

# League Rules

- September 2010



- MATCH RULES.** Blackball pool rules (<http://www.eba-pool.com/rules.php>) apply with modifications provided by the league in point 32 below.
- 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 team is automatically relegated; 2<sup>nd</sup> and 3<sup>rd</sup> from bottom playoff to decide who is also relegated, correspondingly the top team is promoted; 2<sup>nd</sup> and 3<sup>rd</sup> from top playoff to see who is promoted and also who receives the runners up trophies.  
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 teams seeding should their current one be viewed as detrimental to the league.
- SUMMER LEAGUE FORMAT.** The league is comprised of two knockout competitions with the initial stages being made up of round robin groups. The top two from each group plus best placed runners up if appropriate then go forward to a knockout stage 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.
- 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.
- 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.
- 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
- LEAGUE BARRING.** If you are one of the teams that missed a match in the last winter league you are on a final warning and if you miss a match for whatever reason in this season then any players signed on for your team will be barred for a whole season.
- RE-ARRANGEMENT:** In the event of a team unable to play a match a team must inform the opponents *Captain* at least 24 hours in advance, the fixture may then be re-arranged for a later date. If you have not spoken to the opposition captain then you have *not* postponed the game; if you are unable to get in contact with them then contact the league. All captains must ensure that their contact details are upto date, see point 31 below.  
Teams are only allowed one match be outstanding at any given time, teams expecting that they will need to postpone more will have to arrange for them to be played in advance. Should a team postpone a match whilst having yet to play a previous postponement will forfeit that match instead.
- 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.
- 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.

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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.
13. REMAINING FIXTURES: if a team is expelled or withdraws from the league before the half way stage of the season then all points gained from them will be void, if they withdraw after the mid-way stage then all points gained in the first half stand and all subsequent points are 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 including 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.

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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. PHONING IN THE RESULT. It is the job of the winning team only to phone in the result by 18:00 the following day AND post the result card. The result must be phoned, sms text messaged or emailed in by 6pm on the following day, if not 1 point may be deducted. If the result card is not received after seven days then again one further point may be deducted.

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 knockout cup winners and 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.

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 put to MEMBERS OF THE COMMITTEE who will vote on it and their decision is final.

30. 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.

31. 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.

32. 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.*

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 via email and if you wish to receive these then send your email address and team name to:

results@readingpool.co.uk

For all enquires please telephone John 0779 294 5576.