

### GENERAL RULES

#### 1. EQUIPMENT

- 1.1 All tables must be level and playable, and marked with a line.
- 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) An official S & DPL '82 template.
  - d) A cue rest.
  - e) A stopwatch (Superleague Division only)

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 may be imposed on the home team.

#### 2. PLAYER REGISTRATION

- 2.1 All new players must be registered with the Fixture Secretary, *Dave Hamilton, 10, Cypress Close, Stockport. SK3 0LS.*
- 2.2 A player may transfer from one team to another, but only if the following procedures are adhered to:
  - 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.
  - d) All details are received by the Fixture Secretary.
  - e) Transfers will only be accepted on the official transfer form available from the committee.
- 2.3 Players cannot play unless their Captain receives an officially stamped & signed registration form, back from the league. Please allow 14 days.
- 2.4 Registration forms must be produced on request, to opposing Captain/Vice Captain, any Executive Committee member, or an official appointed by the committee, at any time on match nights.  
Failure to do so may result in loss of match.

#### 3. MATCHES

- 3.1 All games are to be played in a **SPORTSMANLIKE** manner.
- 3.2 7 players in each team.
- 3.3 Players must be named on the match card prior to each frame, and may be named as the game progresses.
- 3.4 In match play the home team breaks all games. (Except K/O's, playoffs, or otherwise as instructed by the committee).
- 3.5 1<sup>st</sup> game should commence by 8.30pm, 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 8.45pm, failure to do so may result in expulsion by offending team.
- 3.6 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.
- 3.7 All named players are to sign the match card **prior to playing their game.**  
Each Captain to ensure their own player signs the card.  
Failure to sign a result card will incur a fine to the team involved.  
Any incorrect signatures subject to a fine and a 2-match suspension for the persons involved.  
Captains are only to sign the bottom of the result card if accepting the result.

Result cards **MUST** be received by the Fixture Secretary from the **WINNING** team, **no later than 3pm Tuesday following the fixture.** Failure to do so will result in the winning team being fined £10 for each successive occurrence. No points will be lost, or awarded to the opposition.

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

- 3.9 One point will be awarded for each frame won, with the winning team gaining a further two points.
- 3.10 If a team drops out of the league in the first half of the season, all points awarded against such a team will be deducted.  
If a team drops out of the league during the second half of the season, then only the second half points awarded against such a team will be deducted.

#### **4. FIXTURES**

- 4.1 All matches are to be played on fixture date only. Failure to do so may result in expulsion of the offending team. **Teams failing to fulfil a fixture will be expelled from the league.** If there is a reasonable excuse the committee may allow a match to be played on another date, providing it is played within 4 weeks from the original date.  
If a rearranged match is not played within 4 weeks then the match will be declared null and void.  
If a rearranged match is not sanctioned by the committee, then the match will be declared null and void.  
In any of the above circumstances, no points will be awarded to either team.

#### **NO STANDARD FIXTURES BE ALLOWED AFTER THE LAST FIXTURE OF THE SEASON, WITHOUT GOOD REASON, AND THE SANCTION OF THE COMMITTEE.**

- 4.2 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 The team registration fee at the start of each season is £10. New teams entering the league will be asked to pay an additional £20 deposit, refundable at the end of the season, providing the team still exists, and does not owe any fee's or fines.
- 5.2 League fees are £12, to be paid at league meetings. Any team not sending a representative to league meetings will be fined £5. A team missing 3 out of 5 meetings will be fined an additional £10. All league meetings will be held as prior issued diary. Excuses for not knowing will not be accepted.
- 5.3 A draw will be made at each league meeting (not registration meeting) for a single pot of money, which will be made up of 50p from each teams subs collected on the night. The draw will be made until a team is drawn out that is present and not owing any fee's or fines.
- 5.4 It is mandatory for all winning teams to purchase a minimum of 10 presentation night tickets, at a cost of £1.50 each. Other teams will be allowed an allocation of first come, first served, at a cost of £1.50.
- 5.5 Teams not going to away matches are fined £10, which is given to the home team as compensation for sandwiches. Teams making such a claim will not be paid until the league receives the fine payable from the offending team.
- 5.6 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 otherwise complaint is not valid.**
- 5.7 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.  
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.
- 5.8 Each winner and runner up team will receive 8 Trophies. If additional trophies are required, the next 2 will be supplied at half price, and the remainder at full price.
- 5.9 All league members must adhere to the licensing laws.
- 5.10 All entry forms, result cards, and additional literature from S & D.P.L. '82 must be adhered to.
- 5.11 **NOTE** - The Executive Committee has full power on all matters not provided for within these rules.

**GENERAL SECRETARY - Kevin Wardle, 12, Salisbury Road, Davyhulme, Manchester. M41 0RB (0161 748 6742)**  
**FIXTURE SECRETARY - Dave Hamilton, 10, Cypress Close, Stockport. SK3 0LS (0161 429 7231)**

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