



**DIAMOND
LEAGUE**
powered by
FargoRate

Comprehensive Rule Document DLS19

CELEBRATING 10 YEARS

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OUR GOAL

To offer a more comprehensive and enjoyable pool league for all levels of play in Australia under a BCA Pool League Charter.



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RULE ZERO

0.1 Rule Zero

While we have tried to cover and pin down as many rules as possible, mistakes and loopholes are inevitable. As such, just as important as following the letter of these rules is following the spirit in which they were cast. This is:

- Respect your opponents and play with good sportsmanship and fairness.
- Players agree to be respectful of, and abide by, the decisions of the league officials at all times. League officials will be empowered to deal with any infractions during the course of the league.
- Players must use their best judgement and discretion when discussing the league in public forums and social media. Comments should be constructive, not personal, defamatory or negative. Penalties will apply to players breaching this code of conduct.
- Play to your potential and strive to keep improving.
- Enjoy your pool!

We will do our best to update these rules as needed.

SEASON BASICS

1.1 The Season

- The Diamond League plays under BCAPL Rules and is played weekly over a 16-week season with a four week break mid-year. Teams play other teams within their region.
- The BCA Pool League is a league-sanctioning organization established in 1978 by the Billiard Congress of America (BCA) as a means to unify independent leagues around the world. In 2004, the BCA decided to sell the league to CueSports International. Today, the BCA Pool League is the oldest and largest league-sanctioning organization in the world. It is one of only

two leagues in the world powered by FargoRate - the only worldwide universal rating system for pool players.

- Diamond League has various regions:
 - **Lidcombe Region** [Monday, Tuesday & Wednesday]
 - **Hunter Region** [Tuesday & Thursday]
- At the end of the regular league season all teams across all regions will be ordered on the Grand Ladder. This will determine which finals bracket each team will play in. See 8.2 Payouts and 8.3 Finals for additional information.

1.2 Costs

- League Fees are \$25 per player per weekly match.
- BCAPL Fee of \$30 per League Sanction Year.
- Sublimated Diamond League Jerseys are available for \$85.
- There are NO refunds on Weekly League Fees, Jersey purchases or BCA Sanction Fees.

1.3 Finals Series – based on a 40 team cap

- At the end of the league season 24 teams will be invited to take part in the finals. Teams will be separated into groups of eight, determined by their final position on the Grand Ladder.
- Based on a 40 team season 60% of the field will share in a prize fund of almost \$30,000.
- Each group of eight teams will compete in their own finals series, played over one day at Tenpin City.
- All finals will be double elimination, including the final, with prize funds allocated to each group.
- Each team will be required to pay a one off payment of \$75 for finals green fees.
- Each team member must be wearing a league jersey.

1.4 Playing to Win

- The focus of the Diamond League, from individual games to overall matches, is on winning games of pool. By rewarding only the winning of a game (no points are scored for losing), the full complex scope of gameplay is embraced, rather than being simplified to the number of balls potted which in many cases not only lacks relevance but commonly obscures the best plan to winning a game and limits the growth of strategic thinking and play.
- Every facet of the League is designed to encourage players to play at their best, without fear of being penalized. It is the primary goal of the organisers to provide a competitive environment that is highly supportive of player improvement. Such an environment provides the players with greater enjoyment and satisfaction.

LEAGUE PLAYER RATINGS

2.1 Official Player Ratings

- Diamond League will now use the FargoRate System. To learn more about FargoRate please visit fargorate.com
- FargoRate computes pocket-billiard player ratings called Fargo Ratings that rate amateur and professional players worldwide. Coupling game win/loss data across local leagues, regions, countries, and continents ensures players everywhere are rated on the same scale.
- Robustness is a measure of the reliability of a player's Fargo Rating. For now, it is simply the number of games a player has played that contribute to his or her rating. A robustness of 200 is a minimum standard for us to consider a rating 'established'. In general, a rating is more reliable not only by being based on more games but also by more of those games being recent and by more of those games being against opponents with established ratings. Robustness will likely incorporate these latter two factors in the future, and that is

why we don't simply call it number of games. Players with a robustness under 200, i.e., those with an unestablished rating, have an official rating that may be influenced by a starter rating. [see What is a starter rating?]

