

The Constitution

1. The league shall be called the “City Pool League” (Monday and Wednesday), hereafter called “The League”. Its object shall be to arrange the playing of pool in the spirit of true sportsmanship between registered teams, individuals, paired players, and three person teams. “The League” shall be open to all pubs and clubs in the area (subject to constitution and general rules).
2. Delegates meetings are to be held monthly on a date agreed between the committee and delegates, and at a venue agreed at an AGM/EGM and will start promptly at 8.30pm. Any registered player may attend and speak, but only one delegate per team may propose, second or vote upon motions. Committee members shall not vote unless attending in a dual capacity as a team delegate. In the event of a tied vote the chairman will have a casting vote.
 - a) Failure to attend a delegates meeting renders the team to a £5.00 fine and any team fined must settle the amount at the following meeting. A fine may be avoided by registering apologies BEFORE the meeting is due to occur.
 - b) Three consecutive non-attendances will result in the team being excluded from the remaining fixtures during that season.
3. The committee shall consist of: - Chairman, League Secretary/Treasurer, Players Representative, Events Secretary, and as many committee members deemed necessary at an AGM/EGM.
 - a) All officers will be elected every two seasons.
 - b) No more than two committee members should be from any one team.
4. All disputes shall be resolved by the committee. Any interested parties will take no part in any decision made by the committee. An interested party will be replaced by a delegate/s for the sole purpose of making that decision. Any team or individual has the right to appeal, but this must be made in writing to the League Secretary no later than seven days after the meeting at which the decision was made. The committee will then reconsider the decision, with any new evidence that is available. That decision will be final.
5. The committee shall have the power of co-option to fill any vacancy arising from any committee person absent without reasonable excuse for two consecutive meetings, who will be deemed to have vacated their position.
6. All trophies shall be purchased by the Treasurer at the discretion of the committee, after tenders have been discussed. Any member of the committee being involved in any way with persons tendering for the “League” trophies will not be able to discuss the tenders or vote upon them. The trophies shall be distributed at “League Presentations” organised by the committee after delegates’ approval.
7. Trophies supplied by the “League” shall consist of: - Division Winners (10), Division Runners Up (10), League Cup (10), Runners Up (10), Alternative Cup (10), Runners Up (10), Challenge Cup (10), Runners Up (10), Champion of Champions (10), Runners Up (10), Monday Singles Winner, Runner Up, Monday Doubles Winners (2), Runners Up (2), Wednesday Singles Winner, Runner Up, Wednesday Doubles Winners (2), Runners Up (2), Wednesday 3-Man Winners (4), Runners Up (4), Ladies Winner, Runner Up, Captains Winner, Runner Up, Aggregate Winner, Runner Up, Under 18s Winner, Runner Up, Over 50s Winner, Runner Up, Charity Speedpool Winners. Alternatively, Cup competition winners may take a cash prize instead of trophies. Any winning captain requiring a cash prize should notify the League Secretary immediately following the match.
8. Any team awarded with said trophies will be expected to attend the “League Presentation” night to collect their trophies. Any team failing to attend the “League Presentation” night will be fined the equivalent of 5 entrance tickets at their face value. This fine will be levied to enable the committee to cover the costs of providing entertainment for the evening.
9. Any team or individual who is presented with an annual trophy is responsible for maintaining that trophy in the condition it was received. The team or individual responsible for any trophy(s) will be charged for any repairs, replacement or cleaning that may be required.
10. The committee shall have the power to ban a team or individuals for bringing the “League” or game into disrepute.
 - a) Any team or individuals banned under rule 10 may appeal to the League Secretary in writing no later than seven days after notification in writing. If an appeal is made then the decision reached by the committee shall be final.
 - b) All players registered with a team banned under rule 10, will not be able to register with any other team at any time during that season.
 - c) Any said individual may appeal at the end of the season.
 - d) Any team or individuals banned will not be reimbursed with any monies.
 - e) In exceptional circumstances, and in addition to rule 10 (b), the committee reserves the right to ban any team or individual for longer than a season.
 - f) Any team or individual banned by the “League” who successfully re-joins the “League” in a future season will be required to settle any outstanding fines/fees prior to registration. Additionally, a bond of £20 shall be payable by said teams as security against future fines. This bond, or its balance, will be returned at the end of the season.

