

# League Rules

- October 2019



1. **MATCH RULES.** Blackball pool rules (<http://www.eba-pool.com/rules.php>) apply with modifications provided by the league in point 33 below.
2. **WINTER LEAGUE FORMAT.** The league is comprised of as many leagues of up to 10 teams. Each team will face all other teams home and away in a round robin arrangement. At the end of the season the bottom two teams are automatically relegated; 3<sup>rd</sup> from bottom will playoff against 3<sup>rd</sup> from top of the division below to decide who is also relegated/promoted, correspondingly the top two teams are promoted, gaining the winners and runners up trophies, there are no trophies for the playoff match and it should be noted that failure to attend this match will result in loss of deposit and a 3-point deduction to be rolled over to the next season.  
Teams are ordered according to their seeding from the previous seasons final standings, should a team move venue with at least three players who competed in the previous season then their seeding will be retained at the new venue. If a team splits then the largest number of players will retain the seeding, should there be an equal split then the team with the previous captain will retain the seeding.  
The committee reserves the right to amend a team's seeding should their current one be viewed as detrimental to the league.
3. **SUMMER LEAGUE FORMAT.** The league is comprised of three knockout competitions with the initial stages being made up of round robin groups. The teams rankings across the groups then determine the positions of teams to go forward to knockout stages of the three competitions with the quarter and semi finals being played on a home and away basis (should the scores be equal at the end then each captain will nominate one player to play a deciding frame). The final is played as a straight knockout match at a predetermined venue.
4. **MATCH FORMAT.** 11 singles frames split into two sections (6 in the first half, 5 in the second), prior to commencing the match the home side must complete all of their first six names, followed by the away side completing all of their first six. Subsequent names *may* be added individually in the second half. All names & surnames are to be printed clearly on the card and must match those provided on the entry form. Nicknames and abbreviations are not allowed. Before the start of a League Match both captains should check that the table is up to League requirements as laid down under rule 11 regarding facilities. Any faults in the condition of the table must be rectified before the match begins.
5. **HOW MANY PLAYERS.** A team can play a match with less than six players but will lose frames for the missing players. A minimum of FOUR players by 8.30pm is needed, rules governing the signing on of players are cover in point 16 below. If a team has less than six players then all names must be filled in the first available slots on the match card followed by any 'bye's in the remaining spaces
6. **MISSED MATCHES.** Any team that misses a match for whatever reason will lose their deposit *and* 3 points, they will subsequently have to pay a higher deposit the following season. It is common courtesy for a team to ring the opposing team/landlord or steward if their team will not be going to a match. PLEASE DO THIS. Should a team miss a match then £10.00 of their deposit will be paid to their opponents to cover the hosts costs of food (this will be provided in the form of a deduction of the following seasons entry fees). Any team that misses two matches during the season may be dropped from the league
7. **LEAGUE BARRING.** If your team withdraws from the league then any players signed on for your team will be barred for a whole season. If your team misses more than one match in any two seasons then the league reserves the right to bar the registered team players for a whole season.
8. **RE-ARRANGEMENT:** All matches (league, knockout and individual competitions) must be played and a result lodged with the league by 6pm the day following the scheduled match date.
  - If, for whatever reason, a match date is unsuitable for a team/individual then the captain/individual is free to contact the opposition and politely request if the other party is able to play the match at an earlier date - there is no obligation for the opposing party to agree to this.
  - If a match has been re-scheduled for an earlier date then this should be communicated to the league to ensure that, should either team then fail to make the game, it would be viewed as a no-show as per a regularly scheduled game.
  - The committee reserves the right to waive this rule, only in extenuating circumstances e.g. extreme bad weather.  
All captains must ensure that their contact details are up to date, see point 31 below.
9. **POINTS:** 3 points for a win of 7-4 or better, 2 points for a 6-5 win, 1 point for a 5-6 loss. In the event of a point's tie at the end of the season then the team with the most 7-4 victories will be ranked higher, followed by 6-5 wins, and then 5-6 losses. In the event of a tie using the above ordering then head to head games between the two teams will be the deciding factor. Any team found giving or receiving of points will be deducted 15 points.
10. **START TIME.** A match is to start at 8.15pm, if your opponents are late you can claim the first game at 8.30pm the second at 8.45pm and the whole match at 9.00pm. Only FOUR players from each team have to be present by 8.30pm. If you do want to claim the next frame then you must wait fifteen minutes for a player unless it has gone 9.00pm when you can claim all remaining frames. If a fixture is incomplete due to the lack of players on both sides, the committee will determine the result, and points may be deducted accordingly.  
For individual player based competitions, all participants must be at the venue by 8.45pm, anyone not present will forfeit their match.
11. **VENUES / EQUIPMENT:** The following rules apply to all venues that participate in the league :-
  - (a) All venues must be on Licensed Premises
  - (b) Entry to all venues for the purpose of playing normal league games and league competitions must be free to all League Members.
  - (c) The sizes of Pool Tables which will be accepted by The League shall be a standard 6ft x 3ft or standard 7ft x 4ft.
  - (d) A Selection of Cues and a Cue Rest must be available for use by all League members, this should include a "short cue" where there are structural obstructions that would prevent a normal shot being played.
  - (e) It is preferred that the playing surface be covered in a green baize or other such material of a green colour, Blue will be accepted as an alternative.
  - (f) Either "Plain unnumbered" or "Solid and Striped numbered" balls must be used, but plain red and yellow balls would be preferred.
  - (g) The Home Team will pay for the use of The Table for normal League games.
12. **ENTRY FEES & DEPOSITS:** all teams pay an entry fee of with a £20 deposit. Should your team have missed a match in the previous season then a higher deposit of £30 will be required. The deposit will be carried forward along with the teams following season entry *or* refunded at the next AGM should no fixtures be missed, if the deposit remains uncollected then it will be deemed forfeit.

