

# Beeston and West Notts Pool League

## **RULES OF THE LEAGUE**

1. The League formed under these rules shall be known as the **BEESTON POOL LEAGUE**.
2. The executive committee's decision is binding and final in all matters. Members responsible as signatories on banking business shall be the Chairman: Mr Dave Bennett-Bull and the secretary: Mr Paul G Lacey also the signatories shall be required on all matters attaining to banking accounts. All correspondence relating to the Beeston Pool League should be sent to the Chairman/ General Secretary, Mr. Dave Bennett-Bull 25 Larchdene, Wollaton Nottingham NG8 2PF. *(Further contact details on last page)*. Any nominees for committee members must be tendered in writing to the General Secretary no later than 14 days prior to the AGM. All committee members will conform to duties & guidelines as set by the committee. Any additions or amendments to the rules are to be tendered to the general secretary no later than 24 days prior to the AGM. All AGMs shall be recognised as the first meeting of the new season.
3. The executive committee shall have the power to deal with any contingency, that may arise, which the following rules do not cover. Any information/ correspondence/ match sheets are the sole property of Beeston Pool League and shall NOT be forwarded or disclosed in any manner to any third party without the agreement of the executive committee. Committee members must be registered players in the league to serve on the committee. For service to the league, throughout the season, Committee members are exempt from the registration fee. Matters of confidentiality discussed at executive committee meetings, shall not be voiced or communicated to any persons outside of the executive committee membership. A team register shall be kept at the team representative meetings.
4. The Beeston Pool league takes precedence over all other leagues on designated Beeston dates assigned to members venues throughout the league season. The league is committed to ensuring that the spirit and sportsmanship of the game is made available to all, regardless of ethnicity, social depravity, race, creed or religion. Our area of remit will cover the areas of Beeston and West Nottingham areas. The league is governed by the rules of Beeston & West Notts Pool League.

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5. ALL major trophies are, and will remain, the sole property of the league. Winning or runner up teams shall become the holders of the appropriate major trophies and shall be responsible for the upkeep and safety of any said trophies entrusted to their care. The League will no longer hold a presentation as there are no individual trophies to be handed out. Major Trophies & Prize monies will be handed out by committee members, Winners and Runners up shall contact their nearest committee member and arrange collection. Major Trophies will only be issued to teams who continue to participate in the League. Holders of trophies shall reimburse the league for any replacement or repairs to lost, stolen or damaged trophies. ALL Major trophies are to be returned to the leagues at least one month prior to the end of the appropriate successive season.

## **TEAM & PLAYER REGISTRATIONS:**

6. A registration fee of £30 per team is payable to the league. Player registrations are £3 per player. To constitute a team registration there must be a minimum of 5 players registered to that team. All social clubs entering the league are only accepted on the understanding that all visiting league registered players are accepted as temporary members for that night.
7. Each registered team must send a team representative every AGM, (or to any other meeting designated by the committee for that season) no individual may represent 2 teams, i.e. A & B (EXCEPT THE Landlord/Landlady/Manager). The AGM shall be recognised as the first meeting of the new season.
8. There will be no forms accepted, for Team & Player regs, without fees, these will be returned and any players who are played without registration will be deemed as unregistered and the legs played will be given to the opponent with a loss of that leg and a penalty of one point deducted from the offending team.
9. It is the responsibility of the captain/secretary to be informed of (*and to ensure their team members are informed of*) and understands all rules of play of the Beeston Pool League Rules, encompassing the EPA rules, and that the said rules are the current issue (*see the back page for issue number and season and year*).
10. Any teams failing to comply with the rules governing this league will be severely dealt with by the executive committee.

