



ASHFORD POOL LEAGUE CONSTITUTION

1. General Rules

- 1.1 The league will follow the rules of the World Eightball Pool Federation, a copy of which can be found at http://www.wepf.org/rules_2014.pdf
- 1.2 The league is to be run in divisions, with approximately ten teams competing in each division.
- 1.3 Promotion and Relegation will be decided by a team's league position at the end of the season. The top two teams in each division will be promoted and the bottom two teams from each division will be relegated for the following season. The committee reserve the right to change the divisional placings where appropriate.
- 1.4 All teams are to play each team within their division both home and away. Games are to be played on a Thursday night in accordance to the fixture list.
- 1.5 All matches should commence at 8:00pm. If the opposition have not arrived and are not ready to play by 8:15pm the home team can claim the first frame and a further frame every 10 minutes until 8:45pm at which point the game shall be forfeited and the home team accredited with a 16-0 win (as per Rule 1.7)
- 1.6 All matches will consist of 16 frames split into 3 sets of 5, and a final frame. The first selected player from each team should complete a lag – the winner deciding who breaks in the first frame, the break will then be alternated between the teams. E.g. break 1,3,5,7,9,11,13,15 or 2,4,6,8,10,12,14,16.
- 1.7 In order to play a match a team must field at least 3 players. Failure to do so will result in the team forfeiting the match 16-0 and deduction of 3 points if sufficient notice (24 hours) is not given (including a no show). A £10 loss of bond money will also occur.
- 1.8 Any team breaking rule 1.7 twice in one season will be subject to expulsion from the league for the remainder of the season. The committee will review league entry for that team at the next registration meeting.
- 1.9 Should any team be unable to field a full side, the fixture should take place with a minimum of 3 players with 'No Player' being listed on the result sheet.
- 1.10 No player can play more than 3 frames and can only 1 frame per set within the first 15 frames. Additionally, a player can only play the same player once within the first 15 frames.
NOTE: Any player can play any other player in the 16th and final frame. E.g. A fourth frame against an opponent they have already played in frames 1 – 15.

- 1.11 Each player's full name should be recorded on the score sheet. A player can only play for one team during any given season. New players can be added at any stage, as long as they have not represented any other team.
- 1.12 No transfers will be allowed unless there are extenuating circumstances which should be submitted to the committee in writing.
- 1.13 The landlord at each venue can play for any team that is run from his premises but can only play for one team on any given night. *This rule does not apply in the Team Knock-out.*
- 1.14 The home team is to supply an official score sheet (found on the website). The home team captain is to enter **all** his players' names in SET 1 section of the score sheet (first). The away team captain is then to enter **all** his players names in SET 1 before the start of Frame 1. This process should be repeated in SET 2 and SET 3 at the conclusion of the previous set. The 16th frame is to be entered by the home team captain after the 15th frame – the away captain should then enter their 16th player. If a player is to arrive late then is has to be agreed between **both** captains.
- 1.15 The winning team is responsible for the arrival of the team sheet or online entry. (Address shown in Rule 2.6.) In an event of a draw – the home team is responsible for the arrival of the result.
- 1.16 It should be decided upon before the start of each match by the captains whether a referee and/or time keeper will be used for each frame. If one of the captains decide yes, a referee and/or time keeper **must** be used. The referee should alternate between teams.
- 1.17 Any form of dispute will be settled by the committee, their decision being final. All disputes must be made to the league secretary within 24 hours of the occurrence, followed in writing within 7 days to the address in Rule 2.6. All appeals must be made to the committee within 7 days of the decision being made known to the offending player(s).
- 1.18 League fee's are £40 per team per season. All registration fees must be paid in full before the start of the season.
- 1.19 Any team/player found to be bringing the league into disrepute will be suspended. All venues are responsible for their players conduct.
- 1.20 An eightball break (DISH) will be awarded to any player who completes a winning clearance upon their first visit to the table. This should be recorded on the result sheet with a D next to the winning players name.
- 1.21 All music/TV's should be kept to a reasonable level or the visiting captain may request the volume to be turned down. Failure to do so may result in the match being cancelled until the committee can review the matter.
- 1.22 Any team entering our league must meet the following requirements: The venue where the home matches are to be played must hold a full license; hold a full liability insurance certificate; have the facilities to hold pool matches; must have access to enable players to have a pre-match practice; should provide refreshment for the away team.