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13. REMAINING FIXTURES: if a team is expelled or withdraws from the league at any point of the season then all points gained from them will be void.
14. HOME & AWAY. For knockout cup matches at a neutral venue, home and away will be decided by the flip of a coin.
15. SIGNATURES. All players must sign underneath their name on the result card, only one signature is required per player within a match i.e. you do not have to sign the card a second time if you are playing a second frame; unreadable names, or those without the correct signature or no signature will not count as a win. See note 3 above for details of the order in which names can be recorded.
16. SIGNING ON. Teams can sign on up to two new players on the night as long as they have not played for any other team during the current season. This may be done at any point during the season with the exception of the knockout stages of the summer competitions. All new players are to sign and print their full name clearly on the front of the result card as well as signing the score side.
17. TRANSFERS. Players can transfer to another team during the current season but can only do so in the first half of the season. All transfers must be made clear on the front of the result card.
18. PENALTIES. For every frame played by an illegible player one point may be deducted, for every frame played and won by an illegible player that frame score may be reversed and the match result updated accordingly.
19. NEW PLAYERS can represent the team in the league and the Knockout cup. If a transferred player has played for his/her previous team in the knockout cup they become cup-tied, and cannot play for their new team in the competition.
20. LANDLORDS. The landlord or steward can play for any team in his/her pub/club, although this rule should not be abused by a landlord chopping and changing teams from week to week. The rule is only in place so if a team is short of players then the landlord can help out.
21. REFEREEING. One player from each team is to referee alternate frames; their decision is final. If both teams decide not to have referees at the start of the match then it is down to the two players to be honest, with any disagreements being resolved between themselves - captains can provide guidance on the rules only. Games should be played in a sportsman like manner; no threatening or violent behaviour will be tolerated. If there is a rules dispute during a match then you can contact any committee member.
22. FOOD & DRINKS. Losing singles players should buy the winner a drink even in the last five frames - it is the captains' responsibility to ensure that all of their players understand this rule. Landlords or stewards must provide food for all their home league matches and the team knockout competition. Failure to do so will result in the loss of the teams' deposit.
23. YOUNG PLAYERS. For players who are 14-18 years old, some landlords will not allow you into their premises; therefore it is up to your team captain or yourself to find this out before you go to a match. It is against the law for under 14's to go into a pub so regrettably they should not play in the league.