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- 11.** A fee of £3 is payable by the player requiring registration and is eligible to play upon Fix.sec OR committee member receiving players name, signature & contact details, at least 24 hrs prior to a match, by WhatsApp, text or e-mail. This players name shall then be placed on a register and all monies must be paid by transfer or by cash to a committee member within 7 days after playing. If fees are NOT submitted by this time, then any legs, matches or KO comps played by that player shall be expunged and awarded to the opposition team/player. Players used without registration will be deemed as unregistered and the legs played will be given to the opponent with a loss of that leg and a penalty of one point deducted from the offending team.
- 12.** All registered players are required to conduct themselves with a manner of respect to other registered players within the league and to ALL committee members. Any abusive or threatening behaviour of a verbal, physical or sexual nature will not be tolerated. Any players found in breach of this rule will be barred from the league and may will be subjected to having information relevant to being barred forwarded to Pubs/Clubs Landlords/Landladies registered with the league.
- 13.** In compliance with regulations all players must be 18 years of age or over. Beeston Pool league allows provision for the signing of a maximum of two players under the age of 18 and over the age of 16 years. These signings are on the following strict conditions:

  - a) The players' name, address, D.O.B. & contact details must be supplied to the committee.
  - b) Only the named players may accompany the team on away matches.
  - c) Notification and permission must be sought from the relevant landlord, of the pub or club in question before the at least 24 hrs. prior to when the relevant match takes place.
- 14.** A player is only permitted to play one leg of singles and one leg of pairs per match. It shall be deemed an offence for a player to sign, register or play under an assumed name or attempt to do so whatsoever. Any team playing one or more illegal players will automatically forfeit the match with the result of 7- 0 being awarded to the opposition team along with two points. If any secretary doubts the validity of a player, he/she must write "Please check signature" on the match sheet indicating which leg is in question. (An illegal player is a player who has not registered with the league or have not given the required 24 hrs notice or paid the registration fee in the allocated time.

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- 15.** Any player not having played for the team to which they are registered may transfer to another team but must re-register and pay the appropriate registration fee. The fixture secretary must be notified and authorise all transfers prior to the individual playing for their new team. Any player already having played a match for the team to which they are registered can transfer to another team for a fee of £10 to be paid to the league. If a player transfers, then any singles KO may be played under the new teams' banner (They can also substitute in the pairs or singles KO for their new team) but only if it's the first round. The deadline for the final transfers & registrations will be no later than the Wednesday prior to the turnaround match.
- 16.** In the event of teams dissolving any players from that team requesting to re-register then the executive committee shall examine the match sheets of the dissolved team and determine who will be able to re-register. If the halfway point of the season has elapsed, then the players will forfeit the right to re-register and will be eliminated from any pairs/singles and K.O. competitions. Their opponents will automatically proceed to the next round. Any teams failing to complete the season will have all legs and points expunged from the results and will not be invited to join the league the following season. Any Pubs/clubs will be scrutinised by the committee should they wish to re-join the league.

## **RULES GOVERNING PLAY**

### **1. THE GAME:**

The game is played on a rectangular 6-pocket table with 15 balls plus a cue ball. Balls comprise of two groups, 7 yellow balls and 7 red balls, the 8 ball is a solid colour black. Balls in the two groups are known as object balls. (the '8' ball with a black stripe and a number 8 are acceptable)

### **2. OBJECT OF THE GAME:**

The player or team pocketing all their group of object balls in any order, and then legally pocketing the 8 ball, wins the game.

### **3. COMMENCEMENT OF THE GAME (OR RE-START):**

- A.** The Balls are racked, as illustrated on the back page of these rules, with the 8 ball (Solid black, or white with a black stripe clearly marked with '8')

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- B. Order of play shall be with the home side Refereeing first. When the referee states 'Game on' the players will then Lag for the choice of the break.
- C. **THE LAG:** Players should use either two yellow or two red balls (of equal size and weight) from the rack in use. With the balls in baulk, one player to the left and one to the right of the table, the balls are struck simultaneously to the foot cushion and back to the baulk end of the table. The player whose ball is the closest to the innermost edge of the baulk cushion wins the lag. The lagged ball must contact the foot cushion at least once. Other cushion contacts are immaterial, except as prohibited below. It is an automatic loss of the lag if:
- a) the ball crosses into the opponent's half of the table.
  - b) the ball fails to contact the foot cushion,
  - c) the ball drops into a pocket,
  - d) the ball jumps the table,
  - e) the ball touches the long (side) cushion,
  - f) the ball rests within the corner pocket and past the nose of the head cushion, or the ball contacts the foot cushion more than once.
  - g) If both players violate automatic-loss lag rules, or if the referee is unable to determine which ball is closer,
  - h) the lag is a tie and is replayed.
  - i) If one player strikes the ball, the other player has to strike his ball before the opponents ball reaches the foot cushion in order to have a simultaneous lag.
  - j) If this is not the case and the referee feels that the
- player who played second wanted to get an advantage out of that, then the lag must be replayed.
- D. The opening player plays at the triangle of object balls by striking the cue ball from any position on, or behind, the baulk line. An object ball must be pocketed, or at least TWO object balls hit any cushion. Failure to do so is a foul break and will result in the balls being re-racked (*see back of rules*). The opposing player then re-starts the game with one shot.
- E. If the 8 ball (black) is pocketed from the break shot, the balls will be re-racked and the game will be restarted by the same player. No penalty will be incurred. This applies even if other balls, including the cue ball, are pocketed, or leave the playing surface ("off the table").
- F. From the break if a player legally pockets an object ball then they are to nominate their chosen colour, If the player nominates the same colour as the

