

CROYDON & DISTRICT POOL LEAGUE

GENERAL PLAYING PROCEDURES & RULES (2015/2016 EDITION)

TEAM COMPOSITION

1. Each team may have a maximum of 12 players registered on their books at any given time, whose names and signatures will be kept and recorded by the League. Player registrations may be cancelled by any Team Secretary by sending it in writing to the League Secretary.
2. New players can be registered with a team after a season has started with immediate effect via contact with any Executive Committee member with the provision that the completed registration form is submitted to the League Secretary and being received within 6 clear days after. Failure to do so will result in Rules 38 & 39 being applied.
3. If a team has the maximum of 12 players registered at the time of a New Players registration then an existing registered player must be de-registered so as not to exceed the maximum.
4. Any player found signing for two (or more) teams prior to the commencement of a season will be unable to play for either (or any) for the whole of the first half of that season
5. Once a team has qualified for the Quarter-Final stages of the League Cup or Knockout Cup, then no new signed player (from those dates) may play for that team in the remaining stages of those competitions.
6. A minimum of 3 team players must be registered with the League by the closing date for application forms to be submitted for any new season. Failure to do this will result in effect that existing teams will lose their current league status and will be categorised as a new team. Further registrations can be submitted before the season commences without any further fees being charged (Refer to Rule 2 after the season has commenced).
7. A player may apply for a transfer to another team with the two team secretaries being in agreement. If an agreement has not been reached then the player may apply to the committee direct. Permission will then be solely at the discretion of the committee and will only be granted provided that they feel there is no Unsporting Gamesmanship being practised.
 - a) Players who do transfer during a season will become new players for their respective new team and forfeit any ranking points/ divisional singles wins accumulated from their old team.
 - b) In addition a transferred player will be cup-tied to his original team so will not be eligible to participate in any Team Cup match with his/her new team and will not be eligible to participate in any League match against teams that his/her original side has played against previous to the transfer.**
8. Rule 7 terms and conditions will not apply to any player who is a member of a withdrawn or suspended team.

FIXTURES

9. All League/League Cup matches will be played on Tuesday evenings of each week. Later stages of the League Cup will revert to Monday evenings.
10. All Knockout & Plate competitions, being the Singles/Doubles and Team Knockout Cup, will be played on alternate Monday evenings. The fixtures for these will be notified in good time within the weekly mailshot.
11. If 2 teams from a shared 1 table venue are drawn at home in the K/O cup one of the matches may be postponed so as not to surrender home advantage and the re-arranged match must be played within 2 weeks of the original fixture date. In all other cases of team postponed matches, then these should only occur in extreme exceptional circumstances and with the discretion and full agreement of the opponents secretary.
 - a) In the event of any team match being postponed, the re-arranged fixture date must be played either before or within 3 weeks of the original fixture date, with the proviso that all league matches must be played and the result notified to the league secretary before the mailshot is circulated in advance of the last match so that all teams go into the last match of the season fully aware of the potential impact of the night's results on their fate (failure to do so will result in that fixture becoming VOID). The league secretary should be informed once the date has been agreed so that any re-arranged fixtures can be communicated as soon as possible in the weekly mailshot in order not to disadvantage any side unfairly.
12. Under no circumstances can any Singles or Doubles K/O fixtures be subject to postponement. All fixtures must be played on or before the scheduled date.
 - a) Rule 11 procedures will also apply to all Singles & Doubles KO matches which are subject to postponement re discretionary agreement between all parties.

SCORING

13. All League/League Cup Group matches will be played to the maximum of 11 Single Frames and 1 Point will be awarded for each frame won.
 - a) The 11 frames are treated as 2 sets of 5 and 1 set of 1 with no one player permitted to play twice within any set of 5
 - b) No player to play the same opponent twice (exception to this will only be at any League Cup Play-Off scenario or Frame 11)
14. Where a "Bye" has been entered into a Division/Group then that will be recorded as an average result (Refer to Rule 47e).
15. After each League Match has been played, the two Secretaries will play each other in a Round-Robin 1 Frame competition, which will be eventually decided by the Secretary with the most Wins out of the 22 matches. Under no circumstances can a substitute play in the place of a Team Secretary in that frame.
16. If, at the end of a season, teams are on level points, wins, losses, draws and head to head matches then they will Play-Off at a neutral/sponsors choice venue to decide either Promotion or Relegation. Play-Offs will also be arranged at neutral venues for players in the Secretary and Divisional Singles competitions if a Tie situation arises at the end of the season. All Play-Offs will be based on a format of 1 frame matches
 - a) In the event that teams are on level points, wins, losses or draws after stages 1 or 2 of the League Cup have been completed then the actual result from those teams Stage 1 or 2 match will determine which team progresses in the competition.

