

LEEDS WEST POOL LEAGUE RULES

Last amended 29th January 2012

1) Spirit of the Game.

It is intended that players and teams should play 8 Ball Pool in the true spirit of the game and in a sportsmanlike manner. It should be clearly understood that the referee is the sole judge of what is fair and unfair play. The referee will take whatever action is necessary to ensure that these rules are observed.

2) The Rules.

The Leeds West Pool League plays to the Official World 8 Ball Pool Rules. A copy of these can be found on the English Pool Association website at <http://www.epa.org.uk/wrules.php> or can be obtained from the league secretary. *(AGM 2012) Team captains must decide before the first frame commences whether to enforce the **“World Rules D) Time Allowed”** rule.*

3) Registration.

a) The current registration fee is £50 per team and a £30 refundable bond. A £10 deposit is required at the AGM and the remaining balance to be paid at the first league meeting of the season. A minimum of 5 players per team must sign up. There is no limit to the number of players per team, but to qualify for Cup Knockouts you must be registered before the cup preliminary rounds to be eligible to play in all the rounds.

b) A player may register at any time prior to his/her first game providing the secretary has been informed of the player's name. The player's signature must be received at the meeting immediately after their first game, either on a registration form or on a match sheet. Failure to do this will result in rule 6(d) being enforced.

c) A player can sign up for as many teams in the league as he/she wishes. He/she is tied to the team where the first match sheet is signed. No player is allowed to switch teams throughout the season. The only exception to this rule is a licensee that moves premises.

d) Licensee's do not have to sign up.

e) The cut off point for registering new players is 75% of league matches played.

f) To be eligible to play in the League Cup and Plate semi finals and finals a player must have played a match in the group stages.

4) On the night.

a) Teams should arrive at the away venue by 8.15pm. The first game commences at 8.30pm prompt. Any team arriving after 8.30pm will lose 1 frame and then 1 frame every 15 minutes. The home team can claim the match at 9.30pm and rule 4(e) applies.

b) The home team should have the first 5 player names filled in on the match sheet before 8.15pm. The away team then adds their first 5 player names. The second 5 player names are filled in by the home team immediately after the 5th game has finished. The away team then adds their second 5 player names. No alterations shall be made after this unless agreed by both captains. The match sheet shall be filled in fully and signed up by the end of play. If either team has players arriving late see Rule 7)

c) A second match sheet should be filled in by the away team. This is a backup match sheet. The home team match sheet is still the official match sheet.

d) Teams must give at least 48 hours notice to the opposing team captain and the League Secretary if they wish to rearrange a game. If not, the opposing team has the right to claim the fixture and rule 4(e) applies.

e) Away teams failing to turn up on the night will lose the fixture 10-0. Also, the away team will be fined £10 from their bond money on the first occasion and £20 on any occasions thereafter. This money shall be given to the home team to compensate the licensee for food etc. Any team that fails to turn up more than 3 times during the season will be expelled from the league.

f) Once the bond money runs out, it must be topped up in full. Failure to do this will mean the team is expelled from the league.

5) The Game.

a) The home team breaks first, the away team referees first. After this, it is alternate breaks and refereeing.

b) The game is made up of 10 singles. The frames should be played in the order set out on the match sheet unless agreed by the captains. An 11th game may have to be played if, after the first 10 games in a cup match, the score is 5-5, then the extra game is played to determine the winning team.

c) All 10 frames should be played out except in the following circumstances:-

i) A team turns up with less than 5 players therefore unable to complete the fixture. (note: A fixture cannot be fulfilled unless a team has enough players to win the match. That means a minimum of 3 players are needed to fulfill a fixture). The team with the missing player awards frames 1 and 6 to the opposing team, then frames 2 and 7 and so on.

ii) There is a dispute and either or both teams feel that the matter will have to be dealt with at the next meeting.

iii) It is a Cup Tie. The first team to win 6 frames wins the match.

d) No player shall play the same opponent twice (exception being an 11th frame decider in cup matches). When frames are played out of order, it is the away team's responsibility to make sure he is playing the correct player from the opposing team. Playing an incorrect opponent will result in the frame being awarded to the home team.

e) A player is only allowed to play once in each half of the 10 frames (exception being the 11th frame decider in cup matches).

