

# Middlewich and District Pool League

## Constitution

### 1 TITLE AND FORMATION

- 1.1 The league shall be called "THE MIDDLEWICH AND DISTRICT POOL LEAGUE". The objective of the League shall be to promote the development of the sport of "POOL" throughout the area.
- 1.2 The league shall be convened by an annual general meeting to be held prior to the commencement of each season. The objective of the A.G.M. is to approve changes to league rules (if any) and to elect an executive committee for the forthcoming season. Any one with two years membership of the league may be nominated for the executive committee and need to be proposed and seconded from another team or existing EXEC members. All nominations should be in writing to the secretary or chairman at least one week before the AGM. All elected members shall serve for the following season. Any changes to rules both playing and constitutional shall be made in writing at least one week before the AGM.

#### **Formation of the Executive Committee (EXEC)**

**CHAIRMAN:** Responsibility for overall management of the league, conduct of meetings, casting vote at meetings and also the authority to enforce on the spot decisions.

**SECRETARY:** Responsibility for the publication of all fixtures, results and notice of meetings etc.

**TREASURER:** Responsible for all matters financial relating to the league etc.

**General Members:** Other members elected to the EXEC to assist where necessary.

- 1.3 Honorariums shall be paid to cover the general expenses of the EXEC members. The value of these honorariums shall be set by the general committee on advice from the meeting and EXEC members.
- 1.4 Meetings shall be held as required at a time and place set by the secretary. All meetings shall be attended by the EXEC committee and general committee member's, team captains or a representative of each team.
- 1.5 Meetings will be held for any new information that may be required by league members and any other relevant business that may need to be discussed.
- 1.6 Any team or player wishing to raise a matter at a meeting must inform a member of the EXEC at least 48hrs before the meeting and must be in writing.
- 1.7 Any team or player wishing to make a complaint must do so in writing no later than 24hrs after the incident has occurred.
- 1.8 All complaints shall be heard by the EXEC committee only (must be five people two of whom must be EXEC members) whose decision will be final and not subject to any appeal.
- 1.9 The EXEC committee shall have the authority to impose penalties where necessary for breach of any league rules.
- 1.10 Any matters that arise that are not covered by these rules shall be adjudicated upon by the EXEC committee whose decision is final and not open to appeal.
- 1.11 Where possible any complaints will be heard with the outcome communicated to the parties concerned once a decision has been made.
- 1.12 ORDER OF EVENTS AT AGM:-
  - 1 MINUTES OF LAST AGM RATIFIED
  - 2 CHAIRMAN'S REPORT
  - 3 SECRETARY'S REPORT
  - 4 TREASURER'S REPORT
  - 5 HONORARIUMS
  - 6 CHANGES TO RULES
  - 7 APPLICATIONS FOR NEW TEAMS
  - 8 ELECTION OF NEW COMMITTEE
  - 9 ANY OTHER BUSINESS
- 1.13 Should a dispute arise where an EXEC member's team or teams player is involved a substitute committee member will be found if requested by any of the parties concerned.

### 2 TEAM REGISTRATION

- 2.1 All teams wishing to register must attend a registration meeting prior to the commencement of the season. A team may sign more players on at any time upto the last 6 weeks. The method for signing a player on is through the RackEmApp. As long as a player is registered for the team on the app and eligible for selection

they can play.

