

STOCKPORT & DISTRICT POOL LEAGUE '82

GENERAL RULES

MARCH 2004

1. Equipment

- 1.1 All tables must be level, 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).
- 1.4 A set of Yellow/Red balls.

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,
Steve Howard, 18 Charlesworth Crescent, High Peak, SK23 7PR.
- 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 If 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 must 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 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 offending team lose the match and all points are awarded to the opposition.
- 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 that 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.** Results will be accepted by email from the winning team to results@shootpool.co.uk or by text message to **07787 843797** and then the result cards may be posted or handed in at the next league meeting. Whichever method is used, the results must still be received by 3pm on Tuesday following the match.

Failure to comply will result in the winning team forfeiting 2 points (the winning match points) for each occurrence. No points will be lost, or awarded to the opposition. IT IS THE RESPONSIBILITY OF THE TEAMS TO COMPLY AND ENSURE RESULTS ARE RECEIVED.

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

Matches Cont.

- 3.8 One point will be awarded for each frame won, with the winning team gaining a further two points.
- 3.9 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 may be expelled from the league.**
- 4.2 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. 7 days notice of cancellation must be given to the committee and the opposing team, along with a date when the match will be played. **If four or more players are available then the match may not be cancelled.**

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.

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 The team registration fee at the start of each season is £15. 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 a second league meeting will be fined £10. All league meetings will be held on the second Monday in each month, except when the second Monday is Easter, then that particular month will be the third Monday, 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 two amounts. The first team name drawn out will win £30 and the second team name drawn out will win £20. 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 attending matches are fined £20, of which £15 is given to their opponents as compensation for food. 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 (complaints@shootpool.co.uk) otherwise complaint is not valid.**
If a complaint is received by the committee in any shape or form 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.
- 5.7 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, with the top 3 teams going up a division, and the bottom 3 teams going down a division.
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. 3rd place teams will receive 8 player awards. If additional trophies or awards 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 **The Executive Committee has full power on all matters not provided for within these rules.**

Fixture Secretary:

Steve Howard, 18 Charlesworth Crescent, Furness Vale, High Peak, SK23 7PR.

Tel: 07915 633231

Email Addresses:

General - mail@shootpool.co.uk
Complaints - complaints@shootpool.co.uk
Results - results@shootpool.co.uk
Web Queries - webmaster@shootpool.co.uk

website: www.shootpool.co.uk