

Canterbury Tuesday Pool League - Rules

(Last updated May 2026)

1. Officers

1.1 - Officers for the Tuesday League are as follows: Chairperson, League Secretary, Treasurer, Fixtures Secretary, Venue Liaison Officer. An officer may do multiple roles.

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 committee 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. We ask all players to accommodate new or inexperienced players who are uncertain of the rules.

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

2.3 - Players from the home team will be allowed to exclusively play on their home table from 7.30pm onwards before a team match is scheduled for that evening. Any players in the league that are not playing for the home side in the fixture scheduled for 8pm that evening should vacate the time by 7.30pm at the latest. This is dependent on the venue agreeing to allow practice on that table from 7.30pm.

2.4 - All players participating in a match need not be present at the time the match starts. However, if a player put on the matchsheet has not arrived by the time the frame is called, the opponents can claim that frame as a forfeit. While frames can be claimed if a player is not present at the venue when that frame is called, the Committee asks all team captains to use leniency and common sense in these matters.

2.5 - Food for the players in a match is optional and is at discretion of the venue.

2.6 - Captains are responsible for their team attending every match and their players can access each venue. If there is an issue, it is the role of the captain to liaise with the committee at the earliest convenience.

2.7 - There will no designated neutral table referees of any frames in the league. Each frame should be regulated against the International Rules ruleset between the players playing the frame, although they may ask others for assistance without any words or actions given which are deemed to be coaching. The Committee asks players playing in a frame clearly communicate between each other, such as acknowledging when a foul is committed.

2.8 - 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 posting the result on the Facebook group. The winning team may delegate sending the scoresheet to another person post on their behalf, but if there are 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.

3. Team registration and players

3.1 - The main league season will normally begin in late September and run for approximately 7-8 months. The summer league will normally run for the remainder of the year.

3.2 - 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. Multiple announcements on this deadline will be made on Facebook.

3.3 - Players will become registered for that team when they have played their first league game, there is no requirement to register before a person plays. No transfers are allowed although they may for a different team if a team withdraws during the season as detailed in 5.7.

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, it is recommended that the full names of all players are noted on the score-sheet. Any new players can join at any stage, but they must put down their full name on the score-sheet.

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 - 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.

3.7 - 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. Singles and doubles entry fees must be paid before the draw is made.

4.1 Main league format rules

4.1.1 - Each league match for the main league consists of 15 singles frames, divided into three sets of five frames.

4.1.2 - A full team will consist of at least five players, but any team may play with only three players. If a team has at least three players ready at 8pm, they must start the match. Not all players need to be at the venue at the start of match.

4.1.3 - The procedures for where 'byes' are put in the scoresheet for any team starting with either three or four players can be given below:

a) If a team has only four players, leave three frames blank on the scoresheet. These three frames will be automatically won by the opposing team. These three frames will be counted as essentially one 'player' so three byes cannot be put in a single set or in a row, and they cannot play the same player in the opposition more than once.

b) If a team has only three players, leave six frames blank on the scoresheet. These six frames will be automatically won by the opposing team. These six frames will be counted as essentially two different 'players' so cannot play three times in the same set or in a row, or play an opponent more than once.

c) If both teams have less than five players attending, all efforts should be made to make the match as fair as possible with the greatest number of frames being played instead of forfeited frames using the logic set out in a) and b). If teams are unsure on the night or want a second opinion, please attempt to get hold of the league chairman or secretary as soon as possible.

Any abuse of these rules will be dealt with by the committee.

4.1.4 - The scorecard shall be filled out with the away team first writing the names of the five players in order to play in the upcoming set. The home 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.

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

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

4.1.7 - 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 statistics.

4.1.8 – There will be a total of 5 points to be won in each league match. The team winning the most overall frames in the match will receive 2 points. The team who wins each set of five frames by winning at least three frames will receive 1 point per set won. In league games, all frames must be completed.

4.1.9 - 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 in points) win will be awarded to the opponent and the team failing to attend will be docked 3 points.

4.1.10 - League positions are decided by number of points. If teams are level on points, then places will be decided by head-to-head records from earlier encounters in the season – This is determined by the number of wins between tied teams, then by the frame difference between tied teams, and then by the number of sets won between tied teams. 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 (a maximum of one frame per player) will be used to decide these positions.

4.2 Main league knockout cup format rules

4.2.1 - The match format for team cup games is a straight race to eight frames. Once a team reaches eight 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.

4.2.2 - 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, or using Facebook live, so any players can witness the draw for fairness.

4.2.3 - 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.

4.2.4 - The cup and plate finals will be played at a random venue with at least two eight-ball pool tables as determined before the event begins.

4.2.5 – The procedure for byes will be the same as per the regular league format and can be put anywhere, even if that frame is not played as one team reaches 8 frames before that frame is played on the matchesheet.

