

# Milton Keynes Tuesday Pool League

## League Rules from 1st January 2010

- 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 by a League registered player. The "HOME" team to provide referees for odd numbered frames, "AWAY" team to provide a referee for the even numbered frames. All breaks will be alternate with the "HOME" team breaking on the even numbered frames and the "AWAY" team breaking on the odd numbered frames
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 posted to 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.
- (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 players will be delayed for a match, then captains must communicate with the opposing captain regarding these circumstances. Failure to communicate or non arrival by 8:30pm will result in the aggrieved team receiving walk over points.
- (b) Players arriving late may participate in the match, provided that match continuity is maintained. A maximum of 5 minutes should be allowed between frames.
6. 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 60 seconds. Should any player be taking too long on a shot, either the opponent or either of the team captains can ask at any time for the shots to be timed. Timing will start as soon as a stop watch can be started.

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, 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.