

PROCEDURAL RULES

ANY CHANGES FROM LAST AGM ARE SHOWN IN RED

The committee would like the game of pool to be played in a sportsmanlike manner (in accordance with Rule 1 of the EPA Playing Rules!). As such, these rules should be treated as guidance, (although every effort should be made to abide by them!) In the case of a breach of these rules, the captain of the non-offending team may agree to overlook it (in for example the case of late arrival by a few minutes). **If the two captains cannot agree, the committee *will* uphold these rules.**

1 TEAMS AND PLAYING FORMAT

1.1 Matches will be played on a format of eleven singles, each of one frame. One point will be awarded for each frame won.

1.2 A team shall consist of between five and fifteen players.

1.3 All matches are divided into three sections; each player can play in each section ONCE only.

1.4 As a match cannot be won by a team with less than three players, a minimum of three players is required to constitute a team.

1.5 Each captain must complete all the names of players due to be playing in section one on BOTH result sheets, BEFORE the commencement of the first frame. Once the first frame has commenced, this list CANNOT be amended without the approval of the opposition team captain.

1.6 Each captain must complete all the names of players due to be playing in section two on BOTH result sheets, BEFORE the commencement of the first frame of that section. Once the first frame has commenced, this list CANNOT be amended without the approval of the opposition team captain.

1.7 Each captain must complete the name(s) of the player(s) due to be playing in section three on BOTH result sheets, BEFORE the commencement of the first frame of that section. Once the first frame has commenced, this list CANNOT be amended without the approval of the opposition team captain.

1.8 The format for play as described in 1.5-1.7 above shall continue all the way through a match to its completion.

1.9 The format for play as described in 1.5-1.7 above shall apply to ALL team matches, including ALL cup competitions.

2 ARRANGEMENT FOR AND COMMENCEMENT OF MATCHES

2.1 Matches will take place weekly on Thursday evenings, as detailed in the fixture list distributed by the league secretary. The official start time is 8.00pm. *(We strongly advise you to start at 8pm, see rule 2.8)*

2.2 A match may take place on an alternative date and/or at an alternative time as agreed between the teams involved. 24 hours notice is required to be given to the opposing team to postpone a match otherwise the match will be forfeit.(the match will be awarded as 8-0 to the non offending team).

NOTE: It is not sufficient to leave messages with bar staff.

2.3 The results co-ordinator must be informed of any re-arranged/postponed matches within three days of the original match date.

2.4 All matches to be valid must be completed before the last scheduled league match date on the current fixture list.

2.5 Teams will be ready to commence within 15 minutes of the start time otherwise the team at fault will forfeit the first frame.

2.6 The first frame having been defaulted, the second frame will be forfeit if the match has not been started 30 minutes after the start time with at least three players present from each team. Any team not having *three* players present at this time will forfeit the match.

2.7 Any player not arriving by 1 hour after the start time will not be eligible to play in the match.

2.8 No frames to be started after 11.15pm (if a frame starts before 11.15pm it CAN be finished) any frames remaining unplayed (after 11.15) shall be void; they will not be awarded or re-arranged.

2.9 The player to break in the first frame shall be decided by the team captains (Acting captain) lagging or the toss of a coin. Thereafter, teams will break in alternate frames. See WSPL rules sheet for the lagging rules.

2.10 It shall be the responsibility of the home team to cover table fees

3 QUALIFICATION OF PLAYERS

3.1 To qualify to play for a team in the West Surrey Pool League, a player must be registered with the League for that team and not for any other team in the League.

3.2 No player may play for more than one team during the league season this includes playing for a higher / lower teams from the same venue.

3.3 Any player registration, to be deemed valid, must be received by the results co-ordinator no later than the result sheet for the match in which that

player first competes. This may be on the full team registration or the match result sheet, or any other notification, e.g. by letter.

3.4 If a team plays an unregistered or ineligible player, the frame played by that player shall be awarded to the opposing team and the secretary will notify the offending team and request an explanation.

3.5 No player transfers are allowable . (An appeal can be made to the committee in exceptional circumstances, this must be made in writing giving a full request and reason for the transfer request).

3.6 Teams not complying with the above rules will be deducted two points for each and every offence.

3.7 According to the Gaming Act, players under the age of 18 may only play on a pool table in a pub with the landlord's express permission. Any captain who has players under the age of 18 is advised to check with the landlord before arriving at away venues.

