



## **SOUTH BEDS POOL LEAGUE**



### **WELCOME TO THE SOUTH BEDS POOL LEAGUE**

The South Beds Pool League is a Thursday night 8-ball pool league in which Public Houses and Social/Members Clubs in South Beds areas enter pool teams to compete for League and Cup honours, and competitions involving Singles players and Doubles Teams. The playing rules for this league are the World Eight Ball Rules January **2015** amended. We are affiliated to the Bedfordshire County Pool Association and the English Pool Association (EPA). Each season the Premier League Winners and Runner up/League Cup Winners will be eligible to play in the Champion of Champions' Cup which is a National tournament.

In this league teams are registered to represent pubs and clubs in the South **Bedfordshire (typically within a net of around 12 miles from Luton)**. Entry is subject to payment of registration fees; signing of League documentation and the receipt of a League information pack. A variety of competitions are played within the League season that follows, lasting approximately 10 months. At the end of the season an awards night is scheduled to which all members are welcome, this sees most of the Cup Finals played and the awarding of trophies to all competition winners.

The League currently has several sponsors, the names of which can be found on the League Scorecards and also other official documentation. Sponsorship is open to all – venues, individuals, businesses or other organisations. All League Sponsors either provide a Sponsorship Fee or provide some capacity of General Services to the League.

At the end of each season, teams will be invited to re-register for the league for the following season. Their league placing for the following season will be based on their final position from the previous season (promotions/relegations and play-offs apply). New teams are welcome to join the league each year, subject to places being available within the League system.

Besides this general rules manual you should have received each of the following:

- Team Registration Form (you can register players for all competitions on one single form).
- Copy World Rules January **2015**
- A detailed Fixture List for your team (you may wish to provide your venue with a separate copy of this).
- Score Cards for your team's home matches.
- A League telephone directory.

Please ensure that you keep all of this documentation safe and available for your future reference.

Aside from the Official Match Rules, this General Rules Manual is designed to explain the expected code of conduct by all competitors in the league. The intention is to give a clear indication of the rules and procedures to be followed and the course of action which will be taken if rules are breached or questioned.

Should an issue arise which is not clearly explained or is omitted from this Manual then such points are requested to be brought to the table at the next available AGM for discussion. Any issues requiring majority votes or further examination will also be discussed at these times.

**BY RETURNING A SIGNED COMPLETED COPY OF YOUR TEAM'S REGISTRATION FORM TOGETHER WITH THE REGISTRATION FEES YOU, YOUR TEAM AND YOUR HOSTING VENUE OWNER ARE AGREEING TO ABIDE BY ALL OF THE RULES SHOWN IN THIS MANUAL AND THE OFFICIAL MATCH RULES.**

### **THE LEAGUE COMMITTEE**

The League Officials panel consists of the League Chairman, Vice Chairman, Secretary and Treasurer. In addition each division will have its own Representative who will be the first point of contact in cases of match disputes. Each Committee member has their own responsibilities regarding the League, and any one of them should be able to help you with regards to queries or issues. Please bear in mind that our Committee Members all commit to day jobs and family lives outside of the Pool League, and are not paid for their positions within the League. As such it may not be possible for them to respond to your query straight away but please bear with them.

The League Committee is reviewed internally at the end of every season.

**Dated 23/8/201 following the rule changes made at the AGM held on the 17/8/2017**

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## **1. TEAM REGISTRATIONS**

a) To join the league a team must have a suitable venue agreed for hosting pool matches. Any venue can enter two pool teams per available table at that venue. Tables within that venue must be deemed to be of an acceptable standard to host pool matches (see rule 2a).

b) Each team **MUST** have a minimum of 5 registered players to join the league, up to a maximum of 10. A designated Captain must be nominated by that team and his or her contact details **MUST** be included on the registration form. Contact details provided are solely for the use of league official business and will not be disclosed to anybody outside of the South Beds Pool League. Players must be registered under their own real name. A sufficient proportion of players in your team **MUST BE PREPARED TO TRAVEL** across the area to other venues representing the League system in order to fulfil the full fixture schedule. No travelling distance within the league is greater than **12 miles** (this is in accordance to travelling the shortest possible distances by road according to the Google maps).

The playing squad limits are based around the playing format for matches. All legs in a match can be completed with a minimum of 5 players (less than five players will result in forfeiture of frames), while the top limit of 10 allows the entire playing squad to be present at a match and appear in at least one frame.

c) Teams must be registered under the name of the venue that they play from. Any venue naming two or more teams will suffix these "A", "B", "C" and so on. The "A" team from any venue does not necessarily have to be recognised as a venue's strongest team. Suffix letters for teams are not allowed to be changed from season to season (for example a "B" team may end up playing in a higher division than their respective "A" team). However the suffix letters are allowed to be dropped in cases where additional teams pull out.

d) A team is eligible to join a league division as soon as their registration process is completed and signed off by the League Committee. See Section 7 for full rules regarding League Placings.

e) Teams **MUST** submit their completed registration form, together with their team registration fee of £50 by **NO LATER THAN** the second pre-season meeting, which will take place two weeks before commencement of the season. The £50 fee covers the team's entry to both the League and Team Knockout competitions for the corresponding season.

f) Singles and Doubles Knockout competitions. Entry costs for these competitions will be **£2 per Singles entry and £4 per Doubles entry**.

g) Failure to pay registration fees in full by any given deadline agreed by the Committee may leave your team/venue open to further sanctions from the League. The League reserves the right to impose an admin fee or points deduction for failure to pay fees as they become due, and ultimately the Committee reserves the right to expel players or teams due to non-payments.

**h) Registrations for the Singles and Doubles KO competitions must be with the League Chairman on or before **the 4<sup>th</sup> October 2017****

i) All registration fees for the South Beds Pool League and its affiliated competitions are non-refundable, regardless of resignation, expulsion, or failure to turn up at your respective Singles or Doubles Match venue in the specified time frame.

j) Players in the league can be male or female, there are no restrictions on the number of men or women in each team. There is no maximum age limit for players joining the league, however the minimum required age for competitors into the league is 14 (a player must have passed their 14<sup>th</sup> birthday at the time of registration). However it is strongly advised that any teams with players below the age of 18 contact venues in advance to make them aware of this prior to matches to prevent any embarrassment (as normal licensing laws apply to which the league cannot override). It is suggested that all players carry some

form of photo ID with them at all times during Pool League participation; especially those who may be likely to be asked for it (even if they are over 18). Under no circumstances may a player under the age of 18 purchase or consume alcohol in any venue. The league holds no responsibility over any player or players who are refused entry or removed from a venue because this rule was not followed.

k) One week after the closing date for completed registration forms; (two weeks before the commencement of the season), full fixture lists and score cards will be delivered to each venue. Please ensure that you are able to visit your venue during this time to collect and view these. If your team has close acquaintance with other teams within the league, please feel free to arrange friendly matches up until the start of the season.

l) All League Fixture Lists are produced from a standard template which is intended to be unbiased. If two teams are sharing a table or venue, then the fixture list has been designed to ensure that each week one will be at home and the other away, regardless of the divisions they are competing in. In addition teams will not find themselves playing away matches for more than two consecutive league games. The only exceptions to this rule may be in cases where an odd number of teams are in a division, or a team pulls out of the league creating a gap in the fixture schedule. In such cases the League will try to accommodate as best it can.

