

Tunbridge Wells Pool League

“Local” Rules

1. League Format

The Tunbridge Wells Pool League groups teams together to form divisions, with each team playing all other teams in their division twice, home and away. Each match will consist of 9 frames, 6 singles and 3 doubles.

Size of divisions will depend on the total number of entries in any season.

Points are awarded for all frames won, as well as two bonus points for a win. If at the end of a season 2 teams are equal on points the then team who has won the most frames will win. If the frames are equal then the team who won the most frames in both head to head matches will win

Wednesday is the evening used to play matches, and they start at 8h15 PM. At least 3 players must be at the venue by 8h30 PM otherwise the other team will claim the first frame. If at least 3 players from the team are not at the venue by 8h45 PM they will forfeit the match and the other team will receive a 9-0 win. Cancelled and postponed matches are dealt with separately under paragraph 3 of this document.

Both teams alternate the break with the home team breaking first (unless both captains agree to lag for each break – see Official Blackball Rules below) . For the doubles matches, each player takes his turn for a visit. Playing out of order will result in a standard foul.

The rules used are World Pool Association Official Blackball Rules which are published on our website <http://www.twpool.com/3man/pdfs/Blackball-rules-A4-2015.pdf>

Local approved rules are as follows:

- 1.1 Tactical Foul: a tactical foul will only result in a standard foul i.e. one shot one visit and **not** a loss of frame foul. A tactical foul is where a player intentionally pots an opponent’s ball after they have originally hit a ball of their own colour.
- 1.2 If a team only has 5 players, then the opposition chooses a player at the end of the 5th frame to play a second time at position 6. At the end of the 2nd doubles the opposition chooses a player from doubles pairs 1 or 2 to play in partner the 5th player in the 3rd doubles.

Clarification Points:

- 1.a Captains to ensure that when playing at home facilities are to a high level e.g. rest is available, table is in good condition and level, etc...
- 1.b Landlords are allowed to play for any of the teams in their home venue.
- 1.c The league winners of each division in the winter season will be given the option of a set of Pro cup pool balls
- 1.d Doubles conduct
 - Doubles partners are allowed to confer for a maximum of 2 minutes up to the point where the ‘on’ player has struck the white ball. Any conferring after this point during their visit will result in a standard foul. Any time after the 2 minutes have elapsed the opposing captain can advise the doubles partners at the table they must stop conferring after a further 30 seconds.
 - Touching the table is allowed so long as it is not marked in any way (chalk mark, placing an object on the table etc...).

- a. The captain must call the opposing captain whose number can be found on the following link <http://www.twpool.com/venuesandteams.asp>
- b. If at least 48 hours' notice is given (before Monday 8h15 PM) then the team postponing will be entitled to rearrange the match with the other team. Any such rearranged match will need to be played within 4 weeks of the original date of the fixture.
- c. If less than 48 hours' notice is given (after Monday 8h15 PM) then the other team from the one cancelling are entitled to claim a 6-0 win and will be entitled to the 2 bonus points. If both teams agree to rearrange then this will be allowed and will again need to be played within 4 weeks of the original match date.
- d. If rearrangement is agreed by both captains and the 4 week deadline passes then the team who originally cancelled will forfeit the match 6-0. Please note that we would expect both captains to make every effort in the rearrangement of the match.

Both team captains must inform the league via SMS or What'sApp (07522 326268) by 9h00 PM on the original match date.

4. Player Registration

All teams will need to complete an online team registration form stating all of their details including a list of all players' printed names along with the phone number and email address of the captain. This will be required by a certain date for each season, typically 2 weeks before the start of that season. Any player can be registered to one and only one team.

- a. If a team changes their captain then the league must be notified (via Sarra on the results number 07522 326268) who the new captain is along with their phone number and email address.

- b. Mid-season registrations.**

All teams are entitled to register new players at any point in the season. To do this, simply place an asterisk (*) in the box for that new player.