- b) In the event of a 3 way Play-Off in the Individual competitions then a Round Robin system will be used with the eventual winner being decided by the player who consecutively defeats the other 2 players in succession.
17. The League Cup is formulated and structured on a Seeding System which is based on the finished League positions of teams from the previous season ie:-

<u>Division 1</u>	<u>Division 2</u>	<u>Division 3</u>	<u>Division 4</u>	<u>Division 5</u>	<u>Division 6</u>
01 - Group 1	13 - Group 7	25 - Group 8	37 - Group 8	49 - Group 7	61 - Group 8
02 - Group 5	14 - Group 3	26 - Group 6	38 - Group 6	50 - Group 3	62 - Group 6
03 - Group 7	15 - Group 5	27 - Group 4	39 - Group 4	51 - Group 5	63 - Group 4
04 - Group 3	16 - Group 1	28 - Group 2	40 - Group 2	52 - Group 1	64 - Group 2
05 - Group 2	17 - Group 8	29 - Group 7	41 - Group 7	53 - Group 8	65 - Group 8
06 - Group 4	18 - Group 6	30 - Group 3	42 - Group 3	54 - Group 6	66 - Group 6
07 - Group 6	19 - Group 4	31 - Group 5	43 - Group 5	55 - Group 4	67 - Group 4
08 - Group 8	20 - Group 2	32 - Group 1	44 - Group 1	56 - Group 2	68 - Group 2
09 - Group 8	21 - Group 7	33 - Group 7	45 - Group 8	57 - Group 7	69 - Group 7
10 - Group 6	22 - Group 3	34 - Group 3	46 - Group 6	58 - Group 3	70 - Group 3
11 - Group 4	23 - Group 5	35 - Group 5	47 - Group 4	59 - Group 5	71 - Group 5
12 - Group 2	24 - Group 1	36 - Group 1	48 - Group 2	60 - Group 1	72 - Group 1

This may be subject to alteration if divisions increase or decrease, but with the same principle being used.

1st Stage Group matches will be played on a Round-Robin basis and when all matches have been completed and the 8 Group Winners & Runners-Up become apparent they will be entered into a 2nd Stage Group ie:

A – Groups 1 & 2 Winners & Groups 7 & 8 Runners-Up

B – Groups 3 & 4 Winners & Groups 5 & 6 Runners-Up

C – Groups 5 & 6 Winners & Groups 3 & 4 Runners-Up

D – Groups 7 & 8 Winners & Groups 1 & 2 Runners-Up

2nd Stage Group matches will again be played on a Round-Robin basis and when all matches have been completed and the 4 Group Winners & Runners-Up become apparent then these teams will form the Quarter-Finals ie:

A – Group A Winners v Group D Runners-Up

B – Group B Winners v Group C Runners-Up

C – Group C Winners v Group B Runners-Up

D – Group D Winners v Group A Runners-Up

The Quarter-Finals will be played, at a neutral/sponsors choice 2 table venue, to a maximum of 15 frames with the first team to secure 8 frames going through to the Semi-Final. When all matches have been completed and the 4 Winners become apparent then these teams will form the Semi-Finals ie:

1 - A v B

2 - C v D

The Semi-Final will be played, at a neutral/sponsors choice 2 table venue, to a maximum of 15 frames with the first team to secure 8 frames going through to the Final

The final will be played to a maximum of 21 frames with the first team to secure 11 frames being the eventual winners. If, in the event of a tie situation (10-10), then three players from each team will be selected by their secretary to play a 1 frame best of 3 play-off decider to determine the winner.

