

WINTER LEAGUE PLAYING RULES

1. PLAYING FORMAT

1.1 All matches will be played to EPA rules. Each match will consist of two halves, each of six frames, a registered player being allowed to play one frame in each half of the match. Players shall toss a coin to determine which team will break in the first frame; thereafter the break will alternate between teams for the remainder of the half. The same procedure will apply to decide the break for the seventh frame, with the break again alternating between the teams thereafter. Note that the coin toss shall occur after captains have established their playing orders for that half of the match and swapped their cards.

1.2 Three points will be awarded for a win and one for a draw. Where a 'walkover' occurs, the team in attendance will be awarded 3 points for a win and will be given an 12-0 result for the purposes of frame difference.

1.3 All Cup Competitions will be played to EPA World Rules. Cup competitions will be played best of thirteen frames, consisting of two halves of six and if necessary, a final frame decider. Each player is therefore eligible to play in each half and the deciding frame, a total of three frames being possible for an individual player.

1.4 The following world rules do not apply in the MPL winter season; "Rule I". All sections relating to time allowed. "Rule K. Sections 9, 10 11 & 13"

2. ARRANGEMENTS FOR AND COMMENCEMENT OF MATCHES

2.1 Matches will take place weekly on Monday evenings, as detailed in the fixture list distributed by the league. The official start time is 8.00pm.

2.2 A match may only take place on an alternative date and/or at an alternative time as agreed between the teams and the league committee only under exceptional circumstances. 1 weeks notice (preferably in writing) is required to be given to the league committee for any such circumstances

2.3 All matches to be valid must be completed before the last scheduled league match date on the current fixture list.

2.4 Teams will be ready to commence within 15 minutes of the start time otherwise the team at fault will forfeit the first frame.

2.5 The first frame having been defaulted, the second frame will be forfeit if the match has not been started 30 minutes after the start time and the complete match will be forfeit if match not started by 8.45pm.

2.6 It shall be the responsibility of the home team to cover table fees.

2.7 It is a courtesy to provide food for the away team.(If teams plan not to stay for food please advise the venue they are visiting at least 48 hours prior to the match night).

2.8 in the case of bad weather and games are postponed, the matches would then be moved to the end of the season and the remaining fixtures would stay the same.

3. QUALIFICATION OF PLAYERS

3.1 To qualify to play for a team in the League, a player must be registered with the League for that team and not for any other team in the League.

3.2 Players may transfer from one team to another up to a date decided by the MPL Committee. The transfer will be valid 72 hours after formal notification in writing has been received by the Match Secretary. After this date, players not currently attached to a side in the League may be registered given the same period of notice, but no movement of personnel between sides will be allowed.

3.3 Players will not be allowed to join teams after the half way point of that season.

3.4 If a team plays an unregistered or ineligible player, the frame played by that player shall be awarded to the opposing team and the league will notify the offending team.

3.5 According to the Gaming Act, players under the age of 18 may only play on a pool table in a pub with the landlord's express permission. Any captain who has players under the age of 18 is advised to check with the landlord before arriving at away venues

NOTE: Being registered to a team does not entitle a player to attend a scheduled venue; the landlord's discretion is final.

3.6 QUALIFICATION OF PLAYERS FOR MPL SINGLES AND DOUBLES COMPETITIONS

- i)** The format for the Doubles competition is Scotch Doubles and the Singles competition as per Winter Playing rules
- ii)** Players must have played at least 25% of their teams matches before the commencement of the competitions.
- iii)** The Committee have the right to refuse / grant entry for any individual depending on circumstances involved.

4. REFEREES AND DISPUTES

4.1 Refereeing will alternate between the Home and Away teams with the first frame refereed by the Home team.

4.2 In the event of a dispute the referee shall consult the playing rules before making a decision. If after consulting the rules a dispute still exists, both team captains shall consult privately and agree upon the correct action to be taken. If agreement cannot be reached, the referee's original decision shall stand and the frame shall continue. The two team captains shall make a report to the league. On receipt of such a report, the league will advise on what the correct course of action should have been. (See Section 5.6 of the MPL Constitution)

4.3 Any disputes about individual frames are not in themselves reason enough for a match to be abandoned.

Any team refusing to complete a match because of such a dispute will forfeit any outstanding frames.

