



ROMNEY MARSH & DISTRICT POOL LEAGUE

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LEAGUE RULES & CONSTITUTION

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1. General.

- The league shall be run by an elected committee who will meet regularly.
- An Annual General Meeting (AGM) will be held at the end of the Summer Season.
- The league will affiliate to the Kent County Pool Association (KCPA).
- Matches will be played to the rules of the World 8 Ball Pool Federation (WPF) as recognized by the English Pool Association (EPA). Copies of the league and WPF rules will be supplied by the league and should be displayed at all venues.
- Complaints, appeals or disputes regarding any matter must be put in writing to the League Secretary or Chairman and will be dealt with at the next committee meeting. Committee members will not be party to decisions involving their own team/s.
- A committee meeting must have three committee members present to constitute a quorum. Any decision made by the committee in relation to any matter connected with the league and the format/rules of all other competitions (**see 11**) will be final.
- The committee may co-opt new members when necessary.

2. League & Match Format.

- The year will be split in to summer (May to Oct) and winter (Nov to Apr) seasons.
- Teams will be split in to divisions. At the end of each season the top/bottom 2 teams in each division will be promoted/relegated respectively. In the event that the higher division is increasing in number, the next best-placed team/s will also be promoted. If a division is reducing the committee will decide which teams are promoted/relegated.
- Matches will be played on a home and away basis.
- Matches will consist of sixteen singles games divided in to: 3 sets of 5 games, plus one additional game.
- Teams may use 5 or more players. **Rules 7. applies.**
- One point will be awarded to the winner of each game. Two points will be awarded to the team that win the match or one point to each team if the match is drawn.
- The winner of each division is the team with the most points at the end of the season. If two or more teams finish on level points the winner is decided by: the team with the highest handicap (if applicable); winner of most matches; winner of most games; the team with the better record against the other team/s during the season; a play-off.

3. League Fixtures.

- Matches should be played on a Monday night as per the fixture list and start at 8 p.m.
- A team must attend a fixture if they have 3 or more players available to play.
- A team failing to attend a fixture they will have 8 points deducted from their total.
- If either team cancel a fixture they will have 4 points deducted from their total (8 points if cancelling within 48 hours), unless the match is rearranged and played before the fixture date, or there is a justifiable reason for cancelling. **Rules 9 & 1.e. apply.**
- If either team is late, games can be claimed at 15-minute intervals from 8 p.m. If either team are unable to supply 3 players by 9 p.m. the match should be abandoned. The offending team will have 8 points deducted from their total. **Rule 9. applies.**
- If neither team can field a player the game will be awarded to the home team.
- If a team uses an ineligible player the games played by that player will be awarded to the non-offending team and the result of the match will be adjusted accordingly. The offending team will have 2 penalty points deducted from their total. **See Rule 5.**
- If a match is abandoned due to insufficient time it should be rearranged for a later date with the match resuming from where it finished. **Rule 9. applies.**
- If a match is abandoned due to dispute details should be passed to the League Secretary. **Rules 1.e. & f. applies.**
- A team missing 2 matches will be expelled from the league unless rearranged dates have been passed to the League Secretary. **Rule 1.f. applies.**
- If a team withdraw or are expelled before the halfway point, all results involving that team will be cancelled; after halfway, results up to halfway will stand, all others will be cancelled. If two or more teams/players have second half results deducted which affect/reverse the winner, runner up, last place, promotion, relegation, Player of the Season or league ranking places and the teams/players concerned all played against the withdrawing team in the second half, the results will stand. **Rules 1.f. & 5.f. apply.**
- A team that play more than 3 matches with less than 5 players will be expelled from the league unless rearranged dates have been passed to the League Secretary. **Rule 1.f. applies.**

4. Venues.

- House rules (i.e. age restriction) must be made known before the season begins.
- Teams will play in accordance with conditions at each venue.
- The home team pays for all games.
- Pool tables should be marked correctly and kept in good playing order.
- Venues with 7-foot tables must supply rests.

5. Team Registration.

- Registration forms must be with the League Secretary before the start of the season.
- The minimum age for any registered player is 14 years old.
- New players can be registered at any time during the season. A player is deemed registered to the league and a team having played one league game.
- Landlords/ladies can play for any of their teams at any time.
- A player can change teams once within 4 weeks of the season starting but must advise the League Secretary before playing for a new team.
- If a team withdraw before the halfway point players of that team may re-register to another team.