4 REFEREES AND DISPUTES

4.1 Each team will provide the referee for alternate frames.

4.2 In the event of a dispute the referee shall consult the playing rules before making a decision. If after consulting the rules a dispute still exists, both team captains shall consult privately and agree upon the correct action to be taken. If agreement cannot be reached, the referee's original decision shall stand and the frame shall continue. The two team captains shall make a report in writing to the secretary. On receipt of such a report, the league committee shall meet and rule on the correct course of action.(in the first instance this shall be the Disciplinary Committee)

4.3 Any disputes about individual frames are not in themselves reason enough for a match to be abandoned. Any team refusing to complete a match because of such dispute will forfeit any outstanding frames.

4.4 Upon award of two shots the oncoming player must request for the referee to hand the player the cue ball if they wish the cue ball to be moved. Failure to do so will result in a foul and two shots shall move to the opponent.

5 REPORTING OF RESULTS

5.1 **Both** teams will complete results sheets and send them, separately, to the results co-ordinator, to arrive within 5 days of the date the match took place.

5.2 Captains are responsible for their sheets.

5.3 Teams not complying with rule 5.1 will be deducted two points.

5.4 These rules do not apply to the cup matches (see rule 12.3).

6 SHORT TEAMS

6.1 In the event that a team is short of players for a match (i.e. having less than 5), the opposing team will be awarded any frames for which they have no opposition.

6.2 If both teams are short, meaning that a frame or frames have no players to compete in them, then the points for these frames will not be awarded.

7 VENUES AND CHANGES OF VENUE

7.1 All teams must register their home venue with the league.

7.2 In the event of a team wishing to change its venue mid-season, the secretary must be given 7 days notice, preferably in writing.

7.3 The minimum desirable requirement for an acceptable venue shall be:

7.3.1 A standard six, seven or eight foot table, a seven foot table being the recommended size.

7.3.2 The match table shall be level and have a surface of reasonable quality.

7.3.3 The table shall be clearly marked and maintained in a clean and well presented manner.

7.3.4 A rest and/or spider must be made available were necessary.

7.3.5 Every effort should be made to ensure adequate playing space is available around the table. (Small cues to be made available)

7.3.6 An area must be available adjacent to the table for viewing purposes.

The Management Committee may refuse to accept any team whose venue does not conform to this standard

8 AVAILABILITY OF LEAGUE RULES

8.1 A copy of these league rules and current official playing rules (EPA as appropriate) shall be made available for all matches by the home team.

9 DETERMINATION OF CHAMPIONSHIP, PROMOTION AND RELEGATION

9.1 If two or more teams are tied in positions affecting the championship, promotion or relegation places the tie shall be broken as follows:-

9.1.1 The team having won the greater number of matches shall take precedence.

9.1.2 If there is still a tie, the team having lost the least amount of matches will take precedence.

9.1.2 If there is still a tie, the team having won the greater number of away matches shall take precedence.

9.1.3 If there is still a tie, the teams involved shall play off under a format to be decided by the committee, at such time and venue as is decided by the committee.

10 TROPHIES TO BE AWARDED

10.1 Player trophies will be awarded to up to six players of the winning and second place teams in each division. These trophies may be kept. Additional trophies will be made available at cost price, upon request.

10.2 The league will award team trophies to the winning team in each division, to be kept for one year only. These trophies will remain the property of the West Surrey Pool League at all times, and must be surrendered on request by the league.

10.4 A best player trophy is awarded to the player topping the performance ranking list, as produced by the results coordinator for each division for that season.

10.5 Player performance will be sorted by frame difference, then by games won, with all frames played counting.

10.6 A player must have played 50% of his/her teams official league fixtures to qualify for the best player trophy.

10.7 Any team in possession of a league trophy will take proper care of it and will bear the cost of replacing or repairing it should it become lost or damaged.

10.8 Failure to return presented annual trophies, will result in a fine of £80 and suspension from the league for a calendar year

10.9 Winners of trophies who do not attend presentation night or send a representative in their place, having not informed any member of the committee of their inability to attend, will forfeit the right to receive the trophy(ies).

11 CLUBS WITHDRAWING OR FAILING TO FULFIL FIXTURES

11.1 Any team not completing all their fixtures for the current season, (see rule 2.4) will be expelled for that season. All results against them, including player performance will be expunged.

12 CUP/PLATE & KO COMPETITIONS

12.1 Players must be registered no later than the first round of the competition to compete in any KO competition. (A written appeal to the committee can be made in exceptional circumstances).

12.2 Once a player has played in the cup, they cannot play for any other team in the relevant cup for that season, i.e., they are cup tied.

12.3 In the case of Cup/plate, winning captains to send both results sheets within five days to the competitions secretary or lose their place in the next round. (A written appeal can be made to the committee in exceptional circumstances) (This supercedes rules 5.1, 5.2 & 5.3).

13 COACHING

13.1 Coaching is deemed to be unsportsmanlike behavior and will result in the frame being awarded away.