

LEAGUE RULES AND REGULATIONS

1. LEAGUE MATCHES

- a. League fixtures will normally be played on Monday nights.
- b. All games to be played to current Blackball rules.
- c. League matches should start at 8pm prompt and at least two players per team must be present at the table at this time. If a team is late and the first game does not start at 8pm then the first game constituting 1 league point may be claimed by the opposition. Subsequent games may be claimed every 15 minutes thereafter if a team is late.

If a team fails to turn up at all then rules 1(o) and 1(p) will apply.

- d. Matches to consist of 5 singles and 2 doubles. Each player to play one opposing player on a best of three frames basis. The first player to two frames will constitute one league point.

- e. The initial break will be decided by a lag as per Blackball rules. The winner of the lag has the choice of whether to break or not. Lag procedure to be repeated if the score is 1-1 to determine who breaks in the final frame. In doubles the same player cannot lag or break twice.

- f. Players may take part in both the singles and the doubles; players that did not play singles can play the doubles, i.e. a maximum of 9 people could play.
- g. In a doubles match the break will alternate between partners. Once the order of play has been determined during the first turn of each pair, it shall remain for the duration of the match. To clarify, in the event of three frames being played, the player who broke in the first frame is not allowed to break in the third frame.
- h. Doubles players may confer prior to, but not during a visit. (i.e. whilst a player has started their visit they may not be advised either verbally or by pointing, by either their partner or any other person). A visit commences when a player addresses the table. Addressing the table means having touched, infringed or breached the boundaries of the table whether personally or with the cue, chalk or other item. Additionally, neither player of the oncoming pair should lean any part of their body over the table, or use the cue or any other item to do so, which will also be deemed a foul. Once the oncoming player has addressed the table there must be no further contact (including sign language, coughing, etc) between the players until the end of the break. Any further contact will result in a foul shot being called.
- i. Match cards should be filled in first by the home team and then by the away team for all league matches. It is allowable to complete all singles games before filling in the doubles. See rule 5(c) for filling out match cards for team knockouts.
- j. A bonus of two league points will be awarded for a team win.
- k. Games may be played in any order by mutual consent of both teams. If a captain does not wish to agree to a change of order then the match should continue as per the order on the match card. However, allowance is to be given to players with work commitments, e.g. shift workers, early starters etc. This is to be discussed and agreed between the captains prior to the start of the match.
- l. The match card is not to be altered in any way without the agreement of both captains.

- m. The home team is to provide referees of an adequate standard for all games. Failure to do so will constitute bad sportsmanship and will be dealt with by the Committee.

Referees or a designated timekeeper should ensure visits to the table do not last longer than 60 seconds, and if the first 30 seconds elapses before a shot is played the referee/timekeeper should call “30 seconds” as a warning to the player. No other warning should be given.

A shot not played within 60 seconds results in a "non-standard foul," granting the opponent a shot and a visit from where the cue ball lies or from Baulk.

- n. A match card showing players' full names must be completed and signed by both captains following the match. It is the responsibility of the home captain to ensure a photograph of the card is sent directly to the Secretary or deputy via social media on the night of the match. Failure to do so will result in a £2 fine and deduction of 2 league points. If full, proper names are not used, that individual may not be included in the League Averages. There is no longer any need to post the cards.

o. . Cancelling a League match with adequate notice.

A match may be cancelled and re-arranged by **giving a minimum of 48 hours notice initially** to a main Committee member i.e. Chairman/Secretary/Treasurer, then to the opposing captain. **The penalty for doing this is a deduction of 2 league points for the team cancelling.** The game however MUST BE REARRANGED AND PLAYED, the only exception being Knockout Competitions (see rule 5(b)). In the event of a cancelled fixture the game must be rearranged within four weeks of the original date and on a day agreeable to both captains and with the Committee's approval. Failure to play this game within the timescale may result in the offending team being withdrawn from the League.

p. Cancelling a League match without adequate notice.

In the event of a cancelled fixture **without giving a main Committee member the statutory 48 hours notice** the offending team is to pay a fine of £5 to the offended team and will be **deducted between 2 & 5 points** at the discretion of the Committee. If the offending team are the home team then they will also **lose the home advantage** in the rearranged match. The game is STILL TO BE PLAYED within 4 weeks of the original fixture, the only exception being Knockout Competitions – see rule 5(b)). Failure to play this game within the timescale may result in the offending team being withdrawn from the league.

i. Any extenuating circumstances must be reported to the Committee within 48 hours of the fixture.

ii. In the event of a tie at the end of the season, a one-match play-off will take place at a neutral venue.

iii. Under no circumstances should a match commence if a team knowingly has less than three players at its disposal. The Committee must be informed immediately.

iv. In the event of a game not being played within 4 weeks of the last fixtured league date of the season, or if a team refuses to play a game, the offending team will be deducted 7 points and the offended team will be given a fair number of points for that match (up to a maximum of 7 points) as decided by the Committee. Rules 1(o) and/or 1(p) however may still be enforced.

2. MATCH TABLES / PLAYING ENVIRONMENT

- a. Match tables must be of standard size and specification suitably maintained and levelled to an acceptable standard.
The playing area and surrounding environment should be also be of an acceptable standard.
The Committee will be the sole judge of what is an acceptable standard.

