

NEW MILLS & DISTRICT POOL LEAGUE

2011-12 SEASON GENERAL RULES

www.newmillspool.co.uk

1. The Game

1.1 All games should start at 9 p.m. If the 1st match is not underway by 9.15pm due to a team not arriving (home or away), the team who has players available can claim 1st game, after 9.30 p.m. 2nd game etc.

1.2 Games to be played down the card in order, i.e. games one to seven.

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).

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 to Steve Cooper by the home team by noon the following Wednesday after a match. Failure to do so will result in a 3pt penalty.

2.3 Cards are still to be taken to the Kinder Lodge or the Cock by Thursday evening. Cards still need to reach Steve to enable tables to be kept up to date; these will be forwarded to David Williams who will produce individual tables. Again, if team captains wish to email or text complete cards to Steve Cooper, this is acceptable.

2.4 Cards to be filled in with at least 6 names before the first game of the evening takes place. The 7th space may be left blank to allow inclusion of a late player however the names written in must be adhered to. The 7th space must be filled in by 10.30pm or the game is conceded.

2.5 i) Redraws can only be done when 6 players have turned up for a match. Any less and a redraw is not allowed.

ii) Redraws must be in space 7 on the scorecard.

iii) Redraws must be drawn as soon as possible.

Procedure for a redraw as follows: The captain puts numbers 1 – 6 against his players name at random. The opposing captain then chooses a number from 1 – 6 and this player becomes the redraw. On the card, Redraw is written in space 7, there is no need for a player's name.

iv) 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.

v) 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.

vi) A team has a maximum number of 6 redraws in a season, to be played whenever necessary. After they have used their allowance, they will have to concede the game. If a team uses an illegal redraw, i.e. a seventh 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.

viii) 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 At the end of the season 2 teams go up and 2 go down. If there is a tie & the teams cannot be separated, then a play-off will happen to determine the positions in the league.

3.4 If two or more teams are tied on points at the end of the season the team with the highest number of frames won will be awarded the highest position on that number of points.

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

3.6 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.