

Amended 03/04/08

- 1) The League will be known as "**THE MAIDSTONE & DISTRICT POOL LEAGUE**". Hereafter referred to as the 'league'.
- 2) A committee of elected officers will administer the league. (See rule 18) The league will consist of as many divisions as the committee decides.
- 3) The committee has the right to refuse entry to any team(s)/club(s) that may have a detrimental effect upon the League and its members.
- 4) The rules agreed by the committee will be binding unless amended by a ruling at the Annual General Meeting. (See rule 5)
- 5) The committee can make amendments to the rules at any time should they be found necessary.
- 6) The committee will promote the Maidstone & District Pool League and the game of Pool at all times to the benefit of World Pool Rules

7) RULES OF PLAY:

- a) All matches will be played under the E.P.A. World Rules.
- b) Copies of the rules are supplied to each team and the home team must have them available, preferably near the table.
- c) It is the responsibility of the team captains to ensure that they and members of their teams are fully conversant with the rules.

8) ENTRANCE AND REGISTRATION:

- a) The closing date for the entrance to the league will be decided annually by the league committee.
- b) Entrance fee's and final dates for entrance to the league and knockout competitions will be set by the league committee and will be entered on entrance and registration forms by the league secretary.
- c) A fidelity bond of Ten pounds (£10.00) is to be paid with every new team registration for which sums may be deducted for breaches of league rules. (All breaches of the league rules will be investigated by the committee and where necessary fines levied accordingly) (See rule 15b)
- d) The fidelity bond is returnable at the end of the season less any deductions that may have been deducted by the committee.
- e) Any fidelity bond remaining unclaimed shall become the property of the league.
- f) Only two teams may be entered from each house or club for every one table.
- g) A player may only register with one team during the season. It must be on either an entry form or the back of a results sheet for normal league matches. It is not acceptable to sign on players for knockout tournaments. (See rule 8j)
- h) Late registration of additional players is allowed up to the end of the first half of the season. These players must print and sign their names on the back of the first result sheet when they play.
- i) Any team playing an unregistered player will lose the appropriate legs. Repeated offences will result in a Fine, suspension or disqualification from the league.

j) Should a player/s wish to transfer to another team, they must apply to the committee in writing. A player/s can only transfer during the first half of any season, with the consent of both team captains.

9) MATCHES & TEAMS:

- a) Matches will be played on Monday evenings to commence at 8.00pm.
- b) Matches will be played on a home and away basis and the league secretary is responsible for the publishing and issuing of fixture lists.
- c) Each match will consist of fifteen (15) legs, the format being fifteen singles. Any one player can play a max of three (3) frames in each match. (1 frame in 1-5, 1 in 6 to 10 and 1 in 11 to 15) A player can not play the same opponent more than **once** during each match
- d) The home team is to pay the table fees, be it league or knockout.
- e) Home teams are to ensure that their table is ready for the commencement of the match before 8.15pm. Infringement of this rule will result in the home team forfeiting the first frame and subsequent frames accordingly, until 9pm. At which point the away team can claim the match. Frames can be claimed at 8:15, 8:30, 8:45, and match at 9:00.
- f) A team shall consist of five (5) or more players, but, can be a minimum of three

(3). (See rule 9g)

- g) To constitute having a "team" there must be a minimum of three (3) players present before 9.00pm or they will forfeit the match. (No player arriving after 9.00pm can play unless agreed by both captains)
- h) Should teams be short of a player/s (read rule 9g) the result sheet will be filled in as follows, 3 players forfeit games 2, 4, 6, 8, 12 and 15. 4 players, forfeit games 1, 7 and 13.
- i) If a team has a player/s barred from a house or club, they may apply to the landlord for permission to use the venue for the purpose of playing a league or knockout fixture. Should permission be refused, the league cannot and will not intervene with the decision.
- j) If a team ceases to play in the league during the first half of the season, all matches played with that team will become void. If a team ceases to play during the second half of the season, the matches played during the first half will stand; only the second half will be void. Proviso :(If when applying this rule it appears that a team is being unfairly treated the committee have the authority to adjust the league tables in order that no team should gain an unfair advantage).
- k) Teams failing to turn up. (See rule 13d Postponements).

10) RESULTS & RESULT SHEETS:

- a) Both teams to fill out and send in results sheets.
- b) Each team is to complete the first five places on the result sheet showing order of play by 9.00pm, unless agreed by both captains. (See rule 9g)
- c) Result sheets are to be forwarded to the fixture secretary by no later than 7pm Thursday following the match. It is the responsibility of both team Captains to forward the result sheet. Failure to do so will result in two (2) points being

deducted from the winning team. The team will be advised once of a missing sheet and then deductions will be automatic thereafter.

d) Result sheets are to be completed correctly, stating:

1. Date of match & Teams participating.
2. Initial, name and signature of players (See rule 10d- 6).
3. Match result.
4. Captains signatures (See rule 10f).
5. Nicknames and names of offensive nature will nullify that game, point awarded to opposition. Repeated offences will result in Fines, suspension or disqualification from the league.

e) The winning team will be awarded frames plus (2) points for winning.

f) Captains must sign the result sheet to indicate that the match result was obtained in a satisfactory manner, i.e.: according to league rule, no dispute will be entered into by the committee if the result sheet received has been signed by both captains.