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ball potted from the break, then that player remains on that colour even if they do not pot another ball of that colour. However, if the opposite colour is nominated and the player doesn't pot the nominated colour their opponent then has an open table. If two different colours are potted from the break the player must nominate a colour if the player fails to pot their nominated colour, they remain on the colour nominated.

- G.** If no object ball is pocketed from a legal break, then the players continue alternatively playing at either group until such a time as a legal pot is made, which decides the player's group.

On all shots, the player must:

- a) Cause the Cue Ball's initial contact with their object ball or any ball in the event of an open table.
  - b) Then they must either pot their coloured ball OR Cause the Cue Ball or any others ball to hit a cushion after making contact with their own colour ball.
- H.** If a foul is committed, from the break (other than as in [Rule 4 \(E\)](#) and one or more object balls are pocketed before playing groups are decided, then those balls are ignored in determining the groups to be played. The oncoming player, who has 2 shots, may play at any ball on the table, including the 8 ball (black) for the first shot, the first legal pot to determine their group as in [Rule 4 \(F\)](#)
- I.** If a ball, or balls, are legally pocketed, this entitles the player to one additionally shot and this continues until the player either:
- i. Fails to pocket one of their own colours of balls, or,
  - ii. Commits a foul at any time.
- J.** Combination shots are allowed, providing the player hits one of their own colours first, or any ball with the first shot following any foul (see [Rule 6 \(C\)](#))

## 4. **FOULS:**

- A.** In off (Cue Ball pocketed)



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- B. Hitting an opponent's ball(s) with the cue ball on first impact of the cue ball, except with the first visit following any foul.
- C. Failing to hit any ball with the cue ball, except where [Rule 6 \(C\)](#) applies.
- D. Frozen Ball An object ball is deemed frozen when it is touching a cushion. It is a standard foul (2 shots penalty) if the cue ball initially contacts a frozen ball first and the shot does NOT result in:
  - a) A ball being potted.
  - b) The Cue ball contacting a cushion.
  - c) The Frozen ball contacting a different cushion to the one it is already in contact with before the shot is played.
  - d) A ball is only deemed as frozen if confirmed by the referee (*or asked by a player for confirmation*), prior to the shot being taken.
- E. Jump shot - defined as when the cue ball jumps over any part of any ball before making contact with any ball.
- F. Hitting the 8 ball (black) with the cue ball on first impact of the cue ball before all their own group are pocketed, except with the first shot following any foul.
- G. Potting any opponents ball, except with the first shot following any foul
- H. Ball off the table.
  - i. Any object ball or the 8 ball (black), shall be returned to the 8-ball spot or as near as possible to that spot without touching any other ball, in direct line between that spot and the centre of the string line.
  - ii. If it's the cue ball, then the cue ball is played from in hand. (See [Rule 8 \(B\)](#))
  - iii. A ball shall be deemed "off the table" if it comes to rest anywhere other than on the bed of the table.
- I. If a player's body or clothing should touch any ball. Except the cue ball after the referee calls a  
  
'foul', and the player is entitled the ball in hand. (See [Rule 6 \(B\)](#))
- General) I. Player not having at least part of one foot on the floor.