- 1.23 Any player deemed by the committee to be organising a rival league to the Ashford Pool League will be barred from playing in the APL immediately and permanently.

2. Scoring of Points

- 2.1 A team will be awarded three points for a win and one point for a draw (providing other rules are met).
- 2.2 The team scoring the most points will win the league and remaining positions decided on a highest point basis:
- Matches won
 - Frames won
 - Aggregate score between teams
 - A play-off between the teams.
- 2.3 If for any reason a match has to postponed the opposing team and the committee must be informed with at least 24 hours notice of the start time of the game. Otherwise rule 1.7 will be enforced. Any match that is postponed with sufficient notice will automatically be scheduled on the next available catch up night providing neither team has a previous scheduled game or the venue has a scheduled catchup game.
- 2.4 Any score sheet not fully completed with full team names, division, players' names(full names – not nicknames), date and score will automatically result in the offending team being deducted 1 point.
- 2.5 All results should be entered online by 8pm of the Monday following the match. Completed result sheets can be sent to the league secretary as a last resort – but should arrive before the following Monday of the match at 8pm.
- Note:** No sheet will result in the winning team (or home team if the match is a draw) being awarded no points. The score will be entered when known – but no points awarded as stated above.
- 2.6 The committee has the right to dock points if any of the above rules are not adhered too.

3. Individual and team honours

- 3.1 Player of the season will be determined by the player with the highest win percentage, to qualify a player must have played in at least 66% of frames available.
- 3.2 Champion of Champions qualification shall be based on the following:

Singles

- Winner of the Player of the Season from The Premier division in the Summer season (ending June/July)
- Winner of the Singles Knock-out (played in the same year). *In the event that this is the same player the second spot will be awarded to the second placed player in the Player of the Season rankings for the Premier Division. If the above players decline the invitation to enter then the next players down the Player of the Season rankings will be asked until 2 places have been filled.*
- Ladies singles will be determined by the highest ranked lady player in the Player of the Season rankings,

Team

- The top 2 teams (Summer season) from the Premier Division will be entered into the team events. *In the event that a team declines the invitation to enter the next finishing team (3rd) will be asked and so on until two teams are entered.*

3.3 Qualifiers for the Champion of Champions events are expected to play. The league pays for this tournament and qualifiers represent the APL. Not playing in their respective matches stops others from being asked who wish to participate. Players or teams who do not play in this tournament when they said they will; will not be allowed to enter the event the next time they qualify for it and will have to repay the entry fees.

4. Knock-out Events

4.1 League knock-out events are for the purposes of league players only. All league individual KO events (Singles & doubles etc) cannot be entered by individuals unless they are deemed a league player by playing at least one league game prior to the event*

A player must have played in at least 50% of matches to qualify as a team player for the team knock-out.

*if the event is between seasons then the previous season applies – the committee will use discretion on new teams and players.

4.2 In the event that a player who does not fulfil the criteria in 4.1 plays in any league KO event regardless of the score – either the individual or team will be disqualified and their opponents awarded the win.

5. Interleague

5.1 All players wishing to represent Ashford Inter-League teams must be present at 50% of league matches during a season.

5.2 All players must be an EPA registered player to represent Ashford.

5.3 Team captains to be selected by the committee.

- 5.4 Team selections will be made by the respective captains in the following order : A team captain, B team captain and so on...
- 5.5 Each squad shall comprise of a maximum of 15 players.
- 5.6 Any player selected to play for a team will have the right to refuse to play but will then become ineligible to play for any other APL Inter-League team.

6. Meetings

- 6.1 An AGM will be held at the beginning of each year, the date will be advertised on the APL website and will be open to all APL players. In addition, we will hold a league meeting similar to the AGM in the Summer months.
- 6.2 Any rule change should be proposed in writing to the committee 4 weeks prior to the date of the meeting so they can be added to the agenda.
- 6.3 Any proposal for a rule change must be made in person at the AGM and seconded by another APL player at the AGM.
- 6.4 A regular meeting will be held between all committee members to discuss any incidents, complaints, and AOB. A committee meeting will be deemed valid as long 5 of the 7 committee members are present.
- 6.5 Any vote at the AGM will be carried out by ballot, with one vote per team and a team delegate must be confirmed to the committee prior to the meeting. Votes will not be accepted from anyone other than the designated delegate.

7. Master Event

To be named the John Morrison trophy and will cover the 2017 seasons and be played in early 2018.

Further information to follow.