m) Player transfers are permitted during the course of the season and players may transfer once per season. Transfers must be made by text message, email or telephone call to the league Chairman by the team Captain registering the player. Transfers must be submitted by the 1<sup>st</sup> Wednesday of the month to enable the player to play for their new team on the 1<sup>st</sup> Thursday of the month. **The last date for transfers is the 29<sup>th</sup> March 2018**. Players may only play in the league if they are officially registered. Transferring teams will not affect the player's ability to compete in either the singles or doubles knockout, but it will effectively cup-tie them from the season's Team Knockout if they appeared for their previous team in earlier rounds of the competition. See section 15 for a full list of rules regarding transfers and registrations. Players who have not been registered with a team in the current season may register with a team but 7 days must elapse from the time the league is notified before they can play. The last day for new players to register is the **29<sup>th</sup> March 2018**.

n) Although players must be registered to play for a team, every player has the right to choose which team within the league they wish to play for. Should it appear that a player is registered for more than one team when all registration forms are received, the league will accept the player's decision by virtue of the team they turn out to play for in their first league fixtures. After the first round of fixtures have been played, normal transfer rules apply.

o) Teams are allowed to internally decide to change their Captaincy at any time, and as many times as they like. However such changes must be notified immediately to the League Officials, together with contact information for the replacement Captain. This rule also applies if a venue changes its base telephone number. Up to date contact information for both team and venue is essential information for the League Officials, especially in cases of issue or emergency.

p) Doubles teams are NOT allowed to change partners after the first or preliminary round matches have been played.

q) It is suggested (but by no means an official rule) that each team captain keeps a portfolio to keep any official league documentation in. This includes fixture schedules, new and completed score cards, and their own team's records. Items can then be kept safe and to hand if needed.

## **2. VENUE RULES**

By accepting the rules detailed in Section 2 of the Registration Clauses (attached to the team Registration Form); venues have agreed to host teams for pool matches on Thursday Evenings on behalf of the South Beds Pool League.

Home venues for League matches agree to commit to the following rules:

a) Ensuring that their tables are maintained to an acceptable standard during their time of hosting competitive games on behalf of the South Beds Pool League and its affiliated competitions. The table surface, cushions and pockets should all be functioning normally and free of damage. The floor area immediately surrounding the table should be free of any obstacles or debris. The table must also be deemed as sufficiently lit during matches.

This rule also covers the set of match balls used during matches. The set **MUST** be complete (Two different sets of 7 coloured balls OR 7 solid colour and 7 striped colour balls, one black ball and one cue ball). Pro Cup Balls may be used in all competitions. There are no restrictions on the colour of the baize on the table.

League Officials reserve the right to inspect a table and its playing conditions at any time and advise venues of any rectification work deemed necessary.

If there are any obstacles immediately surrounding the table which may hamper a player's ability to freely cue up for a shot then these should be moved a reasonable distance away so as not to obstruct the playing area. In cases where this is unavoidable (such as walls, pillars or other fixed units); then the venue must demonstrate that they have attempted to minimise the effects of them as much as possible (the provision of a shorter length cue may help).

b - i) The hosting venue will agree to provide complementary food to both teams during all team matches (league and cup). Food should generally be served during the 'interval' between the last singles game and the first doubles game – however it is up to the venue and home team captain to informally decide between them. Venues are free to decide what sort of food they wish to provide, but there must be a sufficient quantity to allow all players present to have something to eat. In cases where a neutral venue is selected to host a team match, they will also be requested to provide food for that match.

Failure to provide food for a league game will result in a deduction of 1 league point to the home team, which may be waived on payment of a £10 fine. If it is apparent that there will be no food provided for a league game, the venue will consent to the team ordering in take-away food, and reimbursing them accordingly (a receipt should be obtained by the team captain or member ordering the food in this case). This will remain an internal agreement between team and venue.

b – ii) Take-away food delivered during the match on behalf of the venue also constitutes complementary food (as it is recognised that not all venues have their own catering facilities).

b – iii) A venue can choose to provide a cash competition such as a football/domino card or raffle to subsidise the cost of food on the night. However this is not a compulsory requirement and will remain at the venue's discretion.

b – iv) Complementary food is not required when the venue is hosting singles & doubles matches (and should not be expected by players for such games). However if the venue wishes to provide food then this is entirely at their discretion.

b – v) Players are kindly asked to show consideration to all other players when taking portions of food, bearing in mind that some players may still be playing and have not yet had a chance to take food.

Any non-players within the venue should not be allowed to go and collect food provided until all players have taken a share.

c) The hosting venue will also agree to provide sufficient table credits to complete ALL TEAM MATCHES only. This includes all competitive legs of matches (which will be nine for all team matches), together with a further credit for a single practise frame for the visiting teams prior to the match commencing. Extra credits may be required in cases where a re-rack is deemed necessary. Further credits are optional and are at the discretion of the venue. Venues which have metered table time rather than pre-paid frames will agree to provide the match table free of charge for its duration. Venues are under no obligation to subsidise frames for a Singles or Doubles Knockout fixture, but can choose to do so if they wish (and players should not expect venues to do this).

d) **Neutral grounds to be used for** Singles & Doubles Knockout matches in the early rounds up to the quarter finals. This is to ensure that venues can still take a share of bar revenue on that particular night. For Singles & Doubles matches venues are not under any obligation to provide food (under rule 2b), or table credits (rule 2c). Players should not expect credits or food from venues for these matches. In later rounds where not all hosting venues are required, hosting venues will be selected based on those that still have players in the tournament, or tables with unrestricted access. All matches from the ¼ Final onwards will be held at the League sponsors venue.

e) Should a fault develop with the table during a match which cannot be rectified (such as a pocket breaking or a ball becoming stuck in the table mechanism and cannot be removed), then the match shall be abandoned pending an investigation by the League Officials. In cases where an alternative table within the venue can be used then the match can transfer to the alternative table, recommencing any frame from the start which has been interrupted.

f) Should a venue be unable to fulfil a fixture for whatever reason, they must ensure that the affected team(s) and League Officials are made aware of what the problem is and how long the venue will be unavailable for. It is then up to the affected team(s) to make alternative arrangements as per rule 3b.

g) If a match is moved to be played at an alternative venue, it is the original "home" team's responsibility to arrange food and table credits for that fixture. However this rule does not apply if the match is switched to the away team's venue (such instances will be at the discretion of the away team's venue).

h) Should a venue withdraw from the league whilst there are competitive matches remaining in the season, it is up to the affected team(s) to find an alternative suitable location where they can complete their matches. The League Officials should be kept updated on such situations at all times. It may also be a possibility (although we stress not a commitment) that the League Officials may be able to find an alternative short term replacement venue. The affected team(s) will also take responsibility for any match postponements as detailed under rules 3a and 3b. (See also rule 18b).

i - i) Any player who finds themselves excluded from any venue competing in the South Beds Pool League (regardless of the reason the individual was barred) will not be allowed to compete in any matches played in that venue. The affected players' team captain can, if they wish, contact the venue in advance to request that player being allowed to enter the venue for the duration of their team's match. However in such situations the ultimate decision rests with the venue owner and not the league. Due to the nature of such situations the League Officials will always rule in favour of the venue over any player being barred from entering a venue.

i – ii) Should a whole team be excluded from a venue, then the matter should be referred immediately to the League Officials, who will duly contact the affected team captains and venue owner. Refusal by the venue owner to allow the team entry to the venue will, in the vast majority of cases, incur the need for the match to be played at a neutral venue.

i – iii) In cases of singles and doubles knock-out matches, where venues for games are drawn at random, then the affected player should contact the relevant League Official or their opponent directly to re-arrange an alternative venue to play their match. In this case the first alternative venue will be the opponent's home venue – unless this was drawn as the original venue. In the latter case then a neutral venue can be agreed between the two players.

