



Haverhill Pool

2017/18 Season Rules

1. CONSTITUTION

- 1.1. The name of the Association shall be called the (Thursday Invitation Pool League), hereafter called the League.
- 1.2. The League is formed for the purpose of promoting the game of Pool amongst all players who wish to participate, in and around Haverhill, Suffolk, and to organise competitions according to an agreed set of rules of the game of 8 Ball Pool as decided at an Annual General Meeting (AGM).
- 1.3. The League will be managed by a minimum of one League Manager, but preferably by a Committee.
- 1.4. Where a Committee is elected, it will contain a Chairman, Secretary, Treasurer, Results Secretary, Fixtures Secretary, Rules Secretary and a Web Master, provided persons stand for the positions at the AGM. Additional positions agreed at the AGM may also be included once the positions listed previously are filled.
- 1.5. In all Committee votes, each person on the committee will have one (1) vote only. Non-present members will have no vote. The Chairman (or acting Chairman) will not vote unless there is a tie, in which case they will have the deciding vote.
- 1.6. The representatives of the teams present at the AGM will elect the League Manager/Committee for the forthcoming season.
- 1.7. Where a Committee is in place, a quorum of five (5) Committee members are required to make any decision that affects the rules of the league. A majority vote is required to add, remove or change any league rules at any time.
- 1.8. Where a committee is in place, and for the purposes of all cup draws, a minimum of any two committee members plus one named independent observer must be present to make the draw(s). The observer's name, the date and the location of the draw will be appended to relevant published league documents.
- 1.9. The League Manager/Committee shall have the right to alter or amend any fixture that they deem is necessary.
- 1.10. The Treasurer shall provide the details of all bank account activity at the AGM and at any league committee meetings as required.
- 1.11. The League will endeavour to be non-profit making in any one season unless a specific provision is agreed at the previous AGM to raise extra funds for a detailed cause, thereby returning the majority of the League's income back to the teams and players in the League by way of prizes.
- 1.12. All committee meetings will be minuted with records taken and actions recorded by the league Secretary. All minutes will be distributed to Committee members, agreed and actions taken discussed at the following meeting.
- 1.13. The League Manager/Committee will be reimbursed with all reasonable costs relating to the running of the League, from the League's funds.
- 1.14. All members of the Committee (or League Manager if applicable) must stand for re-election by the league members at successive AGMs if they wish to continue in office. There is no automatic right of passage for anyone.

2. MEMBERSHIP

- 2.1. Membership of the League will be open to all the teams who wish to participate and will commence as soon as they have paid the agreed registration fee for that season.
- 2.2. Individual membership of a team will be open to any individual who wishes to participate and individual players will be deemed to be a member of a team after they have played one frame for that team in any league event.
- 2.3. Individual transfer of individuals between teams in the league is not permitted, except in exceptional circumstances as agreed at a Committee meeting according to due process.
- 2.4. The League Manager/Committee reserves the right to expel any team or individual from the League for any reason, with no refund of any entry fees.

3. ANNUAL GENERAL MEETINGS

- 3.1. The AGM of the League for the next season will take place as soon after the finals night of the current season as is reasonably possible.
- 3.2. All prospective teams for the forthcoming season MUST attend the AGM for the forthcoming season, plus the incumbent League Manager/Committee. Failure to attend the AGM may result in the team(s) concerned not being allowed to join the new season's league.
- 3.3. Voting at the AGM is: one (1) per team present.
- 3.4. The Chairman will not vote on motions at the AGM. In the event of a voting tie the Chairman will have a single casting vote.
- 3.5. At the AGM, any person present may require any Officer of the League to make a full and proper account of any actions taken by them during the previous season.
- 3.6. Persons unable to attend the AGM and wishing to stand for an Officer's position may do so by proxy if required. A written statement of intent must be received by the Chairman not less than 1 week before the AGM, or they must notify the Chairman of the name of their proxy who will stand and answer questions on their behalf to the best of their abilities.