18. The Team Knockout Cup/Plate will be played throughout to a maximum of 11 frames and the first team to win 6 frames will progress through to the next round.
- a) The 11 frames are treated as 2 sets of 5 and 1 set of 1 with no one player permitted to play twice within any set of 5 or at any late stage of the Team Knockout Cup competition where Blind Draws are in place.
- b) No player to play the same opponent twice (exception to this will only be at any KO Cup/Plate Play-Off scenario)
19. The secretaries of teams playing at neutral venues are required to be in attendance at the venue at 8.00pm with the league adjudicator so that agreement of the levelness of the table is confirmed before play starts.
20. The Singles and Doubles K/O Competitions will be played over the Best of 3 Frames prior to the Quarter-Final stage whereupon they will then be played over the Best of 5 Frames up until and including the final.
21. 1 Point will be awarded to players per frame won in a League Match which will be credited to their status within the Divisional Singles competition.
- a) If any player plays more than one frame within a League/League Cup match then the team result will be credited with the frame result but only the 1st frame result will be credited to the Divisional Singles competition and for Ranking points.

PLAYING PROCEDURES

22. All matches will be played to the current World Playing Rules to which copies will be distributed to teams prior to the commencement of the season.
23. All League competition matches must be played on either a standard 7'x 4' or 6'x 3'6" pool table using standard 2" diameter object balls and 1.7/8" diameter cue ball (The Jolly Sailor's table is exempt from this ruling)
24. The Home Team shall pay for all Match Frames including the Secretary Match in League matches. The Home Team will be expected to supply food for both teams in a team match.
25. All matches in all competitions will commence at 8.15pm at which time teams must have a minimum of 3 players present (a Legal Line-Up) to allow the match to commence.
- a) The order of the Break-Off is determined by the flip of a coin at the beginning of each frame to be played in 11 frame team matches.
- b) The order of the Break-Off in Singles & Doubles KO matches is determined by the flip of a coin in the first frame and the winner has the choice of break then thereafter the break-off of each subsequent frame will alternate
26. If a Team arrives after 8.15pm or has insufficient players present to form a minimum legal line-up at this time, then 1 frame can be claimed for every 10 minutes late up until 8.45pm, and this must be claimed as of the order on the Result Card. This is subject to the discretion of the opposing Team Secretary and a sporting attitude should prevail. Players involved in