i – iv) Any player under the age of 18 or their captain should contact away venues in advance to ensure that players under 18 are allowed to enter that venue.

j) It is recognised that some venues within the league are classed as Social or Members Only Clubs. To compete in the league such venues must consent to allowing all visiting players into their premises whilst on Pool League business (except in cases where rule 2i applies). It may be necessary for any visiting players to make venue staff aware of this upon their arrival. Visiting

players should also be aware that they may be asked to sign in and out for the duration of their visit, but should not be eligible for any entry fees. Any membership agreements between such venues and players on their own teams will remain an internal matter between team and venue.

k) Venue owners will be required to sign a disclaimer on the team registration form; agreeing to abide by all rules detailed in section 2 of this manual. This is a compulsory requirement as part of a team's registration and affiliation to that venue. Failure by venues to comply with the rules outlined in rules 2a and 2b will result in suspension to the venue from the South Beds Pool League and its affiliated competitions for a period of time detailed by the League Officials. This rule also applies in breaches of rule 2c where teams are not reimbursed by the venue for match credits without prior agreement.

### **3. MATCH FULFILMENT**

The following rules apply to both teams as it is recognised that the home team could be late for a fixture as well as the away team.

a) Each team match has a **scheduled start time of 8:15pm (8pm for Singles & Doubles Knockouts)**. Both teams are respectfully asked to be at their match venue by 8:00pm (7.45pm for Singles & Doubles Knockouts). This then allows 15 minutes acclimatisation time where each team has time to meet each other, purchase drinks, complete team line ups on the score card and the away team to use their entitlement of one rack of free practise on the match table prior to the 8:15pm start time. If both teams are in agreement prior to the match commencing, then the match can start prior to the 8:15pm start time. Captains are reminded of the discretionary rules detailed in section 13 of this manual. If a team is travelling to a match together and know that they will be arriving late, they should make a courtesy call to the opposing Captain/Venue AND their relevant league representative or Committee Member. It will then fall to the Captain present whether they wish to exercise discretion (i.e. a mutual agreement between the two team Captains to commence the match late); or to opt to claim legs as detailed further on in this section.

If members of a team are all making their own way to a match, some are present and some will be late, and then please refer to rule 3e.

It is deemed unsporting conduct to delay filling out the score card or attempting to stall the start of a match in a bid to gain extra time prior to break-off.

Teams are asked to take travelling time into consideration, this includes distance between venues and also waiting time where the use of Public Transport is required to reach your match venue.

If a courtesy call is not made, then the following rules apply:

To allow a prompt start of 8:15pm for all matches, as a guide the away team's free practise frame should generally commence **at no later than 8:10pm**. If the away team are the only team present, they can still feel free to commence their practise game at 8:10pm if they haven't done so already.

**Arrival at 8:15pm** – any practise frames are forfeited if applicable, and the match should get underway as soon as the team sheet is completed.

**Arrival between 8:15pm and 8:40pm** – If applicable, practise games forfeited as detailed above. The team present may then begin to claim legs as follows:

8:20pm First Leg

8:25pm Second Leg

8:30pm Third Leg

8:35pm Fourth Leg

8.40pm The Match.

If the opposing team arrives at any point, the match will start from the next leg which has not yet been claimed by the team present. If the opposing team has still not arrived by 8:40pm, the team present is then entitled to claim the match. They must contact their relevant league official stating their intention to do so. A team cannot claim the match before 8:40pm unless they have already received prior notification from a League Official or their opponents that they will not be turning up. The team present will be awarded a 9-0 walk over victory and receive 3 league points as awarded for a win. However a score card must still be completed showing their own intended singles line-up and stating non-arrival of the opposing team. If the team present is the away team, they do not need to complete their intended line-up until the match has been claimed as the home team would have still been required to enter their line-up first. Player hot-shot legs will then be credited accordingly.

Any issues with regards to timekeeping must be challenged at the time of the match/incident and if play has been allowed to continue cannot be re-examined after the match.

#### **b) Cancellations & Postponements**

i) Cancellations or postponements of matches not covered by special league dispensation are no longer permitted (due to varying levels of abuse of the rule in previous years). Each match must be played at the date and time as directed in the official fixture lists.

ii) If a team cannot fulfil a fixture and needs to cancel it, they **MUST** let their League Representative and opposing captain know as early as possible (24 hours notice or greater is preferable). The league would like to avoid any unnecessary expenses incurred to the opposing team by way of food provision or travel costs. Additional points deductions or fines may be levied where the league feels that insufficient or no notice has been given of a fixture cancellation. The team that fails to fulfil a fixture will be awarded a 9 – 0 loss. If two teams wish to re arrange a fixture it must be played before the scheduled date and the League Committee informed of the revised date.

iii) If a team has fewer than 5 players available for a match, they are still advised to attend the fixture and play as many frames as they can within the rules. A team turning up and attempting to play a match; whilst forfeiting some frames will not face any further points deduction or possible fine from the league.  
A team with only three available players can still feasibly turn up and win a fixture, as they can still contest a sufficient number of frames to do so.

iv) Cancellation of fixtures will result in a one point deduction for the first cancellation. An additional point will then be deducted for each subsequent cancellation (2 points for second cancellation, 3 points for 3rd cancellation). Cancellation of a knockout fixture will result in elimination, and will also include deduction of league points in accordance with the escalating scale. **Not fulling 3 league & cup fixtures will result in expulsion from the league.**

v) The League committee reserves the right to cancel fixtures in the following circumstances:

If one or more of the league's teams or players is on County or International duty, or representing the league in another competition on the same day (such as the 'Champion of Champions' event).

Extreme weather conditions hampering the local travel network or jeopardising the safety of players travelling to or from a match.

The League committee also reserves the right to amend rules, match dates or anything in relation to the smooth running of the league if they deem it necessary or beneficial to the league or league sponsors.

Abandonment of a match.

If a team's home venue is closed or otherwise unavailable on a specific match day either by accident or design (further clarification may be sought from the venue if required).

Accepted late entrants to the league may be entitled to 'catch up' up a proportion of fixtures, subject to completion of the necessary documentation and payment of league fees. This can be done by playing catch-up matches on a pre-arranged date, or by playing any planned return fixture as a double-header.

c - i) In order to play all nine legs of a match, each team must have at least 5 registered players present; one player can play in 2 non-consecutive frames of singles and 1 frame of doubles, a different player can play in one singles frame and 2 frames of doubles. Therefore if a team has only 5 players then 2 players can play in 3 frames on the night and the other 3 players will play 1 singles frame and 1 doubles frame. If a team has 4 players present one singles frame and one doubles frame must be conceded (one player can play twice in the singles and another player can play twice in doubles). If only 3 players are present 2 singles and 2 doubles or 3 singles and 1 doubles must be conceded. Therefore with 5, 4 and 3 players present a match can still be won. Initially only one player needs to be present in order to fill out the team sheet and can start the match playing the first singles game. As it is a requirement that all six singles legs are named prior to the break-off, players who are not yet present at the venue can be named on the team sheet, however this is a Captain's gamble. If a player is not present to play their leg when it becomes due, the table will be racked and the player given five minutes from the time the rack is set. If the player has still not arrived after the five minutes, then the leg shall be awarded to the opposing player. It is not permissible to substitute a player after the line-up is completed.