11. In addition to rule 10, any team or individual found guilty of cheating, or misleading the committee in any way, will be subject to the harshest penalties available to the committee. Dependant upon the severity, this could include loss of frame, automatic loss of match, disqualification from a cup match, and even expulsion from the "League".
 - a) Any team or individual penalised under rule 11 has the same rights of appeal as detailed under sub-sections (a) to (f) of rule 10.
12. Team Captains are responsible for the conduct and actions of their team members and supporters at all times.
 - a) Threatening behaviour or intimidation will not be tolerated by the "League", and any team or individual found guilty of said behaviour will be classed as having brought the "League" into disrepute and will be dealt with under rule 10. Any team subjected to such behaviour are advised to immediately stop the match, and notify the League Secretary within 24 hours.
13. Players full names are to be recorded on the match card and signed. Nicknames are not allowed. Illegible names and/or signatures will be deemed false and the appropriate penalties will be incurred. These include loss of frame, and possible loss of match. The same penalties will be incurred by any team who plays an unregistered player. (see rules 11 and 21)
14. The match card is to be retained by the WINNING CAPTAIN, or in the event of a draw, the HOME CAPTAIN should retain the match card. All match cards should be posted to the League Secretary within 5 days of the fixture to the FREEPOST address on the reverse of the card. No envelope or stamp is required. Any match cards not received within two weeks of the fixture having been played may be declared void and no result will be recorded. League Tables will be compiled from card results only, with 3 points being awarded for a win, and 1 point for a draw.
15. A list of "missing" results will be issued by the League Secretary at each delegates meeting.
 - a) Unless detailed "match postponed", any team listed must inform the League Secretary of the outcome of the match, or whether it was postponed without previously advising the League Secretary. (see rule 19)
 - b) Any team failing to inform the League Secretary of the result in accordance with rule 15 (a) before the following League meeting will have 1 point deducted from their league score. If both teams fail to comply, they will both have 1 point deducted from their league scores.
 - c) The League Secretary will contact any team listed who registers their apologies at the League meeting, but will take no responsibility for teams who simply fail to attend.
16. If, following the final tables, two teams are level on frame difference then the number of wins during the season will determine the final position. Should this still not separate the teams then a play off will be held at a neutral venue.
17. Any team that fails to fulfil a fixture will lose that game. (see rules 19 and 20)
 - a) League fixtures will be lost by a 5-0 score line.
 - b) Any team that fails to fulfil a Cup fixture will be automatically disqualified from that competition. This rule applies to EITHER leg in the preliminary rounds. I.E. Both fixtures must be fulfilled.
 - c) The innocent party must complete a match card in all cases to reflect the 'no show'. No match card = No result.
 - d) Any team that fails to fulfil 3 league fixtures in a season will be liable to expulsion.
18. Any team that drops out of the "League" will have all of their records expunged, irrespective of how many matches they have played. At the half-way point of the season, (if applicable), any new team may take their position. This is the only time that new teams may join the "League" once the season has started.
19. Games may be rearranged with the consent of BOTH captains. All such requests should be notified to the League Secretary at least 24 HOURS before the fixture. Any postponement not notified to the League Secretary may be declared void and no result will be recorded.
 - a) Only 1 fixture may be cancelled per team, per ½ season. Any team exceeding this are liable to lose the fixture 5-0. The Committee reserve the right to overrule this in exceptional circumstances.
 - b) Any rearranged game must be played on, or before, the next available 'catch up week'. These are at the half-way point, and the week after the final advertised league fixture. If the game is not played by this time then the result shall be deemed to be void. However, should the captain that made the request to postpone the fixture make no attempt to play the game, the result will, at the discretion of the committee, be awarded to the innocent party.
 - c) Cup games cannot be cancelled under any circumstances.
20. Any team that fails to give the opposition Captain or the League Secretary at least 24 hours notice of cancelling any league or cup fixture will be fined £5.
 - a) Any team that gives less than 2 hours notice of cancellation, or fails to attend any Home, or Away, fixture without first informing either the opposition team's Captain or the League Secretary, may be fined a further £10. This additional fine will either go to the Home team to cover the cost of any refreshments that had been prepared, or the Away team to cover the cost of transport.
 - b) The additional £10 fine is not an automatic right, and must be requested in writing in all cases.
 - c) Failure to pay either fine by the following league meeting may result in the team at fault having 2 points deducted from their league score.