- later frames will be permitted to participate after 8.45pm but only if they are present at the venue by the time that their designated frame has been racked up and it is at the break stage. Failure upon this, will result in that/those frame/s being awarded to the opponents by default”.
27. If a player arrives after 8.15pm in a Singles or Doubles K/O match then, at the opponent/s discretion, 1 frame can be claimed for every 10 minutes late up until 8.35pm whereupon after this time the match can be claimed as a “Walkover Win”.
 28. A £20.00 fine will be applied to any player who fails to arrive and play in his/her Singles or Doubles K/O match.
 29. Any Fines imposed under Rule 28 must be paid to the League within 28 days of the fixture date. Failure to do so will result in the Automatic suspension of that/those player/s until such time that the Fine/s have been received by the League.
 30. Should a team claim a " Walk-over Win within a League match, then that team will be awarded the maximum 11 points (refer also to Rules 43,46,47).
 31. Any "Walk-over Win" may be vetted by the Executive Committee.
 32. The Home Team must enter their names up on the Result Card first.
 - a) Alterations are not permitted after the away team names have been entered, other than for an unforeseen situation, in which case any alteration must be agreed by the opposing team secretary. Failure to comply will result in the frame being awarded against the team in default.
 33. Both teams must enter their names on the Result Card in the order of 1-5 before the match commences and when these have been played then the order of 6-10 needs to be completed (Either or both secretaries may change the order or players within the second set with the proviso that no player will play the same opponent more than once per match. It will be the onus of the Away Team Secretary to ensure this does not occur by changing his team order or line up as appropriate), and the relevant players must sign it after they have played their respective frame.
 - a) No one Player can participate in more than 3 games within any one 11 frame match (except in Play-Off situation)
 - b) No one Player can participate in more than 3 games within any one 15 frame match (except in Play-Off situation)
 - c) No one Player can participate in more than 4 games within any one 21 frame match. (except in Play-Off situation)
 - d) Alterations are not permitted after the away team names have been entered, other than for an unforeseen situation, in which case any alteration must be agreed by the opposing team secretary. Failure to comply will result in the frame being awarded against the team in default.
 34. Both Team Secretaries must also sign the Result Card after the match is finished to confirm the result.
 35. No player may be entered onto the Result Card until he/she is present at the venue and each name must follow the preceding name in numerical order with no gaps left for late arrivals.
 36. In all circumstances Result Cards must be completed and signed by the relevant players on the night and returned to the League Secretary.
 37. If any player fails to sign the Result Card then that frame result will be awarded to the opposing team, and the match result will be subject to the enforcement of Rules 38 & 39 as the offending player/s would have deemed himself/herself to be an Un-registered Player.
 38. Any team found playing Un-Eligible, Un-Registered or Suspended Players in a League or League Cup match will result in the final score between both teams standing, but the offending team will have 11 points deducted from their status. Only in the case of the un-registered player/s having won his/her frames will extra point/s be awarded to the opposing teams score.
 39. Any team found playing Un-Eligible, Un-Registered or Suspended Players in a Team Knockout Cup match will be automatically disqualified from the competition and the opposing team will go through to the next round.
 40. Any team found playing "Ringers" (ie: a player playing under a registered players name) will be suspended immediately from the League.
 41. Any team found to have falsified the result of a match will be suspended immediately from the League and will not be re-admitted into the League the following season except by agreement at the A.G.M.
 42. Any suspected incidents of Un-Registered Players or Ringers must be reported to the League Secretary.
 43. Any team who fails to arrive and play in any one match during the season will be deemed as a New Team for the following season and will be automatically relegated to a 1 Division lower Division the following season should they re-apply for membership and a "Walkover Win" can be claimed by the opponents.
 44. Any team who fails to arrive and play in a match on a 2nd occasion will be suspended immediately from the League.
 45. Any team who fails to arrive and play in a League Cup Group Match will be withdrawn completely from that Group and participate no further within the competition.
 46. If a team is suspended or withdraws from the League/League Cup for whatever reason then the following will apply :-
 - a) All match results will stand up until that date.
 - b) All remaining teams having unplayed fixtures against that team will receive their own average score.
 - c) These average scores will rounded up or down to a whole figure on the basis that 0.49 and less will be rounded down and 0.50 and above will be rounded up (ie: a 5.51 average would be deemed as a 6-0 win).
 - d) If the occurrence happens during the League programme then all match averages will be calculated when all League matches have been played.
 - e) If the occurrence happens during the 1st stage of the League Cup then the averages will be calculated when all 1st Stage (or 2nd Stage) matches have been played.
 47. Should Rule 46 be applied then :-
 - a) All players individual results previously played against that team/those teams will stand (including the Secretary match where applicable).
 - b) Future matches against that team/those teams will become "Byes" and wins will be credited to players/secretaries if they have at least a 50% win average of the total played matches within these competitions.
 - c) If the occurrence happens during the League programme then all players averages will be calculated when all League matches have been completed.
 - d) If the occurrence happens during the 1st stage of the League Cup then the averages will be calculated when all 1st Stage matches have been played.
 - e) If a "Bye" is previously inserted into a Division/Group before the season commences then the averages will be calculated when all matches have been played within these competitions.