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- J. Playing or touching with the cue any ball other than the cue ball.
- K. Striking the cue ball with any part of the cue other than the tip
- L. Playing out of turn.
- M. Playing before all balls have come to rest.
- N. Playing before any ball(s) require re-spotting.
- O. Striking the cue ball with the cue more than once.
- P. Push shot - defined as where the cue tip remains in contact with the cue ball for more than the momentary time commensurate with a normal stroked shot, or the cue tip remains in contact with the cue ball once it has commenced its forward motion. Or if both cue ball & object ball move forward in the same line at the same speed it is a push shot.
- Q. Failing to nominate when one or balls of both groups are pocketed from the break.
- R. Foul break, failing to pot an object ball or drive at least two object balls to hit any cushions.
- S. There is a time limit of 2 minutes max between shots once a player takes control of the table. Referees are to notify a player when the 2 minutes has nearly lapsed i.e. 30 seconds left. If a player fails to heed the referees notice, then a foul will be incurred with 2 shots being given to the opponent.

## **5. PENALTY FOLLOWING ANY FOUL:**

- A. Following any foul, the offending player loses the gives their opponent two consecutive visits to the table.
- B. If the cue ball has come to rest on the playing surface, then the player having two visits may proceed to play from where the cue ball lies, or the cue ball may be played from any position on or behind the baulk line. Moving the cue ball in this manner does not count as a shot, or visit. (Players are to ask the referee to hand them the cue ball).
- C. On the first shot, only of the first visit, the oncoming player may, without nomination, play the cue ball on to any ball without penalty, including any opponent's ball(s), or 8 ball (black). If any object ball(s) is pocketed directly, or



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by combination, the player is deemed to have pocketed a legal ball(s) and continues with the first visit. However, the player must not pot the 8 ball (black), which would mean loss of game. Except if the player is on the 8 ball (black), then the game would be won. When the player fails to pot a ball on the first or subsequent shot of the first visit, play then continues with the second visit. The second visit is deemed to have started when the cue ball is struck on the first shot of the second visit.

## 6. **LOSS OF GAME:**

- A. Deliberately causing any ball or balls to be moved in a manner other than that which may result from playing a normal shot. (e.g. striking or moving the table; deliberately lifting/moving any balls from the table.
- B. If a player, other team member or bona-fide supporter breeches the "Spirit of the Game" to such an extent that it is likely to affect the result of that frame (or match) then that game (or match) should be awarded to the opponent.
- C. Deliberately striking or moving the table in an act of frustration or anger or any other reason is considered table abuse and is deemed unsporting and in breach of the 'Spirit of the Game'.
- D. Failure to supply a rest when asked for by a player during the frame
- E. If a player pockets the 8 ball (black) before all the balls in their group, except on the break, (see **Rule 20 (D)**) the player loses the game.
- F. A player going in off the 8 ball (black) when the 8 ball (black) is pocketed, loses the game.
- G. A player pocketing the 8 ball (black) and any other ball on the same shot will lose the game. Except following a foul when only the 8 ball and ball(s) of the opponent's group are on the table, then with the first shot of the first visit, the player may pocket ball(s) of the opponent's group by any combination and in any order. If two visits remain when on the 8 ball then two shots are allowed on the black
- H. A player who clearly fails to continue to make any attempt to play a ball of their own group will lose the game.

## 8. **GENERAL:**

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- A. **Total Snooker:** If a player is snookered and cannot see his object ball then he must inform the referee "total Snooker" The referee will confirm this, if correct then you play your turn and must come in to contact with you object ball. Neither the cue ball or object ball has to hit the cushion.
- B. **Touching Ball**
1. Touching an opponent's ball or the 8 ball (black), the player **MUST** play a ball of their own group. Except on the first shot of the first visit following any foul, this entitles the player to any ball.
  2. Touching any ball, the player is legally entitled to play. The player may choose either:
    - i. Play away from the touching ball and be deemed to have played that ball. Should the cue ball fail to make contact with any ball, or strike the opponents ball, or 8 ball (black), then the shot is fair, no foul.
    - ii. Play to move the touching ball, but great care should be taken not to play a push shot, (**foul 5(P)**), or contact the cue ball twice, (**foul 5(O)**). (Moving the object ball is not automatically a foul).
- C. **Cue ball in hand:** When a player has the cue ball in hand, the ball is played from any position on, or behind, the baulk line, and in any direction.
- D. **Moving the Cue Ball:** - After a foul has been committed and the player wishes the cue ball to be moved, he must request the 'white', and only the referee can remove the cue ball and place it at the baulk end of the table. The player can then reposition the cue ball anywhere behind the line using his/her hand only. (*positioning or moving the cue ball with the cue is a foul*) In the event of a foul being committed where the cue ball goes down the pocket then the player may retrieve the cue ball from the trough and position it on the table behind the baulk line in order to commence their shot.
- E. **Player in control:** A player is said to be in control of the table from the time their body, cue, or clothing touches the table prior to their shot, throughout the visit, and up until the opponent does likewise prior to their visit. Any ball(s) which fall into pockets during this period, (including the 8 ball) is deemed as a ball played i.e. if a player has 'touched the table' and is now in play, any opponents ball that falls in a pocket is deemed a foul shot even though that player may not have yet taken his shot. If the black ball drops it is game to his opponent.

