

Ashford Pool League



LEAGUE CONSTITUTION – AUGUST 2023

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 https://www.wepf.org/iro_rules.php
- 1.2. The league is to be run in a divisional format, 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.
 - i. Divisional winners will be promoted automatically with the lowest finishing team in the higher division being relegation.
 - ii. The second placed teams in all divisions except the Premier Division will play the second lowest ranked team in the division above in a one off fixture (at the highest ranked teams venue) for a place in the higher division.

Note: If the APL increases or decreases in numbers then it may be required to place teams in a higher or lower division who finish outside of the promotion or relegation positions mentioned above.

- 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 with the fixture list.
- 1.5. All matches should commence at 8pm. If the opposition have not arrived or 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 match will be forfeited. The home team accredited with 3 points and a 15-0 win (as per rule 1.8).

Note: The home team should offer the table to the away team for a practice no later than 7:50pm

- 1.6. All matches will consist of 16 frames split into 3 sets of 5 and a final frame (see rule 1.7), The Home team is to break in the first frame, and the remaining frames following an alternative pattern therefore after.
- 1.7. The 16th frame provides an opportunity for a Draw, the break to follow the sequence highlighted in rule 1.6. The home captain will choose their player upon conclusion of the 15th frame. The away team is to then select their player. Any player from either team can contest the 16th frame, regardless of whether both players have played each other in the first 15 frames.

Note: Only the first 3 frames for each player will contribute to their player of the season stats, if a player is playing their 4th frame of the match this frame will be recorded as 'unknown player' within the website.

- 1.8. If a fixture is unable to go ahead for any reason the following actions will be applied.
- i. If a fixture is cancelled before midday of the day of a scheduled fixture then the fixture is permitted to be rescheduled. The opposing captain **and** league secretary **must** be informed before the above deadline. It is then the responsibility of both captains to arrange the date for fixture should a catch-up night not be available. The league secretary is to be notified of the planned rescheduled fixture date.
Any cancellation made before the above deadline is subject to a minus 1 point deduction for the offending team. (Except when rule 1.8.3 applies)
 - ii. If a fixture is cancelled after midday of the day of a scheduled fixture or a team fails to attend without any notice then the fixture will **NOT** be rescheduled.
Any offending team will forfeit the match 15-0 and be subject to a minus 3 point deduction. The offending team will also lose £10 of their bond payment.
 - iii. If a team is to postpone a fixture before the first game of the season, Providing they give at least 24 hours notice before the first scheduled game of the season (If a team has a bye on the first fixture this is to be deemed as the first fixture in this instance) no penalty points will be deducted. The rescheduling rules in 1.8.1 apply.
- 1.9. Any team breaking rule 1.8.2 twice in one season will be subject to expulsion from the league for the remainder of the season. The committee will review league entries for that team at the next registration. Should this happen before the halfway point of the season all results and stats will be declared null and void for games involving the offending team, if this happens after the halfway point then all result and stats after the halfway point will be declared null and void for games involving the offending team.
- 1.10. Should any team be unable to field a full side, the fixture should take place with a minimum of 3 players. 'No Player' is to be listed on the result sheet.

- 1.11. Players match rules.
- i. A given player can only play once per set with a maximum of 3 frames within the first 15 frames.
 - ii. A player can only play an opponent once per match (excluding frame 16, see rule 1.7).
 - iii. If a team only fields 4 players, a different player should be placed against the 'no player' frame.
 - iv. If a team can only field 3 players, each 'no player' is deemed as a separate player. E.g. 'no player 1' and 'no player 2'.
 - v. Each players full name must be recorded on the result sheet (first name is acceptable on the right handside of the sheet, but players with the same first name should be clearly distinguished from one another)

1.12. A Player can only play for one team per season, New players can be added to a team at any stage of the season provided they have not represented another team in the given season (Unless Rules 1.13 or 1.14 are applied).

1.13. No transfers of players are permitted unless there are extenuating circumstances which should be presented to the committee for review in writing a full 7 days before a player can transfer over.

1.14. The Landlord or Landlady of each venue can represent any team from their venue throughout the season, but can only play for one team per match night.

Note: Rules 1.12 and 1.14 are different for team Knockout events.

1.15. Result Sheets

- i. The home team is to provide an official Result sheet (downloadable from the league's website).
- ii. If a team does not have a full team (5 or more players) they should notify the opposing captain before the sheet is written out.
- iii. The home team captain is to enter their players name down in the first set before the match starts, followed by the away team captain. This process is to be repeated before the start of subsequent sets.
- iv. If a team is short, 'no player' is to be recorded in Frames 5, 10 and 15. (Rules 1.11.3 and 1.11.4 apply)
- v. If a player is due to arrive late and miss the start of their scheduled frame/s, both captains must agree the player is okay to play before the game commences.
- vi. The winning team captain, or home team captain if the match is a draw, is responsible for posting a **completed** sheet into the league's captains WhatsApp group. All sheets must be posted into the aforementioned groups by 9am the following morning.
- vii. Failure to submit a completed sheet or a late submission is subject to a points deduction by the offending team.

