



# Wellington & District Pool League



## MATCH RULES

*September 2015*

- 1) To enable a team to qualify for League membership, the team must be able to provide a home pool table with minimum playing surface of 6' x 3', which must be available for use when required for home games.
- 2) Game rules will be those laid down by the E.P.A., which are in affect from the start of the season.
- 3) A team must consist of a minimum of 5 registered players and a maximum of 12.
- 4) A league game will consist of two qualified league teams:
  - a. A team with more than 2 county players may play no more than 6 frames, by either team, by county players except under the following conditions:
    - i. If an existing registered playing member of a team is selected to play for county during the season.
    - ii) If more than 2 county players are registered at the start of the season, for the same team as the previous season, because of rule 4 a) i.
    - iii) Excludes under 18's and Ladies.
  - b. Up to 10 registered players may play at any one fixture, but no one player may play any more than 3 games at any one fixture. Should a team have less than 5 players then the last game in each 5 game section of the score card should be marked VOID and those games forfeited. If a team is short of 2 players the last 2 games in each section shall be marked VOID. A team consisting of less than 3 players does not constitute a team and rule 11 (a, b, & c) should be enforced.
  - c. If a player is expected to arrive late but has not arrived by the 5<sup>th</sup> frame, at the consent of other opposing captain, the late arriving player's name should be entered in the 5<sup>th</sup> frame position and that frame skipped and played out of turn upon the arrival of the late player. If the play has not shown by the start of the 11<sup>th</sup> frame, then the previous two frame with that players name will be marked VOID and those frame awarded to the opposition. The late player may however, play his final game in the last set of five, providing he is present at the start of that frame.
  - d. League matches will commence at 8.00 p.m. Any team not represented by 8.15 p.m. will forfeit one game and one game for every 10 minutes thereafter until 8.45 p.m. at which point the match will be considered CANCELLED WITHOUT NOTIFICATION thus enforcing rules 11 a, b & c.
- 5) The order of play is that of the official score card, i.e. 3 sets of 5 singles games. Each section should be completed before commencing the next. This order may only be altered at the consent of BOTH captains. Also see rule 4c & 6.
- 6) The home team will fill out the score card first on the night of the league fixture. (*Competitions see rules 20*)
  - a. The captain of either team reserves the right to enter the players' names on the card one at a time on the first 2 of the 5 games sets. On the last set of 5 games the home captain must complete all five entries at the start of that set. The away captain must also complete the last 5 entries, before the last game set commences.
  - b. The away team players should be entered on the score card without repeating a pairing from a previous game.
- 7) The WINNING team must return the score card to the web co-ordinator, no later than 12.00 noon Sunday following the fixture. Failure to do so will result in the deduction of 3 points from existing accumulated score. Responsibility for the score card remains with the WINNING team.
- 8) All fixtures will be played on the date stated, at the venue stated on the fixtures list, unless by agreement of both team captains and notification to and agreement of the fixtures secretary.
- 9) All players must be registered. Points won by non-registered players will be awarded to the opposition. Up to 2 players may register on the back of the scorecard on the night of the fixture, until 4 weeks from the end of the league matches. After this time no new players may be registered and registered players who have not played a league game up to this point will not be allowed to play leagues games or subsequent team competition matches for the remainder of the season. Teams with 12 registered players cannot sign on any more players without first deleting an existing registered player from the team list. Deleted players who have played a match game for a team are not allowed to re-register or transfer to another team during that season.



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- 10) No transfer of players is allowed during the playing season, unless at the committees discretion. The playing season shall run from pre-season captains meeting to completion of the end of season competitions.
- 11) Cancellation of fixtures.
  - a. Cancellation of a fixture without notification will be deemed Gross Misconduct and fineable:
    - i. 1<sup>st</sup> offence a total of 6 point deduction.
    - ii. 2<sup>nd</sup> offence a total of 9 point deduction.
    - iii. 3<sup>rd</sup> offence – Team expelled from league (see rule 14). Cancellations notified to the opposing team before 7.30pm on the night of the fixture will not be finable but rules 11b & c will apply.
  - b. In all cases cancelling a match will result in a 3 point deduction from the cancelling teams existing accumulated score, regardless of the reason for cancelling the match. It is the cancelling captains responsibility to inform BOTH the Venue/Landlord and the Fixtures Secretary of the cancellation.
  - c. In all cases the match must be played within 21 days or within 8 days of the end of the season which ever is sooner. Failure to do so may result in the committee deciding on the penalty for the offending teams and the result of the match (i.e. points awarded).
- 12) Match referees may be appointed with the consent of both captains.
- 13) If a team changes team name, captain or venue between one season and the next, it will be considered the same team as far as league status is concerned if 4 or more players from the previous season are signed for the new team for the new season. League status is defined as a team, which qualified for promotion or qualified by league table position at the end of the previous season for first or premier divisions. Only genuinely new teams will be entered as a new team in the lower division, except where the new team is known to have a high standard of players (ie. County players) and may be placed in the higher divisions (Also see rule 23).
- 14) A team expelled, withdrawing or failing to complete fixtures will be deleted from the division and all points previously awarded to opposing teams will be subtracted. The team may also be refused entry to the league in the future.
- 15) Players not fulfilling their singles and doubles knockout commitments without notice may have their entries refused in future competitions.
- 16) Any appeals in connection with any penalties or fines should be made in writing to the League Secretary, together with a £5.00 deposit which, may be forfeited as the committee sees fit. All appeals will be dealt with at the next captains' meeting or AGM which ever is sooner.
- 17) In all competitions and match games, a toss of the coin will determine the first break. During competition games, every game thereafter will alternate. There will be no need to toss a coin again, even if the score is drawn at any point in the game set. An 8 Ball breaks during competitions do not qualify for reward.
- 18) No discussion between doubles players is permitted during competition games, once the first ball has been struck at the start of a visit.
- 19) All players should play their shot within a reasonable time frame, 90 seconds is considered reasonable. If the shot had not been played within this reasonable time frame, the opposing player (or appointed referee) should verbally remind the player of this, who will then have a maximum of 30 seconds after this reminder to play the shot. If the Player fails to play the shot within the 30 seconds then they will forfeit their turn and will have committed a standard foul.
- 20) Team Competitions: The Home Team will be decided on the toss of a coin, the winner choosing home or away. Players name will be entered as follows: For the first 10 frames, the home team will initially enter just ONE name. The away team will immediately enter TWO names on their side. Each side will then alternate, entering TWO names at a time when required. On the last set of 5 games the home captain must complete all five entries at the start of that set. The away captain must also complete the last 5 entries, before the last game set commences.



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- 21) The Home Team has the choice of whether to use Pro-Cup Balls or not if they are available.
- 22) An 8 Ball Break is only achievable from a break. That is any Break however come by, whether by toss of the coin and electing to break or by way of re-rack after a foul break or White Ball off the table from a break. In the case of re-rack and a two visit reward, the 8 Ball must be achieved in a single visit.
- 23) The League will endeavour to split the divisions evenly to ensure equal number of byes if required.
  - a. The Premier Division may have more than 10 teams, contrary to the original format decided years ago.
  - b. Third and fourth finishing teams in lower divisions as a result of the change may get promoted.
  - c. New teams with known high standards of play (ie. County players) be placed in the higher divisions.
  - d. The bottom two teams for the previous years' Premier division will always be demoted.
- 24) If the committee considers that any of the rules herein have been misused or abused then they will take it upon themselves to take whatever action they consider necessary. In all cases the Committee's decision is final and binding.