

# Preston & District Pool League – **LEAGUE REGULATIONS** – Winter 17 18

## 1. GENERAL

- a. Matches are played Home and Away on a Monday night. The Home venue/team should supply food during the match for both sides. Typically, at the half way point of the match.
- b. Team Captains are responsible for their team members conduct at all events. They must ensure the match table is reasonably clean, that there are no obstructions and match order is in place. They should also ensure that the referee chosen is aware of the rules and concentrates on the match. Both Captains must ensure that games start as promptly as possible, and that *as least time possible be wasted between frames* to enable matches to be played within Licensing Hours. Games starting after 11.00pm will do so at the discretion of the landlord/licensee).
- c. Because of licensing laws, the minimum age to play in this Pool League is 14 years (*if accompanied by an adult and with the full consent of the licensee*). If, however, a venue has a 'No under 18' ruling please let the committee know. If teams have players under 18 years of age they should contact the venue prior to travelling to ensure they will be allowed to play at that venue.
- d. Players who could be refused entry to a pool match must seek the permission of the licensee first. The committee **cannot** interfere with the rights of the licensee who refuses a player/team entry; he is also in control of when a match is to be ended.
- e. Cancelled matches in the League or any other competition are not allowed unless there are special circumstances. Any team wishing to rearrange a league match must apply formally (in writing) to the committee, detailing clearly the specific reasons for the request. Applications will have to be made **at least 7 days in advance** of the fixture. If approved, the requirement to play the rearranged match within a 14 day period will be strictly imposed, and any failure to comply will result in the League making a ruling on a result. Teams can only apply to the league to rearrange a fixture **once per season**. Fines apply, see clause 2j.
- f. The committee retains the power to allow re-arrangements for exceptional circumstances such as special occasions, venue closures, etc. Team captains should plan ahead! The committee will not interfere with the rights of a team or player who refuses to cancel outside the criteria. Fines apply, see clause 2j.
- g. **THERE WILL BE NO LEAGUE MATCHES PLAYED AFTER THE FINAL GAME OF THE SEASON UNLESS SANCTIONED BY THE COMMITTEE.**
- h. Once a player has signed a match card, the player must then play that game and cannot be changed, unless there is a genuine reason not to do so. This must be agreed with both captains.

## 2. FINES

- a. Team captains are responsible for ensuring that their players are eligible to play in the league and are registered.
- b. This league does not restrict players from playing in this league or any other league. Players from other leagues can play in this league as long as they satisfy all other PDPL league regulations. This applies to LEAGUE MATCHES, LEAGUE CUP AND LEAGUE SHIELD. Players from other leagues CANNOT enter this league's INDIVIDUALS or PAIRS competitions.
  - i. **Please note that this does not change the regulation that any other Preston pool league may have in their regulations.** This simply removes the restriction on our leagues side.
- c. **Result Card Submission**
  - i. League result cards are the responsibility of the winning player or team and must be returned **ASAP** or at least before Saturday noon. Teams returning cards late will have 3 points deducted.
  - ii. Competition result cards are the responsibility of the winning player or team and must be returned **ASAP** to allow following round draws to be issued.
  - iii. Submissions **MUST ONLY** be made by email (prestonanddistrictpool@gmail.com) or picture message to League Secretary and you will receive a confirmation reply. It should be ensured that this response is received otherwise the late card fine will apply.
  - iv. Before returning any card ensure it has the correct details and the result is clearly understood and that player names can be read.
- d. If a team plays a non-registered player (See 3a) the team will be fined 5 points each player. If the non-registered player(s) has WON, the point will be transferred to the opposing team, possibly affecting the overall result, which will be amended accordingly. Teams playing a non-registered player in the CUP will automatically be disqualified.
- e. If a team has no intention of turning up for a league or cup game, they should ring the opposition prior to 7.30pm. Failure to do will result in a 7 point league fine. Normal points for void league game (as per 4f) are awarded to the other team.
- f. Annual General Meetings (AGM) are important meetings. Team Captains **MUST** attend the whole meeting or send a representative otherwise the team will incur a 2pt fine in the following season. One person **CANNOT** represent more than 1 team.
- g. Teams who leave a venue to play elsewhere during the season must have the consent of both licensee's and the League Secretary notified immediately.