2.2 Starter and preliminary Fargo Ratings

- In Diamond League a starter rating of 525 will be assigned to a player who is a completely unknown player and who has not been officially graded.
- A starter rating—aka a starter estimate—is part of an optional approach to incorporate local knowledge/prior knowledge in assigning a useful preliminary rating for players who don't yet have a Fargo Rating. It is not part of the FargoRate system.

The FargoRate system computes a performance rating based on data. When that performance rating is based on 200 or more games, it is called a Fargo Rating. Because a performance rating based on only a few games is unreliable as a measure of skill, it can be supplemented with prior knowledge to generate a sensible guess of skill for players without a Fargo Rating.

The preliminary rating the player sees is a weighted blend of the performance rating (with influence determined by the number of games it is based upon) and the starter rating (with influence based on the remaining games to 200).

For instance, a player with performance rating of 580 based upon 50 games and a starter rating of 540 will see a preliminary rating of 550.

Once a player has 200 games the starter rating is ignored.

TEAM INFORMATION

3.1 Forming a Legal Team

- A legal team consists of three core players.
- You are required to provide accurate information concerning your participation in the event to officials. You may be required to produce photo identification upon request from league officials, so ensure you have it with you.

3.2 Player Roles on a Legal Team

- There are three main roles on a legal team: core players, reserve players and fill-in players.
- Core players are the three players expected to play the most matches in a new team or are the three players that did play the most matches in an existing team.
- Reserve players are additional players in a team who are eligible to play in the finals series (as long as they have played enough games to qualify). The definition of a reserve player for an existing team is any player who played fewer matches than the three core players for that team.
- A fill-in player is a player needed on the night to replace a missing core and/or reserve player so as to field a legal team.
- A fill-in player is an **UNKNOWN** player or current player from an existing or former team. They are required to play on a Starter Rating of 525 if the player does not have a current FargoRate.
- During the regular league season, a fill-in must have a Fargo Rating that will maintain the overall team Cap of 1775 – this cannot be exceeded.
- During the finals series, fill-in players are not permitted to play – unless under exceptional circumstances. See Rule 3.9

3.3 Substitution or Fill In Players

- Anytime a substitution or fill in player is used in a team - it is now a minimum

requirement that the substitute player will pay \$15 towards the league weekly fees, the rest of the team utilising the sub will be required to pay the remaining \$10.- NO EXCEPTIONS.

3.4 The Team Point Total

- The team points total is the sum of the three player's team Fargo Ratings.
- The team point total is used to limit the number of higher-graded players a team may play.

3.5 Maximum Team Point Total

- The maximum team point total allowed for a new team starting the season is **1775** Fargo Rate Team Cap.

3.6 Player Options for the Finals.

- A team may only use core and/or reserve players who have played a minimum of 6 matches during the season. New registered players are required to play a minimum of 8 matches to qualify.
- For the purposes of calculating matches played, forfeits and byes are at the discretion of the League Operators towards this minimum match total.
- Teams are **NOT** allowed to use fill-in players during the finals; unless:

Teams may inform Diamond League officials two weeks prior to the Finals that their team will not be able to field a legal team. The official can then organise a fill-in player of equal FargoRate or lower to the missing player's FargoRate for that team. This fill-in player must have played a minimum of 8 weeks in the current Diamond League season.

If a team loses a player after this two-week limit, then a fill-in player may be used but will be of FargoRate of 499 and below, nominated by Diamond League officials. The MARQUEE position cannot be replaced, the other players in the team will

be required to play in this position with the next highest FargoRate player assuming this spot.