6) Point deductions and fines.

a) Any team that doesn't have a representative at a meeting will be deducted *(AGM 2012) 1* point and also fined £10.00. Genuine apologies will be listened to and taken into consideration. There will be no fines or point deductions for apologies. Only one apology per half season is allowed. Any team that has no representative at a meeting more than four times during the season will be expelled from the league.

b) Late match sheets. A team shall be deducted *(AGM 2012) 1* point for every match sheet that isn't handed in at the meeting immediately following the game. It is the Home team's responsibility to look after the match sheet and take it to the meetings.

c) All results should be phoned in, or a text sent, by the home team to the secretary by 8.00pm on the day after the match. Failure to do this will result in a *(AGM 2012) 1* point deduction against the home team.

d) Any team playing an ineligible player shall lose every fixture by 10-0 that this person has played in. No exceptions.

An ineligible player is:

(i) An unregistered player.

(ii) A player playing under someone else's name.

(AGM 2012) A team will lose 1 frame for any player that does not sign the match sheet. If the deduction affects the outcome then points will be adjusted accordingly.

e) Any team whose venue cannot provide a rest will be fined £10.

f) Venues are expected to provide food for any team match organized by the League that involves at least 5 players per team. The team that uses this venue for home matches will be fined £10 for the first time and £20 thereafter from their bond money if no food is provided. This money will be given to the away team or split between teams if it is a neutral venue.

7) Players arriving late.

a) If you have a player turning up late, you must inform the opposing captain immediately, leave his place on the match sheet blank and, if you have one, write in a reserve at the bottom of the match sheet.

b) The reserve must take the place of the player arriving late if all other frames have been played and 15 minutes have elapsed. If there is no reserve, frames can then be claimed every 5 minutes after the 15 minutes have elapsed.

8) Knockouts.

a) No nights are put aside for any knockout games until the Semi Finals stages.

b) The deadline for arranging knockout matches will be 8pm on the Saturday before the meeting after the Draw.

c) The first player/team drawn out is the home player/team. If a date cannot be decided to play the knockout, the player/team that is at the home venue by 8pm on the Saturday before the meeting is the player/ team that will go through to the next round. If neither player/team shows then neither player/team will go through. If it comes to the final week before the deadline, any player or team having problems trying to arrange a match must contact the League Secretary, explain the situation and he/she will intervene.

d) Semi Finals and Finals must be played on the nights set aside in the fixtures. (*20-11-11) Only in exceptional circumstances can these fixtures be altered and only by a vote at a League Meeting, AGM or EGM.

e) Number of frames played will be:-

Singles - early rounds are best of 5 frames.

Semi Finals are best of 7 frames.

Final is best of 9 frames.

3 Man Team Knockout – Best of 9 frames played in the order set out on the match sheet.

Cup and Plate Knockouts – Best of 11 frames.

f) Results must be phoned or text sent to the League Secretary by the winning player/team before the deadline. No result given to the League Secretary by the meeting after the draw will result in both players/teams being eliminated from the competition.

g) No more than one cuesport professional is allowed in any 3 Man Team.

h) Once a Knockout registration sheet is handed in, no name changes are allowed on the sheet, with the exception that a 4th Man may be added prior to the first round draw of the 3 Man Team knockout.

9) General.

a) Rearranged matches in the first half of the season must be played on or before the first free week. Rearranged matches in the second half of the season must be played on or before the final free week.

b) The team with the most points wins the league. If there is a tie, then the team with the best frame difference wins. If there is still a tie, then a play off will decide positions.

c) All meetings are held on an alphabetical rotation system. Teams are allowed to refuse a meeting.

d) All cup draws are made at the monthly meetings.

e) All cup semi finals will be played at neutral venues, decided at the monthly meeting. The two finalists will pick the venue for their final. This must also be a neutral venue. If they cannot agree, then the meeting will decide the venue.

f) Only two professionals in any Cue Sport, or ex Cue Sport professionals from the previous two full seasons, are allowed to register for any one team.