4. RULES OF THE LEAGUE

- 4.1. All individual players should endeavour at all times to play to the rules of the game agreed at the previous AGM and in a sportsmanlike and courteous manner.
- 4.2. Each team will name its Captain and Vice-Captain to the League Manager/Committee at the beginning of the season, and will give the League Manager/Committee a reliable telephone number, which will be used to distribute among the other teams in the league for contact purposes.
- 4.3. The order of play for team matches will be (i) an 'Open' table for the visiting team (or both teams if a neutral venue), (ii) the Match, and (iii) a deciding frame if required.
- 4.4. The 'Open' table is the opportunity for all players present to assess and adjust the condition of the playing surface prior to the match. The 'Open' table period will commence at 7:55pm exactly for a duration of 5 minutes. During this time the visiting team can play whatever shots they would like or however many frames they can fit into the 5 minute period. The League Manager/Committee will not accept complaints about table performance after the match has started.
- 4.5. If a team does not turn up for a match, the opposition must submit a fully completed and signed result card to prove that they had players available to claim the win. If no prior verbal agreement is in place between the two teams, the team waiting may claim (at their discretion) one frame every 10 minutes after the scheduled start of the match, until the offending team turns up or the match is lost by default.
- 4.6. All teams will gain automatic entry into all the appropriate cup tournaments.

- 4.7. Each venue will submit registration fee(s) for its team(s) as agreed at the AGM, payable by the deadline set at the AGM.
- 4.8. Teams and players either being dismissed from or leaving the league during the playing season will not claim any monies back.
- 4.9. If a team withdraws from the league during the playing season, then any players entered in the Singles, Doubles and Threes individual competitions will be allowed to continue in those competitions.
- 4.10. All players and guests will be invited to the Finals & Presentation night at the end of the season.
- 4.11. All league event matches will be scheduled to start at 8pm on Thursdays unless mutually agreed otherwise by the players or team Captains concerned.
- 4.12. A specific lag will be used to decide the first break of ALL league events, unless stated otherwise in these rules. The winner of the lag will have choice to break or offer the break to their opponent. Breaks will then alternate throughout the match.
- 4.13. A 'Finals & Presentation Night' will be organised by the League Manager/Committee at the end of each season to return prize monies and/or trophies to the event winners and runners up etc. as agreed at the previous AGM. The 'Finals & Presentation Night' will also include in order; the Rankings play-off if required, total clearance play-off if required, the Doubles Cup final (best of 5 frames) and the Singles Cup Final (best of 5 frames).
- 4.14. The use of mobile phones and similar devices by all directly involved in a league frame is forbidden while the frame is in progress. If it were to take place, this would be considered unsportsmanlike conduct. If the offender is a player involved in the frame, the referee may offer a 'first and final' warning, followed by awarding the frame to their opponent(s). If the offender is the referee, the team Captains may agree to have the referee replaced for the duration of the frame.
- 4.15. One named representative from any league sponsor may gain automatic entry into any event that they promote, provided they are not already taking part in that event as a player.

5. LEAGUE MATCH FORMAT

- 5.1. The league fixtures will be drawn up at the beginning of the season by the League Manager/Fixtures Secretary and will be distributed to the teams in the league in good time before the start of the season. All venues are expected to clearly display the league fixtures on their team notice board.
- 5.2. League games will be played over 12 frames; 6 singles followed by another 6 singles, where players can play once in each section (except when a 'wildcard' is in play see point 5.3). The Captain will nominate his chosen player for each frame in the first section, and players will be drawn against each other from a hat in the second section. Any number of players from each team may go into the hat.
- 5.3. If, for any reason, a team has only 5 players the captains will select a wildcard by picking names (of all those present) from a hat. The first name out would play in FRAME 6 and the second name out would play in FRAME 12. In the first half the wildcard player may NOT play in two consecutive frames (i.e. 5 & 6). If a player is known to be arriving late, a wildcard can be chosen but the original player MUST play if they arrive before frames 6 or 12. There can only be ONE wildcard in any half so if a team arrives with two missing players then one frame in each half will need to be forfeit.
- 5.4. For the league table, the following points system will apply;
 - Away Win: 3 Points to the Winners
 - Home Win: 2 Points to the Winners
 - Draw: 1 Point to Each Team
- 5.5. Frame difference will not be used for calculating league table positions. In the event of a tie at the end of the season for first or second place, or a relegation place, the teams concerned will 'play off' over 13 frames at a neutral venue, using the same format as a League Cup match. The conditions of eligibility of a player are the same as for a cup final fixture (see point 6.13). Frames played in a play off match will be included in the rankings.