- 1.16. It should be decided before the start of the match by the captains whether a referee and/or timekeeper will be used throughout the match. If one captain requests a referee and/or a timekeeper then this must be implemented. The breaking team should provide the referee and/or timekeeper.
- 1.17. Any form of dispute will be settled by the committee. All disputes must be made in writing to the league secretary within 24 hours of the occurrence. A team and/or player has a right to appeal the decision, but the appeal must be made within 7 days after the team and/or player has been notified. The committee's decision is then final.
- 1.18. League entry fees are £50 per team, per season. All fees must be paid in full (payment instruction and deadlines will be shared by the league secretary each season).
- 1.19. Any team and/or player found to be bringing the league into disrepute will be banned from the league. All venues are responsible for their player's conduct.
- 1.20. A Dish will be awarded to any player that completes a winning clearance upon their first visit to the table. The Dish should be recorded on the player details section as well as on the frame detailed section.
- 1.21. All music/TV's should be kept to a reasonable volume level, otherwise the visiting captain can request the volume to be turned down. Failure to do so may lead to the match being cancelled and then reviewed by the committee.
- 1.22. Any team entering the Ashford Pool League must meet the following requirements: The venue must hold a full licence, hold a full liability insurance certificate, have the facilities to hold a pool match, must have access to enable players to have a pre-match practice, and should provide refreshments for the away team.
- 1.23. Any player deemed by the committee to be organising a rival league to the Ashford Pool League (APL) will be barred from playing in the APL immediately and permanently.

2. Scoring of Points

- 2.1. A team will be awarded 3 points for winning a match, both teams will be awarded 1 point for a drawn match (Providing all rules are met).
- 2.2. The team gaining the most points will win the league and each team subsequently ranked on points gained. If teams are tied on points the following criteria will be applied to rank teams:
 - i. Matches won
 - ii. Aggregate score between teams
 - iii. Frames won

- iv. A play-off between teams (only if a league title, play-off place or relegation place is to be decided)
- 2.3. Any score sheet not fully complete with all of the information included will be subject to a minus 1 point deduction.
- 2.4. Any score sheet not submitted within the deadline stated in rule 1.15 will be subject to a minus 1 point deduction.
- 2.5. The committee has the right to deduct points if any team and/or player does not adhere to the rules outlined in this constitution.
- 2.6. If a result sheet is not received the winning team (or home time if the match is a draw) will receive no points and rule 2.4 will be applied. The result will be added when known.

3. Individual and Team Honours

- 3.1. Player of the season will be determined by the player with the highest win percentage in their division. A player must play at least 70% of frames available (Rule 1.7 applies) to qualify.
- 3.2. Champion of Champions qualification shall be based on the following:
 - i. Singles**
 - 3.2.i.1. Current Premier Division player of the season winner
 - 3.2.i.2. Current Singles KO Winner. (Should the player in 3.2.1.1. and 3.2.1.2 be the same player then the second ranked player in the Premier Division player of the season will be offered the place). Should a player decline, the place will be offered to the next best placed player of the season and so on.
 - 3.2.i.3. The current Ladies singles winner.
 - ii. Team**
 - 3.2.ii.1. The current Premier Division Winners and Runners-Up will be offered a place in the team event. Should they decline the play will be offered to the 3rd placed team, and so on.
- 3.3. Qualifiers for the Champion of Champions events are expected to play. The APL pays for entry into this tournament and the qualifiers represent APL. Teams and/or players not playing in their respective competition stops others from participating, any team and/or player agreeing to play and not fulfilling their entry will be requested to reimburse the APL and not be offered places in the future.

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 1 league match to qualify as a team player for the team knock-out. A player must have played a league match before the date of the Team KO Semi-Final.

Note: 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.
- 4.3. Knockout draws, line ups will be visible as soon as practically possible, Once dates are set, these are fixed. The committee, may, in extenuating circumstances allow a fixture to be moved. Both the opposing captain and the committee will need to be aware of the proposed changes at least 24 hours prior to the scheduled game. Unless Rule 4.4 applies.
- 4.4. Any Knockout event Final will **not** be moved under any circumstances.

5. Interleague

- 5.1. All player wishing to represent Ashford Inter-League team 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 will 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 can comprise of a maximum of 20 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 once a 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 between each season that doesn't include an AGM.
- 6.2. Any rule change should be proposed in writing to the league secretary 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 before it could be considered for a discussion and possible vote.
- 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 as 5 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. John Morrison Masters

- 7.1. The John Morrison Masters will take place once a year, this combines percentages from the Summer and Winter campaign within the calendar year (or as close too). This is a fully seeded event that comprises the top 16 players of the year. (Premier Division only)
- 7.2. To qualify for the Masters, a player must have played 50% of available frames within each of the given seasons stated in Rule 7.1.
- 7.3. Any player that commits to participate within this prestigious event and does not show up will be automatically disqualified for the same event the following year.