



League Rules (Amended 14 Sep 2021)

League

1. Registration and player moves:

- Team registration is £40.
 - Team registrations to be submitted to the Treasurer within 1 week of league start.
 - League points will only be awarded after the team registration payment is made.
- Individual player registration is £4.
 - Player registrations to be submitted to the Treasurer within 1 week of each player's first game.
 - Payments must be accompanied with a list of the names of paid players.
 - Individual most wins points are only awarded after the individual player's registration payment is received.
 - Teams with outstanding player registration payments will stop gaining league points until all outstanding registration payments are made.
 - All players in a team with 1 or more outstanding player registration payments will be excluded from the Most Wins and Captain's Cup knockouts until all outstanding registration payments are made.
 - Outstanding player registration payments and penalties will carry from season to season.
- A player may move teams once per season provided;
 - the transfer is on or before the half-way stage of the season and the captains of both teams agree, or
 - the player played for a team that withdrew from the league.

2. League format:

- The league will comprise one division.
- Each team will play each other twice.
- League standings are ordered by most points, most frame wins, then most match wins.

3. Match format:

- Matches are 6 singles frames and 3 scotch doubles frames.
- English Pool Association (EPA) world game rules apply (available in the Resources section of our website) except –
 - The 1-minute shot clock is mandatory, unless *both* captains agree at the start of the match that they won't use the shot clock for the whole of the match.
- 1 league point is awarded to the winning team in each frame.
- 2 bonus league points are awarded to the team winning the most frames in the match.

See website for up to date information – <https://www.buxtonpoolleague.co.uk>

Find us on Facebook for latest news and announcements – <http://www.facebook.com/BuxtonPoolLeague>



4. Start time and food:

- The first frame of each match must be started by 8:00pm.
- If the away team has not arrived by 9:00pm the fixture is postponed, and late postponement penalties apply.
- Providing food around the halfway point of each match in the Winter League is *mandatory*. It is the Captain's responsibility to arrange food. They should not automatically assume the licensee will do it.

5. Break:

- The home team breaks each frame.

6. Refereeing:

- The home team appoints a player to referee each frame.
- The home team appoints a timekeeper.
 - The timekeeper will call "30 seconds" and "10 seconds" as the shot clock reaches these points.
- EPA calling procedures are used. These are available in the Resources section of our website.

7. Number of players:

- Teams must have a minimum of 6 registered players. In matches where 6 or more players are available to the team, no player can play more than 1 singles frame and 1 doubles frame.
- If a team has only 5 players available, 1 player nominated by the opposing Team Captain may play a 2nd singles frame. 1 player nominated by the opposing Team Captain may play a 2nd doubles frame. The same player may be nominated in singles and doubles
- If a team has only 4 players available, 1 player nominated by the opposing Team Captain may play a 2nd singles frame. The remaining singles frame and doubles frame are awarded to the opposing team.
- If a team has fewer than 4 players available, the fixture is postponed, and late postponement penalties apply.



8. Completing match cards and order of play:

- Singles and doubles players must be named on the match card before play commences.
- The home team lists their players on the card first. The card is then folded in half and passed to the away team with the home team player list face down. The away team must list their players without looking at the home team player list.
- Frames may be played in any order and captains *must* accommodate changes required to allow shift workers and players who compete in more than one league to play.
- Once the card is complete, any changes to the players originally listed in each frame must be agreed by the opposing Team Captain.
- The opposing Team Captain *must* allow changes to the listed player where the originally listed player is not available, and the proposed substitute is not already named to play in a frame of the type (ie. singles or doubles) where the change is proposed.
- Player names must be given in the format First Initial + Last Name (eg. C WOMBLE).
- Use middle initials to distinguish players in the same team who share a first initial and last name.
- Player names must be consistent from week to week so that most wins can be worked out.

9. Notifying match results:

- The home team Captain must notify the result by ensuring that a photo of the completed match card is sent to the “BDPL Team Chat” WhatsApp group *on the night of the game*.
- The Results Secretary will remind Captains once about missing cards and they will have 7 days from the reminder to submit a photo of the card or provide the information from the card by other means.
- If the result is still not notified 7 days after the reminder, a 3-point deduction will be applied to the home team.