- 5.6. If two divisions are in operation, promotion and relegation will operate on a 2 up, 2 down basis. If there are an odd number of teams in the league division two always has the 'bye'.
- 5.7. All games in league matches must be played, providing enough players are present.
- 5.8. The player ranking system will be based primarily on the percentage of league frames won, with a condition that at least 50% of the games must be played, in order to qualify for a position on the ranking table. There will be separate rankings lists for each division being used.
- 5.9. The home side shall nominate their own players first in all league matches.
- 5.10. Any team that fails to turn-up to TWO league match fixtures during a league season without prior arrangement with the League Manager/Committee may be removed from the league.
- 5.11. The winning team is responsible for emailing the result card to the Results Secretary. In the event of a match draw, the home team will be responsible for sending the result card. The card should be sent as an attachment in the form of a scanned document or photo to results@haverhillpool.co.uk. If the card is not received by the Monday after the match, then the team responsible for the card will be deducted points from the league table.
- 5.12. A prize will be awarded at the end of the season for the player who records the greatest number of total clearances in the season. The clearance must include seven (7) similar colours and the black, and must be made using one (1) visit only at any time during the frame.
- 5.13. When frames are drawn from a hat, they shall be played in the correct order except in exceptional circumstances as agreed by the Captains.
- 5.14. Deciding the break – point 4.12 applies throughout.
- 5.15. Following the 'match lag', one team will break the even numbered frames and one will break the odd numbered frames for the duration of the match. The team breaking any one frame will also referee the frame. The non-breaking team will appoint a single member of their team to referee the time rule.

6. LEAGUE CUP, DIVISIONAL CUP AND PLATE MATCHES FORMAT

- 6.1. The League Cup and League Plate will be played across the entire league.
- 6.2. The Divisional Cups will be played within each division where applicable. If only one division is being used, there will be no Divisional Cup event.
- 6.3. The venues for these cup matches will be drawn from teams that are currently represented in the competition.
- 6.4. League Cup matches will be played over 13 frames in one leg, at the nominated venue according to the fixtures. The first twelve (12) frames will be played using the standard League match format. In the event of a 6-6 draw after these frames, each Captain will nominate a player to play one deciding frame, regardless of whether or not they have already played twice in the match.
- 6.5. All losing first round League Cup teams will be automatically entered into the League Plate competition. The normal League Cup format applies to Plate events (see above).
- 6.6. An individual player may play up to twice in any one match but no more (once only in each half), except for the nominated players in the event of a draw and when a 'wildcard' is in play – see point 5.3. If a 'wildcard' is in play an individual player may play up to three frames but no more, i.e. in the event of a tie a 'wildcard' player whom has already played three frames is not eligible to compete in the deciding frame.
- 6.7. The home side shall nominate their own players first in all league Cup and Plate matches except where the match is played on a neutral table.
 - 6.7.1. When a neutral table is in play, the Captains will lag before the match begins. The winning team of the lag will have the choice to break or not the first frame. The team breaking the first frame will also have first 'put-down' on the result card, and one of their own teammates will referee the frame. Breaks and referees will then alternate between the two teams for the remainder of the match. 'Put-downs' will alternate for the first half of the match and

players will be drawn against each other from a hat in the second half. The home team will be decided by the toss of a coin.

- 6.8. Deciding the break – point 4.12 applies throughout.
- 6.9. Following the 'match lag', one team will break the even numbered frames and one will break the odd numbered frames for the duration of the match. The team breaking any one frame will also referee the frame. The non-breaking team will appoint a single member of their team to referee the time rule.
- 6.10. There will be no 'draw' situation in all League Cup and Plate matches. First team to seven (7) frames wins.
- 6.11. When frames are drawn from a hat, they shall be played in the correct, order except in exceptional circumstances as agreed by the Captains.
- 6.12. Players playing in a team cup semi-final must have played at least one previous frame for their chosen registered league team.
- 6.13. Players playing in a team cup final must have played in at least three matches for their chosen registered league team.
- 6.14. Frames played in the league cup, divisional cup, doubles cup and plate matches will NOT count towards a players ranking.