4.3 Summer league format rules

4.3.1 - 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 teams qualifying for this phase.

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

4.3.3 - A full team will consist of at least four players, but any team may play with two players. If a team has at least two players ready at 8pm, they must start the match. Not all players need to be at the venue at the start of match.

4.3.4 - The procedures for where 'byes' are put in the scoresheet for any team starting with either two or three players are given below:

a) If a team has only three players, leave one frame blank for each set on the scoresheet. These four frames will be automatically won by the opposing team. These four frames will be counted as essentially one 'player' so multiple byes cannot be put in a single set, and they cannot play the same player in the opposition more than once.

b) If a team has only two players, leave two frames blank for each set on the scoresheet. These eight frames will be automatically won by the opposing team. These eight frames will be counted as essentially two different 'players' so each player cannot play an opponent more than once.

Any abuse of these rules will be dealt with by the committee.

4.3.5 - The scorecard shall be filled out with the away team first writing the names of the four players in order to play in the upcoming set. The home 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. For the summer league, a player is only allowed to play once in each set of 4 frames.

4.3.6 - There will be a total of 14 points to be won in each league match. 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.

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

4.3.8 - 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 statistics.

4.3.9 - 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 in points) win will be awarded to the opponent and the team failing to attend will be docked 3 points.

4.3.10 - 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 random draw will determine final league positions. The top eight teams from the league phase will qualify for the knock-out phase.

4.3.11 - 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. The higher ranked team will be the 'home' side for the match.

4.3.12 - The higher ranked team will play on their home table if available. In cases where multiple teams share the same table, the team with the highest league phase standing will play on this home table as long as they are at home for the fixture. In this scenario where a team is at home but their home table is unavailable, they will play at the same home venue but on a different table if possible. If this is not possible, the committee will determine the venue being played at based on the other fixtures being played, but that team will still be the 'home' team for the purposes of completing the scoresheet.

4.3.12 - 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 blind by each captain. The home team will break in this frame as they were ranked higher in the league phase.

4.4 Main league single and doubles KO format rules

4.4.1 - 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.

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

4.4.3 - Doubles matches will be regular doubles (not scotch). There will be no discussion between partners after the first shot that is not a break is played in each visit, which will be penalised by a standard foul ball in hand.

4.4.4 – A lag between two players will determine who breaks first, and breaks will then alternate between the players/pairs. In doubles matches, the teams will alternate who breaks as well so the same player in the pair is not always breaking.

4.4.5 - The singles and doubles draws are completed at the beginning of the tournament with no seeding and are redrawn for subsequent rounds. Matches must be played at the venue they are drawn at – failure to do so will result in disqualification. The draw is to take place at one of the venues, or using Facebook live, so any player can witness the draw for fairness.

4.4.6 - In both singles and doubles competitions, if a venue does not have a player in the competition, they may not be chosen to a host any stages.

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

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

5. Cancellations and Withdrawals

5.1 - No cancellations are allowed for any team matches apart from in exceptional circumstances (see 5.3).

5.2 - If a team cannot field enough players for a match, the captain must let both the opposition team captain and league chairman or secretary know by 8pm on the Monday before the match. Failure to do so will result in the offending team being docked 3 league 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 players in the team. A decision of what to do in these cases will be made at the committee's discretion.

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

5.5 – A team will be allowed up to two 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.

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

6. Entry into other non-league 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 main 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 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 rules

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

a) Main league winners and runners-up;

b) Summer league winners and runners-up;

c) Team Cup winners and runners-up;

d) Team Plate winners;

e) Singles knock-out winner and runner-up;

f) Doubles knock-out winners and runners-up;

g) Most frames won in league matches during the main league season;

h) Highest percentage of frames won in league matches during the main league season, where players to be eligible must have frames half the number of frames possible by that player.

7.3 - No cash prizes will be awarded for winners.

7.4 - The treasurer will ask all teams and players if they would like trophies they won during the season before ordering trophies. This is to avoid potential league expense on buying trophies which are not 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.

7.5 - The teams which win the league and the knockout cup in the main league season may ask for reimbursement of half their entry fee for the following main league season instead of trophies. If a team won both the league and the knockout cup, they may ask for the whole entry fee for the following main league season instead of trophies

7.6 - If a venue becomes unavailable, another suitable venue must be found. If this is at short notice, the committee will attempt to accommodate this on the night, but matches may be re-arranged in emergencies.

7.7 - Any protests, complaints, etc must be made in writing (online message or written letter) directly to the committee.

7.8 - 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 venue owner if there are any problems. The table must be in an area with good lighting.

7.9 - 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 for the season just finished will have the deciding vote.

7.10 – In the case of dissolution of the league, the remaining finances in the bank account will be used as prize money for a single day knock-out tournament at the discretion of the committee.