NB It is deemed as unsporting behaviour to enter a player on the team sheet knowing that player is not going to turn up.

c – ii) Whilst at the venue, players are obviously entitled to partake in other activities whilst they are not involved in the frame in progress (such as playing gaming machines). However their frame MUST take priority when it becomes due. If the opposing team Captain feels that excessive time is being taken between frames then they can also opt to enforce the five minute rule. Players should also refrain from the utilisation of mobile telephones during their frame.

c – iii) It is permissible for a player who arrives late and has not played singles to be named to play in the doubles, even if a singles leg has been forfeited due to an insufficient number of players at that time. Please see rule 4f.

c – iv) In cases where a leg has been forfeited due to having an insufficient number of players, the two team Captains can choose to play the leg as a friendly frame – to allow any player who has no opponent to have a frame of pool. The Captain with insufficient players can choose anybody to play this frame, however the outcome of that frame will not count towards the match score. Friendly frames are purely intended as an option to allow all players present to have a frame of pool and retain the structure of the match. The score card must still reflect the no-show and not any "friendly frame".

– v) Please be aware that in cases of Cup matches or matches where your opposition cannot field a full team, it may be a possibility that one or more of your players do not get to play a competitive frame.

**d) From the start of the 2017/18 season results will be submitted using the app PoolAppLive which is downloaded free from your app store so it can be used on most smart phones. The procedure for entering details are as follows. The home team will fill their players on a result sheet followed by the away team as usual. Full details will then be updated into the app and saved. On completion of the singles matches the doubles pairings will be entered by the home team followed by the away team then saved into the app. ONLY PLAYERS REGISTERED WITH THE LEAGUE FOR A PARTICULAR TEAM WILL BE ALLOWED TO BE ENTERED INTO THE APP FOR ANY FIXTURE. EXISTIN REGISTRATION AND TRANSFER RULES STILL APPLY.**

e) N/A

f) In cases of Singles & Doubles Knockout games, competitors are asked to be present at each venue at 7:45pm in preparation for an 8pm start. Any player that is not present at the venue by 8:15 will be eliminated and the player present can then go on to play the winner of the other tie in their group of four. Re-arrangements of matches (either date or venue) are not permitted

on any dates. Any requests to move such fixtures will be refused. If it is found that players have moved their match dates or venues without consulting the Committee, then they could be disqualified from the competition.

g) N/A

h) N/A

i) In very extreme circumstances it may be necessary to abandon a match. Such examples of these circumstances may include:

- The table becoming unplayable (ripped baize, cracked or broken slate/surface, damaged pockets/cushions, jammed ball mechanism, missing balls etc.).
- Water leaking or debris falling from overhead directly on to the bed of the table.
- Failure of table lighting or full power failure at venue.
- Full evacuation of premises (under fire or other emergency procedures).

The League Officials must be informed immediately of any issues, including the point the match stood at the time that abandonment was deemed necessary. The Officials will make a decision based on the circumstances of the situation. If the original table is unplayable, then it may be feasible to transfer the match either to an alternative table, or an alternative local vacant venue. If necessary the match may need to be replayed from the point of abandonment, recommencing any disrupted frame from the start.

#### **4. GENERAL MATCHPLAY AND COMPETITION RULES**

The rules detailed in this section are an important side-line to the actual Official Match rules.

a) It is the responsibility of the home team (either venues or team captain) to each provides a blank score card to be used during the match. Teams are free to photocopy or mock-up score cards if their supply runs out. If teams will be given a sufficient stockpile of score cards to see them through the season; a small charge may be applied should they require more from the Committee.

b) All team matches will initially be played over 9 legs – 6 singles followed by 3 doubles. Each player within the playing squad may appear in up to three frames in those 9 legs, fitting the following criteria:

- All players are eligible to play in ONE SINGLES and ONE DOUBLES frame, according to the size of the team available on that day and the Captain's team selection preferences.
- ONE PLAYER may appear in two singles legs in the match, but those legs must not be played consecutively. This player is then eligible to play in one doubles frame in the match.
- ONE DIFFERENT PLAYER may appear in one singles leg in the match, and then be eligible to play in two doubles frames in the match.
- The player named to play the last singles frame (frame 6) is allowed to play in the first doubles frame (frame 7), as the gap between the two frames is deemed as an interval.

c) In team matches the home team will fill out their singles line-up on the score cards first. The score cards will then be passed to the away team to allow them to fill out their line-up. At each point the score cards are passed on, THE 6 SINGLES LEGS MUST BE COMPLETE. If the score cards are passed on with blank legs showing, the opposing captain should hand it back and request that they are completed – either with further player names, or with leg forfeiture. Captains can name players that are not present at the start of a match but are likely to arrive later, but they do so at their own risk of the player actually being present when their game is due to be played. If a player is not present at the venue at the time their game is due to be played, they are given 5 minutes grace, before their leg is forfeited.

Doubles line-ups do not have to be entered until all singles legs are completed. Teams are not allowed to change their line-ups after they have passed the score card on (this includes doubles). In frame 1 the break is decided by a lagging, the break then alternates for each frame for the remainder of the match.

d) In all cases where team matches are played at a neutral venue teams will be submitted simultaneously by each team and then lag for break.

e) In both League and Cup matches the minimum number of players required to play a match is 3, as in all cases it is still possible to claim a win with 3 players (see rule 3e). If a team only has 3 players on the night it is still advisable to fulfil the match, as the penalties detailed under rule 3c will apply.

f) If a team has less than 5 players available, the Captain of that team should notify the opposing Captain of this before the score card is filled out. Frames will have to be forfeited as follows:

When opting to forfeit legs, singles frames must be forfeited consecutively from frame 6 backwards, and doubles frames from frame 9 backwards. If both teams have only 3 players, both teams will play 4 singles. If the home team have forfeited frame 6, then the away team will forfeit frame 5.

g) Teams may NOT make any changes to their team sheets once the match has started, although captains do not have to choose their doubles line-ups until the singles legs have been completed. All player names should be clearly shown on the score sheet BY FULL NAME ONLY. Abbreviations, nicknames or first names only are not acceptable. Incorrectly filled out score cards may result in frames not being processed towards any player statistics.

h) All legs in team matches games MUST be played in the order as detailed on the team sheet. It is the team captain's responsibility to ensure that all players entered on the team sheets are present to play their match at the respective time. As matches will not follow a set time pattern once commenced, players and Captains should be aware that each leg can start at a different time each week. Under rule 3e a player does not have to be present at the venue when the score card is completed, but must be present to commence their frame within 5 minutes of the table being racked, otherwise their leg will be forfeited.

i) Teams may only select players who are registered to play for that team; playing unregistered players will result in a deduction of three league points for each game that the unregistered player played in. Any legs which that player won during any match will automatically be awarded back to the opposing team, which may have a bearing on the overall result. For example if an unregistered player wins their singles leg in a 5-4 victory then the score will be restored to 4-5. If they played and won two legs in a 5-4 victory, this will be reversed to a 3-6 defeat. After any leg reversals have been made, a further point's deduction may be applied, up to a maximum of 3 points after the leg reversals and points deductions have been taken into consideration.

j) Any refereeing decision is final – players are entitled to ask the referee questions based on their game providing that the answers are either 'yes' or 'no' and are not deemed to further a player's position in the game. No team or individual has the right to place pressure on a referee in an attempt to influence or distort a decision. The exception to this rule is where a game is temporarily suspended because a rule has not been enforced correctly or requires clarification. In such cases play must cease immediately, the rules manuals consulted and where necessary the League Officials contacted.

k) Team Captains are responsible for the conduct of all of their players (or the team as a whole) during matches. Venues reserve the right to remove or bar trouble makers from their premises and the League Officials will also suspend or expel any player from competing in its competitions who are deemed to be in serious breach of conduct (see also rule 2i & section 10).

l) The League scoring system awards 3 points for all matches won and no points for a defeat. Teams on equal points will be separated first by leg difference, then by legs won and finally by most overall wins. If two or more teams competing for a Championship/Promotion/Relegation place still cannot be separated at the end of the season following the application of this rule, then teams will be separated by countback of aggregate legs over all of the league meetings between the two sides that season, with the superior results gaining priority. As a last resort a play-off match (following the standard play-off format) will be played to separate the two sides.