7. DOUBLES TEAM CUP FORMAT

- 7.1. Fox Doubles Cup matches will be played over 9 frames in one leg, at the home team's venue according to the draw.
- 7.2. The venues for these cup matches will be drawn from teams that are currently represented in the competition.
- 7.3. Each team will submit their three doubles pairs as pair 1, pair 2 and pair 3 before the beginning of the match. The pairs will then play against each other on the following order: 1v1, 2v2, 3v3, 1v2, 2v3, 3v1, 2v1, 1v3, 3v2 (same playing order as the Threes Cup).
- 7.4. Player substitutions may be made at the start of frames 4 and 7. Once a player has been substituted out of the match, they may not be called back in to play.
- 7.5. The home side shall nominate their own players first in all Doubles Cup matches. Where the match is played on a neutral table the home team will be decided by the toss of a coin.
 - 7.5.1. When a neutral table is in play, the Captains will lag before the match begins. The winning team of the lag will have the choice to break or not the first frame. The team breaking the first frame will also referee the frame. Breaks and referees will then alternate between the two teams for the remainder of the match.
- 7.6. Deciding the break – point 4.12 applies throughout.
- 7.7. Following the 'match lag', one team will break the even numbered frames and one will break the odd numbered frames for the duration of the match. The team breaking any one frame will also referee the frame. The non-breaking team will appoint a single member of their team to referee the time rule.
- 7.8. There will be no 'draw' situation in all Doubles Cup matches. First team to five (5) frames wins the match.
- 7.9. Doubles pairs will play alternate shots throughout the entire frame, including during break-building and when 2 shots are in play. In this cup only, playing out of turn shall be penalised by a standard foul, 2 visits.
- 7.10. Following a legal break where a ball of one or more colours are potted it is the obligation of the incoming player to nominate a colour as per the WEPF World Rules.
- 7.11. Players playing in a team cup semi-final must have played at least one previous frame for their chosen registered league team.
- 7.12. Players playing in a team cup final must have played in at least three matches for their chosen registered league

team.

8. THREES CUP FORMAT

- 8.1. Threes Cup teams may nominate up to 4 players per team. All 4 nominated players may play in a match but the player substitution can only be made at the start of frames 4 or 7. Once a player has been substituted out of the match, they may not be called back in to play.
- 8.2. All players in each Threes team must be selected from the same league team.
- 8.3. The venues for these cup matches will be drawn from teams that are currently represented in the competition.
- 8.4. Threes Cup match Format (Best of 9 frames): 1v1, 2v2, 3v3, 1v2, 2v3, 3v1, 2v1, 1v3, 3v2.
- 8.5. Where the league fixture season is not long enough to include Threes Cup matches on Thursday nights, the home team will have choice of venue, and is also responsible for arranging the match at a mutually agreeable time and date.
- 8.6. The Threes Cup final will be played at a neutral venue on a date defined by the League Manager/Committee.
- 8.7. The home side shall nominate their own players first in all Threes Cup matches. Where the match is played on a neutral table the home team will be decided by the toss of a coin.
 - 8.7.1. When a neutral table is in play, the Captains will lag before the match begins. The winning team of the lag will have the choice to break or not the first frame. Breaks and referees will then alternate between the two teams for the remainder of the match. The breaking team will also referee the frame.
- 8.8. Deciding the break – point 4.12 applies throughout.
- 8.9. Following the 'match lag', one team will break the even numbered frames and one will break the odd numbered frames for the duration of the match. The team breaking any one frame will also referee the frame. The non-breaking team will appoint a single member of their team to referee the time rule.
- 8.10. There will be no 'draw' situation in all Threes Cup matches. First team to five (5) frames wins the match.
- 8.11. Individual entries to the Threes Cup will be at a cost of £2 per player.
- 8.12. Revenue gained from Threes competition will be distributed as prize money as decided at a Committee meeting.
- 8.13. Players playing in a team cup semi-final must have played at least one previous frame for their chosen registered league team.
- 8.14. Players playing in a team cup final must have played in at least three matches for their chosen registered league team.

9. SINGLES & DOUBLES INDIVIDUAL CUP FORMATS

- 9.1. Singles and Doubles Cup matches will all be played on or before the given fixture date and at the given venue.
 - 9.1.1. The finals of the Singles and Doubles will be played at the annual Finals & Presentation Night as published in the league fixtures.
- 9.2. To play in the Singles and Doubles Cups, every player must have previously played one frame for their registered chosen league team.
- 9.3. All players in the Doubles Individual Cup must be selected from the same league team.
- 9.4. The venues for these cup matches will be drawn from teams that are currently represented in the competition.

