

STOCKPORT & DISTRICT POOL LEAGUE '82

GENERAL RULES

MARCH 2007

1. Equipment

- 1.1 All tables must be level, playable, covered with a green or blue covering (other colours are no longer considered suitable) and marked with a line.
 - a) Tables must have a suitable lighting canopy above the table providing adequate light source (energy saving bulbs are not suitable).
- 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 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.
- 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.

- 1.5 A stopwatch (Super 10/Superleague Divisions only).
Super 10/Superleague must use their stopwatches at all times.

2. Player Registration

- 2.1 All new players must be registered with the Fixture Secretary,
Steve Howard, 2 Swallow House Crescent, Hayfield, High Peak, SK22 2HD.
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 but the league no longer operates an automatic transfer system. All transfer requests must be on an official transfer form (available from the Fixture Secretary) 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.
- 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.
- 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.
- 3.2 7 players in each team, playing one frame each (total 7 frames).
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.
- 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. 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.
NOTE: A team can only use 1 re-draw in a match and only 2 per half season (giving a maximum of 4 per season)
World Rules Divisions Teams can only use 2 re-draws in a match and only 4 per half season (giving a maximum of 8 per season).

- 3.5 In match play the home team breaks all games. (Except K/O's, playoffs, or otherwise as instructed by the committee).
- 3.6 1st game should commence by 8.30pm (including World Rules divisions), 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. Also, the offending team will be fined £10 (this fine is in addition to any monies being claimed for food) and will have 2pts deducted for the "no show". 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 to sign a result card will incur a fine to the team involved.
Unregistered players subject to a fine, 2 match suspension and points deduction.
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.
- 3.9a) The match result **must** be received by the Fixture Secretary, from the **winning team**, no later than **3pm Friday** following the fixture. Results will be accepted by phone call or text message to: **07915 633231** or by email to: results@shootpool.co.uk
Whichever method is used, the result must still be received by the 3pm deadline on the Friday following the match. Result cards **must** be handed in to the fixture secretary at the next league meeting. Failure to comply will result in the **winning team forfeiting all their points from their respective matches**. No points will be lost by, or awarded to the opposition. **IT IS THE RESPONSIBILITY OF THE WINNING TEAMS TO COMPLY AND ENSURE RESULTS ARE RECEIVED.**
World Rules Division – In the event of a draw it is the responsibility of the **home** team to ensure the result is reported to the Fixture Secretary.

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

- 3.10 One point will be awarded for each frame won, with the winning team gaining a further three points. World Rules Divisions – 1 point will be added for a draw.
- 3.11 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.
- 3.12 The Gallon is played after the match and is a "pairs" frame. Players details should be filled in on the card, in the space provided, as normal with 1point going to the winning team. Teams must register at the start of the season to play in the official gallon league.

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 £20. 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 and if a team misses a third meeting they will be **expelled from the league**. All league meetings will be held on the second Monday in each month, except when the second Monday is a Bank Holiday or important date, 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 1st and 2nd place teams to purchase a minimum of 10 presentation night tickets but no minimum for 3rd place teams. Teams attending the presentation night (winners/runners up) to collect trophies please note – a minimum of 4 players must attend. Teams not attending the presentation night to receive their trophies/awards will be regarded as not entering into the true spirit of the game and will forfeit their trophies/awards.
Note: All additional presentation night tickets ordered must be paid for – no returns.
- 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 There will be no automatic promotion into the World Rules Division. Entry into these divisions will be done on an invitation basis. Any team wishing to leave the World Rules Division will be offered a place in the bottom division playing S&DPL '82 Rules.
- 5.8 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 (except World Rules Divisions). 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 the scores still being level a play off between the two teams will take place.
- 5.9 Each winner and runner up team will receive a House Trophy and 8 Trophies. 3rd place teams will receive a House Trophy only. If additional trophies or awards are required they will be supplied at full price.
- 5.10 All league members must adhere to the licensing laws.
- 5.11 All entry forms, result cards, and additional literature from S & D.P.L. '82 must be adhered to.
- 5.12 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.
- 5.13 **The Executive Committee has full power on all matters not provided for within these rules.**

Fixture Secretary:

**Steve Howard, 2 Swallow House Crescent, Hayfield, High Peak, SK22 2HD.
 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

Geoff Stokes CHAIRMAN 07812 686267	Steve Howard FIXTURE/LEAGUE SECRETARY 07915 633231	Zoe Wild TREASURER/GENERAL SECRETARY 07915 633231	Simon Davies CHIEF REFEREE 07966 365345	Jason Gardiner INTERLEAGUE REP.	Darren Jones LICENCEE REP.	Paul Wiseman EXEC. MEMBER	Marc Berry EXEC. MEMBER	Mike Matthews INTERNET
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Don't Forget....

Telephone/Text/E-mail your results before 3.00 pm Friday
 or winning points will be deducted (see rule 3.9a)

07915 633231