21. Only players registered with the “League” may play.
 - a) New players may be registered at any time by notifying the Players Representative, although 24 hours notice must be given before any new player is eligible to play.
 - b) No new players may be registered with the “League” after December 31st. The committee reserves the right to overrule this in extenuating circumstances, although their expression written permission must be obtained in all cases.
 - c) New players may be registered by telephone, e-mail, or via the League website.

22. Any player registered with the “League” may move to another team during the season, but may only move to a team in a higher or equal division. Players cannot move to a team in a lower division.
 - a) Any player who transfers between teams shall be “cup tied” for the remainder of that season.
 - b) Players may not transfer between teams after December 31st. The committee reserves the right to overrule this in extenuating circumstances, although their expression written permission must be obtained in all cases.
 - c) All transfers must be notified to the Players Representative, giving at least 24 hours notice at all times.

23. As a general guide, the 2 teams finishing first and second in any season will be promoted 1 division, and the 2 teams finishing bottom will be relegated 1 division. This is a general guide only, as teams who fail to re-register for the following season obviously affect the overall League structure.
 - a) In addition to the above, Divisional playoffs will be held at the end of each season between the team finishing third in their division, and the team finishing third bottom in the division above them.
 - b) To retain divisional status when changing home venue, a team must register over 50% of the previous seasons players.
 - c) The committee will have the final decision as to which division a new team goes into.

General Rules

1. Each season’s playing rules will be determined at the AGM. The current rules in force are Old EPA rules on a Monday, and Blackball rules on a Wednesday.

2. Games are to be played over 8 single frames (Monday), and 6 single frames and 3 doubles frames (Wednesday). Each player may only play once, except for a Wednesday when each player will play one single frame, and/or one doubles frame. The format on Wednesday will consist of 2 singles frames, followed by 1 doubles frame. This format is then repeated twice.

3. Games are to commence at 8:30pm prompt, at which time 50% of each team must be present. (I.E. 4 players on a Monday, and 3 players on a Wednesday). After the toss / lag to determine breaks, each team should record player’s names for at least the first four frames on the match card before the start of the first frame. In the event that a team has not arrived by the designated start time, one frame will be awarded at 8:45pm, with a further frame awarded every 10 minutes from 8:45pm. HOWEVER, teams are asked to show reasonable levels of sportsmanship in respect of exceptional circumstances. (Bad weather, travelling distance, prior warning of late arrival, etc..) Any dispute regarding this should be directed towards the League Secretary at the time of the dispute.

4. Whilst there is no time limit in force for matches to be completed by, other than the pub/club opening hours, the latest time that any player may arrive at a venue, home or away, is 10:30pm. This rule applies whether or not a match has been completed by 10:30pm. Any player who arrives after 10:30pm and takes part in the match will automatically forfeit his/her frame.

