERSION 2 AMENDED JUNE 7TH, 2006

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Adopted on September 6th, 2005.

Amended on June 7th, 2006.

Amended on June 18, 2008. Amendments printed in Bold Italics.

BYLAWS

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

Article 2. AFFILIATIONS: We have an informal agreement with BC Cue Sports Society to post LMS Snooker League news and scores on their web site. <bccuesports.com>

Article 3. PREAMBLE: The goal of the LMSSL is to administer a snooker league to consist of no less than six teams in each 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. TEAM MEMBERSHIP REQUIREMENTS: Except for the following conditions the autonomy of the team is recognized by the league.

Section 5.01 *To abide by this constitution, its amendments and its Code of Conduct.*

Section 5.02 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 the Seniors' centre they represent.

Section 5.03 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 5.04 To accommodate the schedule and to provide a room where smoking and alcoholic beverages are prohibited.

Section 5.05 To provide a place of play to be no farther away than one hour traveling time from any other team *and which has a minimum of three 5' x 10' snooker tables.*

Section 5.06 *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 5.07 *To agree that acceptance to register a team in the league will be decided by the EXECUTIVE COMMITTEE.*

Section 5.08 *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 by the league.*

Section 5.09 To agree that a boycott is an unacceptable form of protest, be it not fielding a team or not attending meetings.

Section 5.10 *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 5.11 *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.*

Article 6. GOVERNING SYSTEM

Section 6.01 THE DELEGATES

Sub-section (a) To consist of two delegates from each member team, usually the team captain and co-captain, but not necessarily so.

Sub-section (b) Will present, debate and vote on motions at general meetings.

Sub-section (c) Will act as liaison between individual teams and the league executive.

Section 6.02 THE EXECUTIVE COMMITTEE: To consist of the President, 1st Vice-President A league, 2nd Vice-President B league, the Secretary-Treasurer, the Scorekeeper 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.

Sub-section (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 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.
- (iv) Will prepare and distribute a list of players eligible to participate in the play-offs.**
- (v) Will prepare or delegate the preparation and distribution of league schedules.
- (vi) Will prepare the trophies, set the program for and coordinate the annual banquet.

Sub-section (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 Vice-President A league or the Vice-President B league will act as chairperson.
- (ii) As part of the Executive, 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.
- (iv) Will act as league spokesperson re: other snooker leagues, media, etc.
- (v) Will act as interpreter/adjudicator re: constitutional issues.
- (vi) Will prepare the Agenda for all general meetings and Executive Committee Meetings.

- (vii) Will receive all team and player registrations and keep a record thereof.
- (viii) *Will assist the Referee-in-Chief if required to deal with Appeals and/or Disputes re: Code of Conduct issues..*
- (ix) *Will be responsible for monitoring the making up of postponed matches for the league.*
- (x) *Will co-ordinate dates and venues with respect to play-offs for both leagues.*
- (xi) Will be an ex officio member of all league committees and sub-committees.

Sub-section (c) DUTIES of the 1st VICE-PRESIDENT A league

- (i) Will fulfill the duties of the President in his/her absence, and substitute for the secretary-treasurer or act as chairperson of meetings if required.
- (ii) *Will co-ordinate all details 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.*

Sub-section (d) DUTIES of the 2nd VICE-PRESIDENT B league

- (i) Will fulfill the duties of the president or 1st Vice-President in his/her absence, and substitute for the Secretary-Treasurer or act as chairperson if required.
- (ii) *Will co-ordinate all details 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.*

Sub-section (e) DUTIES of the SECRETARY-TREASURER

- (i) Will record the minutes of meetings.
- (ii) Will coordinate the accounting, disbursement and fund-raising of all league monies.
- (iii) Will substitute for either Vice-President in his/her absence if required.
- (iv) *Will attend Executive Meetings and vote on all motions/decisions that affect league policy.*
- (v) *Will (on behalf of the Executive) co-ordinate all activities associated with the Annual Awards Banquet such as the choice of venue and caterer and the advance sale of tickets, etc.*

Sub-section (f) DUTIES of the SCOREKEEPER

- (i) Will record all the scores as received from the home team captains.
- (ii) Will calculate the standings and post them on appropriate web-site.
- (iii) Will substitute for the Secretary-Treasurer in his/her absence if required.
- (iv) *Will attend Executive Meetings and vote on all motions/decisions that affect league policy.*
- (v) *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.*

Sub-section (g) 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 as necessary.

