

# Canterbury Tuesday Pool League - Rules

## (Revised 1/01/2023)

### 1. Officers

1.1 - Officers for the Tuesday League are as follows; Chairman, Vice-Chairman, Secretary and Treasurer.

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. Match Organisation and Rules

2.1 - All games will be played to the International 8-Ball Rules.

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

2.3 - A team must consist of at least three players to begin a match. If a team has three players ready at 8pm, they must start the match.

#### **League format:**

2.4 - Each league match consists of 15 singles frames, divided into 3 sets of 5 frames

2.5 - 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.

2.6 - The away team breaks first, with the break alternating in subsequent frames.

2.7 - If a player breaks and clears, this should be recorded on the scorecard. A break and clearance does not count from a foul break.

2.8 - 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.

2.9 - 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 still cannot be separated, then a five-frame play-off (max of one frame per player) will be used to decide positions for trophies, promotion and relegation.

#### **Cup format:**

2.10 - 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.

2.11 No individual player may play 3 frames within a single set.

2.12 The draw for the team cup game will be completely random (no seeding), and the team drawn first will have home advantage. If two teams share the same home table, once one of the teams have been drawn at home (with their opponents drawn out), the team that shares that home table will be fixed as the

away team in the next match. 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.

2.13 - The cup final will be played at a neutral venue that is decided by the committee.

**Singles and doubles:**

2.14 - Entries and payments for both singles and doubles knockouts must be in no later than 30 minutes before the stated time of the draw for the first rounds. Any entries/payments after this point will not be accepted.

2.15 - Singles knockout: To be eligible, a player must play at least 1 frame in the league or cup before the end of the season.

2.16 - Doubles knockout: Doubles matches will be regular doubles (not scotch). Breaks are to alternate between the players. To be eligible, each player must play at least 1 frame in the league or cup.

2.17 - The singles and doubles draws are completed at the beginning of the tournament with no seeding and are not redrawn for subsequent rounds. The venues for the whole tournament are decided at the beginning, meaning that the final is not necessarily at a neutral venue. 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.

2.18 - 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.

2.19 - Payment for entry into the singles and doubles must be made before the day of the draw. No replacements or changes are allowed in the singles or doubles once the draw has been made.

2.20 - Matches for singles and doubles may have an earlier start time (no earlier than 7.30pm) depending on number of entries.

2.21 - There are two player of the season awards - one for highest percentage and one for most frames won. A player must participate in at least two-thirds of frames to be eligible for the highest percentage award. In the event of a tie:

2.21a - If two players are tied for most frames won, the highest percentage will be the tiebreaker.

2.20ai - If that is also the same there will be a playoff.

2.21b - . If two players are tied for highest percentage, the most frames played will be the tiebreaker.

2.21bi - If that is also the same there will be a playoff

### 3. Team Registration and Players

3.1 - 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. Any payment made after this will not be accepted and the team will be replaced with a bye in the season's fixtures.

3.2 - Players will become registered when they have played their first league game.

3.3 - No transfers are allowed at any stage, even if a team has folded.

3.4 - If a team fields an ineligible player, they will forfeit the frames played by the ineligible player. To ensure player eligibility can be tracked, full names of all players are required in registration and on score-sheets. Any new players can join at any stage, but they must put down their full name on the score-sheet, and in the notes box. If a player refuses to reveal their full name, they will not be allowed to play and will be classed as an ineligible player.

3.5 - 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.

3.6 - If not allowed in that venue, the captain must ensure the team has back-up of older players.

3.7 - The season's registration fee will be £25 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.

3.8 - Entry fees for singles and doubles:  
£2.50 for singles  
£4 for a doubles pair (£2 per person)

3.9 - Every team must have their treasury form filled out for all team, venue, singles and doubles fees paid.

## 4. Scoring and Scoresheets

4.1 - Scorecards must be fully written out for the coming set before the end of the first frame of that set. If a captain is still writing out the scorecard once the second frame of a set has started, the offending team will forfeit all frames so far played in that set (including the frame currently being played).

4.2 - In both league and cup matches, no individual player is allowed to play all three frames within a single set

4.3 - No player may play the same opponent on the same night – if this occurs, the frame will be awarded to the home team.

4.4 - Score sheets must be signed by both captains and full names of players must be written on the score sheets

4.5 - One player from either team in a match must send the scoresheet to the league secretary by 7.45pm on the Thursday after the match. This can be done by sending a photo to the league secretary or posting the result on the Facebook group. Failure to do so will result in the match counting as unplayed, with both teams receiving zero points for that match.

4.6 - The secretary is responsible for scoresheets.

## 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 7.45pm on the Monday before the match. Failure to do so will result in the offending team being docked 3 points and their 5 top players in the averages losing 3 frames.

5.2a - If exceptional circumstances arise in the 24 hours before a match which mean a team cannot fulfil a fixture, the team captain must let either the league chairman or secretary know at the earliest opportunity. A decision of what to do next will be made at the committee's discretion.

5.3 - If a team cancels a 15-0 frame difference plus 5 point win will be awarded to the opposing team.

5.4 - 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

5.5 - If a team withdraws in the first half of the season, all match results are annulled. If a team withdraws in the second half of the season, the results from the first half of the season stand and all results in the second half of the season are awarded as 15-0 wins. The individual records for any matches played in the second half of the season that had been played are annulled.

## 6. Kent Champion of Champions

6.1 - 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.

6.2 - 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.

6.3 - The committee will not fund any entries into the Kent Champion of Champions competition.

## 7. Other

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

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

7.3 - 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.

## 8. AGM

8.1 - 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.

8.2 For any proposed changes to the league rules/format, each team that participated in the previous season and has paid registration fees for the following season gets one vote. If there is a tie in voting, the chairman will have the deciding vote.