11) REFEREES & TIMEKEEPERS:

a) The referee will be alternated with own break.

b) The timekeeper will be alternated with opponents break. Timekeepers are not necessary but can be called upon as required at any point in a match. Eg: excessive slow play.

c) Both appointed referee and timekeeper are referees for each match, each able to call a foul when seen. A called decision cannot be over ruled. The timekeeper should ably assist his referee at all times. The referee will call the penalty and award the decision.

d) The referee's decision involving player/s shall be final regarding any dispute, but in case of a possible stalemate, the league committee will decide the outcome.

e) Any dispute by a team against an opposing player/s or team must be notified to the league committee in writing within seven (7) days of the match concerned.

12) VENUE/TEAM CHANGE:

a) A team may, at the discretion of the committee, change venue for the next season without losing their divisional status. However, the new team must compromise a minimum of three (3) regular playing members of the original team.

b) If during the season a pub/club closes and a team loses their venue the secretary will be obligated to find a new venue, firstly looking to the league sponsors if they have available tables in their clubs/pubs.

13) POSTPONEMENTS:

a) If due to other commitments a team is unable to play on a Monday, they may, with the agreement of the opposing side, play on any other night or change home and away venues. Should it be necessary to change venues, teams must ensure that they do not clash with other league matches. This is particularly so when a house or club has two or more teams entered in the league. All first half games are to be played by the last day of the first half of the season.

- b)** At least forty-eight (48) hours' notice is required for the postponement of a match. (In unforeseen events such as adverse weather conditions, it may not be possible to give the required notice. In such cases, teams must contact both the fixture secretary and their opponents to formally postpone the match. Failure to comply may result in the loss of the match).
- c)** Postponed matches must be played within four (4) playing weeks of the original fixture date. Should teams fail to agree a date to play the match the fixture secretary must be notified as soon as possible. In such circumstances, the secretary will then set a date for the match to be played.
- d)** If a team fails to give the required notice to postpone a match or fails to turn up for a match, or if, after postponing a match fails to re-arrange the match within four playing weeks, then the opponents will have the choice of either, claiming the match (10-0 win + 2points) or to replay the match at a later date agreed by both teams and the fixture secretary. The secretary has the ultimate authority to set a date. If a match is claimed in the second half of the season the win points will be worked out from frames won divided by matches played over the first half of the season. E.g: 120 frames won over 10 matches equals 12-0 win.
- e)** The onus of re-arranging a match falls on the team that postponed it.
- f)** Any team failing to turn up without notice shall be warned on the first offence, fined ten pounds (£10.00) for a second offence and withdrawn from the league for a third offence.
- g)** There are to be no outstanding matches after the final week of the season. Proviso: (If when applying this rule it appears that a team is being unfairly treated the committee have the authority to adjust the league tables in order that no team should gain an unfair advantage).
- h)** All changes are to be notified to the fixture secretary within seven (7) days.

14) KNOCKOUT COMPETITIONS:

All rules are as normal league rules and results sheets are to be used for team tournaments/knockout competitions and sent in as per normal.(Not Doubles or Singles as these results are phoned through)

- a)** Knockouts will be the best of seven (7) or nine (9) frame matches. (See rule 9c). Proviso: Should there be two or more games and only one table available rule 9c will be void.
- b)** In doubles matches, order of play is to be established at the start of match and followed through to completion.
- c)** If you require a postponement of a knockout match, it is the responsibility of the person cancelling the match to contact the league secretary giving forty-eight (48) hours notice. You should be prepared to give a telephone number with a date and time you can be contacted. You may also contact the person/team directly, but be aware; leaving messages at venues has in the past been proved unreliable. If the league secretary has not been notified and your message has failed to get through, you or your team will forfeit the game.

- d) Semi-finals and finals are played on neutral tables, refereeing, timekeeping, result sheets and costs are to be shared equally.

15) DISCIPLINE:

- a) Conduct unbecoming to the spirit of the game may result in player/s or teams being fined or banned from the league for a period, after investigation by the league committee.
- b) Bans and fines will be notified by post.
- c) Should the player/s or team wish to appeal they will have ten (10) days from postage date in which to reply, in writing to the league committee.
- d) If an appeal fails, the decision of the committee will be final.
- e) Player/s or teams banned from the "Maidstone & District Pool League" are not eligible to play or compete in any match or competition governed by the English Pool Association or Kent Pool Association.

16) SPONSORSHIP:

- a) The league is at present sponsored by THE MAIDSTONE SNOOKER CLUB (Buckland Hill).
- b) The committee will actively seek new sponsors for league and knockout competitions.
- c) Individual persons and teams will be allowed their own sponsors.

17) ANNUAL GENERAL MEETING (AGM):

- a) Each team wishing to enter the league should have at least one (1) representative in attendance at the AGM. That representative will have one vote, if required.
- b) The committee will set the date for the AGM with at least six (6) weeks notice given.
- c) Notice of four (4) weeks is required for nominations or questions to be raised at the AGM. Should it be necessary on the night, time will be given to open questions at the discretion of the committee.

18) THE COMMITTEE:

- a) The committee will consist of members elected annually at the AGM.
- b) Any person wishing to serve on the committee must apply in writing one (1) month before the AGM, should no applications be received, the league will retain its present committee.