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- F. **Coaching:** During a frame, a player is required to play without receiving any advice from other persons relating to the playing of the frame (Other than pairs in situations where the rules allow). Should a team member or bona-fide supporter of a player offer advice, the referee will issue a "First and Final Warning" to that person, or persons, that a repetition will result in the player being penalised via a Foul. Because it may not always be possible for the Referee to hear if a statement made to a player is advice, the referee may issue the First and Final Warning on the grounds that any statement made to a player, other than general barracking, is deemed to be coaching.
- G. **Interference:** If any balls are moved during a game (except in breeches of the "Spirit of the Game" where loss of frame would apply): -

- 1) By a person other than the players taking part in the frame or,
- 2) As a direct result of one of the players being bumped or, due to any other event deemed outside the players' control such as, but not limited to:
  - a) Tip falling off cue, end of spider falling off
  - b) Vibration or movement of the table by either knocking into it, banging the floor adjacent it.

The referee will replace the balls as near as possible to the positions they were in before the incident occurred, no penalty shall be imposed on either of the players and the frame shall continue. If the interference has been to such an extent that it is impossible to accurately to replace the balls in their original positions, then a re-rack will be called.

- H. **Completion of game:** The game is completed when the 8 ball (black) is pocketed legally in any pocket, and all the remaining balls have come to rest, except on the break ([See Rule 4\(D\)](#))

9. **Eight balls:** must be recorded in writing on the match sheet accompanied by the opponents' captain/secretary's signatures. Unrecorded eight balls will NOT be recognised. An '8 Ball' is achieved where a player pots all seven balls of one colour followed by potting the Black (8 ball). This is to be accomplished during his / her first visit to the table. The only time an 8 Ball can be achieved is from the 'Break' by the first player to the table or by the player's opponent on their 'first visit' to the table following the 'Break'. If the second player to the table is allowed two visits from a foul, then an eight ball can only be achieved at the 'first visit' NOT a combination of the two visits. There will be no

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individual trophies for 8 balls but all players achieving 8 balls shall be entered into an 8 ball an 8 Ball KO competition. The winner & Runner up will receive an individual Trophy and there will be a major Trophy to be kept in the pub until return of trophies prior to the following season

10. **STALEMATE:** If in the opinion of the referee neither player is allowing the game to progress, or a stalemate situation has arisen, the Referee will call both players to one side and will allow two more shots each, if a positive attempt to play a shot is not made then the Referee shall call a rerack (diamond) with the break commencing with the player who broke originally at the start of the frame.
11. **GUIDANCE:**
- A. The term "SHOT" means striking the cue ball once
  - B. The term "VISIT" refers to the one turn at the table comprising of one or a series of shots.
  - C. The term "BREAK" refers to the first shot of a game, or the first shot of a game being restarted.
  - D. Coaching is deemed unsportsmanlike behaviour. (see [rule 1](#)).
  - E. A referee may, only if requested, advise on the rules of the game.

