

# Canterbury Tuesday Pool League - Rules

## (Last updated July 2024)

### 1. Officers

1.1 - Officers for the Tuesday League are as follows: Chairperson, League Secretary, Treasurer, Fixtures Secretary, Venue Liaison Officer.

1.2 - Any further volunteers can become Associate Members of the committee and other league offices can be added if agreed by teams at the AGM.

1.3 - Any committee member who fails to turn up to three consecutive meetings will be removed from the committee.

### 2. Team match organisation and rules

2.1 - All games will be played to the International 8-Ball Rules: [https://www.wepf.org/iro\\_rules.php](https://www.wepf.org/iro_rules.php).

2.2 - All matches are to start by 8pm on a Tuesday evening. Teams may agree to start earlier at 7.45pm if enough players are present.

2.3 - Food for the players in a match is optional.

2.4 - The winning team must send the scoresheet to the league fixtures secretary by the end of the week after the match. This is normally done by sending a photo to the league secretary or posting the result on the Facebook group. The winning team may delegate sending the scoresheet to another person post on their behalf, but any issues with this is their responsibility. Failure to do so will result in the match counting as not played, with both teams receiving zero points for that match.

#### **Main league format:**

2.5 - Each league match for the main league consists of 15 singles frames, divided into 3 sets of 5 frames.

2.6 - A full team will consist of at least five players, but any team may begin a match with only three players. If a team has at least three players ready at 8pm, they must start the match. The procedures for where 'byes' are put in the scoresheet for any team starting with either three or four players can be found on the [website](#).

2.7 - The scorecard shall be filled out with the home team first writing the names of the five players in order to play in the upcoming set. The away team will then write down the order of their players in that set. Scorecards must be fully written out for the upcoming set before the start of the first frame of that set.

2.8 - No individual player may play 3 frames within a single set, or play 3 frames in a row on the scoresheet. No player may play the same opponent in the same match.

2.9 - The home team breaks first, with the break alternating in subsequent frames.

2.10 - If a player breaks and clears the table without their opponent playing a shot, this should be recorded on the scorecard for the purpose of stats.

2.11 - The team winning the most overall frames in the match receives 2 points. A team wins a set by winning the most frames within that block of 5, and 1 point is awarded for each set won by a team. In league games, all frames must be completed.

2.12 - If a team fails to turn up, a frame will be forfeited every 10 minutes until 9pm. If the team fails to attend by 9pm, a 15-0 (5-0) win will be awarded to the opponent and the team failing to attend will be docked 3 points.

2.13 - League positions are decided by number of points. If two or more teams are level on points, then places will be decided by head-to-head records from earlier encounters in the season. If the teams are still level, the tie shall be broken with the most wins in the season, and then by overall frame difference. If teams remain tied and it will affect trophy winning positions, then a five-frame play-off (max of one frame per player) will be used to decide these positions.

**Main league cup format:**

2.14 - The match format for team cup games is a straight race to 8 frames. Once a team reaches 8 frames, the match is over, and the remaining frames need not be played. The match format is the same as the standard league format, although points for sets are not applicable in the cup.

2.15 - The draw for the team cup game will be completely random (no seeding), and the team drawn first will have home advantage. The draw for the cup is done round by round. The draw is to take place at one of the venues, at an agreed time, so any player can witness the draw.

2.16 - Losers in the cup competition before the semi-final stage are eligible to play in the plate competition. This will run as per the cup competition with the same format and draw done round by round.

2.17 - The cup final will be played at a random venue as determined before the event begins.

**Summer league format (2024 rules):**

2.18 - Each league match for the main league consists of 16 singles frames, divided into 4 sets of 4 frames.

2.19 - A full team will consist of at least four players, but any team may begin a match with two players. If a team has at least two players ready at 8pm, they must start the match.

2.20 - For summer league matches, the first four players are written down blind for the first set. The match order for the rest of match is then pre-determined based on the order of the four players put down. If teams have more than four players, a new player can replace one of the players written down in the first set. They can then take the place of that player during the match at any time. Consequently, each player will then play a maximum of one frame in each set.

