

# STOCKPORT & DISTRICT POOL LEAGUE '82

## GENERAL RULES

MARCH 2018

### 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) **WORLD RULES DIVISIONS ONLY** – A stopwatch. Teams must use the stopwatches at all times. (A fine can be issued for a team who does not use it).
  - d) A Spider and a Cross cue rest (both must be made available).
  - e) Blue or Green chalk. (Other colours are no longer considered suitable)
  - f) 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.
  - g) **SDPL RULES DIVISIONS ONLY** - An official S & DPL '82 template
- 1.4 A set of Yellow/Red balls, a White Ball & a Black Ball that conform to EPA guidelines.  
**NOTE**  
Standard and Pro Cup balls are allowed. The Standard or Pro Cup (Spotted) white ball can be used with either set of balls. Teams are not allowed to use a mixture of Standard and Pro Cup Reds, Yellows, or Black (this is due to composite differences between sets).
- 1.5 A match card.
- 1.6 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 **General Secretary (Jon Whalley)**. Players can be registered up to 20:00 on a match night, to do so, Captains can **TEXT the General Secretary (07530 282333)** who will respond to confirm the new player is eligible to play.

**NOTE** - These requests will only be accepted via **TEXT**. Phone calls requests will not be accepted. All registrations must also be completed on official player registration forms **NOTE** - These requests will only be accepted via **TEXT**. Phone calls requests will not be accepted. All registrations must also be completed on official player registration forms and an image of the registration form is to be sent via WhatsApp (preferred) (or MMS) to the General Secretary, Jon Whalley (07530 282333) within 7 days of the **TEXT** request being accepted.

**NOTE** - Teams are required to complete a Team Registration document at the beginning of Winter Season only (Not required for Summer Season). Any changes to individual player registration should be made by **TEXT/Form** (as above). New teams registering for Summer season will be required to complete a Team Registration document.

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- 2.2 A player may transfer from one team to another. Players can be transferred up to **15:00 on a match night**, to do so, Captains can **TEXT the General Secretary (07530 282333)** who will respond to confirm the new player is eligible to play.  
**(Up to Fixture Week 10 for 10 team divisions)**  
**(Up to Fixture Week 12 for 12 team divisions)**

**NOTE** - These requests will only be accepted via **TEXT**. Phone call requests will not be accepted. All transfers must also be completed on official transfer forms and an image of the registration form is to be sent via WhatsApp (preferred) (or MMS) to the General Secretary, Jon Whalley (07530 282333) 7 days of the **TEXT** request being accepted.

The General Secretary, will treat each request individually with both captains notified of the request.

### **The Following will apply**

- 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 (**Up to 15:00 on Fixture Week 10 for 10 team divisions or Up to 15:00 on Fixture Week 12 for 12 team divisions**)
- 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 (**via TEXT**) from the General Secretary. Only registered players may play on match nights. If a captain is unsure of the status of a player then they should **TEXT** and confirm with the General Secretary.
- 2.4 All registration forms will now be kept by the committee. All blank forms are available via the 'Downloads' section of the website.
- 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.
- 2.6 The transfer window opens at the completion of the last matches of the season. New Registrations & Transfers will be eligible to play in Cup competitions after the final match of the season. Note: New Transfers & New Player Registrations are not eligible to play in World Rules Champion of Champions competition (This is to Adhere to EPA Rules for Champion of Champions Entry).
- 2.7 Only the League Secretary can agree new Player Registrations or Transfers and only via **TEXT** or by **official forms** an image of which is to be sent via WhatsApp (preferred) (or MMS) to the General Secretary, Jon Whalley (07530 282333).

## **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 **WORLD RULES DIVISIONS ONLY** – A minimum of 6 players in each team  
The Premier 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.  
  
**SDPL RULES DIVISIONS ONLY** - 7 players in each team, playing one frame each (total 7 frames).
- 3.3 Players must be named on the match card prior to each frame, and may be named as the game progresses.
- 3.4 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.

If a team doesn't have a full squad for a match, then they may use a re-draw.

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.

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.

**WORLD RULES DIVISIONS ONLY** - However to use a re-draw a team must have a min. of 4 players present. A team can only use 2 re-draws in a match, 1 per half (6 frames) and only 6 per half season (giving a maximum of 12 per season).

**Note 1:** 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. A team will also have 2 re-draws (1 per half - 6 frames) available for each cup competition.