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

- (i)** *Will be the first official league contact to deal with "protests" or issues concerning rules of play and or issues dealing with our Code of Conduct.*
- (ii)** *Adjudicate any disputes involving rules and/or rule interpretations and communicate results with the Scorekeeper*
- (iii)** *Organize/co-ordinate clinics with the team "referee/observer/volunteers" to improve the knowledge of the rules of snooker in the league.*
- (iv)** *Co-ordinate the assignment of all referees/observers for all play-off and post-season play.*

Section 6.03 MEETINGS

Sub-section (a) The Executive Committee will call an AGM in June of every year.

Sub-section (b) The Executive Committee may call a Special Pre-Season AGM.

Sub-section (c) The President may call an Executive Meeting re: registrations, etc.

Sub-section (d) The Executive Committee will hold meetings to deal with disputes and preparation for play-offs, tournaments and the Annual Banquet.

Sub-section (e) The quorum for General Meetings will be fifty per cent.

Sub-section (f) 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.

Sub-section (g) The quorum for Executive Meetings will be three officers either present or by written proxy. Furthermore, if a member of the Executive cannot be literally present at a meeting, voting and/or discussion via electronic means is acceptable.

Sub-section (h) It will be deemed acceptable for the Executive Committee to hold an entire meeting via electronic means if all officers agree to it.

Sub-section (i) 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 6.04 REFERENCE AUTHORITY

Sub-section (a) 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 these bylaws and/or the prescribed rules of Snooker described below.

Section 6.05 FINANCIAL AFFAIRS

Sub-section (a) Banking: The President or his designate will set up a joint (either/or) bank account with chequing privileges for either the President or the Secretary-Treasurer. However the Secretary-Treasurer will be responsible for the official book-keeping and required reports.

Sub-section (b) The Executive Committee will appoint an informal auditor to review the financial Annual Report prior to its release.

Section 6.06 AMENDMENTS

Sub-section (a) Temporary amendments to the Bylaws may be made at any General Meeting. (One copy of the amendment is to be given to each team asap.

Sub-section (b) Temporary amendments to Procedures may be made by the Executive Committee and/or General Meetings without prior notice.

Sub-section (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.

Sub-section (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 7. RULES OF PLAY

Section 7.01 REFERENCE AUTHORITY:

Sub-section (a) The current rules of snooker as published by the "International Billiards and Snooker Federation" will prevail with changes as in the Section 7.02 below.

Sub-section (b) The PowerPoint videos hosted by John Horsfall will also serve as primary guidelines and interpretation of league practices.

Sub-section (c) The Referee-in-Chief and/or his standing committee and the Executive will make final decisions re: rules of play during the season.

Section 7.02 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.

Sub-section (a) "Table size to be 5' x 10'."

Sub-section (b) 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."

Sub-section (c) It is recommended that all centres provide "crystallate" balls.

Sub-section (d) Communication (conferring) of any kind between partners shall cease when the striker literally strikes the cueball 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 (one time only).

Sub-section (e) The Foul and Miss rule will be simplified and "misses" will 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) When there is no possible route to the object ball, if the cueball is struck with sufficient effort to reach the object ball then the "Foul and Miss" rule will not apply.

Sub-section (f) Clarification/interpretation of simplified foul and miss rule:

- (i) 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. In the Video Demonstrations with John Horsfall, he stressed the importance of the rule in scenario #1 stated above which has broad implications and which is interpreted strictly by referees. For example if a player pots a red then has no obviously pottable colour but has a clear path to strike part of a ball that could be on, he should nominate that ball. **If he does not**; that choice would then cause an automatic FOUL AND MISS (if he fails to strike his chosen ball) because he had a clear path to a part of a ball that "could have been on" even if that ball was not a "full ball or open ball" according to our league definition. He must **nominate and attempt** the easier most direct hit AND if he fails to strike it, it will not be deemed to be a "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 nominate another ball.) 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. **Our rules apply at all times.** The replacing of balls will be done according to the original rule. It is our intention to avoid too much subjective judgement regarding "ability or skill".