2.21 - The team winning the most overall frames in the match receives 6 points, with an 8-8 draw providing 3 points for each team. A team wins a set by winning the most frames within that block of 4, where 2 points is awarded for each set won by a team, and 1 point for each team when a set ending 2-2. In league games, all frames must be completed.

2.22 - The home team breaks first, with the break alternating in subsequent frames.

2.23 - If a player breaks and clears the table without their opponent playing a shot, this should be recorded on the scorecard for the purpose of stats.

2.24 - If a team fails to turn up, a frame will be forfeited every 10 minutes until 9pm. If the team fails to attend by 9pm, a 16-0 (14-0) win will be awarded to the opponent and the team failing to attend will be docked 3 points.

2.25 - League positions are decided by number of points. If two or more teams are level on points, then places will be decided by head-to-head records from earlier encounters in the season. If the teams are still level, the tie shall be broken with the most wins in the season, and then by overall frame difference. If teams remain tied, then a four-frame play-off (max of one frame per player) will be used to decide positions, with a single-frame shootout if still level after the play-off.

2.26 - The summer league will be run in two phases. The first phase will consist of a league phase where each team plays each other once and ranked accordingly. The second phase will be a knock-out phase with the top eight qualifying for this phase. The knock-out phase will run similar to NFL American Football where the top ranked team in the first phase still in the competition will always play the lowest ranked team still in the competition at home, and so on. Facebook will provide the details of each match in the days leading up to the match.

2.27 - In the second phase, an 8-8 draw is resolved by a single-frame play-off. This frame will be between a single player picked by each captain. The home team will break in this frame as they were ranked higher in the league phase.

### 3. Singles and doubles knock-out rules

3.1 - Entries and payments for both singles and doubles knockouts must be paid before the stated time of the draw for the first rounds. Any entries/payments after this point will not be accepted. The draw will normally be made on the week prior to the first rounds and will be announced on Facebook for witnesses to view.

3.2 - To be eligible, a player must play at least 1 frame in the league or cup before the first rounds of the knock-out is taken place.

3.3 - Doubles matches will be regular doubles (not scotch). Breaks are to alternate between the players.

3.4 - The singles and doubles draws are completed at the beginning of the tournament with no seeding and are not redrawn for subsequent rounds. Matches must be played at the venue they are drawn at – failure to do so will result in disqualification. The draws are to take place at one of the venues, at an agreed time, so any player can witness the draw.

3.5 - In both singles and doubles competitions, if a venue does not have a player in the competition, they will not be chosen to host any stages. Venues that enter the most teams to the league will be prioritised for hosting the later stages of the singles and doubles tournaments.

3.6 - No replacements or changes are allowed once the draw has been made. This includes the changing of partners after the draw is made.

3.7 - The singles and doubles finals will be played at random venues as determined before the event begins.

### 4. Team registration and players

4.1 - The main league season will normally begin in late September and run for approximately 7-8 months. A summer league will be organised for the remainder of the year where the format may change depending on opinions at the AGM.

4.2 - A team must have paid their team and venue fees by 8pm on the Sunday before the first match of the league season to play in the league, unless this agreed with the treasurer in cases such as teams not being able to pay using bank transfer. Any payment made after this will not be accepted and the team will be replaced with a bye in the season's fixtures. Announcements on this deadline will be made on Facebook.

4.3 - Players will become registered for that team when they have played their first league game. No transfers are allowed at any stage, even if a team has folded, although they may for a different team if a team withdraws in the first half of the season as detailed in 5.7.

4.4 - If a team fields an ineligible player, they will forfeit the frames played by the ineligible player. To ensure player eligibility can be tracked, it is recommended that the full names of all players are required in

registration. Any new players can join at any stage, but they must put down their full name on the score-sheet.

4.5 - A league team may register any number of players. If any of the players are under eighteen, the captain must ensure that those players will be allowed into the venue.