Depending on the anticipated size of the league for the following season a number of teams near the bottom of each league may face relegation into a lower tier.

m) Generally teams in each division will play each other twice (once at home and once away); although in some cases due to the league size teams may meet each other three or four times (twice home and twice away). To fulfil a season's fixtures teams must be prepared for the fact they will have to travel away to other teams' venues within their area. All venues are currently covered within a 12 mile net. It is unacceptable for teams to decide to only fulfil their home fixtures and will be punishable by the points deductions/fines outlined in rule 3c. It is deemed disrespectful to the opposing hosting teams in respect of willingness to play their match/food provision/bar revenue etc.

## **5. LEAGUE DOCUMENTATION**

As part of your entry to the league, you will receive certain documentation in order to assist your team to fulfil all of its fixtures. The documentation you will receive will include score cards for all of your matches, rules manuals which cover both the gameplay rules and the league code of conduct, and a telephone directory which will have contact details for all venues, captains, venue addresses and Committee contact details.

a) N/A.

b) If your team changes venue or captain, or the contact details for either change; then please inform the Committee of your new details as soon as possible.

c) Any documentation issued by the league that bears the league official name or logo remains property of the league and can be surrendered or submitted on request of the Committee.

## **6. AWAY TRAVEL**

As detailed within your team's fixture lists you will be expected to play half of your fixtures at your home venue. The other half of your league fixtures will be played at the various other venues within your division. By submitting your signed registration form you agree to fulfil all of your scheduled fixtures, home and away.

a) Away trips should be planned carefully, especially in cases where you may be travelling to a venue you have not visited previously or requires greater travelling time. Under rule 3a you should aim to be at your match venue at around 8:00pm but no later than 8:10pm. For Singles and Doubles Knock-Out matches you should aim to be at your match venue for no later than 8:00pm.

b) N/A

c) Currently all venues in the league are covered by a 12 mile net, however it is always possible that the two teams furthest away from each other will not meet dependant on the divisions they play in and how the cup draws pan out.

d) Away travel for Singles and Doubles Knock Out matches will be necessary in the vast majority of cases as the need is there for all ties to be played at a neutral venue. All of these venues will be drawn at random except in cases where all competing players are from the same venue. All players are responsible for their own travel to and from each match in the Singles & Doubles.

## **7. LEAGUE PLACINGS**

Each registering team for the league will be automatically assigned a league position within the system. The top divisions within the system follow a general format of 10 teams playing each other 3 times. Subject to the number of member teams lower divisions may follow a different fixture format and number of teams/total matches played. League sizes may also dictate if teams end up playing each other twice at home and twice away during the season. Teams will be assigned to leagues in the following order:

a) Existing teams – any team which completes the preceding season and completes the registration process for the coming season will be placed into the league based on their finishing position last season after all promotions, relegations and resignations have been taken into consideration. Should any team or teams opt to resign from the league during the close season (not applicable to venue switches), teams may find themselves reprieved from relegation starting with the highest scoring team first. If all relegated teams are reprieved, extra promotion places will be granted again starting with the highest scoring team first

To be considered as an Existing team, teams must retain at least their existing home venue OR their Captain plus an equal split or majority of players from their playing squad during the preceding season. Appeals will only be considered by the Committee in cases where a majority of players has opted to break away from the Captain. If a team dispute reaches the appeal stage, the split of the team which loses the appeal will also be considered as an “existing team”, but will take a league placing beneath all other existing teams for the coming season.

b) Returning teams – any team which commenced the preceding season but submitted a resignation and failed to complete all of their fixtures will be allocated a division after all Existing teams and Combination applicants have been placed. Returning teams will be allocated a division based on the division they competed in last season, and then according to how many matches were completed/points accumulated etc.

c) New teams – any team which did not compete in the league during the preceding season will be allocated a league placing on a first come, first served basis (this includes teams that may have competed in the league prior to the previous season or longer before resigning).

d) Attempts to “merge” two teams will be subject to a ruling by the League Committee. In the majority of cases attempts to merge two teams mid-season will result in taking the lower league position of the two teams. The Committee position will be deemed based on any potential advantage that may be gained by teams merging, for example increasing a team’s chances of avoiding relegation or winning a trophy.

e) Points awarded to teams will be 3 for a win, . No points are awarded for a loss, and points deductions may also be applied where league rules are breached as detailed throughout the manuals.

## **8. KNOCKOUT COMPETITIONS**

a) If any ‘byes’ are awarded in any tournament draw, a number of last season’s best performers (starting with the winner and runner-up) from each competition will be seeded and guaranteed ‘byes’ through any Preliminary or Qualifying rounds in the competition. At the Committee’s discretion any remaining ‘byes’ will be drawn at random.

b) Each winning competitor (or via their Captain) is requested to contact the League Chairman after their match has been completed, to update results.

c) Re-arrangements of matches are not permitted.

d) Under no circumstances will a player be allowed to swap places with another player once the competitions have started.

### **League Cup**

e) The League Cup and Plate competition will be played as a straight KO. Each round will be drawn after completion of the previous round. There will be a plate competition for those teams that did not qualify to continue in the main competition. The winners of each tie will then progress to the next round with the losing team eliminated from the competition.

f) Team KO matches will be 6 singles followed by 3 doubles.

g) Up to the ¼ final all matches will be drawn and the first team drawn in each tie will be the home side and host the tie. The ¼ Final Semi-Finals and Final of the League Cup, Plate will be held at our sponsor’s venue. In all cases where team matches are played at a neutral venue teams will be submitted simultaneously by each team and then lag for break.

h) League Cup matches need not be played over all 9 legs after one team has reached 5 legs as the match has been won. If teams wish to play the match to a conclusion, then they can (as it is understood that some players may not have got to play during the match at the point that it was won), but the final score must be given from the point when one team has reached a score of 5 legs.

### **Singles & Doubles Knock-Outs**

i - i) The Doubles Knock-Out is played as a straight knock-out competition. The previous season's winners and runners up will be seeded and will automatically receive 'byes' through any Preliminary or Qualifying rounds of the competition. If other 'byes' are necessary the Committee may consider seeding other teams based on the previous season's performances, otherwise they will be drawn at random.

i – ii) The Singles Knock-Out is also played as a straight knock-out competition. The previous season's winner and runner up will be seeded and will automatically receive 'byes' through any Preliminary or Qualifying rounds of the competition. If other 'byes' are necessary the Committee may consider seeding other players based on the previous season's performance, otherwise they will be drawn at random.

j) Singles & Doubles Knock. Cancellation of fixtures are not permitted. This applies to dates or venues. Special consideration may be granted if players wish to move their time window slightly (for example a 7.30 or 8.30 start instead of the advertised 8.00 start time), however all such requests should be passed to the League Officials with at least 24 hours notice.

k) Neutral match venues will be assigned during the draw placement process. If all competing players in a round or group are from the same home venue, then they will automatically be assigned to play at their home venue. If the competing players are from different venues, then a neutral venue will be drawn at random. On knockout nights where two rounds are being played, it is not acceptable to re-arrange match dates or venues, and doing so could result in disqualification from the tournament.

j) Singles & Doubles Knock Out matches up to but not including the Quarter Finals are played as the best of 5 format (first to reach 3 legs), Quarter and Semi-finals as best of 7 (first to 4 legs), and the Final best of 9 (first to 5).