**Note 2** - The first player redrawn should be eliminated from the second redraw, thus restricting them to 3 games maximum

**SDPL RULES DIVISIONS ONLY** - A team can only use 1 re-draw in a match and only 3 per half season (giving a maximum of 6 per season). A team will also have 1 re-draw available for each cup competition.

### 3.5 **WORLD RULES DIVISIONS ONLY**

Players lag for the break. See English Pool Referees Guidance, Rule 4.1 (Lag for Break) reproduced as below.

The winner of the lag shall decide who will break first and the referee shall announce the decision.

Each player should use balls of equal size and weight. These should be the only two balls on the table.

With the balls in baulk, one player to the left and one to the right of the table, the balls are struck simultaneously to the foot cushion and back to the baulk end of the table. The player whose ball is the closest to the innermost edge of the baulk cushion wins the lag. The lagged ball must contact the foot cushion at least once. Other cushion contacts are immaterial, except as prohibited below.

It is an automatic loss of the lag if:

- (1) the ball crosses into the opponent's half of the table,
- (2) the ball fails to contact the foot cushion,
- (3) the ball drops into a pocket,
- (4) the ball jumps the table,
- (5) the ball touches the long cushion,
- (6) the ball rests within the corner pocket and past the nose of the head cushion, or
- (7) the ball contacts the foot cushion more than once.

If both players violate automatic-loss lag rules, or if the referee is unable to determine which ball is closer, the lag is a tie and is replayed.

If one player strikes the ball, the other player has to strike his ball before the opponent's ball reaches the foot cushion in order to have a simultaneous lag. If this is not the case and the referee feels that the player who played second wanted to get an advantage out of that, then the lag has to be replayed.

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).

### **SDPL RULES DIVISIONS ONLY**

In match play the home team breaks all games. (Except K/O's, playoffs, or otherwise as instructed by the committee). There should be 2 referee's for each frame, 1 from each team.

- 3.6 1<sup>st</sup> game should commence by 8.40pm, failure to do so resulting in loss of frame by offending team. If 1<sup>st</sup> game claimed, 2<sup>nd</sup> game must commence by 8.50pm, failure to do so resulting in loss of frame by offending team. If the match is not started by 9.00pm, "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.  
**WORLD RULES DIVISIONS ONLY** - Players only need to sign the match card once. (This is in line with Interleague Rules).  
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.
- 3.10 **All results must be sent via WhatsApp (preferred) (or MMS) to the General Secretary, Jon Whalley (07530 282333) as soon as the match finishes.**

**An image of the match card is also to be sent via WhatsApp (preferred) (or MMS) as above.**

**Failure to do so will result in a £5 fine.**

The match result **must** be received by the General Secretary as above, 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 General Secretary) as soon as the match finishes.

If a team fails to hand in match card(s) they will be emailed, and a post will be put on the league forum. The email will advise the captain of which match card(s) are missing and that there is a £5.00 fine for this. The email will also advise the captain that if the fine of £5.00 is not paid by a specific date the team in question will be deducted 3 points for each of the match card(s) which were outlined in the email as being outstanding. For example if a team fails to hand in 3 match cards, the details of the 3 match cards will be sent to them in an email and posted on the forum, if the £5.00 fine is not paid they will still owe the £5.00 fine, but be deducted 9 points (3 points for each match card advised).

**IT IS THE RESPONSIBILITY OF THE WINNING TEAM, OR THE HOME TEAM IN THE EVENT OF A DRAW, TO COMPLY AND ENSURE RESULTS ARE RECEIVED AS REQUIRED.**

*NOTE - No other person, whether League Official or not, has the authority to receive result cards from standard fixtures.*

3.11 One point will be awarded for each frame won, with the winning team gaining a further three points. (**WORLD RULES DIVISIONS ONLY** – or 1 point being added for a draw)

3.12 Any team dropping out during the season – **all points** will be deducted.

#### **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.**

a) Neutral venues are to be used in competitions from the Semi-Final onwards. A team cannot play from their home venue (regardless of using a different table) on a finals night.

4.2 If there is an exceptional circumstance the Committee may allow a match to be replayed on another date, providing it is played within 21 days of the original fixture date (if within 21 days of the final fixtures of a season then match must be played before the final fixtures). The following notes will/can apply:

- Only 1 cancellation per team can be considered by the committee in a year (2 seasons - defined as the dates between AGM's)
- 7 day notice of cancellation 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. (Please refer to guidance notes)
- 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.