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- h. Re-arranged games - Failure to contact the committee in writing at least 7 days in advance will result in a 3pt fine. Failure to play a game within 14 days will result in a 3pt fine for both teams. Teams who exceed the season allowance (See 1e) for rearranged games (unless authorised by the committee) will be fined 3pts.

## 3. **PLAYERS**

- a. Players must be registered for their team **72 hrs** before they are eligible to play. A team may register players throughout the season at a cost of £1.00 per person. A licensee and spouse have to be registered for their venue.
- b. A player (including licensee) may only play for **ONE TEAM** during a season, and once they have played for a team they **cannot transfer** (unless under special circumstances sanctioned by the committee).

## 4. **LEAGUE MATCHES**

- a. League matches will be played to the best of 11 frames. When one of the teams passes 6 frame wins, they will be eligible for win points (See 4b). All frames of the match shall be played (See 4e).
- b. Teams are awarded 1pt for each frame won in a league match. A further 2pts are awarded for a home win. 3pts are awarded for an away win.
- c. All league and team cup competitions to commence at **8.00pm** unless it is otherwise stated on paperwork or is mutually agreed. The committee must be informed of any changes.
- d. Please note it is disrespectful for either team to arrive at a venue late, it is also disrespectful for the home team to continue practising after 8.00pm if the opposition has arrived.
- e. A team **MUST** have a minimum of two players at the start of a match. First Frame is to commence at 8:00pm. If it has not started by 8.15 the team ready to start can claim (1) frame. At the completion of each frame, each side must have a player available to play otherwise the waiting team may claim (1) frame once a further 15 minutes have elapsed. The claiming player should sign the card to claim the game and cannot then play again that night. This process continues until another player arrives or until the final frame of the match is claimed. If no players at all are at a venue at 8.30pm the match can be claimed.
- f. Please only claim games and matches when all else fails, **this is in the interests of the game and good sportsmanship**. The committee will not get involved in any disputes on claimed games and matches if regulations are followed.
- g. **Matches** are deemed **void** if a team plays the match with less than **4** registered players. If a match is claimed or deemed void the result card must be signed by **ALL** of the intended team players of the claiming side. (Claimed games count as a win for Merit awards). If a match is void or claimed, 13 Pts will be awarded for a home team, 14 pts for an away team. No points will be awarded to the offending side.
- h. In the event of a team resigning from the league in the first half of the season. All matches will be removed. In the event of a team resigning from the league in the second half of the season. All matches in the second half of the season will be removed along with any applicable bonus away win points in the first half of the season. In either case the team will be replaced by **BYE** (unless a replacement team is available) and this will appear in the table and count as a team for the purposes of promotion/relegation.
- i. Unfinished matches must be reported to the League Secretary and the outstanding frames played within 7 days.
- j. **Shot Clock**
  - a. The use of the shot-clock is permitted from any time during a match providing that both team captains agree to its use.
  - b. Once a match passes 11pm, the use of the shot-clock is mandatory from the start of the next frame.

## 5. **COMPETITION MATCHES – GENERAL RULES**

- a. Any decisions/requests for progression in the any of the competitions based on exceptional circumstances should be discussed and agreed with the committee prior to the scheduled competition date.
- b. Venues for Semi Finals and Finals, wherever possible, will be selected from a League members venue, and the tables and room must satisfy the requirements of the committee. In all cases the venue will be a neutral venue unless teams/players are agreeable.
- c. Matches can finish once a result has been achieved although should there be a dispute the match must be completed (**See Complaints Section**).
- d. The deadline for any proposals to alter the dates of finals is **BEFORE the Scheduled Calendar Date of the Quarter Final stage. There MUST be EXCEPTIONAL circumstances.**
- e. Any player(s) who do not inform their opposition that they are not attending an Individuals or Pairs Match will not be allowed to enter the same competition in the following season, unless there are exceptional circumstances.
- f. **Shot Clock**
  - a. The use of the shot-clock is permitted from any time during a match providing that both team captains agree to its use. Once a match passes 11pm, the use of the shot-clock is mandatory from the start of the next frame.