## LEAGUE MATCHES

12. Each match shall consist of 7 legs to be played as 5 singles and 2 pairs, in the configuration on the match sheet, with the winning team being awarded 2 points, and no points for a loss. In the event of two or more teams finishing first or second at the end of the season, on the same points then the leg difference shall determine the outcome. If points and legs are the same, then the results of the 2 teams having played each other will be taken into account. If, after this, results are still equal then a playoff will decide the outcome. Promotion & relegation between divisions is at the discretion of the Committee and may vary albeit usually two teams up & two teams down. No breaks are allowed once a frame is underway, except for a toilet break and then only provided permission is granted by the referee.

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13. Players can play consecutive legs after the third leg (1<sup>st</sup> pairs) e.g. a player can play in the singles in leg 5 and again in the pairs in leg 6. A player can still only play twice in a match, once in the pairs and once in the singles.
14. Teams must provide a referee who must be registered to that team and is competent. The home team shall Referee the 1st leg (then every 'odd' leg consecutively), the Away team shall referee the 2<sup>nd</sup> Leg, (then. every 'even' leg consecutively).
15. To assist the referees', we ask that all players knowingly committing a foul, own up. This should enhance the reputation of the league as being a close knit, friendly league played in the spirit of good sportsmanship.
16. No team shall include a player when visiting premises from which the player is barred, unless prior permission has been obtained from the licensee.
17. All league games are to be played on Thursday evenings commencing at 8:00pm. If the opposing team have not arrived then the first game is to be claimed at 8:10pm and then every ten minutes thereafter, if the opposing team arrives late then they must nominate a player to sign in on the sheet for each leg claimed by the home team. If the opposing team fails to arrive by 8:40pm then they are deemed as failing to constitute a side and the home team claims the match 7-0 and the points. The sequence of play for league matches is as follows: Individual players must register their name on the match sheet to be eligible to participate in that leg, failure to do so would result in the player not registered on the sheet, forfeiting the leg. The away team register their players on the match sheet first then the home side. A maximum time limit of ten minutes is set for the commencement of each game, following one game finishing and the starting of the next game. Food is to be supplied by the host team. When food is out a break of 15 mins is allowed for consumption. All secretaries should check this is adhered to. (Unless the oncoming players wish to play, with a ref) All games shall be played to a conclusion. A minimum of 4 players is required to constitute a team. In the event of a team failing to field more than 4 players the opposing home /away team must complete the match sheet by registering their available players and to sign their name to claim the subsequent legs. The Fixture secretary shall be notified by text, e-mail, WhatsApp (*NOT verbally by telephone*) of the match results within 24 hours. The winning team secretary (the Home team Sec. in the event of a draw) is responsible for informing the relevant Fix. Sec. of the result. (*Failure to do so would incur the loss of 1 point*) It is the duty of each secretary to keep a record

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a scorebook of individual legs won/lost and match results also to keep track of the published league tables and should they not tally with the figures of their club the Fix.sec should be contacted immediately and not left for several weeks. This ensures a true publication.

**18.** A copy of the match sheet is to also be sent to the Fixture Secretary via WhatsApp or email within 24 hours following the match failure to do so will constitute a late result and will result in 1 point being deducted.

**19.** League matches will be played on dates stipulated. **UNDER NO CIRCUMSTANCES WILL LEAGUE MATCHES BE ALLOWED TO BE CANCELLED** except due to extenuating

circumstances, i.e. the death or funeral of a registered team member, also sudden & severe snow and ice conditions making it unsafe for players to venture out and travel to venues **and only with the prior consultation of the Gen. Sec or the fixture secretary who shall in turn inform the opposition team.** Any matches cancelled, due to the reasons above, must be played within 4 weeks of cancellation date and the relevant Fix. Sec. informed. Should the 2 teams be unable to agree a date then this will be set by the Gen.Sec & Fix. Sec.

**20.** If any Match is unable to provide a home match at their own venue, then the venue is to be reversed and then (if it is prior to the turnaround) it is reversed back on the turnaround game of the second half of the season, if it is after the turnaround then you would have to play away, then contact the Fixt. Sec. who will discuss a suitable venue. If it is unable to be reversed, (e.g. a pub has two teams, or an event is on etc.) then a suitable venue will be selected by the committee.

**21.** The Committee and the League are NOT responsible for any cost incurred for transport, food etc. in respect of matches claimed due to cancellations or non-turnout of teams.