Sub-section (g) For B league only; when balls are accidentally moved or touched, **only Cue Fouls will be called** (a ball touched by any part of the cue, not just "cue-tip"). Balls moved accidentally by the "rest" or hand, arm or clothing, etc, may be replaced as close to their original locations as possible **or** left in the new locations **at the option of the opposing pair.** After the opposing pair have indicated their choice then the striker may complete his first shot or resume his break. *Common sense and fairness should be used for the application of this rule.*

Section 7.03 PLAYER ELIGIBILITY

Sub-section (a) THE PLAYER:

- (i) Must be at least 55 years old by December 31st of that season
- (ii) ***Must be registered by the final players' registration date: October 31st and must commit to becoming an official member of the centre their team represents before December 31st of that season. (When he/she becomes 55 years old.)***
- (iii) Players may be registered and play for only one team either as regulars or spares except for part (v) 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. 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.***
- (v) During the regular league season a team may use spares as long as they are players drawn from their own club/centre. These spares then become "registered as spares" and may act as spares for only one team. "A" league teams may use "B" league players as spares; however "B" league teams may not use "A" league players as spares.
In the foregoing situations no individual may play more than four times 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 20 points or their actual score for the day; whichever is greater.
- (vi) During the play-offs only; under unusual or emergency circumstances teams may make a request to the Executive Committee to "temporarily" register a player to cover the emergency. See **PROCEDURES #2 ii.**

- (vii) Under no circumstances should teams request replacement players at any time of the season if they are short of players due to "work commitments."
- (viii) Only registered players who have played at least 16 frames in the current league season will be allowed to play in the end-of-season play-off matches or individual tournaments.
- (ix) If a Seniors Centre has two teams playing in the same group (league) they will not be allowed to use each other's registered players as spares at any time.

Article 8. REGULAR SEASON PLAY

Section 8.01 A day's play (match) to consist of two opposing teams of at least three, four or more partnerships who will play a round robin format for a total of sixteen frames (32 points).

Section 8.02 *Once the roster has been set for the day free substitutions will not be allowed to replace a player between frames....except in the case referred to in section 7.04 below whereby at least one frame must be forfeited in order to substitute for a player who is ill, etc...*

Section 8.03 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 8.04 *In the event of a player being unable to continue play due to illness, emergency, appointment, etc, substitutions are permitted provided that the substituting player is eligible and immediately ready to play under the following rules. The sub may not finish that frame but may sub in to play subsequent frames. If a player cannot finish a frame, that frame is awarded to the other team but the continuing player may continue play with an eligible partner under the "seven or six" player rule by forfeiting half the remaining games and playing against an opponent of his choice. 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 or five left two must be forfeited, and so forth. The bottom line is that for any substitution to occur under the emergency/illness rule at least one frame must be forfeited.*

Section 8.05 *League matches should start at 9:30 am and no later than 10 am, as tables become available for normal rotation. This is to assist Seniors Centres to finish the overall match in reasonable time. When only one or two players are late for unknown reasons; the matches should begin shortly after nine-thirty with a revision of the scoresheet if necessary so that the "late players" may play as partners for the remainder of their frames left to play after their arrival. The starting line-up should not be altered later when the "late players" arrive..... Late arrivals to be recorded at bottom of scoresheet..... name of player and arrival time.... An alternative to the above would be to start the match as if one team is playing with only seven players and forfeiting one of the first two frames and then playing with a full team when the late players arrive.*

Sub-section (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 20 points and the team that fails to show up shall receive zero points

Sub-section (b) *Postponed Match - In case of a failure to field a team due to circumstances beyond the control of the club, or statutory holidays, the issue must be immediately referred to the Executive and the President or his designate will assist in the selection of a new date that is practical for both teams since it is difficult for Captains to agree on a "date". All league matches must be played within four weeks of the post-poned match.*

Section 8.06 ***Dealing with a serious match delay due to an unusual and unforeseen circumstance such as a major power failure:*** *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 according to the results of the completed frames; 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 8.07 A team which shows up for a match with fewer than six players will forfeit the match and will receive zero points. If the other team has six or more players ready to play, it will be awarded 20 points.

