

# Milton Keynes Tuesday Pool League

## League Rules from 1st February 2011

1.(a) Each match to consist of 11 single frames. Five different players to play the first 5 frames, any 5 players may play the next 5 frames. No player may play consecutive frames. No-one to play more than twice in the first 10 frames. Should a team only have 4 players then 'NO PLAYER' must be written on the score sheet for frames 5 and 10. The 11th, and final frame, may be played by any player, even a player who has played twice before. All 11 frames must be played.

(b) Matches are not allowed to be cancelled or re-arranged unless there are exceptional circumstances. The League Secretary must be notified. Any team failing to turn up for a fixture will automatically lose the match 11-0

(c) Points system – two points for the match winning team.

(d) League positions will be decided by a teams "POINTS", if level then "AGGREGATE SCORES BETWEEN THE TWO TEAMS" – if at the end of the season these are level between two teams, then a playoff will be arranged by the Committee at a neutral venue to decide promotion or relegation places.

2. All games to be refereed and time kept (if requested). The "HOME" team to provide referee for the first frame, "AWAY" team to provide a timekeeper (if required), and their selected player will start by breaking in the first frame. All frames will then alternate, for referee, timekeeper and break, as indicated on the score card.

3. Additional players may be registered at any time during the season.

4.(a) When a fixture has been completed the result sheet must be submitted on-line at [www.bucks8ball.com](http://www.bucks8ball.com) or received by the League Secretary no later than the Saturday following the Tuesday Fixture. Failure to do so will result in 1 penalty point being deducted from the winning team. Score cards sent to the Herald will no longer be accepted.

(b) The captain of the winning team, or their nominated deputy, will hold FULL RESPONSIBILITY for the result sheet.

(c) If any games are in dispute, the captain(s) should contact the League Secretary as per Rule 9.

5.(a) Tables must be available for play at 7:45pm for a prompt start at 8:00pm. If circumstances dictate that a team will be delayed for a match, then the captain must communicate with the opposing captain or venue regarding these circumstances. Failure to communicate will result in the aggrieved team being awarded a 1-0 start after 8:10pm or 2-0 after 8:20pm.

(b) Any team not arriving by 8:30pm will lose their £20 deposit and will result in the aggrieved team getting a 11-0 win.

(c) Any players arriving late may participate in the match, provided that match continuity is maintained. A maximum of 5 minutes should be allowed between frames.

(d) Any match not completed by 11:30pm must be continued at the same venue within 2 days.

6.(a) Any team failing to turn up or produce less than 4 players will be fined £20 to costs. £40 deposit taken pre-season.

(b) The League may disband any team failing to turn up or produce less than 4 players on two separate occasions, during one season, the team and players excluded/removed from all League organised competitions.

7(a) Any team playing a player under another player's name or a player that has already played for another team will be suspended from the League immediately and League membership of captain's, or their deputy's, responsibility for selection of that player, will be revoked indefinitely.

(b) Any team caught falsifying a result card, or conspiring to "FIX" a result will be suspended from the League immediately.

8(a) Any team playing a suspended player, without the consent of the League will be deducted 2 points per unregistered player. The Captain or deputy responsible for the selection of said player will be liable to disciplinary action.

(b) Frames which these unregistered players competed in, will be awarded to their opponents, and the match result recalculated on this basis.

9(a) Complaints regarding all matters are to be submitted in writing to the League Secretary within 72 hours of the incident in question. All written communication will be dealt with at the next scheduled Committee meeting. If the incident is deemed serious or urgent, a meeting will be arranged A.S.A.P. In either case, the Committee may wish to have certain people, who were involved, present at the meeting. These people will be notified in writing and in all cases, MUST ATTEND

(b) All complaints arriving after the 72 hours deadline will not be brought before the Committee (except rule 9(d)).

(c) All complaints will be given a fair hearing and settled by the Committee, whose decision is FINAL.

(d) The Committee may investigate any situation privately at any time (without written communication from its members) and take appropriate action where necessary.

Following a foul snooker, if the oncoming player wants the cue ball in hand, he/she MUST ask the referee to lift the white ball from the bed of the table and place it IN THE HAND OF THE PLAYER. A FOUL will be called on any player picking the cue ball up him/her. NB it is correct procedure to place the ball in the hand of a player who has been awarded two visits. It is not recommended that the referee place the ball behind the baulk line, as it is the responsibility of the player to place the white ball on the table. This is why the terminology is "BALL IN HAND".

World 8 ball pool rules MUST be displayed at each venue.

World rules includes a time limit per shot of sixty seconds. Matches can be started without the stopwatch if agreed by both captains. But, at anytime from the start of the match, by request of any player from either team the stopwatch can be brought in. Timing will begin as soon as the stopwatch is started. Stopwatch then stays out until the end of the match.

It is important to note that a push shot if played in such a way that the referee cannot physically see the PUSH or DOUBLE contact is NOT a foul, regardless of the resulting positions of the balls where this in itself would indicate a PUSH SHOT had been played. It is still a requirement to play away from a touching ball.