

Bridgwater & District Pool League

www.bridgwaterpoolleague.com



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Bridgwater & District Pool League - Rules

1. All games are to be played to the current set of World Rules and within the "Spirit of the Game".
2. All teams to consist of a recommended minimum five players.
3. All Divisions to play fifteen straight frames, first 5 straight doubles then 10 singles. No player may play more than 2 doubles and 2 singles frames. The away team captain must ensure that no player plays against the same person more than once during the singles, should this happen, then the frame shall be forfeited by the away side. Also both captains must ensure no player plays with the same doubles partner more than once, should this happen the offending team will forfeit the frame. The home captain must complete his/her side of the scorecard before the commencement of frame 11.
4. If a team fields an ineligible player (ie: not registered) any frames that player has won will be awarded to the the offended team.
5. If a team is short of players, then all players to play in turn, leaving the final frames empty, only on the offending teams side of the card. (ie: 4 players - frames 5, 14 and 15 left blank, automatically forfeiting 3 frames. 3 players - frames 4, 5, 12, 13, 14 and 15 left blank, automatically forfeiting 6 frames) This only applies to whichever team is short of player/s. So even if you turn up with 3 players you can still win the match.
6. Players may transfer to another team but only after being given the OK by a committee member and only once during the season.
7. Teams may sign on a new player during any point in the season as long as the intent and players name is made clear on the reverse of the scorecard from the date of signing and both home and away captains have signed the reverse.
8. The Landlord/Landlady is allowed to play for any team from their Public House, but for no more than 1 team per fixture, and must be mentioned as such on the scorecard. This does not apply to Bar Managers/Manageress's or Bar Staff.

9. Matches are to commence at 7:30pm prompt. Any team not available to play at 7:45pm will forfeit the first frame and will continue to forfeit one frame for every 15 minutes until 8:30pm when they will forfeit the match and the offended team will be awarded the match win. Frames will be awarded based on your winning average at the end of the season. The home team is to make the table available to the away team from 7:15 pm for warm up, if required.
10. All matches are subject to a coin toss at the beginning of each frame, with the winning player choosing whether to break.
11. Should a team fold during the season then one of the following will happen: a) If before the halfway point, all points deducted b) If after the halfway point, points deducted back to halfway point of season.
12. Players/Team Barring: a) The away team captain is responsible for ensuring that none of the team is barred from entering a venue. No fixtures or competitions will be changed if players are barred and no discussion will be entered into as the league has no control over this. b) Should a whole team be barred from a venue then, they will be removed from the League as not being able to fulfil their fixtures. The removal from the league will last for the duration of the ban from the venue, if this ban is lifted during a season, then the removal from the league will last until the end of the current season. Non-offending side's, will not be expected to change the venue for the match.
13. Table costs shall be the responsibility of the home team.
14. In the event of a team fielding a player under 18 years old, it is the responsibility of the away team's Captain to check with the Landlord/Lady or Management, that the under aged player will be welcome within the venue
15. Should a venue need to close before a match is over, then the scoreline at the time of closure will stand as the final scoreline. If both teams are level at this time then a draw will be awarded with a single point being given to both teams.
16. Both captains must sign the scorecard at the end of the match to verify everything is correct. When filling out the card FULL names for each player must be used at least once per match. Failure to do so can result in the loss of points. Nicknames of players will not be accepted.
17. Points are awarded as follows: - 2 points awarded for a home win and 3 points awarded for an away win.
18. In the event of a tie on the league table at the end of the season, the team winning the most frames will be deemed the winner. If this still results in a tie, then the results between the teams will decide the final position. If this still results in a tie, then a play off on a neutral table will be arranged.

19. All fixtures must be fulfilled. No rearrangements will be accepted without there being exceptional circumstances and only if approved via the committee and only with reasonable notice of 24hrs. If notice of 24hrs is not given then it is the decision of the offended captain to either claim the match or rearrange it, notice of this decision must be given to the committee within 24hrs following the fixtures original start time. (Exceptional circumstances are deemed as such as accidents, bereavements or less than 3 players available etc.) There will be a free Sunday at the end of the season in which any rearranged fixtures not already played can be played, any fixtures left unplayed after this will be considered null and void and no points or frames will be awarded.
20. It is the responsibility of the home team to provide the scorecard for each match. All scorecards are sent out to venues before the season begins.
21. It is the responsibility of the winning teams captain to make sure the scorecard is posted into the pool post box located in Spennys Sports Bar to the left of the bar by 8pm on the Wednesday following the match.
22. All results need to be messaged to the Fixtures Secretary or to the leagues Facebook page by both captains as soon as the match has ended. Failure to do this will result in a warning for a first offence and 1 point deduction per offence thereafter. This is to ensure the league table is updated as quickly as possible.
23. At the end of each season any missing/lost scorecards will result in a 1 point per card deduction from the offending teams final points total.
24. The use of Pro-Cup balls is allowed and is the choice of the Home Team in much the same way as they have the choice over the colour and nap or speed cloth on their tables.
25. It is the responsibility of the home captain that all match tables used will be in a state of good repair and level. If the table is deemed unplayable, the concerned captain should contact the chairman immediately for advice. If the chairman is unavailable, then the vice chairman or fixtures secretary should be contacted in that order.
26. Any dispute not covered by these rules will be decided by the Committee, whose decision shall be final.

Competitions (Winter League Only)

27. Singles

- Matches will consist of single frames played to World Rules.
- Win the required frames to win the match.
- The competition is a straight knockout.
- There is a random draw for each round.

28. Doubles

- A doubles pairing can consist of players from opposing league teams as long as they are registered with the Bridgwater & District Pool League.
- Matches will consist of straight doubles frames played to World Rules.
- Win the required frames to win the match.

- The competition is a straight knockout.
- There is a random draw for each round.

29. 3-A-Side Cup

- Teams are made up of 3 players plus if required, a reserve player.
- A team can consist of players from opposing league teams as long as they are registered with the Bridgwater & District Pool League.
- Once a team is registered players can be substituted for anyone else in the pool league, as long as they haven't signed for another 3-A-Side team, up until the start of the first round, then you can only use the 3 players plus the one reserve for the rest of the competition.
- Each player plays three frames against three different opponents with a possible nine frames played in total.
- The team drawn as the home side chooses their player for the first frame first, then the team drawn as the away side chooses their player for the second frame first, this alternates every frame.
- First team to five frames wins the match.
- The competition is a straight knockout.
- There is a random draw for each round.

30. 4-A-Side Cup

- Teams are made up of 4 players and if required, a reserve player.
- A team can consist of players from opposing league teams as long as they are registered with the Bridgwater & District Pool League.
- Once a team is registered players can be substituted for anyone else in the pool league, as long as they haven't signed for another 4-A-Side team, up until the start of the first round, then you can only use the 4 players plus the one reserve for the rest of the competition.
- Each player plays one set as a best of three format. First team to get to an insurmountable frame lead wins the match or in the event of a 4-4, 5-5 or 6-6 tie once completed, each captain must choose one player to play a one frame shoot-out.
- The team drawn as the home side chooses their player for the first set first, then the team drawn as the away side chooses their player for the second set first, this alternates every set.
- The competition is a straight knockout.
- There is a random draw for each round.

31. Team Knockout (Premiership and First Division)

- Every league team is given free entry into the Team Knockout event for their respective league.
- The match will consist of a possible 15 frames (first to 8) of singles as per league format (without doubles).
- Each team is made up of players registered for their league team at the time of the last league game of the season.
- No new signings will be allowed.
- The competition is a straight knockout.
- There is a random draw for each round.