If a reserve player has not played enough matches during the regular season to qualify, but has played at least 6 matches, then they may be allowed to play. However, they will be penalized by 100 being added to their current Fargo Rate.

Additionally, any player's FargoRate may be further adjusted at any time during the Finals at the discretion of the League Operators if there is reasonable cause to correct a Rating mistake.

Reserve players that have played 5 or fewer matches cannot qualify for the Finals under ANY circumstances.

If a team requires the services of a player for the Finals, the captain MUST follow these guidelines:

a) use any registered reserve on the current team before proceeding to point b;

b) if no reserve is available, they may recruit a player from within their region and NOT currently involved in the Finals. The Marquee player cannot be replaced and the player is restricted to Fargo Rate 499 or BELOW for the Finals;

c) if no player is available from the region with a suitable Fargo Rating and/or finals status, they may ask their regional Player Rep to play for them as long as they are NOT involved in the finals or look outside their region for a player that meets these requirements.

d) Player representatives and organisers will be able to participate at NO PENALTY.

3.7 Playing for more than ONE team

- You can ONLY play for ONE team in the regular season and must have nominated your finals team if there is a team line-up change.

LEAGUE MATCH SCORING

4.1 Scoring and the Scalp System

- Each player has a 'scalp' based on their FargoRate; the higher the FargoRate the greater the value. The winner of a game scores their opponent's scalp towards their team's total points. The loser scores no points.
- Diamond League uses the 20-point play which allocates winning points based on the difference between players FargoRate, as shown in the following table:

ALL GAMES HAVE 20 POINTS AT PLAY

RATING DIFFERENCE	POINTS EXCHANGED
0 to 30	10 to 10
31 to 60	11 to 9
61 to 92	12 to 8
93 to 127	13 to 7
128 to 165	14 to 6
166 to 209	15 to 5
210 to 264	16 to 4
265 to 339	17 to 3
340 and up	18 to 2

4.2 Scoring in 8-Ball and 10-Ball Singles

- Both 8-Ball and 10-Ball singles games are scored the standard way as the example above.

4.3 Scoring in Scotch Doubles

- Players play in teams of two with the scalps of the two players combined. The winner receives the **average** of the combined scalps of the losing pair while the losers score nothing.

4.4 Scotch Doubles Team Talk

- Each team gets a single 30 second timeout that may be called by any player on that team when it is their turn at the table.
- While this is not on a shot clock; it is expected that teams will not go over this time. In addition, the *first team to the table after the break* is also allowed 30 seconds discussion for the game.
- The time-out discussion is between the TWO players involved in the frame, you are not allowed to seek/given advice by any other person.
- Under no circumstances are the shooting players allowed to verbally communicate whilst it is their turn at the table, unless it is within the nominated time out period.

Doing so will result in 1 warning. The 2nd infringement will result in loss of game.

4.5 Bonus Points – 8-Ball Singles and Scotch Doubles

- There are two ways of scoring bonus points in an 8-Ball and/or Scotch Doubles game:
- *Break and Run*: This is where the player legally breaks and runs their set of balls out and then legally potting the black. This is worth 4 bonus points on top of the scalp of the losing player. When scoring this in the BCAPL App, enter **BR (Break and Run)** in the field of the result for the appropriate player to award these bonus points
- *Table Run*: This is where the opponent breaks and either fouls on the break or fails to pot a ball; and the incoming player runs their set of balls out and then legally pots the black. This is worth 2 bonus points on

top of the scalp of the losing player. When scoring this in the BCAPL Application, enter **TR (Table Run)** in the field of the result for the appropriate player to award these bonus points.

4.6 Bonus Points – 10-Ball Singles

- There are two ways of scoring bonus points in a 10-Ball game:
- Break and Run (4 points): The player legally breaks, pots one or more balls and then pots all the remaining balls in numerical order on the table, then legally potting the 10-Ball to win the game.
- Table Run (4 points) This occurs from a dry or foul break when the opponent clears the table in one inning and pockets all balls legally in numerical order.