Section 8.08 ***Starting a match with fewer than eight players during league play only, not the play-offs.***

Sub-section (a) Seven Players - 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 for a total of four points. The seven player team will have the option of which two frames they play in.

Sub-section (b) Six Players - The teams will consist of three and four partnerships respectively, playing a round robin format for a total of twelve frames (24 Points). The balance of eight points will be awarded to the four partnership team. If both teams are short of players both teams forfeit points.

Section 8.09 ***Playing rosters may consist of more than eight players provided that no player may play in more than four frames and may not under any circumstances play twice against any individual or pair unless he/she is filling in for a fifth frame under Section 7.06.***

Captains who wish to play 5 pairs or more on any given day must use the new scoresheet with "slot E" 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 8.09 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 both teams will lose the frame involved because both Captains are responsible for preparing a correct scoresheet.

Section 8.10 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 8.11 Refereeing:

Sub-section (a) The four players involved in each frame will do their own refereeing with no unsolicited input from the spectators or the score marker. ***(Special Note: 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 then it is expected that the "referee" will defer to the striker.

Sub-section (b) ***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.***

Sub-section (c) ***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***

Sub-section (d) ***There will be zero tolerance for any form of unacceptable sportsmanship or bullying such as "sharking", harassing, or intimidating. Please report these to the Referee-In-Chief.***

Section 8.12 The home club has the option of playing a third or fourth table for the first eight frames. (Longer if mutually agreed upon.).

Section 8.13 The home team breaks and declares its order first.

Section 8.14 Points awarded per frame

Sub-section (a) Winner- Two (2) Points

Sub-section (b) Tie Frame- One (1) Point

Sub-section (c) Loser- Zero (0) Points

Section 8.15 League standings at the end of the season will be based on this point system. For the purposes of the play-off format described below where teams are placed in groups of four, all ties will be broken using the following guidelines: 1st) frames won in league play 2nd) frames won against each other 3rd) by lottery.

Article 9. PLAY-OFFS

Section 9.01 All play-off rounds will begin the first week after a season ends and all play-off matches will be scheduled for the same day of the week that was used during the regular season.

Section 9.02 All general rules and regular season procedures will apply unless in conflict with the bylaws of this specific ARTICLE.

Section 9.03 At start of play for any match, teams must list at least six eligible players or forfeit the entire play-off match.

Section 9.04 Starting a match with fewer than eight players in the play-offs will be allowed but the team must forfeit four frames. (One frame awarded to each of the opposing **four pairs in each of the four rounds**) The Captain of the forfeiting team may then arrange his playing roster as he sees fit.

Section 9.05 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. Once play commences a player's eligibility cannot be challenged.

Section 9.06 During the play-offs only; under unusual or emergency circumstances teams may make a request to the Executive Committee to "temporarily" register a player to cover the emergency if they are in a situation where they would have to either forfeit frames or the entire match. (Permission from the Executive Committee is required each time a spare is needed.)

Section 9.07 *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.*

Section 9.08 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 - 4 or 9 - 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 9.09 Home venue for the first match of all play-off rounds will be at the option of the team that had the highest standing in the regular season.

Section 9.10 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 9.11 Tie-breaking: In the event of a tie after the sections above, a three-frame play-off will be played between the first three partnerships listed on the scoresheet. Each game will begin with a coin toss to determine break and order and these frames may not end in a tie.

Section 9.12 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.

Sub-section (a) Note: Play-off groupings may vary depending on the number of teams registered in each league. The Executive Committee will determine the exact formats after considering the recommendations of the respective Vice-Presidents.