## 6. **INDIVIDUALS / OPEN SCOTCH PAIRS MATCHES**

- a. Entry Fees

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- i. Individuals will be £5.00 per player
  - ii. Scotch Pairs will be £10.00 per pairs team
- b. Players must be at the venue at the STATED TIME or the first frame can be claimed after 15 minutes of the original agreed start time. The match can be claimed after 30 minutes. This decision must be communicated to the Competition Secretary.
- c. The final deadline for attempts to rearrange matches shall be 1 week before the scheduled competition date. After this date, the team not rearranging can refuse, although, we would hope that common sense can prevail in the case of emergency situations! The final deadline for playing matches is 1 week after the scheduled competition date.
- d. All Individuals and Pairs matches **MUST** be played by the date of the next round draw. Matches not played will result in both sides being removed from the competition. Exceptional circumstances can be used to allow progression as long as the committee have been so informed prior to the draw and have agreed with the reason supplied.
- e. If one player from a Pairs team cannot continue in the competition, for VERY EXCEPTIONAL reasons (*to be agreed with the committee*), they can be removed and replaced by a member from the team of either of the original two players **ONLY**. The replacement player **MUST NOT** have already played in the competition and will remain in the team for the remainder of the competition.
- f. Players entering must make a commitment to the league and to playing league games. If, by the Scheduled Calendar Date of the Quarter Finals stage, a player has not played in 3 league matches, they will be removed from the competition. The committee can bypass this requirement if there are exceptional circumstances or commitment to the league can be demonstrated in other ways.
- g. In all matches the players follow the lagging procedure for the first frame and then alternate breaks until the match finishes.
- h. Individuals/Scotch Pairs Match formats,
  - i. All early rounds will be the best of 5 frames.
  - ii. Quarter Finals will be the best of 7 frames.
  - iii. Semi Finals will be the best of 9 frames.
  - iv. Finals will be the best of 11 frames.

### **7. TOM BROAD LEAGUE CUP / LEAGUE SHIELD / TITLE PLAY-OFF MATCHES**

- a. Claiming rules apply in line with regulation 4d.
- b. League Cup & Shield matches will be played to the Best of 11 frames (7 Frames + 4 Frames).
- c. **ALL PLAYERS** involved in the Quarter Finals, Semi-Finals and Finals of the League Cup and League Shield must have played in 3 league matches prior to the Scheduled Calendar Date of the Quarter Finals. Matches played in previous rounds of the relevant competition can also count towards the allocation. For example, 2 league matches and 1 league cup match. The committee can bypass this requirement if there are exceptional circumstances or commitment to the league can be demonstrated in other ways.
- d. In all matches the home team signs the card first and then the away team. The players then follow the lagging procedure for each and every frame of the match until the match finishes.
- e. The **HOME** player/team shall pay for table and supply a referee in all competition matches unless otherwise stated on your paperwork.
- f. The final deadline for attempts to rearrange matches shall be the Monday night before the scheduled competition date. After this date, the team not rearranging can refuse, although, we would hope that common sense can prevail in the case of emergency situations!

### **8. PROMOTION / RELEGATION**

- a. **Wherever possible** 3 Teams will gain promotion and 3 teams will be relegated at the end of each season, if gaps allow it, other teams could be promoted.
- b. Where a **BYE** appears in the league table as a result of a team dropping out, this will count as a team (see regulation 4h).
- c. Any **BYE** position in a division from the start of the season does not count as a team and as such should not be displayed in any league tables.
- d. There is no "opt-out" of being promoted to any division. All changes are at the discretion of the committee. New teams are entered at a level appropriate to their history. Teams cannot skip divisions by choice.
- e. In the event of teams having the same number of points at the end of the season, the team with the most Wins will be favoured, if joint followed by the most number of actual games won, if joint followed by the results against each another. If still joint, then a title play-off match will be arranged.