4.7 Double Points Round

- The double points final round includes a full round of 8-ball singles. All games are worth double points. **BONUS** points are **NOT** doubled

4.8 Team Time-Outs

- A Team Time-Out is approximately 30 seconds of discussion at the table, between the team-mates and the shooting player.
- The Team Time-Out can be called by either the shooting player or **ANY** team member who is **PLAYING** in the current match.
- Any player involved in the team talk may touch the table.
- The non-shooting player is NOT allowed to touch or move any balls including placing the cue ball.
- They are NOT allowed to mark the table in ANY way (example chalk etc)
- Each team gets 2 Team Time-Outs (this is in addition to the normal time-outs in Scotch Doubles) which can only be used up to and including the Scotch Doubles.
- The Team Time-Out cannot be called in any Double Points game.

- Once a timeout has been called, it cannot be taken back. It is recorded.

4.9 Lagging for Break

- A lag is used to determine which player breaks for a particular game.
- A lag is used for ALL 10 Ball games, all double point games, and the Marquee Match.
- Players must lag at the same time.

4.10 Finals drawn results

- When the match ends in a draw, to obtain a result for a team to advance, there will be a sudden death frame of Scotch Triples.
- The match will operate in the order of play from the 10-ball round (Players in positions 1, 2, 3).
- The teams will lag for the break; anyone in either team can be nominated to lag.
- The breaker will be the no.1 player in the roster.
- If the team that wins the lag and makes a legal break (sinking a ball), the team is allowed a 40 second Team Time-Out to determine a pattern etc.
- If the team winning the lag makes a dry or foul break, the incoming team will receive a Team Time-Out to discuss the pattern and the no.1 player will take the 1st shot.
- Each team is also granted 1 additional Team Time-Out to discuss strategy or shot selection.

THE DIAMOND LEAGUE GRAND LADDER

5.1 The Grand Ladder

- Across the regular league season, all teams from every region are ranked and placed on the Grand Ladder.
- While teams play in different regions against different teams, all teams gain points towards the Grand Ladder.
- After week 24 the Grand Ladder will be hidden to create a fair finals series.

5.2 Ladder Points for Winning a Match

- Scoring for the Grand Ladder is as follows:
 - Forfeit:** 0 points (Weekly League fees must still be paid by BOTH teams)
 - Loss:** 1 point
 - Loss (Leading at the Post-** a team leads going into Scotch Doubles but then loses): 2 points
 - Win by Forfeit:** 6 points
 - Win:** 5 points
 - Draw:** 3 Points each team
 - Marquee:** A player winning the Marquee Game will score 1 point

5.3 Ladder Points for a Bye

- Bye is worth 5 points towards the Grand Ladder for all regions.

5.4 Ladder Points for a Forfeit

- A team that forfeits its match scores zero points towards the Grand Ladder.
- The team forfeited against receives 6 points.
- Both teams may organise to play the match at a later date, in which case the match is scored normally. This match must be organised and played within two weeks of the original forfeit date and must be discussed with League Representative.
- ALL catch up matches are to be finalised with a result PRIOR to Rd 24, no catch-up matches are allowed after this point and will be considered a forfeit.
- In the case of forfeits, ALL teams must pay \$75 to maintain prize pool financial stability; this must be paid with the next week's league fees.
- Any team that forfeits two consecutive weeks or any total of three weeks in a league season will be automatically suspended from any and all further league competition. Any and all sanction monies, fees/dues and prizes shall be forfeited at the discretion of the League Organisers.

5.5 Order on the Grand Ladder

- The main way of ordering all the teams on the ladder is by descending ladder points.
- If two or more teams are on the same ladder points, then the next priority is given to the winning percentage.
- If two or more teams are still equal, then priority is given to the differential of the teams. The differential is the difference between the scalps for and scalps against.
- If two or more teams are still equal, then priority is given to the number of BR followed by the number of TR's.
- If two or more teams are still equal, then priority is given to the highest possible [legal 3 player] team point total for each team.
- If two or more teams are still equal despite such dramatic improbability of the circumstance, then teams will be drawn from a hat to decide.