5. Once a match has started, frames should be played consecutively without unnecessary delays. Toilet and cigarette breaks are obvious exceptions, but apart from these and other minor delays, players should be ready to play their frame once the preceding frame has finished. If a team does not have a player available within a short period of time after the previous frame has finished, they could ultimately forfeit that frame. In the true spirit of the game, discretion should be observed in cases where a player is only a few minutes away from the venue, although the 10:30pm deadline applies in all cases.

6. Once a player’s name has been recorded on the match card, and passed to the opposition captain, it may not be changed in any way without the prior agreement of the other captain. This includes the order of play, and the name(s) of the player(s). Failure to comply may lead to the innocent team claiming the frame(s).

7. The break will be determined by the toss of a coin on a Monday, when the toss decides the first break only, and alternates between teams thereafter. The break on a Wednesday will be determined by lag, when the lag decides the first break only, and alternates between teams thereafter. Any team representative may take part in the toss / lag, and does not have to be the Captain from each team.

8. The home team shall appoint a referee for the first frame, with referees to alternate between teams thereafter.
9. Captains who have players and/or supporters under 18 years of age are advised to telephone the venue or the League Secretary before any away match to ensure the Landlord's approval of his/her admission. Some pubs/clubs do not permit under 18s on their premises.
10. All teams shall be entered into the first round of the Knock-out cup competition. In the case of the Monday League, all teams knocked out in the first round of the Knock-out cup will automatically be entered into the Alternative cup competition. Additionally, the Challenge cup is open to all teams from Divisions Four to Seven, although only those teams knocked out in the first rounds of either the Knock-out or Alternative cups will be eligible to play.
11. In the event of a cup match being tied after 8 frames (16 or 18 frames in the case of 2-leg matches), 1 additional frame will be played to decide the winner. The person playing the deciding frame MUST have played one of the earlier frames in the match.
12. Singles, Doubles, and 3-Man competitions are open to all players registered with the "League" at the advertised closing date of each competition.
 - a) The break will be determined by the toss of a coin on a Monday, and lag on a Wednesday. The toss/lag decides the first break only, and alternates between players thereafter, irrespective of how many frames are played.
 - b) Any player who plays at County level or above must play at least 25% of league games over the course of the season. Any player of this standard who reaches the quarter finals and has not attained the required 25% will be disqualified from that competition. The committee reserves the right to overrule this requirement in exceptional circumstances.
13. Team Captains should ensure that home tables are of a reasonable standard, and that all relevant equipment is as required.
 - a) Object balls must consist of 7 yellow balls, 7 red balls, and 1 black ball, all free from markings.
 - b) The cue ball must be white, and should again be free of any markings.
 - c) The felt/cloth of the baize must be green, must not be ripped or torn, and should be free of any markings, other than those identifying the baulk line, the black spot, and the 'D' (where required).
 - d) The lighting above the table should be sufficiently bright and well positioned to ensure there are no shadows or 'dark spots' on the table surface.

In the spirit of true sportsmanship Team Captains are advised to use their discretion in cases where the home Captain was previously unaware of the fault/failing prior to arrival at the home venue. Ultimately though, failure to comply with any of the above may result in the away team claiming the fixture, although the advice of the League Secretary should be sought prior to any decision being made.
14. In addition to rule 13, Team Captains should ensure that the following equipment is available for use by all players.
 - a) A normal cross rest should be available at all times.
 - b) Where space is restricted around a table, so far as that a full length cue cannot be used properly, then an adequate short cue must be available for use.

Should either of the above be required during a match, and are not provided within 5 minutes, then the home team will be penalised by having 1 point deducted from their league score. A repeat offence during the course of the season will warrant a further 3 point deduction. The innocent team must advise the League Secretary in writing in order to justify the deduction.
15. The referee may, if requested, remove the cue ball from the table in order to clean it. The re-positioning of the cue ball after cleaning will remain the sole responsibility of the referee, and his/her decision will be final.
16. The home team are requested to provide their opponents with sustenance/refreshments – league games only.