### **9. PLAYER MERITS / MOST IMPROVED PLAYER AWARDS / 8 BALL CLEARANCE AWARDS**

- a. The Player(s) that have won the most games in each division will win the divisional Merit award. Records should be maintained by the Captain in the event of a dispute.

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- b. Player merits will be calculated using only their first frame played on a Monday night. The second match, if applicable, will only count towards the team's match result.
- c. Player ranking points will be calculated using all league and Cup/Shield frames.
- d. The Most Improved Ranking Player in each division will receive an award. To be eligible for this award, a player must have finished the previous season with a valid ranking score. As such, new players to the league are not eligible in their first season.
- e. Each league division will carry a 'prize fund' which will be used as prize money for the winning merit player(s) in each division.
- f. If there are multiple winners in a division, this fund will be shared. The value of the 'prize fund' will be set by the committee at the start of the season and will be based on league fund availability.
- g. There will be an award each season for the player who has made the most 8-ball clearances in league matches. 8-Ball clearances should be recorded on the match card using the 8-ball column.
- h. An 8-ball clearance is defined as a full clearance and win on a player's first visit to the table.

### 10. PRESENTATION NIGHT AND TROPHIES

- a. Prizes are awarded in the league divisions for first and second place. The size of each trophy shall reflect the importance of the final position. Player trophies are awarded in line with clause 9.0.
- b. Prizes are awarded in the competitions for the champions, runners up and semi-finalists. The size of each trophy shall reflect the importance of the final position.
- c. Winning teams receive 8 player trophies plus the leagues competition trophy and team plaque (if applicable).
- d. Winning teams can choose to receive 'drinks-tokens' to the equivalent value of seven of the normal issue trophies. These 'drinks-tokens' will only be eligible for use on the evening of the presentation night and will be issued by the committee at the venue. If a team chooses this option, then they will only receive one trophy (for the venue) and the leagues competition trophy and team plaque (if applicable). Teams wishing to use this option should inform the committee formally at least 4 weeks before the presentation night. This will ensure that the trophy order can be placed with some level of certainty.
- e. If a winning team attends with less than 5 registered players, they will only receive the trophies/drinks tokens for those players. Any team attending with 5 or more registered players will receive their full allocation. Individuals/Pairs winners who do not attend without prior agreement will lose the Trophy and any prize money.
- f. Teams will be responsible for the upkeep of any returnable trophies won. Any damage to the condition of the trophy will have to be funded by the Team.
- g. Venues for the presentation night can be chosen from any suitable venue in the Preston area. The venue must meet the requirements of the committee in terms of size, location, night and package offered.

### 11. COMPLAINTS AND DISPUTES

- a. **Complaints must always be in writing** pointing out all matters in detail. The complaint must be forwarded within 7 days to the League Secretary by text message, post or email. You may be required to provide further information as appropriate.
- b. If your complaint is because of an incorrect rule decision, state rule numbers and mention why the decision was wrong.
- c. If this procedure is not adhered to fully, the complaint will be void.
- d. The committee's process for dealing with teams or individuals should be '*verbal warning*', '*written warning*', '*final-written warning*', '*expelled from the League*' unless the Committee consider the offence is serious enough to warrant instant dismissal.

### 12. GENERAL INFORMATION

- a. The committee have full authorisation to deal with any matters not covered by these regulations.
- b. Where Captains agree that a referee has made an incorrect decision they should agree on the best method to complete the game or replay the offending frame.
- c. However if one of the captains feels that an injustice has been done, he/she should use the complaints procedure. There can be many types of disputes but in the majority captains should be able to come to an agreement if not use the complaints procedure.
- d. Pool is a great pub pastime, with good sportsmanship, fair referring and clean accurate tables we should be able to eradicate the need for the use of the complaints procedure. If you are in doubt or simply want information the committee members are here to help you.
- e. Once a complaint is received and the procedure followed correctly, the committee will inform you of their decision. On occasions, it may be necessary for involved players to attend a committee meeting to ensure a fair overall hearing.