NOTIFICATION OF RESULTS

48. The Home Team Secretary will be responsible for notifying the result of his/her teams League/League Cup Match to the League Secretary immediately after the match or at the very latest by 9.00am on Wednesday of the same week. Failure to do so will result in the automatic deduction of 6 Points from their status. (Refer also to Rule 51).
49. The Winning Team Secretary will be responsible for notifying the result of his/her teams Knockout Cup Match to the League Secretary immediately after the match or at the very latest by 9.00am on Wednesday of the same week. Failure to do so will result in that match becoming Void and a 'Bye Win' will be awarded to the next round opponents. (Refer also to Rule 51).
50. All Winning Players in the Singles/Doubles Knockout Competitions must inform their relevant Secretaries who in turn must notify the result/s to the League Secretary by no later than 9.00am on Wednesday of the same week or as stated on the Weekly Results/Tables Sheet. Failure to do so will result in that match becoming Void and a Bye Win will be awarded to the next round opponent/s.
51. One warning will be given to teams (as outlined on the Weekly Results/Tables Sheet) if they fail to notify their match result on time. If the result is still outstanding after 1 week then Rules 48 or 49 will apply.
52. Any team deducted points under Rule 48 will have the option of paying a £20 fine per 6 points deducted within 14 days of the offence for the deducted points to be re-instated.
53. The Home Team Secretary will be responsible for the Result Card and the posting of it to the League Secretary.
54. If a Result Card for a League/League Cup Match is not received by the following Friday after a stated match then that team will have 6 points deducted from their status. (Refer also to Rules 56 & 57).
55. If a Result Card for a Knockout Cup Match is not received by the following Friday after a stated match then that offending team will be eliminated from the competition and the opposing team will go through to the next round. (Refer also to Rules 56 & 57)
56. One warning will be given to teams (as outlined on the Weekly Results/Tables Sheet) should they fail to submit a result card on time. If the result card is still outstanding after 2 weeks then Rule 54 & 55 will apply.
57. Any team deducted points under Rule 54 will have the option of paying a £20 fine per 6 points deducted within 14 days of the offence for the deducted points to be re-instated.

REFEREES

58. Player from each team will referee each frame played (this is normally the following frame player). All players are advised to refer to the E.P.A. World Playing Rules.
59. All fouls must be called by the referees only unless the player addressing the table calls his/her own foul.
60. Coaching (Refer to Rule 12 of the EPA World Playing Rules) - During a frame, a player is required to play without receiving any advice from other persons relating to the playing of the frame. Should a team member or bone-fide supporter of a player offer blatant advice, the referee will issue a "LOSS OF FRAME" to the offending team
61. The decision of the referees, based on the current E.P.A. Playing Rules, should be final in all instances. However, if the 2 referees cannot agree on a decision alled in the frame that they are adjudicating and the 2 participating players also cannot agree on an alternative then the 2 Team Secretaries should be called upon in the anticipation that a compromise can be found.
62. In extreme circumstances where no compromise can be found, then that frame only (NOT THE REMAINDER OF THE MATCH), should be abandoned and the Executive Committee informed accordingly and their future decision will be final (Refer to the League Constitution).
63. Rule 62 also applies to all Singles and Doubles K/O matches where no referees or secretaries (on occasions) are in attendance.

SUNDRIES

64. No player under the age of 14 years can participate in a match where the pool table is situated in the Public Bar or Bar area at a venue. Secretaries with under 18 year olds in their side should check with their opponents before the night of the match to confirm whether their player/s can in fact play at the away venue.
65. ANY PERSON FOUND TO HAVE COMMITTED AN ACT OF VIOLENCE DURING ANY MATCH OR FUNCTION HELD BY THE C.D.P.L. WILL BE SUSPENDED FOR THE REMAINDER OF THAT SEASON AND THE WHOLE OF THE FOLLOWING SEASON AND MAY ALSO BE SUBJECT TO A FINE BEFORE RE-ADMITTANCE TO THE LEAGUE IS ALLOWED.
66. Any player is free to enter into the Singles / Doubles KO competitions, however, if they are drawn to play at a venue from which they are barred, they will automatically be removed from the competition. There is no requirement for the home player to rearrange the game. If this occurs within the Doubles competition, the other player is not allowed to draft in a replacement, unless it is prior to the first round being played.
67. All Semi-Finals and Finals will be played on a neutral table at the designated venue if the chosen venue is also the home venue for any participant/s.
 - a) These matches will be adjudicated (Team Competitions) and refereed (Individual competitions) by members of the Committee. If any games with a nominated referee/adjudicator are changed from the scheduled date and time, the referee/adjudicator needs to be advised of the alteration. Failure to do so will result in the game being replayed, and failure to arrange this would result in both parties being eliminated from the competition.