10. Withdrawal from league:

- If a team withdraws from the league before the halfway stage, their completed matches will be declared void and the points and most wins results removed. If a team withdraws from the league after the halfway stage, only the matches completed after the halfway stage will be declared void. Points from the first half of the season will stand.

11. Match postponement:

- 24 hours’ notice must be given to the opposing Team Captain and the Secretary to postpone a match. A 6-point deduction will be applied for late postponements.
- A date to play postponed matches **MUST** be agreed within 2 weeks of postponement. For league games the rearranged date must be on or before 12 Apr 2022. For Team Knockout and Plate fixtures the rearranged date must be before the next round.
- By entering the league, you commit to fulfilling all your fixtures. Teams not doing so risk forfeiting their league status.



12. Pub bans:

- Players scheduled to play at venues they are barred from must contact the pub/bar to ensure it is OK for them to play before turning up.
- We anticipate licensees will allow reasonable access so frames can be played but we remind all players and teams that licensees are entitled to refuse entry or service.

Team Knockout & Plate

13. Entry:

- All teams registered in the league are entered.
- All league registered players (ie. registration fee submitted) are eligible to play in any preliminary round and the 1st round. In subsequent rounds, only registered players who have played at least twice for their team in the league in either singles or doubles are eligible to play.
- Teams losing in any preliminary round and the first round of the Team Knockout will be entered in the Team Plate (the competition formerly known as the Consolation or Duffers' Cup).

14. Playing arrangements:

- As per league rules except –
 - The first team to win 5 frames wins the match. There is no need to complete remaining frames although the Captains may decide to do so if they wish.
 - Breaks alternate between the home and away side - a lag or coin toss is used to decide who gets 1st break.
 - Refereeing and timekeeping alternates between home and away side.
 - Where a changed playing order is needed to accommodate shift workers or people who play in more than one league, the frames should be played in the following order; Doubles 1, Singles 1, Singles 2, Singles 3, Doubles 2, Singles 4, Singles 5, Singles 6, Doubles 3. Captains should list their players in appropriate slots.

15. Notifying results:

- The winning Captain is responsible for notifying the match result by submitting a photo of the match card to the "BDPL Team Chat" WhatsApp group (see rule 9).



Singles & Doubles Knockouts

16. Entry:

- Knockout entry is by registration with a £5 fee per player (£10 per doubles pair).
- Submit singles entry sheets with payment to the Results Secretary or to Fairfield Club by the deadline date.

17. Arranging ties:

- Tuesday evenings will be set aside to allow the bulk of the Singles and Doubles KO fixtures to be played on one night. The finals will be played on Presentation Night.
- Players are equally responsible for arranging and playing any preliminary ties required before the main event.

18. Playing arrangements:

- A coin toss or lag decides who breaks the first frame and the break alternates thereafter.
- Ties in rounds up to and including the semi-finals are best of 3 frames.
- The final will be best of 5 frames.
- English Pool Association (EPA) world game rules apply.

19. Notifying preliminary tie results:

- One of the competing players to send the result to the "BDPL Team Chat" WhatsApp group.

Most Wins Knockout

20. Entry:

- We will invite the top 8 singles players to a knockout competition at the end of the season.
- The first result on the card photo is used to calculate most wins when players play more than one singles frame in a match.
- The knockout draw will be seeded.

Captain's Cup Knockout

21. Entry:

- We will invite the Captain of every league team to a knockout competition at the end of the season.
- Captains may send a delegate if they do not wish to play themselves.



Captain's Responsibilities

22. The Team Captain is responsible for:

- Attending the AGM (or sending a representative) to enter their team and participate in any discussion on the league format.
- Encouraging their team to behave respectfully toward all involved in playing, hosting and running the league.
- Submitting their team registration payment. The convention is for licensees to fund the payment but it isn't mandatory. Responsibility for collecting and making the payment lies with the team and its Captain.
- Collecting and submitting their team's player subscriptions after their first match (Rule 1).
- Collecting and submitting their team's entry sheets and subscriptions for the Singles Knockout.
- Ensuring match cards are completed, photographed and sent electronically to the "BDPL Team Chat" WhatsApp group on the night of matches (Rule 9).
- Postponing in a timely fashion (Rule 11).
- Ensuring their team fulfils its fixtures (Rule 11).
- Providing food at each match, usually through an arrangement with the licensee (Rule 4).