ON THE NIGHT

6.1 Playing Matches on the Night

- Matches are to commence at 7:00pm unless pre organised by both captains. If both captains are in agreeance the following points may be disregarded
- If a player/s are running late, teams MUST have filled out the scoresheet and begin the match with the available players on hand.
- Late players have exactly 10 mins to be at the table to begin their match, or that frame will be a forfeit with no bonuses applied.
- Late players will NOT be afforded ANY warmup when arriving at the premises after the match has begun.
- From our experience, matches can go as quickly as just over an hour and up to three hours at the slowest so starting at 7:00pm is important to keeping everyone happy.

6.2 Filling out Team Information

- During regular league play & finals the Away Team must nominate their playing order first.
- The highest FargoRate player will always assume the Marquee position on the scoresheet. If two or more players on the team are the same FargoRate, the captain may choose any as the Marquee player.
- Home Team nominates their three players and order based on Away Team order.
- Once the names have been entered, the playing order cannot be changed.

6.3 Score Checking and the Final Result

- Team Captains are required to check scores at the end of round six after the scotch doubles but before the double-points games of round seven.
- It is important that results are checked and added up correctly. If a match has been mistakenly scored, the scoresheet will be corrected and if this changes the result of the match (even if it reverses a win into a loss), then the result will be changed on the Grand Ladder.
- At the end of the match, both captains should confirm that each scoresheet is matching, and save both into onto the FargoRate Website. If scoresheets from the same game do not match, the results will not be accepted.

6.4 League Weekly Fees

- At the beginning of the match each team must place league fees of \$75 into the league envelope, for a total of \$150 per week.
- Missing league fees must be clearly identified on the outside of the envelope and who these payments relate to.
- No player can have more than ONE-week league fees outstanding, these MUST be paid prior to playing following weeks match.

- In the case of forfeits teams **must pay \$75** to maintain prize pool financial stability, this must be paid with the next weeks league fees.
- Failure of a team to pay fees and/or upload score sheets will result in a loss without awarding ladder points or games won for that week's play. Before that team plays in another match, they must have brought their balance owing to the league to \$0.
- Any team that forfeits two consecutive weeks or any total of three weeks in a league season will be automatically suspended from any and all further league competition. Any and all sanction monies, fees/dues and prizes shall be forfeited.

6.5 Shot Clock

- There is no time limit to take a shot. However, an official may implement a shot clock if they judge the match being delayed unnecessarily, in an unsportsmanlike manner or in the event that the officials require that a match proceed at a faster pace.
- You may call an official if you believe that your opponent is deliberately or is consistently playing at an abnormally slow pace. The shot clock will apply to both players and is for 40 seconds, with ONE warning at 30 seconds – stated as '10'
- A shot clock can **NEVER** be called in a Marquee Match.

6.6 League Attire

- The Diamond League is a professionally organised league and we expect that our players are representing the league by wearing official Diamond League shirts each week.
- Any player that is not wearing the appropriate Diamond League Shirt or Jersey will be penalised losing their 10-ball game as a break and run. Patches are NOT suitable replacement for an official jersey.

- Order your shirts ASAP and don't let your team down by not having your Diamond League jersey on league nights.

7.0 TERMS AND CONDITIONS:

MEDIA

- Players may be required by Diamond League to participate in photo, interviews and video sessions.
- Players acknowledge that the Diamond League has the right to use such publicity photos, videos in any medium and in any reasonable manner it sees fit.
- A player should advise the organizers in writing at the time of entering an event if they wish to retain his/her anonymity.
- Diamond League may publicise, broadcast or otherwise disclose a competitor's name, character, likeness, statements or any recording of their voice, in advertising or promotional activities concerning a specific event, or CueWorld events generally.
- Diamond League may promote or advertise that a team or individual has won an event.

