

LEEDS WEST POOL LEAGUE RULES

Last amended 6th March 2010

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/rules.php>, or can be obtained from the league secretary.

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 the 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.

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 8.45pm will lose 1 frame and then 1 frame every 15 minutes. The home team can claim the match at 9.30pm and rule 4(d) applies.

b) The home team should have the player names filled in on the match sheet before 8.15pm. The match sheet should be filled in fully and signed up by 9.30pm. If any team has players arriving late (See rule 7), or they want to make an alteration to the sheet, both captains must agree to this. No alterations shall be made after 9.30pm.

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

d) 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. This money shall be given to the home team to compensate the licensee for food etc.

e) 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 2 points and also fined £10.00. Genuine apologies will be listened to and taken into consideration. Only one apology per half season is allowed. Any team that is not represented at a meeting three times during the season will be expelled from the league.
- b) Late match sheets. A team shall be deducted 2 points 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 Friday after the match. Failure to do this will result in a 2 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.
 - (iii) A player that does not sign the match sheet.
- e) Any team whose venue cannot provide a rest will be fined £10.

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) 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) AGM's are held at the Globe until further notice. All other 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. 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.