- 2.2 Any new team wishing to join the league may do so only with the approval of the AGM, or via league vote, if a late entry. Any new team being made up of players from a disbanded team or team that owes money may be required to clear that debt as well as their registration fee.
- 2.3 A player may register for only one team. The cost of registration and league fees shall be set at the AGM.
- 2.4 Players may transfer between teams if they wish by consent from both captains and the EXEC approval. This may be done via email/text/message through the secretary, a player then may play for their new team 6 days later as long as there are no matters outstanding. If there are any doubts at all the player should not play until there has been confirmation.
- 2.5 Players may not transfer once 50% of league matches have been played
- 2.6 There is no minimum age for registration. However, it is the teams responsibility to seek approval of the venue being visited for an under age player to play.
- 2.7 Should any team be expelled or drop out before the end of the first half of the season then all records of that team will be expunged. If a team should drop out in the second half of a season then the first half results will stand and the second half results expunged.
- 2.8 Should any team or player drop out under no circumstances will monies be refunded. Any outstanding team fees will need to be paid, the team and players can not play in the league until fees have been paid.
- 2.9 Should a team drop out of the league a player from that team may transfer as per rule 2.4.
- 2.10 A team may not play an unregistered player at any time. Should a team play an unregistered player in a league match either by accident or not, then any points gained during that match will be deducted from that team. The leg shall be given to the opposition, the opposition will only receive points if the gaining of the leg changes the result from loss to a draw or draw to a win. Should a team play an unregistered player in a knockout and that team player or pair should win then the whole result will be overturned.
- 2.11 Players from a different side may make up pairings etc, except the team KO, 5 a-side and 3 a-side.
- 2.12 Any player who has transferred to a new team, will not be eligible to play in any team KO event for either new or old team. Singles, Pairs, 3 a-side, 5 a-side can still be played if not already knocked out.
- 2.13 Teams may register new players up to 6 weeks before the end of the season.
- 2.14 Under no circumstances may a player register or join in a competition part way through. i.e., after the very first round for a competition is played. In team events players may not be changed about or added to in any way once the first round has been played. All changes are at EXEC approval.

### 3 RULES OF PLAY

- 3.1 All matches will be played to the **INTERNATIONAL EIGHTBALL POOL RULES**, which can be found at **International Rules v2d** ([www.epa.org.uk](http://www.epa.org.uk)) with only the following amendments.
- 3.1.1 Players must lag to decide who breaks.
- 3.1.2 Players interfering with any ball when on the playing surface or in the pocket will be deemed game away. This is if the ball is still on the playing surface or if it is in the pocket. Game away calls are at the discretion of the referee on the night, as always referees decision is final.
- 3.1.3 Players can collect the white out of the tray themselves, or the referee can collect and hand to the player calling 'cue ball in hand'.
- 3.2 Unless otherwise stated all matches in all competitions and league shall commence at 8:00pm and end normally or when one team runs out of players. All K.O. matches shall be played on or before the set date. Permission to play after the set date must be sought from the league secretary. All re-arrangements can only be granted when both parties are in agreement. Rearrangements shall only be made with proper notice i.e. 48hr. There shall be no rearranging of league matches except in extreme circumstances, then only with the EXEC committees permission. All rearranged matches shall be played within a timeframe agreed by the committee. **NO REARRANGEMENTS WITHIN SIX WEEKS OF THE SEASONS END.**
- 3.3 A team or players may request a match to start later so long as: The opposition has been informed in person and that the late arrival shall be no more than 30mins. The notice of late arrival shall be as soon as possible and before the start time of the match. Failure to do this will result in the match being claimed.
- 3.4 Should a match not be finished in the time available; arrangements shall be made to finish that match ASAP with the players available on the night of the original fixture.
- 3.5 Each team shall be responsible for providing referees for each team fixture or all other K.O. try to ensure someone is available to ref. Team captains are to ensure refs are competent and fair. In League & Team KO matches, the home team shall provide the referee for the odd frames and the away team for the even frames.
- 3.6 In all competitions it is the responsibility of both captains to post the result in the captains Facebook group or update in the RackEmApp. In the individual and pairs it is the responsibility of the winning captain to post in the captains Facebook group.
- 3.7 The EXEC shall be responsible for the naming of venues and referees for finals etc.
- 3.8 It is the responsibility of the home side to have the venue ready for use and table ready by 8:00pm.