5. REPORTING OF RESULTS

5.1 The captains of both sides shall text the result of the match to the Match Secretary immediately upon completion of the fixture.

5.2 All Scorecards must be completed in Black or Blue Ink and must be printed (not just players initials). Warnings will be given to teams who fail to adhere to this and repeat offenders will be given points deductions

5.3 Both teams will submit complete, legible and fully signed results cards to The Thatched Cottage (Canon Lane, Maidenhead) by 6.00pm on the Saturday following the match.

5.4 Teams not submitting result cards by the deadline date will be deducted one point.

6. SHORT TEAMS

6.1 In the event that a team is short of players for a match, the opposing team will be awarded any frames for which they have no opposition.

6.2 The minimum number of players that a team can play a match with is 4.

6.3 Failure to fulfill a fixture will mean the opposing team being awarded a 12-0 win.

6.4 Teams who are unable to fulfill a fixture should notify their opponents by 2.00pm on the Monday of the Match. Failure to comply with this will result in the offending team being given a 2 point deduction and their opponents being awarded a 12-0 win

7. VENUES AND CHANGES OF VENUE

7.1 All teams must register their home venue with the league.

7.2 In the event of a team wishing to change its venue mid-season, the league must be given 7 days notice. It is the responsibility of that team to notify opposing teams of such a change until official notification is issued.

7.3 The minimum desirable requirement for an acceptable venue shall be:

7.3.1 The recommended table size should have a playing area of 6 feet x 3 feet.

7.3.2 The match table shall be level and have surface of reasonable quality.

7.3.3 The table shall be clearly marked and maintained in a clean and well presented manner.

7.3.4 Every effort should be made to ensure adequate playing space is available around the table

7.3.5 Adequate lighting should be provided

7.3.6 An area should be available adjacent to the table for viewing purposes.

The League may refuse to accept any team whose venue does not conform to this standard.

8. AVAILABILITY OF LEAGUE RULES

8.1 A copy of these league rules and current official playing rules shall be made available for all matches by the home team. Should any team wish to get copies of the playing rules, please contact the MPL Committee

9. DETERMINATION OF CHAMPIONSHIP

9.1 If two or more teams are tied in positions affecting the championship places the tie shall be broken by the team with the greatest frame difference taking precedence. If there is still a tie then the team with the greatest number of frames for will take precedence. If there is still a tie then the aggregate score of the two matches between the teams concerned will be used to break the tie. In the event that this still does not break the tie, the teams involved shall play off under a format to be decided by the committee, at such time and venue as decided by the committee.

10. TEAMS WITHDRAWING OR FAILING TO FULFIL FIXTURES

10.1 Any team not completing three fixtures in the current season will be expelled for that season. All results against them will be expunged.

11. COACHING AND CONFERRING

11.1 No coaching or the offering of shot advice between players or supporters is allowed during any frame.

Coaching is deemed to be un-sportsmanlike behaviour and is legislated for in the EPA Rules.

Note: that referees are not permitted to coach players on the rules of the game after a frame has commenced, the proper time to learn the rules is prior to a fixture and if absolutely necessary, at periods during a fixture when the player(s) in question is not involved in a frame.

12. REGISTRATION & COSTS.

12.1 Each registered team will supply the following:

- * Team Name
- * Proprietor Name, Home Location Address, and Telephone number
- * Team Organisers Name, Address, email, Home Telephone number, and Mobile Number.
- * Registration Fee
- * Players Names and signatures

A maximum of 20 players may be registered to a team at any given time.

Any exceptions to this will need to be approved by the committee. De-registration and the addition of new players must be notified to the match secretary at least 72 hours prior to the fixture.

CONTACT DETAILS

To Be Updated

Or in writing to MPL,
Maidenhead Pool League C/O Thatched Cottage, Canon Lane, Maidenhead, Berkshire, SL6
3PE