**22.** If a team misses one match the penalty is a 1 point deduction, two matches is a 2 point deduction. (This includes matches forfeited due to insufficient players)

**23.** **DISQUALIFICATION FROM THE LEAGUE:** Any team missing 3 matches, including cup matches, over the course of a season, will be disqualified.



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24. Any teams failing to constitute a side for a league match will incur a penalty of 1 point. Teams will **forfeit their right to play in any KO Cup competitions** if the missed match falls prior to the KO Cup match. Any team not turning out for a Cup match will be disqualified from any cup events for the rest of the season.
25. All games must be played to a conclusion A drawn match can only be attained if the final score is 3-3 both teams are awarded 1 point each, award for a match win is 2 points and losers 0 points.
26. To constitute 'winning a match' a minimum number of 4 legs must be won, should any team turn up with less than 4 players the match should commence and be played until these players have played their respective legs. If in the meantime no further players have arrived (10 minutes will be allowed to elapse). After 10 minutes have passed the home/away team can claim the remaining legs because the opposition gave no further players. The match sheet should be filled in accordingly.
27. **PROTESTS:** Any team, or individual, wishing to make a protest regarding anything which has occurred during a match or any other competition within the league or in connection with the league, they should complete the 'comments' section provided at the bottom of the match sheet clearly stating the reason for the protest. Should a team not follow this procedure by stopping, or walking out of, the match then the match will be awarded to the opposition. The opposition must then complete the match sheet with the relevant players signing in against their name. *(If a situation becomes untenable to a degree that it ceases to make any of the above possible the fixture secretary should be notified and then the protest will be heard at the discretion of the committee)* they must also, in writing via text, email or WhatsApp *(not Facebook as this is not private)* and sent to the league secretary no later than 24 hours after the event This must be accompanied by a £10 fee **(to be given to any committee member (see the back of these rules) who will in turn inform the chairman/Gen Sec of the league)** no later than 3pm on the Sunday following the match, which will be refunded if the protest is successful. On receiving the protest, the committee will hold a meeting at which both parties are required to attend. The findings of the executive committee will be binding and final in all cases. Registered players have the right of appeal against a committee decision which must be lodged in writing *(to the Chair/Gen. Sec.)* within 7 days of the said decision. Exclusion from the league shall also include exclusions from any KO competitions, including any all-day KO's, for the period of exclusion. **(A complaint written**

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*on match sheets is not classed as a protest, whilst the committee will take into account the nature and the points of the complaint and will monitor the situation, it will NOT be dealt with as a protest.)*

## **K.O. CUP COMPETITIONS**

- 29.** ALL team KO Cups finals will be played on neutral tables. A competent referee is to oversee the match. The referee will call 'Game on' to commence the match then the players will lag for the choice of the break. Each of the Legs will commence with a lag. Each team should register their players' names in confidence and given to the referee face down. KO cup matches are played to a conclusion.
- 30.** The league will not pay for the tables in the K.O. cups this falls to the home venue or the host venue in any KO cup competition whether it be a round or a semi or final. KO Cup dates cannot be altered.

## **PAIRS & SINGLES KO COMPETITIONS**

- 31.** The entrance fee is £3:00p per player per competition. Singles, KO competitions shall receive cash prizes, & major trophies, for winners and runners up. This shall be permutated as follows: winners of pairs KO competitions shall receive £100 (£50 each) and runners up £50 (£25 each). Winners of singles KO competitions shall receive £50 with the runner up receiving £25 Should entrance fees in ANY KO competition be insufficient to cover the prize monies then the committee have the right to adjust any prize monies pay-outs accordingly.
- 32.** In the Pairs and Singles if a player / pair reaches the semis or final but doesn't show then the position in the semis or final place will be given to the last player(s) that the no-show person(s) won against either in the quarters or semi-final. There will no longer be a 'walk-over' allowed in the semis or in the final.
- 33.** There will be a champion of champions competition set up within the league. You will have a play-off between your team players, with the winner being entered into a play-off Finals night (on a Thurs to be decided). A Thursday pool night will be set aside in the fixtures in order for teams to have their Play-Offs. In the event of a pub having two teams then the team who has a 'bye' at 'home' during the first half of the season will use that 'bye' to play off for their Champ of Champions. There will be no cash prize or individual trophy awarded but there will be a major trophy to be kept at the winners pub until required back before the end of the forthcoming season
- 34.** There will be no Pairs or singles entry forms accepted without fees, these entries will be returned, and those entrants will not be entered in the draw.

