

LEAGUE RULES

Amendment to rules and points to be noted are highlighted in red.

1. Matches to consist 9 (nine) games, all nine legs count. Scoring 1 point per leg won and 2 points for team win.
2. All matches to be played on Monday nights (unless rule 3 applies). Except cup games to be played on Thursdays where required by definition of the secretary.
3. If, for any reason, the match cannot be played on the designated Monday, at least 3 (three) day's notice should be given to the opposing team. Games may only be rearranged if there is an exceptionally good reason. The home team before the rearrangement of any match must inform the league secretary. Each league match must be played before the following Monday or the team cancelling forfeit the match 0-9.
4. Result cards must be received by the league secretary before 12PM ON FRIDAY following the Monday match. Please fill the cards out clearly, please no doodles, any mistakes must be initialled by both captains, any blank spaces in the team list must have a line put through. These must also be submitted even if the game has been forfeited. See notes. 3, 10, 13 & 20. Failure to do so will result in home team being fined £5.00
5. Each player's name must be printed and signed on the registration form.
 - a) One landlord/lady will be registered to the league free of charge. If however the landlord/lady changes throughout the season a new landlord/lady can be registered to the league. One week's notice must be given to the secretary before playing for their team. (This is the only player registration that can be changed throughout the entire season and will not be reversed).
6. A team playing an unregistered player will incur a £10.00 fine, and will lose 9 points from their overall standing. (At the discretion of the pool committee).
7. No player may play more than once in any match.
8. The home team must provide referees, payments for games and food for both sides to be served at 10pm or at a convenient time prior to 10pm. (there is no need to pause the match for food, but can be nice so everyone can get some). Also just be aware of game distraction.
9. The home team must provide referees, they must know at least 90% of the rules, and be willing to watch the game in hand. We also would like to ask referees to refrain from using their mobile phones and not be having conversations throughout the game they are in charge of. The ref has the ability to pause the game only if he or she is unsure of a rule. And either
 - a) Consult the rule sheet,
 - b) discuss with both players, and/or
 - c) discuss with the captains.But other than league officials that may be present, he/she may not discuss rules with other spectators or team mates. The referee has and can ask a player to explain his/her intention of a shot before the shot is played, also the opposing player can ask the referee only to ask the player his/her intension of the shot before it is played. The referee has the ability to decide if a game has reached a stale mate situation. In this case the ref can ask the players to play 3 more shot each, if after this, the game is then in the same stale mate. The ref can then instruct a re-rack, re toss a coin and begin the game again. Remember the referee's decision is final. Note: Please remember referees you must be seen to be non-bias when refereeing a game.
10. Play will commence at 7.45pm, 15 minutes grace will be allowed before awarding the game 9-0 to the team that is ready to play (at the discretion of the captains) A team running late will be given a further 15 minute grace as long as they ring the venue/or captain before 8.00pm to explain (please record start time on pool card).

a) If on match night a team has to wait for further player/s to turn up. A 15 minute maximum grace period (once only) will be given at the discretion of captain/s. If a player/s fails to turn up after this once only grace period the match is then declared finished. The score stands the team that has player/s waiting to play will be listed on the match card and automatically win the leg/s unless rule 13. Applies

11. Failure of a team to turn up at an agreed fixture will incur a £15.00 fine, of which will be sent to the pub/club hosting the fixture.

12. Extra players may register or transferee up to 6 weeks into the start of the season, the month of January and first week in April. Please forward players name, team, signature and £3.00 fee per player to the secretary one week before playing for the team concerned. (Players once leaving a team cannot return to that team) Note: player will be cup tied and point accrued for top 32 only will stay with that player.

13. In the event of a team not having at least 7 (seven) players, the match will be awarded to the opposition 9-0. Each team must have at least 3 (three) players ready at the start of the match. These players' names must be printed on the match card and must not change. They must be available to play when called. Should game be forfeited 0-9. Note: Captains of teams that may not field a full side on the night of the match please pre warn opposing captain. It is then at the discretion of the captains to decide whether to continue with the match and/or the outcome of the match if at least 7 (seven) players do not play.

14. Players may only play for the team which they are registered (see rule 6).

15. A registration fee of £40.00 for each team, plus £3.00 per player after the first 17 players is payable (applies to registration night only). (Landlord/lady and captain now are free registration)

a) Any new teams as per previous years will pay a £50 refundable deposit but failing to fulfil all or most of your fixtures Inc. all cup matches. (Unless you have a reasonable reason not to fulfil fixtures, which has been noted to the league secretary) note: Refer to rule 3. This could mean loss of your deposit in full at discretion of the committee.

Please note this rule will be enforced this year.

16. All fines must be paid within 14 (fourteen) days of notification. A team failing to comply with this rule will be suspended from the league until the fine is paid.

17. All teams must provide the league secretary with the name, address, telephone number, and email address of a person who will be responsible for liaising with the committee on behalf of his or her team (this allows all teams discussion on important points).

18. All players must be over 16 (sixteen) years of age.

19. Fourteen day's notice will be given for the return of any cups and trophies, and must be returned clean and presentable or a fine of £10.00 will be charged to the holders.

20. All result cards to be filled in correctly for all league and cup matches and signed by both captains. It is the responsibility of the home team to make sure that the result cards are delivered to the league secretary on time.

21. All teams must represent all Cup competitions. (Singles, Doubles, Sixes, Knock-out Cups) All doubles, singles and captains cup will start at 8:30pm sharp, the draw will be made at 8:15pm. If a player or players are not there, you will NOT be in the draw. If you know you are going to be late, please contact the league secretary.

22. Any disputes will be discussed with committee and teams involved. All decision agreed will be final.

Please note all changes in **red** are changes made at the recent AGM and all were voted in.