Sub-section (b) *Pursuant to sub-section (a) above in Section 8.14 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 play-off format may be modified by using a round-robin elimination round followed by the standard 1 vs. 4, and 2 vs. 3 knockout format. A model of such a play-off for a nine team league is printed in the appendix at the end of this constitution.*

The final sessions for the A trophy in both leagues will be refereed. ***The referees will be appointed by the Referee-in-Chief.***

PROCEDURES

- 1) Amendments to **PROCEDURES** may be made by the Executive Committee according to By-law Article 5 Section 6.
- 2) ***Registration of all teams and players to be done with the Executive Committee no later than August 15th of every year.***
 - i) Additional players may be registered up to and including October 31st.
 - ii) Registration 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.
- 3) LEAGUE INFORMATION: E-MAIL LISTS: a general list of e-mail addresses of players in the league will be maintained by the EXECUTIVE and the EXECUTIVE will circulate official league information to players who request to be on this list
- 4) **TEAM CAPTAINS:**
 - i) Are responsible for recording scores at each league match ***and faxing a copy of the final signed scoresheet to the League Scorekeeper and another to the League President***
 - ii) ***Captains must record any form of "protest" directly on the front margins/bottoms of the scoresheet before it is faxed in. If there are extenuating and/or exceptional circumstances a later "protest" may be considered by the Executive or Referee-in-Chief provided that it is received within 24 hours***
 - iii) ***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 are involved.***
 - iv) Must list a minimum of SIX players on the score sheet before the match is scheduled to begin. The match must then be played out as partners are listed unless there are extenuating circumstances and there has been an agreement by both team captains.
 - v) Are to provide the "Away Captain" with a copy of the score sheet at the end of each league match.

APPENDIX

1) GLOSSARY

The League: Minimum of six or more teams in either A league or B league.

Day Roster: Eight or more eligible registered players or spares from a qualifying senior's group to participate in a match.

Board Of Delegates: Two representatives from each club chosen at the discretion of each team.

The Executive Committee: President, 1st Vice-president A league, 2nd Vice-president B league, Secretary-Treasurer, League Scorekeeper and Past President.

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

A Match: A day's play between two clubs *consisting of 16 frames*.

2) DEADLINE DATES

Registrations:

- Teams and players: August 15th.
- Late player registrations: October 31st.

League Opening: approximately September 12th to 20th.

League Ending: February 28th.

Play-Offs: Team trophies: March 1st to March 31st.

- Individual and pairs tournaments: April 1st to April 30th.

Banquet: May 31st.

3) LMSSL POST-SEASON TOURNAMENTS

(For registered league players who qualify to participate in play-offs.)

General Info:

Individuals may compete in one event only. League rules will apply.

There will be two age groups: **"55 and over (open)"** and **"70 and over"**, singles and doubles. For doubles; partners must both be from same age group.

Each registered league team will be **guaranteed a spot** for at least one person or one doubles team in **each event but also may tentatively enter "extras" provided that they are not entered in any other event**. Since some teams do not enter players in some events then the extras will be used to fill out the draws on a shared lottery basis and these extras will be contacted by phone by tournament officials only if needed.

Tournament format will consist of two stages: 1st; a round-robin stage and 2nd a single knockout play-off format for either **three** or **four** survivors of the round-robin stage. See table below. All squares will be filled by lottery. Under the column **"Play-off Type"** the reference to **Page**

means that this follows the type of play-off used in Curling where the first place contestant gets a bye directly into the FINALS and the 2nd and 3rd place contestants play a single frame semi-final to determine which one advances to the FINALS and which is eliminated from the tournament.

SUGGESTED GUIDELINES FOR POST-SEASON TOURNAMENTS

# Of Players	# per square	# survivors advancing	Play-off type	Best of 3 finals	Best of 5 finals
2	=	=	Finals	70+ yes or 5	Yes (55 +)
3	3, 2 frms each	2	Finals	Yes	
4	4, single frms	3	Page	Yes	
5	5, single frms	3	Page	Yes	
6	3 + 3, 2 frms each	2 + 2	Cross-over Semi then finals	Yes see options	
7	<u>55 open</u> 7 rnd-rbn 1st to finals 2nd and 3rd >semi <u>70 and over</u> 4 (single frms) + 3, (2 frms each)	2 + 2	Cross- Semi then finals	Yes see options	
8	4 + 4	2 + 2	Cross-over Semi then finals	Yes see options	
9	5 + 4, single frms	2 + 2	Cross-over Semi then finals	Yes see options	
10	5 + 5	2 + 2	Cross-over Semi then finals	Yes see options	

Round-robin ties will be played off with a fair system of a modified tie-breaker game made up of a single red ball placed on the head rail halfway between the black spot and either corner pocket. See below.