The break in frame 1 is determined by a lagging between the two players with the break alternating throughout the remainder of the match. There is no further lagging to determine break in a deciding frame. Players are trusted to referee matches amongst themselves in these situations, with the exception of the Semi-Finals and Finals which will be overseen by a referee appointed by the League Officials.

k) Venues are under no obligation to subsidise frames for Singles/Doubles tournaments. Players should not expect this and should arrive at their venue with sufficient funds to complete their respective matches. Although it is up to each player how they split the cost, it is deemed as unsporting conduct to arrive at a match venue with no money and expect your opponent or the hosting venue to fund your share of the costs of your match. A player will forfeit alternate frames (from frame 2, then frame 4 and so on), if they do not have money to pay for knockout frames, unless otherwise agreed.

l) Team Captains are allowed to change their registered singles and doubles line-ups right up to the time the draw is made. After this changes cannot be made.

m) Every effort is made to ensure that each singles and doubles match is played at a neutral venue. If two players or teams from the same venue are drawn against each other then the match will be scheduled to be played at their home venue. If the two opponents are from different venues then a neutral venue drawn at random will be selected. In such cases if the first venue drawn is the home venue of one of the players, it will be discarded and a new venue drawn. Players will not be allowed to change match venues once they are drawn, due to the draw system used.

### **9. MATCH REFEREES**

During team League and Knock-out matches, teams will be required to provide a referee for each leg in which their own competing player does not break. The elected referee should take charge of racking the balls up for the frame they are about to oversee, and remain in charge of the game until the black ball is pocketed. As a rule of league etiquette the competing players should shake hands before and after each frame to signal the start and end of each frame.

a) Each Team Captain will be asked to ensure that they have a number of players available for each match that can competently referee a frame of pool to World Rules. The same referee is allowed to appear more than once during a match, but is not allowed to referee a frame that he or she is competing in.

b) The referee selected for each game MUST give that game their full concentration throughout. Teams must not attempt to distract, influence, or intimidate the referee during a game. Such instances can be deemed as coaching, and can bring into question whether decisions or even legs are valid.

c) Referees must be totally impartial to both players at all times..

d) N/A.

e) The referee should not announce the outcome of any shot. The only exception to this rule should be if a foul has already been committed during the current shot.

f) Any refereeing decision is final (except in breaches of rule 9b), based on the consensus that if the referee has not seen a foul, then they cannot call a foul. No individual or group of individuals has the right to attempt to influence a refereeing decision. Such instances are deemed as coaching and must be referred to the League Officials for investigation.

g) Frame forfeiture is possible (the referee awarding the frame to a player's opponent) in the following circumstances:

- A player opting to 'concede' a frame by prematurely offering a handshake to his or her opponent. A player unscrewing and separating the sections of their cue shaft whilst their opponent is at the table may also be deemed as concession of frame.
- A deliberate act of moving balls on the table by a player in any way that is not deemed a normal shot with the tip of their cue (for example pushing a ball across the table or into a pocket with their hands or a 'swipe' at a ball using the cue shaft).

h) Should a rule require further clarification – play must cease immediately at the point where the issue occurred. Team Captains will attempt to resolve the issue, discussing with the referee and active players only if necessary. The rules manuals can be consulted (which should be in possession of either the Venue or home Team Captain at each match). Finally, if no decision is reached then they must contact a League Official, who will reiterate the official rule. If play is allowed to continue beyond the point of dispute, then it is deemed a satisfactory agreement has been reached and there will be no grounds for further appeal.

i) After a frame has finished and the opposing players have shaken hands, the result from that frame stands and is added to the final match score. The referee should oversee the score from that frame being added to the score card to ensure that it is completed correctly. After this point there will be no grounds for further appeal on that frame.

i) Under no circumstances do inactive team members have the right to argue with or confront a referee.

**\* It is the responsibility of the Team Captain (or acting Captain) to select referees for each game, and therefore their responsibility to ensure that the referee is not distracted from the game in any way. Any dispute should first be dealt with under the Captain's Discretionary rules detailed in section 13 of this manual. If the match is stopped mid-game, if an agreement cannot be reached the frame affected will be re-racked and started again, played by the same players but with an alternative referee.**

## **10. ASSOCIATED MATTERS**

a) Team representatives are invited to bring any issues which may affect the league to the attention of the committee who can summon an Extraordinary General Meeting (EGM) and discussed and put to a vote if necessary. One team one vote basis

b) During each pre-season registration period, at the Committee's discretion the venues used for the ¼ final and semi-final stages of the Single, Doubles and Finals Nights may be put out to tender. To qualify for the tender, your venue must have suitable facilities to meet all of the criteria detailed by the Committee for your hosting purpose. The Chairman or Treasurer will quote the value of the previous season's tender. Tenders must be at least 80% of the value of the previous season's tender with no upward limit. Sealed bids only will be accepted, and the winning bid must be settled to the League Committee within 7 days.

## **11. THE LEAGUE ENDORSEMENT SYSTEM**

1) Failure to fulfil a fixture without giving 24 hour notice, please refer to rule 3c.

2) Use of a player not registered to play for that team, please refer to rule 15g.

3) Failure by a home team/venue to provide food for a match (after considering all of the options available under rule 2b), will result in a deduction of 1 league point.

4) Violent or threatening behaviour by an individual or group of individuals belonging to a team in the South Beds Pool League at a match will not be tolerated. An investigation by the South Beds Pool League Officials will be conducted, based on written accounts of any incident. General punishments for threatening or abusive behaviour include a yellow card for any offending player or players. The yellow card triggers an automatic 2 match ban, applicable for their team's next two team matches. Physical violence or assault, if proven, will result in a red card for any offending player. The red card triggers an automatic expulsion from the league, ranging from the remainder of the current season up to a lifetime ban.

Any players serving a ban must not play in or attend any matches involving their team, otherwise the team may be subject to a point's deduction. Bans to individuals under schemes that protect the Public Houses within Luton may also apply in such situations.

5) Teams are also expected to show respect and reasonable behaviour when present at Finals and Presentation Nights, or any other competitive event where in the presence of numbers of teams or players. Whilst teams may have an award to celebrate or

a crucial competitive game to play, they remain responsible for their own conduct and are representing their venue, themselves and the league. The Committee reserves the right to impose any sanctions to teams or players which are in breach of this rule which may cover future seasons.

6) Any team or individual owing outstanding monies to the league or any of its associated creditors which may be seen as damaging to the integrity or reputation of the league may be barred from competing in the league or any of its affiliated competitions.

7) Individuals should refrain from contacting the League Committee outside of "reasonable hours". "Reasonable hours" would be defined as the time window between 9am and 9pm, except on match days when the league and Committee telephone lines are effectively open until 12 midnight. Individuals that frequently abuse this situation may find themselves warned and/or subsequently barred from the league. Please also see rule 11L).

8) Forfeiture of individual legs may also occur during matches if the rules of coaching are deemed as breached as detailed in rules 14a and 14b.