- c. Player changing teams**

Players changing from one team to another can do so once in a season. When placing the player on the new team's scorecard place an asterisk (*) by his name. The captain of the new team must text the details to the results number (07522 326268) stating name of player as well as the old team for which they played for.

For the purposes of the singles cup, the total frames won will be by player AND team i.e. a player switching teams will have two places in the singles cup.

Any team using a player that is not registered to that team (or registered in the way above 4.a or 4.b) then all frames involving that player will be awarded to the other team.

5. Result and Scorecard Notification

All match results must be submitted via text message or What's App to the results number (07522 326268) by the following Monday of the match being completed. This applies to both home and away teams and can come from any of the players (typically the captain).

Failure to send in the score card and result will mean the team not sending in their score card and result will lose their points (this applies to both the winning and losing teams).

Match scorecards are available from the website (under the Home or League tabs) and should be printed and supplied for all home games. The home team is responsible for supplying a score card for each home match and for completing the details of the match i.e. date, home team name, away team name.

The scorecard details along with singles selection must be filled in before the start of the match.

The home team will then complete the list of singles players (6), printed name and then pass the score card to the away team for them to complete their singles in the same way. Please note that for singles cup purposes you need to keep the same name in order to give wins to the same player!

Names on the board need to be the same as what is on the scorecard and in the correct order. All names used on the board and scorecard must be the same as on the list of registered players on the website.

After each game is completed the home team must fill in the scorecard for that game i.e. a “W” for the winning player and an “L” for the losing player.

Once the singles games are complete the home team will then fill out the doubles selection, printed names not signatures. They will then pass the scorecard to the away team to complete their doubles selection.

At the end of the match each captain will check the scorecard, fill in the total match score, and sign. Each captain is then responsible for sending in via What’s App or text message a picture of the scorecard to the following; [07522 326268](https://www.whatsapp.com/business/profile/07522326268)

6. Knockout Schedule/Format

Singles Knockout

In the summer league we will run a singles knockout competition. Entry will be £2 per player and we will inform people of the details, dates and precise format, with the league entry sheets supplied at the end of the previous season.

For the first two dates, depending on entry numbers, we will have a “sitting” which is a table at a venue, and there will be 4 players with 1 winner. There will be two matches where the winners of each match will then play each other to give one winner at that sitting. The number of sittings will vary depending on the number of entries.

E.g.

Sitting 1
Player A vs Player B (match 1)
Player C vs Player D (match 2)
Winner of match 1 vs Winner of Match 2 = Winner of sitting 1
Sitting 2
Player E vs Player F (match 1)
Player G vs Player H (match 2)
Winner of match 1 vs Winner of Match 2 = Winner of sitting 2

Each round/phase will be drawn beforehand where all players left in will be randomly drawn out. Venues will be decided beforehand and listed alphabetically when the first 4 drawn will be at the first venue, second 4 at the second venue, etc... For the first two phases (rounds 1, 2, 3, and 4) there is a possibility of a player being drawn at their home venue. Quarter finals onwards will be played at neutral venues.

Team Knockout

During the winter league there is a team knockout competition for all teams within the league. Each team in the league will be automatically entered and it will be a straight knockout with each round being drawn.

First round losers will go into the plate competition.

The finals of both the main and plate competitions will be held at a neutral venue and the league will endeavour to fund the food.

Main competition trophy will be presented on the finals night. The trophy will then be taken back by the league for engraving and re-presented on the presentation night along with individual trophies.

Food for Team Knockouts

The home team should provide food for the team knockout competitions and not treat it differently to league matches, around 9:30 was suggested.

Completing games in Team Knockouts

The League encourages all teams to complete all 9 frames irrespective of when the winning 5th frame is reached.

Neutral Venue Matches

The league will fund the food when neutral fixtures are used, typically semi and final.

Both captains should write down on paper the order of play for their team without knowledge of their opponent's order of play and exchange them prior to being written up on the board. A coin should be tossed for the privilege of the first break

Doubles Knockout

During the winter league a doubles knockout competition will be held. The format would be the same as the singles in terms of sittings and having 2 rounds in one night up to the quarterfinal. Each match would be played using Scotch Doubles where each pair alternates shots rather than alternating visits.