If a venue has an age restriction in place and the visiting team are fielding 3 or more players under that limit then the match will be played at a neutral venue of the home teams choosing. It is the responsibility of the visiting captain to phone and organise this *at least* one week in advance. The visiting team are then obliged to play those under aged players in both the first and second halves of the match.

24. RECORDING THE RESULT. It is the job of the winning team only to post to facebook the result of the match on the night along with a copy of the result card showing the players and their signatures. If not 1 point may be deducted. In the event of a discrepancy in the between the communicated result and the score card received the Score card will take precedence.  
It is the responsibility of the WINNER of each round of *any* Knock-Out Competition to inform the League of the result; if no result is received by the allotted time then a "BYE" will go through to the next round of the Competition.
25. TROPHIES. The winners of each division will receive a pub trophy that must be returned for the following season, any team that loses or does not return these will forfeit their deposit and not be allowed to enter any Wednesday pool league competition again unless they replace it. Winners of team competitions will receive 8 individual trophies that may be retained by the individual players, addition trophies can be obtained for a charge.
26. SINGLES & DOUBLES. The singles and doubles events are only open to players signed on for the team that they are entering under. You can change players before the 1<sup>st</sup> round commences, but once the competition has started you cannot make any further changes. Doubles matches are played to the Scotch Doubles format i.e. alternating shots with no communication once the teams visit has commenced.
27. THREE MAN COMPETITION. Open to players signed on for the team that they are entering under, a team is comprised of three or four players with the fee paid on a per player basis. If four players are entered then only three of those are able to play within any one single match. Winners and Runners up trophies are awarded to all entered players (either three or four) irrespective of whether they competed in any matches.
28. MIXED DOUBLES. Open to any two players so long as one of them is signed on for the team under which they are entering i.e. the two can be from different league teams, or one may not be a league player. You can change players before the 1<sup>st</sup> round commences, but once the competition has started, you cannot make any further changes. Matches are played to the Scotch Doubles format i.e. alternating shots with no communication once the teams visit has commenced.
29. DISPUTES. Any disputes must be presented, in written form (including email), to the committee who will vote on it and their decision is final. Verbal communication, either direct or by phone will not be accepted.
30. HARRASSMENT/ABUSE, No form or verbal or physical harassment / abuse towards either committee or league members will be tolerated. Should an incident occur and be reported, the committee will review the information presented (working with the parties involved) and rule on the offence.
  - In the event of the league finding against an individual or team they will then be issued a formal warning (yellow card) that will remain in place for a period of 1 year and the team that they represent will be docked 1 point from their league points total.
  - In the event of a second ruling against an individual or team within that period, they will then be expelled from the league and barred from all competitions for a period of 1 year from the date of the ruling; additionally, the team that they represent will be docked 3 points from their league points total.
  - In line with constitution point 23, should an individual or team be expelled they will forfeit all entry fees that may have been paid.

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31. AGM. It is expected that all teams entering have at least one representative present at the AGM as this is the forum under which league and match rules are discussed and potentially changed.
32. CONTACT DETAILS. All captains are to provide contact details for themselves and their venue, should either of these change (or the captaincy change) it is the (new) captains responsibility to update the league. The league will ensure that the most recent set are available to everyone. Should a team not be contactable then they forgo the right to claim the match should there be a no show.
33. MATCH RULES. The following points supersede the Blackball official rules:
  - 4c(b) *Following a foul the cue ball can be moved into position using the shaft of the cue, this is not a foul.*
  - 4q *There is no "Object ball frozen to rail" rule in place.*
  - 7d *Following a foul if a player picks up the cue ball without permission then it is not loss of frame.*
  - 7e *Catching a ball or preventing a ball from going in off is not loss of frame.*
  - 8a *There is no 60 second rule in place, see rule 8f for slow play.*

League results are available on the website [www.readingpool.co.uk](http://www.readingpool.co.uk) For all enquires please telephone 0779 294 5576.