

STOCKPORT & DISTRICT POOL LEAGUE '82

GENERAL RULES – WORLD RULES DIVISIONS

16th APRIL 2012

1. Equipment

- 1.1 All tables must be level, playable, covered with a green or blue covering and marked with a legal baulk line.
- a) Tables must have a suitable lighting canopy above the table providing an adequate light source (bulbs to be used must be 60W or energy saving equivalent).
- 1.2 All complaints about tables may be only made on the night of the match, by phoning a league official, and requesting an inspection.
Result at time of complaint stands.
- 1.3 Home teams must have the following match equipment available on the premises:
- a) A spirit level of between 8" and 12" in length.
b) A spare cue ball.
c) A Spider and a Cross cue rest (both must be made available).
d) Blue or Green chalk.
e) A suitable sized cue must be available if your table has a hazard like a wall or post, etc which does not allow for a normal sized cue to be used.
- 1.4 A set of Yellow/Red balls.
- 1.5 A stopwatch.
Teams must use their stopwatches at all times. (A fine can be issued to a team who does not use it.)
- 1.6 A match card
- 1.7 A copy of the Rules

If any of the above equipment is not available when legitimately requested during a frame, and cannot be produced within 5 minutes, then the frame will be awarded to the away team, not the match. If after a further 10 minutes, the equipment requested cannot be produced, the match is suspended, and a fine will be imposed on the home team.

2. Player Registration

- 2.1 All new players must be registered with the Fixture Secretary, **Jason Gardiner - 07817 910034**
All registrations must be on official forms (applications on the back of official forms will not be accepted)
- 2.2 A player may transfer from one team to another. All transfer requests must be on an official transfer form and handed or sent to the committee, who will treat each request individually with both captains notified of the request.
- a) The Executive Committee has the right to refuse any transfer that may be detrimental to the league.
b) Only one transfer per person per season is allowed.
c) The season is not more than half way through and transfers are completed no less than 48 hours before the 1st match of the 2nd half of the season.
d) Once a player transfer form has been "signed off" by the League, that transfer stands. All players must be 100% committed to the transfer before submitting the form – there will be no exceptions.
- 2.3 Players cannot play unless their Captain receives official notice (written or verbal) from the Fixture Secretary. Postal registrations should allow at least 7 days. Only registered players may play on match nights. If a captain is unsure of the status of a player then they should ring and confirm with the fixture secretary.
- 2.4 All registration forms will now be kept by the committee. Teams will no longer be required to keep copies, but will be given a team sheet of players registered with the league.
- 2.5 If a team leaves the league owing monies, any player from that team wishing to register for another team will be subject to a £5 fine or 10% of the balance owing to the league at the discretion of the committee.

3. Matches

- 3.1 All games must be played in a **SPORTSMANLIKE** manner and in the interest of sportsmanship, captains should make themselves known to their opposite number, as should players entering a venue where they are not known by their opponents.
Note: It will be understood that a "First and Final Warning" has been automatically given at the start of the match and in accordance with the EPA Rules, this is a first and final warning for coaching – any word or action deemed as coaching by a referee will be penalised by a Standard Foul, two visits (this does include using your mobile phone whilst involved in a frame).
- 3.2 A minimum of 6 players in each team.
The World Rules divisions play 12 frames, which is two lots of 6 frames with the option of unlimited substitutes being used in the second set of 6.
Teams can only field a "short" squad twice per season. The definition of a "short" squad is not having a full squad and no re-draws available to use/chosen not to be used.

- 3.3 Players must be named on the match card prior to each frame, and may be named as the game progresses.
- 3.4 If a team doesn't have a full squad for a match, then they may use a re-draw. However to use a re-draw a team must have a min. of 5 players present. The team in question must inform their opposition that they intend to use the re-draw and then the captain must number all his/her players (already listed on the result card) in any order. The opposition captain then calls out a number and that player then plays the re-draw game. If a player, that has already left the game, is called out, then that game is forfeit. A team can only use 2 re-draws in a match, 1 per half (6 frames) and only 4 per half season (giving a maximum of 8 per season).
Note: Should a re-draw be used in the first half of a match, a second re-draw does NOT have to be used should an extra player arrive late and is available to be listed in the second half.
 : If a team uses a redraw(s) when they do not have any available – the penalty will be the loss of all points from that match.
- 3.5 Teams toss for the break and then alternate breaks thereafter.
 One referee (home team) and 1 timekeeper (Away team) should be used for every frame. Note: It is still the responsibility of the home team to provide the stopwatch.
 (Except K/O's, playoffs, or otherwise as instructed by the committee).
- 3.6 1st game should commence by 8.30pm, failure to do so resulting in loss of frame by offending team. If 1st game claimed, 2nd game must commence by 8.45pm, failure to do so resulting in loss of frame by offending team. If the match is not started by 9pm, "the best win of the day" (for your division) will be awarded to the opposition and the offending team will not receive any points. Also, the offending team will be fined £10. Note: you can only claim a frame/match if the table is set up ready to begin play and not if the table is being used for games other than the match.
- 3.7 All players do not have to be present by 8.30pm. If a player is not present and ready by the time their game is called, then the game is given to the opposition. All games must run continuously.
- 3.8 The result card should be on the table where it is visible to the visiting team or handed to the visiting captain on arrival.
 All named players are to sign the match card **prior to playing their game.**
 Each Captain to ensure that their own player signs the card.
 Failure for a player to sign a result card will incur a £5 fine to the team involved.
 Unregistered players subject to a fine of £10 and loss of their frame points.
 Any incorrect signatures subject to a fine and a 2-match suspension for the captain/vice captain involved.
 Captains are only to sign the bottom of the result card if accepting the result.
- 3.9 Any player found playing for another team without being officially transferred to that team, will be expelled from the league.
 Any team or captain allowing a player, whom they know is registered for another team to play for their team; will be expelled from the league. In either case this will be a season long ban.