MISCELLANEOUS

- A Diamond League player representative may fill in for any team in emergencies at the discretion of the League Organisers with NO penalty.
- No practice is permissible to be taken on any table while you are involved in a match, even if you are not actually playing a game. This will result in a warning and then ball in hand to the opponent.
- Any team that forfeits two consecutive weeks or any total of three weeks in a league season will be automatically suspended from any and all further league competition. All sanction monies, fees & prizes shall be forfeited.
- A team who has won back to back seasons will be asked to separate the 3 core players for the following season. To allow the spread of the talent and experience of winning the competition.

- If a team withdraws from the playoffs and the organisers are notified less than 5 days from the finals series it will be considered a FORFEIT and the draw will be updated accordingly.

INDEMNITY

- All players enter at their own risk. Neither the Venue, nor Diamond League, nor Sponsor/s are liable for any loss, injury or misadventure however arising.

DRESS CODE

- Diamond League jerseys/shirts must be worn at all league matches, whether they are regular season games, league finals or league tournaments.
- There is a penalty for not wearing league shirts during weekly play – see Rule 6.7. To attract more players and potential sponsorship it is more appealing for these people to see an organised league rather than people just playing pool.
- Smart Casual Dress – with suitable footwear.
- Penalties may apply at the discretion of the League Operators. The League officials may at any time deem attire inappropriate and have the right to refuse commencement of play or entry into any event until such attire is rectified.

SANDBAGGING PENALITES

Reasonable evidence must be provided for the Diamond League Organisers to ACT, this can be in the form of individual statements in writing supplied to the League Organisers.

Any player that has been proven to have committed this type of activity or there is an admission of guilt to knowingly have deceived the players, organisers or representatives about their true playing ability will face the following potential penalties:

- Instant dismissal from the Diamond League
- Disqualification from the event and forfeiture of all monies and fees.
- Possible ban of individual or team.

LATE ENTRIES

- Late entries can be accepted at the discretion of the league officials; however financial penalties may apply.
- Grand Ladder points will be awarded to late entry teams at the discretion of the league organisers.

PRIZES & PRIZE MONEY

8.1 Prizes

- Diamond League shall not be liable to the players for prize money or otherwise if the League or any part of it is cancelled or postponed, or if the promoter or sponsor withdraws or fails to pay sums due to Diamond League in respect of a league.

8.2 Payouts

- All Payouts will be paid out via CASH or can be PAID via EFT to the captain of the team. The Diamond League takes no responsibility for individual payments; this is the responsibility of the team captain.
- Team final positions really impacts the potential payout, with 60% of the field getting a chance to earn some the dollars invested while playing pool in a fair, safe and friendly environment that encourages competition and advancement of skills.
- See payout table below based on 40 teams.

DLS19	
Postion	Pay Out
1	\$ 6,500.00
2	\$ 3,500.00
3	\$ 2,700.00
4	\$ 2,400.00
5	\$ 1,800.00
6	\$ 1,800.00
7	\$ 1,500.00
8	\$ 1,500.00
9	\$ 900.00
10	\$ 900.00
11	\$ 900.00
12	\$ 900.00
13	\$ 600.00
14	\$ 600.00
15	\$ 600.00
16	\$ 600.00
Win Your Fees Back	
Lucky Door Prize (S)	\$ 1,200.00
Lucky Door Prize (N)	\$ 1,200.00
Total Prize Payout	\$30,100.00

8.3 Finals

At the conclusion of the 16-week season:

The team's final results will now be separated into groups of eight teams based on final position on the Grand Ladder 1-8, 9-16, 17-24 and so on (capped at 48 teams)

Each group of eight teams will compete in their own satellite final with its own prize fund and teams that fell into that bracket. The Prize fund will be spread throughout the groups of eight and more funds will be allocated throughout the entire field of 48 teams.