This is of particular importance:

- When a new venue wishes to join the league;
 - When a table is re-located within an existing venue;
 - When a team is promoted to a higher division;
 - For competition use.
- b. Teams may only be registered from an existing licensed and open venue.

3. FEES AND SUBSCRIPTIONS

- a. The League Fees are as follows:

Team Registration	£10.00
Match Fees	£5.00
Singles Knockout entrance fee per player	£2.00
Doubles Knockout entrance fee per pair	£4.00
Team Knockout Matches	FREE
Ladies Knockout	FREE
Mixed Doubles	FREE
Captains' Cup	FREE
Landlords' Cup	FREE

Home team to pay for all table fees.

- b. All match fees are to be paid up front before the season commences. Failure to do so may result in expulsion from the League.

4. REGISTRATION OF NEW PLAYERS

- a. Any team can register an unsigned player on the night of a match. The new player should be highlighted clearly on the match card; this player then becomes registered and if they win the point will stand. **However, this is not allowed in a knock-out match.**
- b. Players may transfer once a season prior to the half-way stage. The half-way stage is deemed as being on that date when half of the fixtures have been played.

- c. For players under the age of 14, permission should be sought from each venue and before each match to determine if they will be allowed to enter, under the supervision of a responsible adult.

- d. If a new team consists of 3 or more players with First Division experience, then that team **may** be placed in Division 1 depending on places and at the discretion of the Committee.
- e. It is the responsibility of the captain to ensure that any new players have not been previously barred by the League.

5 TEAM KNOCKOUT COMPETITIONS

- a. Knockout competitions will be structured in the same way as league games. First team to gain 4 points wins.
- b. In the event of a team cancelling a knockout fixture without the statutory 48 hours notice and prior approval of the committee, then they shall forfeit the game and their opponents shall proceed into the next round.
- c. The match card should be folded down the centre prior to filling it in for KO matches so neither team captain knows the playing order of the other. It is allowable to complete all singles games before filling in the doubles.
- d. Knock-out games may be played on evenings other than a Monday.
- e. A team may not sign a player on the night of any KO match. This includes the Doubles KO.

6. SINGLES AND DOUBLES KNOCKOUTS

- a. In all the Doubles Knockouts, partners may not be changed without at least 48 hours notice, and with the Committee's approval, prior to the first round of the competition. After the first round has commenced partners may not be changed under any circumstance.
- b. Knockout draws will be carried out by a Committee member at an appropriate time prior to each round and where possible witnessed by another Committee member, team captains or other registered players.
- c. Any player not present for a knockout competition 15 minutes after the stated start time (normally 8.00pm) will be eliminated from the draw irrespective of the circumstances and no refund shall be due.
- d. If a player fails to turn up in any round of the Singles or Doubles KOs without informing the **venue organiser** then that player's team will be fined £5.
- e. A licensee, manager, landlord or steward may play in the Landlord's KO Cup. In the case of Clubs where there is no specifically registered steward the main figurehead MAY be considered for eligibility. In the case of more than one licensee from a venue, only one will be eligible to play.

f. Players that are unable to make the 1st Round of either the Singles or Doubles KO but send their apologies in advance of the draw being made at 8pm on the night, **are now allowed** to be entered in to the Plate KO Tournaments. However, players that fail to show up for either the Singles or Doubles KO rounds without notice or apologies in advance **will not be allowed** to enter the Plate tournaments.

7. LEAGUE MEETINGS AND AGM

- a. There will be no regular, scheduled paying-in meetings as all fees must be paid up front.
- b. Items for discussion at any AGM must be received in writing by the Secretary before the scheduled meeting or they may not be discussed.
- c. Prospective new teams MAY NOT be allowed to vote on certain points at the AGM at the discretion of the Committee.

8. TROPHIES

- a. Trophy winners are responsible for their safe return upon the request of the Committee. In the event of a trophy being damaged or missing, each signed-on members of the team concerned will be held responsible for their share of the repair/replacement cost.

9. BANNED PLAYERS AND OUTSTANDING DEBTS

- a. Any player who has previously played for a team owing money will be suspended from signing-on for any team in any future season until one fifth of that money owing has been paid. The player has the right of appeal to the Committee to state their case.
- b. If a team withdraws from the League without the Committee's approval, all players signed on for that team shall be barred from playing for any team in future until a £5 fine is paid by each individual. Each individual has the right of appeal to the Committee.

10. STATEMENT

- a. The above rules will be strictly enforced and therefore captains are requested to make themselves and their players aware of them.
- b. The Committee's decision will always be final.
- c. In extreme circumstances, especially where time is an important factor, the available main Committee members shall make a decision they consider to be in the League's best interests.
- d. Fair play and common sense should apply at all times.
- e. During games, the referee is the sole judge of what is considered fair and unfair play and should take whatever action is necessary to ensure these rules are observed.
- f. The Committee and all players should make every effort to ensure that all matches are played in the true spirit of the game. Any attempt to deliberately cheat could lead to individuals and/or their team being expelled. This includes 'throwing' games!

MAIN COMMITTEE MEMBERS:

Russ Matthews	Chairman
James Rutt	Secretary
Barry Moss	Finance

Sub-Committee	All Captains, Landlords.
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Denotes Rule Change Agreed at the Last AGM