4.6 - The main season's registration fee will be £20 per team, where the summer league registration fee will be £10 per team. It is the captain's responsibility to organise the payment of this fee. All entry fees are not refundable if a team folds or are expelled whilst the season is in progress. Singles and doubles entry fees must be paid before the draw is made.

4.7 - Entry fees for the singles knock-out tournament during the main season will be £3 per player. Entry fees for the double knock-out tournament during the main season will be £4 per pair, i.e. £2 per person.

## 5. Cancellations and Withdrawals

5.1 - No cancellations are allowed.

5.2 - If a team cannot field enough players for a match, the captain must let both the opposition team captain and league chairman know by 8pm on the Monday before the match. Failure to do so will result in the offending team being docked 3 points.

5.3 - If exceptional circumstances arise in the 24 hours before a match which means a team cannot fulfil a fixture, the team captain must let either the league chairman or secretary know at the earliest opportunity. 'Exceptional circumstances' will include disruption due to weather, or personal circumstances which affect multiple player in the team. A decision of what to do next will be made at the committee's discretion.

5.5 - In cases of extreme weather the league reserves the right to cancel matches for that week: As a result an extra week will be added before the last week of the season to rearrange these matches.

5.6 - A team will be allowed up to 2 cancellations where less than 24 hours' notice is given. After the third cancellation where less than 24 hours' notice is given, that team will be removed from the league unless a valid reason is provided to the league committee within 48 hours.

5.7 - If a team withdraws or is removed from the league, all of their fixtures during the season will be removed. This removal includes individual records from these matches.

## 6. Kent Competitions

6.1 - The league will annually affiliate themselves to the Kent County Pool Association (KCPA).

6.2 - The league will pay the entry fees for the Kent interleague teams of both Canterbury A and Canterbury B.

6.3 - £40 is ringfenced as a contribution for Canterbury teams to play in the national interleague competition. If multiple Canterbury wish to attend, both teams will get a share of this £40.

6.4 - The league may nominate entries into the Kent Champion of Champions competition. The league will follow these criteria for the nomination of players referencing the last completed league season:

a) Singles competition: Singles KO winner, most frames won in the league, singles KO runner-up.

b) Doubles competition: Doubles KO winner, doubles KO runner-up.

c) Team competition: League winner, Cup winner, league runner-up, cup runner-up, plate winner.

d) Women's singles competition: Most frames won in the league by a female player; second most frames won in the league by a female player.

e) Three-person competition: Nominated by the committee if players in the league request to enter.

6.5 - If the number of players who want to enter are below the maximum number of entries allowed for the league, the season before the last completed league season will be used, using the same criteria order as above. If this still applies, the committee will then have their own discretion to pick entries as required.

6.6 - The committee will not fund any entries into the Kent Champion of Champions competition or the English Pool Association Champion of Champions national event.

## 7. Other

7.1 – The trophies will be given to the following teams and players:

- a) League winners and runners-up;
- b) Team Cup winners and runners-up;
- c) Team Plate winners;
- d) Singles knock-out winner and runner-up;
- e) Doubles knock-out winners and runners-up.

No cash prizes will be awarded for winners.

7.2 - The treasurer will ask all teams and players if they would like trophies they won during the season. This is to avoid potential league expense on trophies which are wanted by players. If there is surplus at the end of the season after buying trophies, the treasurer will make the people attending the AGM aware of this where attendees will decide if there are any further expenses to pay such as charity donations.

7.3 - If a venue becomes unavailable, another suitable venue must be found.

7.4 - Any protests, complaints, etc must be made in writing (e-mail or letter) within seven days directly to the committee.

7.5 - Pool tables must be satisfactory (i.e. adequately level, no major spills on the cloth etc) and it is the captain's responsibility to inform the pub landlord/landlady if there are any problems. The table must be in an area with good lighting.

7.6 - The AGM shall be held after the season has been completed to allow an opportunity for teams to raise any concerns regarding the previous season. For any proposed changes to the league rules/format, each team that participated in the previous season and has paid registration fees for the previous season gets one vote. If there is a tie in voting, the chairman will have the deciding vote.