

New Mills & District Pool League

General Rules 2020

1. The Game

1.1 All games should start no later than 8.30p.m, earlier or later if agreed by both captains but the following protocol remains in place: If the 1st match is not underway by 8.45pm due to a team not arriving (home or away), the team who has players available can claim 1st game, after 9.00p.m. 2nd game etc.

1.2 League Games to be played down the card in order, i.e. games one to seven, after both captains place names on card without the other captain knowing the order. See Team KO rules for change of procedure for filling in card.

1.3 Home team referees each game.

1.4 Any disputes during the game may be raised by the players only, before any further shot being played. If nothing is said at the time, the game carries on. In all disputes, the referee's word is final.

1.5 The playing rules should be available to all. The playing rules can be found on the website.

1.6 Late starts may be arranged due to any reason ONLY if BOTH captains agree.

1.7 If a player is barred from a venue the landlord keeps his right to refuse entry, it is also understood they may allow entry for a pool match only.

1.8 Penalties for playing an ineligible player will vary as each situation is looked at on its own merit (or lack of).

1.9. Points are awarded as follows:

1pt for winning the match, and 1pt for each frame won.

2. The Card

2.1 Cards to be filled in with names as they appear on signing on sheets, while Robert may be Rob or Bob etc initials are not allowed. Incorrect card filling will receive a verbal warning. Subsequent incorrect cards will mean a five point deduction each time. All stages will be posted on the website.

2.2 Results are to be texted, posted on FB page, Whatsapped or emailed to Steve Cooper or Tyler Fyfe by the home team by noon the following Wednesday after a match. Failure to do so will result in a 3pt penalty.

2.3 Teams can now have 2 redraws in an evening with a maximum number of **13** redraws for the season. Redraws can be done when any number of players have turned up for a match to a maximum of 2 for the night. Redraws must be drawn as soon as possible. Procedure for a redraw as follows: The captain puts numbers 1 – 6 (or whatever number of players have turned up) against his players name at random. The opposing captain then chooses a number from 1 – 6 (or whatever number of

players have turned up) and this player becomes the redraw. On the card, redraw is written in a space, there is no need for a player's name. If a player is redrawn and has to leave early, it is perfectly correct to let that player play his game before game 7, it is in the spirit of the game. If a team do not inform the other team that a redraw is necessary & they have only five players available to play for a redraw because one of their players have left; a redraw is still possible but all six players who turned up to play must still be numbered, the opposing captain chooses a number as previously stated, however, if he chooses the player that has left, the captain can then claim the game as a walkover. A team has a maximum number of 13 redraws in a season, to be played whenever necessary. After they have used their allowance, they must concede the game. If a team uses an illegal redraw, i.e. an fourteenth redraw, that game will be considered a walkover to the opposition & the result amended to suit, and a penalty of 3 points deducted from the offending team's total. There are no redraws allowed in the knockout competition.

3. Procedure

3.1 If a team folds due to pub closure, refurbishment or change of landlord, players may be transferred before the half way stage of the season.

3.2 Team knockout matches will be played at regular intervals during the season. These will be drawn at random.

3.3 If two or more teams are tied on points at the end of the season for the title, a playoff will be arranged at a neutral venue to determine the league champions.

3.4 Each team that wins a trophy will be given the choice of receiving a trophy or accepting its cash equivalent.

3.5 All teams must display a copy of the new updated rules in the area of the pool table. Teams will be checked & failure to display rules may result in a points penalty.

3.6 There will not be a neutral venue for the semi-finals – in the case of the team knockout & plate competition, the first team drawn from the hat will be the home team. In the case of the singles & doubles competitions, this will be as the bracket system of the draw & the player 'on top' will be the home player.

3.7 There will be neutral venues for the finals. A venue will be nominated and voted on to host the Plate & Individual singles/doubles finals night. The Team KO final & the Team Plate final will be arranged at the time with a neutral venue to suit both participants Venues will be chosen that fit the following criteria:

- (i) Unimpeded playing area all around the table
- (ii) Suitable visibility for viewers
- (iii) A somewhat decent table.