

THE MEDWAY MONDAY POOL LEAGUE



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Organiser: Mark Whittaker
Treasurer: Chas Cockburn

LEAGUE RULES 2016-2017

1. The League shall be called 'The Medway Monday Pool League' and headquarters will be Chatham Pool and Snooker Club, 1-7 Military Road, Chatham, Kent, ME4 4JG.

ENTRANCE AND REGISTRATION OF PLAYERS

2. The closing date of entrance to the League will be decided annually by the Organiser.
3. Entrance Fee will be £60.00 per team. (£50 Entry + £10 Fidelity Bond)
4. Registration of players is required prior to the start of the season. A player may only register for **ONE** team in this League during a season. New registrations should be marked (**R**) on the result sheet, and their signatures shown. Players entered for the Team Knockouts must have played **20%** of League matches at the date of the start of the Team Knockout competition.
5. Any team who registers or wishes to play a player who is barred from a Club or Pub, must obtain permission of the Committee of the club, or the Landlord concerned prior to the match should they wish their barred player to enter the premises. Should such permission not be obtained the Team must play an alternative player, or forfeit those legs.

MATCHES AND RESULT SHEETS

7. Matches will be played on Monday evenings to commence promptly at 8.00pm. Teams are to ensure that at least one of their players is present and ready to play the first frame at 8.00pm sharp and another is present at 8.10pm ready to play the second frame, and so on.
8. Matches will be on a Home and Away basis according to the Fixture list published by the Organiser.
9. Each match will consist of fifteen frames split into 3 sections of 5 (1-5, 6-10 & 11-15). NO player can play 2 frames in any 1 section of the 3. NO player can play more than 3 frames; if a player plays 3 frames they MUST keep the same number throughout. If a player is substituted due to more than 5 players being used, the new player MUST follow the number of the substituted player. Any team playing unregistered players will lose the appropriate leg(s), and be subject to any punishment decided, by the Organiser.
10. The Home Team is to pay the table fees.
11. If due to other commitments a Team is unable to play according to the Fixture list, they may play on another night or change the venue. AT LEAST 24 HOURS NOTICE MUST BE GIVEN TO THE OPPOSING TEAM. ALL SUCH CHANGES MUST BE NOTIFIED TO THE ORGANISER. IF SUCH NOTICE IS NOT GIVEN, THE TEAM WILL BE DEEMED TO HAVE DEFAULTED ON THE MATCH.

Postponed matches must be played within 4 weeks of the original fixture date, or by the end of the Season, whichever is the earliest. The onus of re-arranging a match falls on the Team who postponed it. Should no attempt be made to re-arrange the match, that team will be deemed to have defaulted. Should Teams fail to agree a date, the Organiser must be informed.

12. A Result sheet is to be completed correctly by each Team. (**Two sheets per match**). The teams are to send results in by email to (mondaypoolresults@gmail.com), if internet access is not a possibility, then the results must be posted to (Please remember the stamp.....) 91 Milton Road, Gillingham, ME7 5LR.
13. **LATE GAMES:** If the Steward allows teams to continue past closing time, a team will lose unplayed legs if they leave. However, if the Steward asks teams to leave, the unplayed legs must be played at a future date.
14. **TWO** points will be awarded to the Team winning the match, and leg aggregates will count in the League table for teams with the same number of points.
15. If a team ceases to play in the League during the season, all matches that have been played against that Team will become null and void. However should the defaulting team have played all the first half fixtures, only the second half fixtures will be recalculated.
WHERE A TEAM IS SHORT OF PLAYERS REQUIRED, i.e. five. THE INDIVIDUAL RESULTS WILL COUNT FOR THE PLAYERS IN THE OPPOSING TEAM.

THE COMMITTEE

16. The treasurer will continue to report on the finances of the league – Charlie Cockburn.
At a meeting of 10th November 2014, it was agreed to change Co-organisers.
One new Organiser has been appointed – Mark Whittaker

RULES AND REFEREES

17. The ‘World 8-Ball Pool Rules’ will apply to all matches. (Copies are sent to each team, and the Home team must have them available.) The Referee shall be any person playing for the Home team that has a relatively good knowledge of the rules.
18. **The Referee's decision should be regarded as final.** If a qualified referee is present, he/she has the full authority to intervene, if they feel a wrong decision is being made.
19. If the referee feels that a player(s) is taking an unduly long time to play a shot, having taken account of the state of the game, he should warn the player(s) that a time limit of ONE MINUTE from then is being applied. If a shot is not played within sixty seconds it is a Non-Standard Foul. The incoming player is awarded two visits from:
 - a) Where the Cue Ball lies, or, if the player wishes
 - b) From Baulk.
20.
 - a. ANY DISPUTE arising on points of judgement or rule should be resolved by the two Captains in a mutual agreement.
 - b. In the event of no solution being agreed upon by the Captains, the frame (not the match) should be abandoned and an official objection made to the league by letter within 7 days of the match.
 - c. It will be necessary for both team Captains, the referee and the two players involved in the dispute to attend a League Committee meeting where the objection will be discussed and a decision made.
 - d. All objections will be adjudged and settled by the League Committee and their decision will be final and binding in all respects.
21. Captains must sign the Result Sheet to indicate that the match result was obtained in a satisfactory manner. NO DISPUTE will be discussed if the Result Sheet has been signed by both sides.

COACHING

22. No coaching is permitted in any game.