6. Team Captains.

- Each team must nominate a captain.
- Captains should be conversant with the league and WPF rules.
- The winning team captain must ensure that the League Secretary receives the result sheet by the Friday following the match. If late, 3 points will be deducted from the total of the winning team. But in the event of a draw the home team is deemed to be the winning team.
- Captains must ensure that there is no coaching or barracking from members of their teams during play. **Rule 8. applies.**
- The home team captain is responsible for rearranging games/matches. **Rule 9.a. applies.**

7. Result Sheets.

- Each player can only play one game per set. Any player can play the sixteenth game.
- Before each set starts the home team must enter their 5 players names on the result sheet.

The away team captain must ensure that no two players play each other more than once, except in game 16 when two players can play again. Once a name has been entered it cannot be changed without the agreement of the opposing team captain. **Rule 3.g. applies.**

8. Referee Guidance.

- Referees shall be from both teams, refereeing alternate games starting with the home team. Where a timekeeper is used, he/she acts as a second referee with the same powers and responsibilities. One referee cannot overrule the other.
- Once a game has started players must play their own game. **Except, 8.c.**
- Consultation between doubles partners is allowed until one of the players strikes the cue ball, from which point no further consultation is allowed until the break (consisting of one or two visits) has finished.
- If coaching/barracking is attempted the offender/s should be asked to stop. If this fails, the referee may abandon the game, or take other appropriate action under WPF rule 1.
- If coaching affects the result of a game the referee should give game away even if a non-player gave the advice (i.e. player potting the black reminded ball/s of own group remain).

9. Un-played Matches/Games and Predicted Results.

- Un-played matches/games must be played within 3 weeks of the original fixture date and before the last fixture of the season. The home team captain must provide the away team with 3 alternative dates (1 per week), and inform the League Secretary of the agreed date. If teams cannot agree a date, the League Secretary will nominate a date. Extra time may be given if the outstanding matches/games affect the outcome of the league. Failure to play outstanding matches/games within the time allowed will result in a predicted result, assessed on past results. **Rule 10.b. applies.**
- Predicted results will not be made until the season has reached halfway. If the match fixture was before halfway, the result will be assessed on all records up to halfway; if after halfway the result will be assessed on records up to the week preceding the fixture.
- Predicted results are decided by comparing the teams average games won/games played. The winner is the team with the highest average, and the score is decided by the difference between the averages; 0 to 1 = 8-8; 1.01 to 3 = 9-7; 3.01 to 5 = 10-6; 5.01 to 7 = 11-5; 7.01 to 9 = 12-4; 9.01 to 11 = 13-3; 11.01 to 13 = 14-2; 13.01 to 15 = 15-1; 15 plus = 16-0.

10. The Player Of The Season and League Rankings.

- The Player of the Season for each division will be awarded each season to the player that wins the highest percentage of games. To qualify a player must play at least 66.6% of games during the season with a maximum of 3 x the available matches counting. If two or more players have the same percentage the winner is decided by: the player that played the most games; if the player/s played during the season, the player with the better record against the other player/s finishes higher; a play-off.
- If any player fails to play the qualifying amount of games because of a predicted result or the opposition failing to provide an opponent their results will still count towards the Player of the Season and League Rankings.
- League rankings decide qualification for: The Masters (Top 16), Interleague team and entry for the KCPA Inter-county team trials. At the end of each summer season, players in the Premier Division will be ranked based on performance over the previous two seasons. To qualify, a player must play at least 50% of available games in each season, with a maximum of 3 x the available matches counting. The player that wins the highest percentage of games will be ranked 1st. If two or more players are equal, the higher ranked will be; the player that has played the most games; highest existing rank; if no existing rank, a play off.

11. League Knockouts and Other Competitions.

- Only registered players can play in the league knockouts which include: Singles, Doubles, Team, 3 Man Team, The Masters, Chairman's Team KO, Alison Graham Memorial (Ladies only) Trophy and The Invitational. **Rules 1.f. & 5.c. apply.**
- The winners and runners up of the Singles, Doubles, Team and Ladies Knockouts will be entered in to the KCPA.
- A trophy (The Disher Prize) will be awarded to the player that completes the most 1 visit clearances = Legally potting all remaining balls of own group and the 8 ball in one visit from the break or the first visit following an opponents break.

12. Annual General Meeting (AGM).

- The secretary must be informed in writing at least 14 days before the AGM of any item to put on the agenda.