- 3.9** All tables must be in an acceptable playing state for a game, this includes levelling as best as possible and a cloth that is playable. Any questions regarding a table quality must be raised with the EXEC before the first frame is played.
- 3.10** Once play of a frame has commenced the referee shall be the sole judge of fair play within the frame. The referee's decision shall be final on all calls made with regard to play. If, however a captain or vice captain (only) feels that an interpretation has been incorrectly enforced they may ask for a timeout and may check the playing rules with the opposition captain and referee, or seek advice from the EXEC. If after doing this there is still uncertain the referee's original call shall stand and not be subject to any appeal. If upon checking any rules the referee may change their mind on the call and the frame will continue. However, the EXEC may consult with a senior ref to check the interpretation and give any advice or feedback necessary arising from said discussions. **NO MATTER WHAT THE DISPUTE ALL MATCHES SHALL BE PLAYED TO THE END, ANY TEAM FAILING TO DO SO WILL FORFEIT THE UNPLAYED GAMES.**
- 3.11** Both captains and all venues shall have a copy of the playing rules available to use at all times. These are also on the website [www.madpl.co.uk](http://www.madpl.co.uk).
- 3.12** Referee's are reminded that only a captain, vice-captain or the players actually playing may call for a timeout for rule 3.10.
- 3.13** Other guidance-referee's attention is also brought to certain rules of the International Rules spirit of the game, Coaching (every player shall be under their first and final warning before the start of each season), interfering with play, breaches of spirit of the game to such an extent the match be given to the opponent, referees guidelines and duties.
- 3.14** If at any time a player or team feels that they are being unfairly treated or harassed at any playing venue, then they should report that venue or players to the EXEC with persistent offenders being expelled from the league this also includes forums on websites and other means of communication.
- 3.15** Any player found causing trouble at any match will be suspended from the league any player found causing trouble at the presentation night shall have both him/her self banned as well as that persons team.
- 3.16** Teams may find themselves short of players from time to time and so may play up to TWO players twice in a singles game only. To use these frames the team captain must declare the fact he/she may be players short **before** the first frame has started. Players that play twice shall be nominated by the opposing captain. When the opposing captain chooses the players to play they may pick players that have played and left (i.e. winning that frame by default) and continue to nominate to the end of the singles frames. Players playing a second frame may not use that frame towards their league averages. Once you have declared that you are short of 8 players and another player turns up, it is at the discretion of the opposition captain whether or not to allow that player to play instead of a wild card. (Note: - Should a player leave early and not play, this player cannot be replaced with a wild card)
- 3.17** If a player is going to be late, there is a 15-minute cut off after the last main frame is played. If a player is not there then the opposing captain has the right to claim any remaining frames and move to wildcards.
- 3.18** Teams must have a minimum of 5 players attending to constitute a match. If a team is unable to field 5 players, then the opposing team must be contacted ASAP and also the EXEC and rearrangement must occur as per 3.2.

#### **4 LEAGUE COMPETITION RULES**

- 4.1** The league shall be played on a round robin basis each team playing all others on a home and away basis
- 4.2** League matches will be played as 8 singles and 2 scotch doubles.
- 4.3** The points system used will be that decided upon at the AGM
- 4.4** The captain of each team shall be responsible for keeping records for his/her team.
- 4.5** All eight ball breaks must be recorded in the RackEmApp in order to claim said eight ball break.
- 4.6** The definition of a valid eight ball break is a complete legal clearance of the table from the break shot.
- 4.7** Golden breaks and golden ducks will not be counted in any frame. The black must be re-spotted if a legal break has occurred.
- 4.8** The cost of frames shall lie with the home side.
- 4.9** An award for best average singles player(s) shall be given each season. The best averages being the number of first singles games won. Note, a team failing to turn up results in a win for the side attending, i.e., you still get a win for a no show
- 4.10** The league will pay for the first ten trophies any extras must be paid for by the team. Payment will need to be made before any extra trophies are ordered.
- 4.11** Awards for league places shall be decided at the AGM.
- 4.12** All players must lag to decide who breaks.
- 4.13** Both teams shall submit the result in the RackEmApp.
- 4.14** All matches shall be played to the end. If there are disputes during a match, stop play and contact a member of the committee for a resolution. Time will be the only reason to carry a match over.