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There are deadline dates in any KO Competition matches to be played on or before as long as all rounds are played before the 'to be played by' date. IF NOT PLAYED BY DATE SET BY THE FIXTURE SECRETARY, THEN THE MATCH WILL BE FORFEITED. No extra time will be given.

35. If any player or players do NOT attend a minimum of 50% of their league matches prior to the quarter finals, then that player or players shall be disqualified from the KO, even if it is only 1 player from pairs then both players will be disqualified (unless it is the first leg of the KO then the remaining player can sub a different player from his own team ). If a player is in attendance at a league game and not played, they must print name in block and sign, next to the name, on reverse of the match sheet. **ALL SHEETS WILL BE CHECKED SO PLEASE COMPLY.**
36. Substitutes will only be permitted in the first round only (*or the prelim round if this is the substituted player's first match*) of the pairs and singles knockouts and only then if the player is a member of the same pub or club team and is NOT already entered in that particular pairs or singles KO competition, the substitute then continues in the competition until knocked out. The Fixture
37. All pairs & singles KO competition matches shall commence at 8:00pm. If designated/drawn venue is known to be closed for any reason then the opposing team and the fixture secretary, must be notified prior to the match and the venue shall be reversed. Should extenuating circumstances occur then the committee will review the situation. All players are reminded to attend their respective venues on time to play their matches or risk losing legs or possibly the match. (*legs / match will be claimed as per rule 26*) if you are claiming the match (*i.e. you have claimed all legs required for a win by each claimed leg*) then you must notify the fixture secretary you are claiming the match as soon as this occurs. The fixture secretary should be informed of ALL RESULTS within 24 hours, this is the responsibility of the winning player/pair or the referee in the case of a semi or finals match. (*Note that the time limit applies as per rules 17 & 27*). No breaks are allowed once a frame is underway, except for a toilet break and then only provided permission is given by the referee.
38. The player or pair drawn out first (left hand side of the draw sheet) will be the home venue, except in the case of neutral venues being stipulated.
39. Should either parties amicably agree to play their pairs/singles or cap/sec match prior to this date this is permissible provided the fixture secretary has been informed of the match date and time. Matches prior to the quarter finals

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are best of 3 legs, the same format carries for the pairs K.O. competition i.e. best of 3 legs and 8:00pm start. The quarters and semis best of 5. The final is to be competed for on designated nights at neutral venues with an independent referee and will be the best of 7 legs. **It is to be played on the fixed dates as stated in the fixtures.** Fixture Sec must be informed of results same night or within 24hrs. **Finals cannot be altered.**

40. secretary must be notified, prior to the match, of any changes. Any players found in breach of this rule will be disqualified from the competition. granted by the opposing player/player's or referee
41. **CHAMPION OF CHAMPIONS** There will be a champion of champions competition set up within the league. You will have a play-off between your team players, with the winner being entered into a play-off Finals night (on a Thurs to be decided). A Thursday pool night will be set aside in the fixtures in order for teams to have their Play-Offs. In the event of a pub having two teams then the team who has a 'bye' at 'home' during the first half of the season will use that 'bye' to play off for their Champ of Champions. There will be no cash prize or individual trophy awarded but there will be a major trophy to be kept at the winners pub until required back before the end of the forthcoming season
42. There will be no presentation night at the end of the season. Monies will be sent to the team captain or secretary after the KO matches have finished and Trophies will be given out at the AGM if possible.

## Full Rack

*(If a diamond rack is required then please remove the bottom 3 balls from the right and the bottom from the left)*



# *Beeston and West Notts Pool League*

## **YOUR COMMITTEE MEMBERS ARE**

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***These Rules have been agreed by the Beeston & West Notts Pool League  
Executive Committee & your team representatives at the AGM of***

***September 2023***

**RULES: ISSUE 33 – WINTER SEASON 2023 - 24**

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***Further Info and feedback forms are on our website.***[\*\*\*www.beestonpool.com\*\*\*](http://www.beestonpool.com)