- 9.5. All matches will be played over 3 frames except for the semi-finals and final, which will be played over 5 frames.
- 9.6. The first round of Singles and Doubles will be played to according to a 'Group Stage' structure. Failure to turn up to the group stage will result in automatic removal from the competition.
- 9.7. Four players will progress through the group stage of the singles cup. The winners of the last two matches will progress to the next round of the single cup. The two runners-up will be entered into the singles plate.
- 9.8. Individual entries to the Singles and Doubles competitions will be at a cost of £3 per player.
- 9.9. Revenue gained from the Singles and Doubles competitions will be distributed as prize money as decided at a Committee meeting.
- 9.10. Please also refer to the section 'Rule Of The Game' below regarding coaching protocol during Doubles matches.
- 9.11. Deciding the break – point 4.12 applies throughout.
- 9.12. Doubles pairs will play alternate shots throughout the entire frame, including during break-building and when 2 shots are in play. Playing out of turn shall be penalised by a standard foul, 2 visits.
- 9.13. The 60 second timing rule applies to all singles & doubles individual cup matches. A time rule referee should be appointed from any spectating players present before each frame commences.

10. RULES OF THE GAME

- 10.1. The game of pool will play to the current WEPF World Rules, which are available to download on the Haverhill Pool website. Additional supporting documents including the Referee's Guidelines and Official Calling procedures are also available to download from the website.
- 10.2. The Playing Rules and the League Rules must be clearly displayed at all participating venues in the league.
- 10.3. Coaching – players are advised to refer to the World Rules regarding coaching etiquette. When players are at the table, all direct coaching is forbidden. To summarise from the playing rules - if the referee considers that coaching is taking place, they must make a verbal 'first and final warning' (this warning may be given to both teams at the beginning of the match if desired). If the coaching continues, the frame penalty is two shots against the player being coached.
 - 10.3.1. Doubles frames – players may discuss shot selection with their own partner only (i.e. not with spectators or other team members) at any point in the match as long as the shot clock is running.
 - 10.3.2. Asking the Referee – in line with the World Rules supporting documents named above, the referee is not advised to answer a question regarding the rules from a player at the table that might affect the player's future decision-making process. This would be considered coaching.

11. FIXTURE CANCELLATIONS

- 11.1. Fixture postponements are not permitted. Any team failing to fulfill a fixture will forfeit the match with the points awarded to the opponent team.

12. DISPUTES PROCESS

- 12.1. In the event of any dispute concerning the rules of the game of pool, the match must first be stopped immediately, before any further shots are taken:
 - 12.1.1. The referee must attempt to find a resolution by referring directly to the World Rules as

displayed at the venue and on the website.

- 12.1.2. The referee may consult with the players involved in the frame and the two team Captains, but nobody else.
 - 12.1.3. If the rules are not available then the home venue team (all the venue teams if there are more than one at the venue) may be deducted two (2) points from the league table at the discretion of the League Manager/Committee.
 - 12.1.4. In the event that the dispute cannot be resolved by this stage, the referee must seek a conclusion by consulting with the League Manager or a Committee Member, preferably the Rules Secretary wherever possible.
 - 12.1.5. The League Officer's decision will be final.
 - 12.1.6. In the event of playing rules dispute, there will be NO available recourse of action if the frame is allowed to continue after the possible infringement is made.
- 12.2. In the event of any dispute concerning the running of the pool league, the match must first be stopped immediately, before any further shots are taken:
- 12.2.1. The referee must attempt to find a resolution by referring directly to these Constitutional Rules as displayed at the venue or on the website.
 - 12.2.2. The referee may consult with the players involved in the frame, the two team Captains, and anyone else concerned with the dispute.
 - 12.2.3. If a resolution cannot be agreed with reference to these rules, then the team Captains may agree a decision of their own and continue with the match in good faith. They MUST then refer their decision to the committee, who will consider adding, amending or deleting a part of these rules in accordance with the Constitutional process described herein.

13. COMPLAINTS PROCEDURE

- 13.1. The League Manager/Committee will only consider complaints from league members or teams if they are submitted using the appropriate online form on the Haverhill Pool website.
- 13.2. Formal complaints will only be considered if received within seven (7) days of the event.
- 13.3. When a complaint is received via the website portal, the named person and/or team involved in the complaint will be required to respond using the same online form.
- 13.4. Once forms have been received from both sides, an appropriate decision will be made by the League Manager/Committee on how to proceed at an arranged committee meeting. Example procedures (open to flexible interpretation) may include a closed session Committee meeting and final decision or open Committee meeting where the named players/teams and their representatives are invited to argue their case.
- 13.5. The League Manager's/Committee's decision is final.
- 13.6. The League Manager/Committee will not consider complaints based on player or team's interpretations of the playing rules. Please refer to section 'Rules Of The Game' above.