## **5 KNOCKOUTS**

- 5.1** All knockouts shall be played on the format agreed at the AGM.
- 5.2** Payment: Team K.O. home side to pay, all other K.O. payment shared.
- 5.3** All knockouts MUST be played on or before the date specified and results received by midnight on that date, or both players will be with drawn from the knockout. Exceptions to this is at the discretion of the committee.
- 5.4** Any no shows (defined as not making contact within 48hrs of the deadline to the committee AND the opponent) will be tracked and that player will not be able to play in that knockout the next season.
- 5.5** There will be no changes allowed to Singles and POTY once the draw has been published. 1 single change can be made for doubles, threes and fives before the prelim rounds have been played, as long as the player being added is not already in the KO.

## **6 FORMATS**

- 6.1** Finals venues will be decided by the EXEC, any venue who wishes to be chosen for a KO final, may ask the EXEC and must have all fees up to date.
- 6.2** Team K.O. best of nine frames on a straight knockout basis, toss to decide naming, players must lag to decide who breaks. Format is 7 singles and 2 scotch doubles.
- 6.3** Five-a-side K.O. played over five frames of singles. A team is limited to seven players. Each player can only play one frame. Lag for first break and then alternate.
- 6.4** Three-a-side K.O. to be played over five frames of three singles one scotch doubles and one scotch treble. A team is limited to five players; any of the five players may play up to three frames but only one single. Lag for first break and then alternate.
- 6.5** Player of the year straight individual K.O. starting at best of nine progressing to a best of seventeen final. Awards going to the winner and runner-up. Lag for first break and then alternate. Pre qualifiers are Averages winner, POTY winner, runner-up, Individual winner and runner-up, Pairs winners. Then each team pick their best player from the previous season continuing until 32 places are filled. Any player who has transferred will only be eligible if awarded an automatic entry. New teams will get a single entry.
- 6.6** Pairs K.O. Is a straight K.O. played as scotch pairs. Lag for first break and then alternate. A pair may be made up of players from two different teams. All matches are best of five with the semi-final being best of 7 and final best of 9. Awards for winner, runner-up and semi-finalist.
- 6.7** Individual K.O. straight K.O. best of five singles, with the semi-final being best of 7 and final best of 9. Awards for winner and runner-up. Lag for first break and then alternate.
- 6.8** Plate K.O. will be the same format as the Team KO and will consist of teams that have been knocked out of the Team K.O, in rounds up to and including the QTR finals.
- 6.9** Any other K.O. to be run at the discretion of the EXEC.
- 6.10** All results must be in before midnight on the match date.

## **7 GENERAL**

- 7.1** Always remember rule 1 of the International 8 Ball rules.
- 7.2** To enter any K.O. you must be a signed on player, unless otherwise stated.
- 7.3** You may ring the EXEC at any time for a spot decision.
- 7.4** Awards shall be presented at a presentation evening at a format decided by the EXEC.
- 7.5** Any decision made by the EXEC over any appeal shall be final and not open to debate.
- 7.6** Any League member has the right to call a vote of no confidence in the EXEC at any time.
- 7.7** All registrations must be on the forms provided and submitted by email or in person.
- 7.8** Players may be allowed to transfer, but may not play in team KO's for either new or old team. If they have already played in that event.
- 7.9** Any event or subject not covered by these rules shall be decided up on by the EXEC whose decision will be final.
- 7.10** Every team is allowed two representatives to vote on any matter arising at the AGM with each member of the EXEC getting a vote each and the chairman carrying the casting vote.
- 7.11** Any team failing to attend three matches in a row can be fined or expelled from the league.
- 7.12** Any team failing to pay fees on time will result in a fine or expulsion from the league. Fees for each season will be set and changes will be communicated to captains before the season starts.