The match result **must** be received by the Fixture Secretary, from the **winning team** (in the event of a draw it is the responsibility of the home team to ensure the result is reported to the Fixture Secretary), no later than **1pm Thursday** following the fixture. Results will be accepted by phone call or text message to: **07817 910034**, by email to: results@shootpool.co.uk or by forum pm to **Predator** (Fixture Secretary).

Whichever method is used, the result must still be received by the 1pm deadline on the Thursday following the match. Failure to record the result before the deadline will result in a £5 fine. Result cards **must** be handed in to the Fixture Secretary or put in the collection boxes on the required dates. Collection boxes will be at Replay, Stockport or The Winds, Bredbury for cards to be deposited before the set dates given. Failure to comply will result in the **winning team being fined £5. If, after a further 7 days, the card is still not received by the Fixture Secretary then a further fine of £5 per card will be imposed.** No points will be lost by, or awarded to the opposition. **IT IS THE RESPONSIBILITY OF THE WINNING TEAMS, OR THE HOME TEAM IN THE EVENT OF A DRAW, TO COMPLY AND ENSURE RESULTS ARE RECEIVED.**

- 3.10 One point will be awarded for each frame won, with the winning team gaining a further three points, or 1 point being added for a draw.
- 3.11 Any team dropping out during the season – **all points** will be deducted.
- 3.12 The Committee reserves the right to request the early submission of any result card without explanation.

4. Fixtures

- 4.1 All matches are to be played on fixture date only. **Teams failing to fulfil a fixture may be expelled from the league.**
- 4.2 If there is an exceptional circumstance the Committee may allow a match to be replayed on another date, providing it is played before the original fixture date. In this instance, a few notes will/can apply:
- 7 days notice must be given to the Committee and the opposing team (in exceptional circumstances this may not apply)
 - The offended team will always play at home and will decide the date when the match is to be replayed
 - If the match is not played the offended team can claim the match and will be awarded "the best win of the day" (from their division and from the original date). The offending team will get no points.
 - If the Committee does not sanction the re-arranged match, then the match will be declared null and void and no points will be awarded to either team.
- If 3 or more players are available then the match may not be cancelled.**

NOTE - No standard fixtures will be allowed after the last fixture of the season, without good reason, and the sanction of the committee.

- 4.3 The league reserves the right to appoint an Official Referee to any fixture it desires, without notice to either team, and without objection from any party.

5. General

- 5.1 Teams are required to pay £100 League fee's per team, per season. This amount will be split into 2 payments of £50, which will be paid one before the start of the season and the second at the turnaround of the season – dates will be issued when these payments have to be made. The Committee reserve the right to terminate membership if these payments are not made. There will now be 3 general meetings per season plus a New Season Pack "pick up" night. Any team not sending a representative to league meetings, will be fined £5 – excuses for not knowing dates will not be accepted (because they are in your Season Pack).
- 5.2 All teams are welcome to come to join in the celebration of the Presentation Night – at this present time we have suspended tickets and it is free entry to all members and plus one's, however we do reserve the right to re-introduce tickets if the format of the Presentation Night changes and requires it.
- 5.3 Compensation for food – teams not attending matches can be fined for the cost of the food up to a maximum of £15.00. Teams claiming compensation will be required to present a bill to the league and it will be paid (credited to your account) when received by the offending team.
- 5.4 All complaints (except as Rule 1.2) must be made by letter within **4 days of match**, to be received by **either Secretary, or email (complaints@shootpool.co.uk) otherwise complaint is not valid.** If a valid complaint is received by the committee that involves a team or division that a committee member is involved in, then a sub committee will hear the complaint. The sub committee will be made up of five captains from other divisions in the league. The sub committee will hear from the complainant first, then the defendant before passing judgement.
- 5.5 There will be no automatic promotion into the World Rules Prem. Divisions. Entry into these divisions will be done on an invitation/request basis. Any team wishing to leave the World Rules Division will be offered a place in the bottom division playing S&DPL '82 Rules.
- 5.6 Teams, who at the end of a season are on level points at the top or bottom of a division, will have a frame count up to decide the final position, with the top 3 teams going up a division, and the bottom 3 teams going down a division (but not back into S&DPL Superleague). If on a frame count teams are still level, then a count up of the frame scores for the matches between such teams will take place. In the event of all points being equal then match wins will be counted, if it is still tied a play off between the two teams will take place.
- New Directive:**
Should a team drop out of the league at the end of a season, thus creating a space in any division - the third from bottom team (ie 8th) will play a "play off" against the 4th place team from the Division below. This process will carry on through any remaining Divisions.
- 5.7 Each winner and runner up team will receive a House Trophy and Cash. 3rd place teams will not receive any award, only promotion.
- 5.8 All league members must adhere to the licensing laws.
- 5.9 All entry forms, result cards, and additional literature from S & D.P.L. '82 must be adhered to.
- 5.10 Any misconduct by a player/team leading to disrepute of the Stockport & District Pool League could result in the offending team/player being excluded from the league, issued with a fine and/or a deduction of points, at the discretion of the Committee.
- 5.11 **The Executive Committee has full power on all matters not provided for within these rules.**

Website: www.shootpool.co.uk

Don't Forget....

Telephone/Text/E-mail/PM your results before 1pm Thursday
or fines will be levied as per the rules.

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