## **12. FINES**

Any fines incurred are payable in cash to the League Committee. Each individual incident incurs one penalty, so fines and points deductions may accumulate during a given period.

a) Failure by a team to fulfil a fixture will result in a cash fine of £10, as well as forfeiting the match by a score of 9-0 and receiving a deduction of 1 league point. The point's deduction will be increased to 3 points if the fine is not settled within one month.

b) Failure to provide food for a League match will result in a fine of £10 issued to the home team. A 1 point deduction will be applied if the fine is not settled within one month.

c) When received, the cash fine will be offered to the opposing team as a goodwill gesture in lieu of unnecessary travel expenses or spoiled food. The team can choose to accept the cash, or can place the money in a sealed envelope as a donation to the league's chosen charity pot at the end of the current season.

d) Fines are a compulsory request, but a team reserves the right not to pay the fine when it becomes due. If they choose to take this approach then they will receive an increase in their league point's deduction in accordance with the rules above. After this action has been taken there are no further grounds for appeal.

## **13. CAPTAIN'S DISCRETIONS, GRIEVANCE PROCEDURE & COMMITTEE REFERRALS**

From time to time certain instances may arise where issues may be resolved between the team captains without necessarily informing the League Officials. In special cases the League Officials will allow team captains to show flexibility according to circumstances. Such circumstances should only be used in relatively minor instances such as lateness or minor rule disputes and NEVER in situations of blatant rule breaking, or situations which may affect the ultimate destiny of other teams in the league table.

a) Team Captains have the right to discuss any specific incident or issue between themselves which may arise during a leg or match which affects the respective match. If a frame is in play at that time play must cease immediately at the point where the issue arose and not continue until a satisfactory agreement to all parties has been reached. Players who attempt to play on after it is clear an unsettled dispute is in progress will be penalised. (Captains can obstruct the table by placing a cue across it without disturbing any balls on the playing surface if necessary).

b) The issue should initially be discussed ONLY by the two Captains. Both players and the referee may also be brought into discussion where deemed necessary. No other individual (unless they are part of the League Committee); must be involved in the discussion.

c) If the Team Captains reach a stalemate, then they must contact a League Official by telephone immediately WITHOUT ALLOWING PLAY TO CONTINUE. Upon contact with a League Official, the official rule will be reiterated and enforced. Depending on the nature of the dispute this may result in the affected frame being re-racked and replayed from the start. League Officials will only deal with Captains, Venue owners, and where necessary active players and referees. Any other person, team member or not, who does not have direct involvement, will be deemed irrelevant in the dispute and advised to discuss the matter with their team Captain.

d) If a match is played to a conclusion following the steps described in rules 13a – 13c without contacting the League Officials, it will be assumed an agreement has been reached as play has continued. In such cases there are no further grounds for appeal.

e) If a more sinister issue arises, which is not covered by rules 13a – 13d, then the affected team captain should make the League Officials aware of the issue as soon as possible. If the team captain wishes to pursue their complaint they must then put it in writing to the League Committee within 7 days of the incident or fixture date. Once a written complaint is received it will then form the basis of an investigation. If any other party is involved, then they may also be asked for a written account of the incident. Any report claim will only remain open for those 7 days and will be closed if a confirmation in writing is not received

within that time. Again Captains and Venue owners are the only team individuals who should contact the League Officials and any other person doing so will be told to discuss their concerns with their Captain.

f) Impromptu Officials meetings may be arranged in order to decide on a suitable course of action to resolve such situations. This is intended purely as a last resort or where the nature of a complaint is too serious or complex to be dealt with informally. In such cases the meeting will be conducted privately by only the League Officials, although it is also likely that the attendance of both team Captains will be requested. The outcome of any such meeting will be clearly disclosed to all parties after the final meeting. Depending on the severity of the incident the following penalties may apply:.

- Reversal of legs and/or results.
- League points deduction or elimination from the Cup.
- Official warning or suspension of players/team for a set time period.
- Expulsion of players/team from the entire League network with immediate effect.

#### **14. SPORTING BEHAVIOUR, GAMESMANSHIP, COACHING & BARRACKING**

Whilst the league actively encourages a competitive environment, it also aims to remain friendly and fair, and as such sporting behaviour is expected from all players and supporters at matches at all times. Poor sporting behaviour and gamesmanship can often sour what should otherwise be an enjoyable night out for all of the players involved, and also presents a sub-conscious negative reputation between individuals or teams which can be difficult to shake off.

Teams and venues should be welcoming to visiting teams on their arrival, remember that teams visiting your venue are your guests for the evening!

Any instances of coaching during any match in the South Beds Pool League or its affiliated competitions are deemed as unsporting conduct by the League Officials.

To avoid any confusion an instance of coaching is deemed when an outside influence (including the referee) makes a clear attempt to further a player's position in the game. This could be by verbal instruction (including reiteration of rules made by somebody other than the referee) or making contact with the table to indicate a shot or series of shots for a player to make. The referee reserves the right to maintain control of such situations at all times.

a) Should an individual or group of individuals who are not active in the game make a verbal or gestured instruction to a player which is likely to influence that player's position in the game, or affect the player's decision making ability with regard to how they are playing the game, then the referee will issue one verbal warning to the player and individuals at fault. The affected players may choose to remind the individuals concerned that their instruction is not acceptable before continuing. Following the verbal warning, any further instances will result in the referee calling a foul, two visits and a free table being awarded to the opposing team.

Doubles players are kindly reminded that after a player's visit has commenced (he or she has touched the table - except after the break shot), no further conferring is allowed until after the active player's visit has ended.

b - i) If any individual who is not active in the game makes contact with the table (including the active player's doubles partner during doubles matches where the active player has already taken control of the table); the referee should issue one verbal warning to all players. If there is any further instance by either team after the warning has been issued, then the referee reserves the right to call a foul and award two visits and a free table to the opposing team.

b - ii) Any individual or groups of individuals that are not active in a frame should not be touching the table at any point whilst a frame is in progress - including tapping the edge of the table to indicate a "good shot".

b - iii) As a form of courtesy; inactive players should refrain from approaching the table whilst their opponent is shooting. This includes picking up chalk from the table. In this case the referee should issue one verbal warning before resorting to any penalty.

b - iv) Players should refrain from using their mobile telephones during their frames or matches. Ideally players should switch their phone off or pass it to a team mate to take responsibility for prior to their frame or match commencing.

b - v) All players should be shown full respect whilst they are playing. They should not be expected to move out of the way for people during a visit or have people attempting to push past them whilst they are playing.

b - vi) Heckling opposing players after a poor shot or foul also demonstrates poor sportsmanship.

c) A team's line of duty to prevent coaching instances also extends to persons who may be inside a venue but bear no connections to either team. Such individuals should be kindly reminded that a league/cup match is taking place and asked to refrain from becoming involved.

d) The active player reserves the right to ask the referee to request the opposing player to move if they are standing in the active player's line of sight whilst shooting. This also applies to the referee, who should not be standing in the active player's line of sight. The referee should not ask a player to move unless requested to do so by the active player. No penalty will be incurred.

e) Whilst it is important that the instances in rules 13a-13c are enforced, it is important that coaching is in no way confused with barracking. Barracking at matches within this league to an acceptable level is ok, and has indeed been a part of the league for many years and we hope it will continue to be so.

Barracking MUST NOT:-

- offer any instruction to further a player's position in the game (which would be deemed as coaching and dealt with under rules 14a-14c).
- have any prejudicial connotations (including racism, sexism or homophobia).
- take place whilst any player is shooting.