7. Teams dropping out mid-season

Should a team from any division pull out of the league then the following will apply:

- i. For the sake of the points, any half season that was not completed by that team will have all of the scores involving the team reset to 0-0 as if it was a bye. Any completed half season will remain with the same score.

If we can find a substitute "new" team,

- i. If the team dropping out are in a division which is not the bottom division then matches played will not count towards the league table.
- ii. If the team dropping out is in the bottom division and a new team can be found:
 - a. That new team will take over the points from the team that dropped out and play out the rest of the season in their place so long as it falls within the first half of the season.
 - b. If the team pulls out in the second half of the season the new team will not receive the points but simply play as a bye and hence all results entered as 0-0.

8. Promotion/Relegation

- a. **Winter Seasons** -At the end of each winter season, it is assumed that the top 2 in each league will be promoted and the bottom two will be relegated in the following winter season. Whilst this is a rule we can however alter this depending on division numbers but will always aim to promote at least two teams. All new teams to be placed in the lowest division.

- b. **Summer seasons** – Different format of divisions of teams mixed up i.e. not related to winter season positions, having a champions league and Europa cup style event.

9. Captains Voting

The AGM will be held in October of each year.

- a) 6 Weeks prior to the date of the AGM a notification will be sent to all captains asking for any proposals for the league.
- b) Any Proposals for the AGM must be supported by a Proposing and Seconding team and emailed to peteharris48@uwclub.net no later than 4 weeks prior to the AGM.
- c) 2 weeks prior to the AGM an agenda will be sent to all captains and will include any proposals received in accordance with 9. a) above.
- d) No matters will be voted on at the AGM apart for those included in the agenda. Any matters raised under AOB will be for clarification or discussion purposes only.

10. Website/Information Availability

Our website, www.twpool.com contains all information for the pool league, fixtures, results, league tables, rules, venue information, captain details, and many other things.

All results obtained are entered into this website so that the league table is up to date. Venues can print off such items as the season's fixture list, current league table, etc...

Any issues with the website can be texted to [07414 279686](tel:07414279686).

SOME RULES CLARIFICATION FOLLOWING RECENT COMMITTEE MEETING

2) Are we Playing to the Frozen Ball rule? Answer YES

3) The Break:

- a) Foul Break (e.g. White pots). White returned behind baulk, 1 shot, 1 visit.
- b) Black potted. Re-rack, same player breaks no penalty.
- c) Illegal Break (2 ball not passing middle line and no ball potted). Oncoming player has 1 Shot and 1 Visit and can play from:
 - i) Where white ball lies or
 - ii) From baulk or
 - iii) Choose a re-rack (still with 1 shot and 1 visit)

4) A player not total snookered and plays off a cushion and misses their own ball.

- a) If a genuine attempt has been made to hit one of their own balls it is a Standard Foul, e.g. 1 shot 1 visit
- b) If it is **NOT** a genuine attempt to hit one of their own balls it is a loss of frame.

5) Ball falls into pocket without being hit:

- a) After being stationary for **less than 5** seconds and no subsequent stroke played. This is counted as part of the shot just completed.
- b) After being stationary for **more than 5** seconds and no subsequent stroke played. The ball is replaced and play continues (this includes the white)
- c) **Rule 4p (b) states**
If a ball falls into a pocket 'by itself' during a shot, so that it would have been hit by another ball were it still there, then it is replaced and all other balls that moved during the shot are returned to their former positions prior to the next shot. The player then plays the same shot OR chooses a different shot if so wished.

However it is felt the following should be added in our "Local Rules"

If a ball falls into a pocket 'by itself' during a shot:

- i) And has no impact, it is simply replaced.
- ii) If it has an impact (would have been hit by other balls) then all balls that moved during the shot are replaced, **unless replacing the balls proves to be too difficult then the league recommends a re-rack.**