**NOTE** - Exceptional circumstances is defined when a team can't fulfil a fixture due to a 'group' major event (i.e. Wedding/Funeral, some exceptional 'once in a lifetime' opportunities)

**If 4 or more players are available then the match may not be cancelled**

Guidance - In the event a team needs to rearrange a fixture the following process should be followed:

- Captain (1) contacts the General Secretary to request to rearrange a fixture due to a 'group major event'
- General Secretary agrees fixture can be re-arranged or contacts other committee members if uncertain if reason for cancellation acceptable
- Captain (1) contacts other team Captain (2) to confirm situation and asks them to consider and provide a suitable alternative date to play the fixture. Captain (2) has 7 days to contact his team and confirm a suitable alternative date. Consideration should be given to (Captain 1) but ultimately it is up to Captain (2) when the fixture will be played (in accordance with the timescales allowed within the rules). Captain (2) confirms date with Captain (1). If Captain (1) team can't play on this date then it is up to Captain (2) if they wish to try a different date or claim 'best win from that fixture week'. All effort should be made to agree a date between captains in the interests of sportsmanship.
- Captain (1) immediately contacts General Secretary to confirm date the fixture has been agreed to be played.
- General Secretary posts a message on the forum detailing the following: Reason for fixture being re-arranged, confirmation both Captains have agreed to this, date the fixture will now be played.

**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 £80 League fee's per team, per season. This amount is payable on registration. The Committee reserve the right to terminate membership if these payments are not made.

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).

- a) Teams resigning from the league once fees have been paid will be entitled to a refund provided they have informed the committee 14 days prior to the first fixture date of that season. This is to ensure there is ample time to complete the fixtures and league format for forthcoming seasons.

Where the League has paid for a team to represent the league, and the team can no longer attend, the committee may request that the team repay any fees lost from the league.

- 5.2 All teams are welcome to come to join in the celebration of the Presentation Night.

- a) 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.
- b) If a team does not send a minimum of 4 representatives to Presentation Nights when they are due prize money or trophies, any prize money will be withheld and paid back into the league funds unless apologies are provided. Trophies will also be withheld and re-used for future tournaments.
- c) If an individual / doubles pairing / 3 man team are not present at Presentation Night to receive their trophy / any applicable prize money (doubles pairings / 3 man team need at least 1 person present). The prize money will be withheld and paid back into the league funds unless apologies are provided. Trophies will also be withheld and re-used for future tournaments.
- d) **SDPL RULES DIVISIONS ONLY:** Teams who win/runners up in the league divisions are given the option of receiving house trophy for 6 months plus Individual trophies for up to 8 players, or house trophy for 6 months and a cash prize amount in line with what the trophies would have cost. If additional trophies or awards are required they will be supplied at full price.

- 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](mailto: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 Premier Divisions. Entry into these divisions will be done on an invitation/request basis. Any team wishing to leave the Premier Divisions will be offered a place in the bottom division playing S&DPL 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 2 teams going up a division, and the bottom 2 teams going down a division (except World Rules Divisions to SDPL Rules Divisions and vice versa).

**Note - If there are 11 or more teams in a division then the top 3 teams go up and bottom 3 teams go down.**

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.

### NOTE

Should a team drop out of the league at the end of a season, thus creating a space in any division - the 3rd from bottom team (ie 8<sup>th</sup>) will play a "play off" against the 3rd place team from the Division below. This process will carry on through any remaining Divisions.

5.7 Each winner and runner up team within World Rules Premier Divisions will receive a House Trophy and cash.

Each winner and runner up team within SDPL Rules Divisions will receive a House Trophy and the option of cash or 8 Trophies. If additional trophies or awards are required they will be supplied at full price.

3rd place teams will not receive any awards, only promotion if 11 or more teams in the division.

The following prize money will be paid for players who finish top of their respective division players averages.

Premier 1 - £50, Premier 2 - £40, Premier 3 - £30, Superleague - £50, A Division - £40, B Division - £30.

Averages will continue to be decided by games won, and then win percentage.

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. 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.**

|              |                              |                   |              |              |
|--------------|------------------------------|-------------------|--------------|--------------|
| Dave Perry   | Ian Davidson                 | Jon Whalley       | Nick Powell  | Kevin Wardle |
| CHAIRMAN     | JOINT CHAIRMAN / INTERLEAGUE | GENERAL SECRETARY | TREASURER    | EXEC MEMBER  |
| 07733 528336 | 07792 7559780                | 07530 282333      | 07891 531140 | 07745 593667 |

**websites:** [www.shootpool.co.uk/](http://www.shootpool.co.uk/)

**OR**

[www.shootpool.org.uk](http://www.shootpool.org.uk)