- be made in an attempt to influence or distract the referee.

## **15. PLAYER REGISTRATIONS & TRANSFERS**

Due to the demands of your playing squad, it may be necessary during the course of a season to transfer players to and from your team. In the case of player transfers, the following rules will apply:

a) A player can only be signed on for ONE TEAM at any one time. If two or more teams attempt to sign on the same player at the start of a season, the official registration for the player will be retained by the first team that the player turns out to play for. Any other teams involved will be notified that this player is registered to play for another team. The ultimate decision in this case will rest with the player.

b) Your registered playing squad must not consist of less than 5 or more than 10 players at any time. If the playing squad size is exceeded, you will be asked to remove the necessary amount of players in order to comply with the regulation squad size. The 10 player limit has been set to allow the feasibility of your entire squad attending a match and all players able to be named in the match day squad (6 players in singles and 4 players in doubles). A maximum of 10 individual trophies or medals will be awarded to winners of team events. If a team has utilised more than 10 players over the course of a season, it will fall to the responsibility of the Captain as to which 10 players receive the individual awards, or to order and buy additional trophies.

d – i) Any player transferring between two teams in the same division will have their singles hot-shot record carried over to their new team. However, if the player moves between two teams in different divisions, their existing record will be frozen, and they will start a new record in the division that they are playing in.

d – i) A player transferring between teams will not be eligible to play in the Team Knockout if they have already appeared for another team at any stage in the competition (effectively cup-tied). However the player's eligibility for any other competition (Singles, Doubles or Charity Cups) is unaffected.

e) All teams in the league are separate entries, regardless of how many teams are assigned to play for a venue. If a player is signed on for a venue's "A" team, they cannot turn out for the "B" team without completing official transfer paperwork as applied between rules 15a and 15d.

f) The final opportunity to make changes to your playing squad will be the 29<sup>th</sup> March 2018, regardless of the number of Cup fixtures still to be played. This is to prevent abuse of the registration rules for a team to purposely strengthen their squad for play-off or latter stage Cup matches, and players who would otherwise not have won trophies during the corresponding season giving themselves an additional opportunity to do so.

g) Naming any player to play for your team in a competitive fixture who has not been signed on through the correct processes as detailed above will result in a reversal of any leg or legs that the player has won, which may or may not affect the overall result of any match. A further deduction of points may also be applied in addition to the leg reversal, up to a maximum deduction of 3 league points. If the match involved is in the Knockout stage of the Cup, then the team at fault will face automatic expulsion from the Cup competition, with their opponents reinstated if they were knocked out.

## **16. TEAM RESIGNATIONS**

In any instance where a team voluntarily decides to withdraw from the league, they must inform the League Officials in writing of their decision as soon as possible. In most cases the League Officials may request to arrange a meeting with the team captain to discuss the issue and see if there is anything that can be done to help the situation in accordance with the League Rules, and as a last resort Special Dispensation as detailed in section 18. In the case of the resignation remaining in place, the following rules apply:

a) If the season has commenced and matches have already been completed, any registration fees paid by the team to the league are non-refundable (as per rules 1e/1i).

a) When a team resigns from the league the following applies.

Where teams play each other 2 or 4 times per season. If less than 50% of the league season has been completed, the team's record will be expunged from the league, all completed results will be set to 9-0 walkovers to the team's opponents. If more than 50% of the league season has been completed, the results of that team up to the halfway point will stand, 9-0 walkovers being awarded to all opponents in the second half of the season (including any matches after the halfway point which have already been completed). Where teams play each other 3 times per season the following will apply. If less than 1/3rd of the league season has been completed, the team's record will be expunged from the league, all completed results will be set to 9-0 walkovers to the team's opponents. If more than 1/3rd and less than 2/3rds of the league season has been completed, the results of that team up to the 1/3rd point will stand, 9-0 walkovers being awarded to all opponents in the second 1/3rd of the season (including any matches after the 1/3<sup>rd</sup> point which have already been completed). If more than 2/3rd of the league season has been completed, the results of that team up to the 2/3rd point will stand, 9-0 walkovers being awarded to all opponents in the final 1/3rd of the season (including any matches after the 2/3<sup>rd</sup> point which have already been completed).

**These rules will apply if a team is expelled from the League**

b) N/A

d) The team will forfeit its place in the Team Knockout competition with immediate effect, if it is still in the competition at the time of resignation, however all singles and doubles knockout competitors will retain their places in the competitions. The team's last opponents in the Team Knockout will be reinstated in the competition.

e) In all cases of team resignations, the highest scoring 'relegated' team in the corresponding division at the end of the season will face a reprieve from relegation to remain at their current level. If all relegated teams are reprieved in this way then the division for the following season will then be made up by promotion of the highest scoring non-promoted teams to maintain the size of each division.

f) If two or more teams are on the brink of resigning from a league and opt to "merge", the two teams will take the place of the lower ranked team of the two at that time, although the Committee may opt to review this rule, where it deems that such a merger would allow a team to gain an award or avoid relegation which it otherwise would or would not have achieved.

f) Resignation should be very carefully considered as your team will automatically forfeit their league placing if it is in a division higher than the bottom one. If your team decides to re-register for the following season you will once again be treated as a 'new' joining team.

### **17. NEW TEAMS JOINING MID-SEASON**

It may be a possibility that new teams will be accepted into the league mid-season, usually only in cases where they replace a resigning team under the circumstances shown under rules 16a – 16d; or if the bottom league has spaces available.

New teams will be accepted ONLY in the following circumstances:

a) A majority vote of acceptance is undertaken at the relevant AGM.

b) If the remainder of the league have played four league matches or less, the new team will be entitled to join the league from the next available league match, and re-arrange catch-up matches against any team they were due to play in the opening unfulfilled fixtures.

c) If more than four league fixtures have been played, but less than 50% of the league season has been completed. The team will start on 0 points at the league match immediately following the halfway point in the season. It may be permissible to play friendlies against other teams who do not have a match on fixture nights.

c) Any joining teams will automatically be elected to the lowest available division in the Pool League system. This may include the second to bottom division on the basis that they will start on 0 points and a number of matches behind all other teams.

d) Teams joining the league at the midway point (and thus not being entered into any knockout competitions) agree to abide by all of the rules of the South Beds Pool League, and submitting all relevant and correct registration documents. The registration fee for this will be £25 instead of the full season's cost of £50. If any Knockout competitions have not yet started at the point of registration, then new teams will also be eligible to enter them.

e) Should a number of teams approach the South Beds Pool League Committee once a new season has started, then a new base division may be formed to incorporate these teams. Promotion and relegation to and from the new division at the end of that season will still apply. Because of the likelihood of this happening, teams in the bottom division at the start of every season should be aware that relegation from that division may still be possible.

**TEAMS ARE REQUESTED TO RETAIN A COPY OF THIS MANUAL AND KEEP IT CLOSE TO HAND FOR ANY FUTURE REFERENCES. ANY RULE DETAILED IN THIS MANUAL OR IN THE OFFICIAL GAME RULES MAY BE SUBJECT TO AMENDMENT OR ADDITION IF A MAJORITY VOTE IS CAST OTHERWISE DURING AN AGM OR AT AN IMPROMPTU OFFICIALS MEETING.**

**EACH RULE DETAILED IN ANY SOUTH BEDS POOL LEAGUE RULES MANUAL CAN BE REITERATED BY THE LEAGUE OFFICIALS IN THE WAY IT IS MEANT TO BE UNDERSTOOD, SHOULD ANY CLARIFICATION BE REQUIRED.**