

MKTPL – LEAGUE RULES 2014

1. League Structure

- 1.1. The committee will consist of the Chairman, Secretary, Treasurer and each MKTPL team captain.
- 1.2. A team can sign as many players as they like until the seasons halfway point. If further signings are required the team captain must contact the league committee.
- 1.3. There will be a 2 point deduction for playing an unregistered or suspended player.
 - 1.3.1. The captain or deputy responsible for the selection of the applicable player will be liable to disciplinary action.
 - 1.3.2. Each frame played by an unregistered player, will be awarded to their opponent, and that match result recalculated.
- 1.4. 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. Furthermore, the league membership of captain or deputy responsible for selection of that player will be revoked indefinitely.
- 1.5. Any team caught falsifying a result card, or conspiring to "FIX" a result will be suspended from the League immediately.
- 1.6. Complaints regarding all matters are to be submitted in writing to mk8ball@gmail.com within 24 hours of the incident in question. All written communication will be dealt with at the next scheduled Committee meeting.
 - 1.6.1. If an incident is deemed serious or urgent, a meeting will be arranged as soon as possible.
 - 1.6.2. All complaints arriving after the 24 hours deadline will not be brought before the Committee except in the case of rule 1.6.4
 - 1.6.3. All complaints will be given a fair hearing and settled by the Committee, whose decision is FINAL.
 - 1.6.4. The Committee may investigate any situation privately at any time (without written communication from its members) and take appropriate action where necessary.
 - 1.6.5. Where the Committee request those involved to attend a meeting, these people will be notified and MUST ATTEND.
- 1.7. If a match is not played in the spirit of the game and rules of general conduct then the game can be disputed and the captain can make a complaint, see 1.6. The match must be terminated. A rescheduled date for the match will be arranged by a member of the committee to be played at a neutral venue with a committee member present. Future games between the two teams will remain at a neutral venue with a committee member present. If a team opposes to replay this or future game then they will forfeit the match

2. Match Format

- 2.1. Played to World Rules, each match to consist of 11 single frames must be played. World 8 ball pool rules MUST be displayed at each venue
- 2.2. Tables must be available for play at 7:45pm for a prompt start at 8:00pm
 - 2.2.1. If circumstances dictate that a team will be delayed for a match then the captain must communicate with the opposing captain or venue. Failure to communicate will result in the aggrieved team being awarded a 1-0 start after 8:10pm or 2-0 after 8:20pm
 - 2.2.2. 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.
 - 2.2.3. Any team not arriving by 8:30pm will forfeit the match 11-0 and the home team providing they are not the forfeiting team will be reimbursed £10 for food from the forfeiting teams' deposit. The League Secretary must be notified.
 - 2.2.4. Any team failing to turn up or produce less than 4 players then rule 2.2.3 applies unless 2.2.5 is implemented

Chairman: John Clavey

Treasurer: Stuart Douglas & Ruth Lowe

Secretary: Maria Lewis

Rules amended by Maria Lewis 17th July 2014

2.2.5. A team can play a maximum of 3 matches during a season with 3 players, to prevent any cancellations. Any team failing to turn up or produce less than 3 players then rule 2.2.3 applies

2.2.6. The committee may disband any team failing to turn up or produce less than the required players on two separate occasions, during one season. The team and its players will be removed from all league stats and competitions.

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

2.3. All frames will alternate, for referee, timekeeper (2.3.8) and break, as indicated on the score sheet

2.3.1. The "HOME" team is to provide the referee for frame 1 and the "AWAY" team to provide a timekeeper (if requested)

2.3.2. The "AWAY" teams selected player will break in frame 1

2.3.3. The teams selected player to break can opt to rack their own balls

2.3.4. Five different players to play the first 5 frames

2.3.5. Any 5 players may play the next 5 frames

2.3.6. No player to play more than twice in the first 10 frames

2.3.7. No player may play consecutive frames

2.3.8. The 11th and final frame may be played by any player, even one that has played twice before, except if they have played frame 10

2.3.9. Should a team only have 4 players then 'NO PLAYER' must be written on the score sheet for frames 5 & 10

2.3.10. A time limit per shot of sixty seconds. Matches can be started without the stopwatch if agreed by both captains.

2.4. The referees decision and calls are final, these should not be guided, coached or intimidated by any other player with the one exception that the player at the table states that they failed.

2.5. If any games are in dispute the captain (s) should contact the League Secretary (1.6 & 1.7)

2.6. When a fixture has been completed the result sheet must be submitted by midnight on Friday following the Tuesday fixture

2.6.1. Results can be submitted by sending a photo of the score card to the Leagues email mk8ball@gmail.com or submit on-line at www.bucks8ball.com

2.6.2. Failure to do so will result in the winning teams players forfeiting their individual stats points, if this happens on 2 occasions then they will be removed from the individual player rankings. The captain of the winning team or their nominated deputy will hold FULL RESPONSIBILITY for the result card.

3. Points System

3.1. Match winning team will be awarded 2 points

3.2. League positions will be decided by a teams "POINTS", if level then "HEAD to HEAD" – 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.

4. Cancellations

4.1. No cancellations will be permitted, if a player cannot meet the minimum requirements, see 2.2.5, then they will forfeit the game, 2.2.3

5. Knockout Competitions

5.1. The Team Cup, League Singles and League Doubles will be scheduled into the main League fixtures, once per year not season

5.2. The Team cup and League Singles winners will be entered for Champion of Champions in Yarmouth

5.3. There will be an entry fee for League Singles & Doubles, matches will be played at the herald

Chairman: John Clavey

Treasurer: Stuart Douglas & Ruth Lowe

Secretary: Maria Lewis

- 5.4. Team Cup matches will be played at the home venue of the home team drawn; Semi-finals and Final will be played at the Herald
- 5.5. Match format rule 2 applies with the following exceptions:
 - a. Frames played to win and will vary according to competition
 - b. A time limit per shot of sixty seconds will apply, timekeeper to be from opposite team to that of the referee
- 5.6. All matches must be played on or before the scheduled date, the only exceptions are world championship matches and compassionate matters.

For any problems during a fixture contact the League Secretary

Maria Lewis: 07807050171