TIES AFTER ROUND-ROBIN

1st TIES AMONG PLAYERS WHO ARE ADVANCING: the first tiebreaker placement criterion will be to consider the records of the two players involved against each other. If they tied their round-robin frame then placement will be done by coin toss or some form of lottery.

2nd: TIES AMONG PLAYERS WHO MAY GET A BYE INTO THE FINALS due to the page system play-off will use the system below under the applicable scenario.

3rd TIES AMONG PLAYERS THAT WILL RESULT IN ELIMINATION:

a) In a two-way tie the two players will play **one frame** consisting of a "single-frozen-red-ball on head rail' **mid-way between black ball and either corner pocket**" to break the tie.

b) In the case of a three-way tie **for one spot**, each player will flip a coin with the **odd-man out** being the **winner** who **gets a bye** while the **two coin-toss losers** play a "single-frozen-red-ball on head rail" frame and the winner of this frame plays the **winner** who got the **bye** due to the **coin-toss**; then the winner of this frame **advances** and the two frame losers are eliminated.

c) In the case of a three-way tie **for two spots**, each player will flip a coin with the **odd-man out** being the **loser** who **gets a bye** while the two winners play a "single-frozen-red-ball on head rail" and the winner of this game **advances** and the loser then plays the person who lost the coin toss for the last **advancing spot**.

d) In the case of a **four-way tie** the group will be split into two pairs by coin toss and these pairs will play off via a "single-frozen-red-ball on head rail" game. If two winners are required then the two winners **advance**. If only one winner is required then these two winners would play another "single-frozen-red-ball on head rail" frame with the winner **advancing** and the loser is **eliminated**.

e) In the case of a **five-way tie** the **tournament director(s) will have to be creative and fair**. In order to avoid continuing ties, the procedure should be to use a **coin-toss** to determine a **winner (temporary)**. Then the remaining four teams are paired off by lottery and play a "single-frozen-red-ball on head rail" frame. Both **losers are eliminated**. This leaves three players still alive: then the procedures listed in b) and c) above may be used.

All frames will be refereed for both A and B league tournaments as long as there are able volunteers.

The number of entries will be capped annually for both leagues. **Under 10 teams there will be a maximum of ten entries. Over 10 teams the number of entries will be one entry per team.** All regular semi-finals will be a cross-over when the advancing competitors go into the semi-finals which will be a single knock-out single frame but the finals will generally be best of three frames but with the following options providing that there were at least 3 persons or 3 pairs competing in that division; in the A league in the 55 and over (open) division all finals will be "best of three", in the B league in the 55 and over (open) if both finalists agree then the finals may be a "single frame" and **in the 70 and over in both leagues if either finalist wishes then the finals will consist of a "single frame"**.

3) **PLAY-OFF FORMAT FOR 9-TEAM "B" LEAGUE** The main point is to lengthen the season for most teams

a). First, the **top five** teams play a round-robin for the A trophy with the following extended format.... A) that the last place team after the round-robin be **eliminated** and then the remaining four teams based on the results of the round-robin; will play our traditional home and home elimination format, 1st place vs 4th, and 2nd vs 3rd; with the winners then meeting in a two-match final. The finals will be refereed by league volunteers.

b). The teams that finish in 6th to 9th place will play a similar round-robin which will take four weeks and the last place team after the round-robin will be **eliminated**.

c). Then this series will continue like a "Page Play-off" system used in curling which gives the 1st place team a bye directly into the finals (home and home). Then the 2nd and 3rd place teams will play a home and home series with the winner advancing to the finals....

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

Post-season ANNUAL GENERAL MEETING

1. Roll Call and/or registration.
2. Call to Order.
3. Previous Minutes.
4. Current Business.
5. Temporary Constitutional Amendments. (As per Section 5.06 sub-section (a) No prior notice given.)
6. Final Approval of Constitutional Amendments. (Prior notice given.)
7. Comments from the Gallery.
8. Executive Elections.
9. Turnover of Chair to Incoming President.
10. New Business
11. Comments from the Gallery.
12. Adjournment.