Our calculations based on 48 teams will produce a prize fund very close to \$35,000.

- Team Green Fees still apply in the finals of \$75 per team.
- Team Jerseys (old or new) still apply.
- The Grand Ladder will be hidden for the final 8 weeks to ensure that no team has any opportunity to manipulate any results.

- Each final series will be Double Elimination including the final match.

COMPLAINTS AND FEEDBACK

- All official complaints should be made in writing and submitted via email to info@diamondleague.com.au
- We value your feedback so please contact your Player Representative to let us know how we are doing.

9.0 CODE OF CONDUCT

CAPTAINS RESPONSIBILITIES

- The conduct and attendance of their team members.
- Attendance or representation by a co-captain at all league meetings.
- The collection of fees from each player on his/her team.

RESCHEDULING MATCHES

- The league officials may reschedule any match to another time if the match is not completed in the scheduled time. League officials have the absolute discretion to require the match to be completed on any table/venue available and to decide the time when play will commence.
- For rounds 1 to 24: Any catch-up match to avoid forfeit must be played within two weeks of being scheduled; otherwise a forfeit will be issued. All catch-up matches must be played by the end of Round 24.
- For rounds 25 to 32: There are no catch-up matches; a forfeit will be automatically issued.

REFEREE

- The referee presiding over a match will be the judge and adjudicator for the match. No spectator may call a foul shot on an opponent.

- In the event that a shot going to be played may have an uncertain outcome, the match should be halted, and a referee should be brought to the table to adjudicate on the shot. The league official's decision is final.
- Spectators or team-mates are NOT permitted to call a foul, it is the players involved in the match responsibility to call the foul.

COACHING

- No coaching is allowed while you are addressing the table in any League Match – see Scotch Doubles Team Talk 4.4. and Team Time-Out 4.9.

BEHAVIOUR – CODE OF CONDUCT

- Always conduct yourself in a good sportsmanlike manner at all times, WIN or LOSE always shake your opponents' hand at the start and end of the match.
- Players **must** use their best judgement and discretion when discussing the Diamond League in public forums and social media. Comments should be constructive, not personal, defamatory or negative. Penalties will apply to players breaching this code of conduct.
- Every player is expected and required to play to the best of their ability when competing in the Diamond League.
- Any player, team or region found to be misleading, deceiving or 'sandbagging' to gain benefit will be subject to disciplinary action from the League Organisers. – See Sandbagging Penalties.
- All players must register as a right or left handed player at the commencement of each season and ANY player found to be swapping this playing style will be forced to play under the registered style of play – with a penalty or face possible disqualification.
- Unsportsmanlike conduct will NOT be tolerated in any form. CueWorld has a Zero Tolerance policy regarding aggressive or abusive behavior, discrimination or any form of harassment.

- ALL mobile phones must be switched off or onto silent mode whilst playing a match. If you are involved in a match and your phone rings this will result in an immediate foul - loss of shot and ball in hand to the opponent.

This excludes League officials.

- Absolutely NO baulking, sharking or other actions that are deliberately in aid of distracting an opponent whilst at the table, see examples:
- Standing in line of opponents shot.
- Making noise to distract a player whilst they are on their shot.
- Approaching the table while you are the non-shooting player, there are a few exceptions see below:
- **Exceptions are** – checking if a ball is frozen or potential foul situations e.g. kick shot, jump shot, snookered etc.

PENALTIES ARE BELOW AND ARE NOT ALL INCLUSIVE.

A warning will be given ONLY by the league officials, if the behavior continues then a foul will be awarded as per the guidelines below or at the discretion of the league officials depending on the severity of the offence.

1st Offence – Warning

2nd Offence - Ball in Hand

3rd Offence - Loss of Frame

4th Offence - Loss of Match

Final – Possible suspension from future events, forfeiture of ALL monies/winnings.