

Kidlington Pool League – Rules and Regulations

1. Match Format and Playing Rules

- a) All matches are played to the EPA official world rules, these rules can be downloaded via the link found on the official Kidlington Pool League website;(www.kidpool.leaguerepublic.com).
- b) All matches must commence by 20:00hrs, if a team is late, then the first frame is awarded to the opposing team at 20:15, and each additional frame awarded at 5 minute intervals.
- c) Each match is recorded on the scorecards that have been issued to each team.
- d) All player names must be on the card at the start of the match, no gaps are allowed to be left, and filled in 'when the player arrives'. If a captain wishes to play certain player, then place them on last.
- e) The match format is five mini matches of best of three, with one point being awarded per frame won. The mini matches must be played in the order stated on the card. **Only extreme circumstances would allow a different playing order.**
- f) The best of threes are drawn using the player cards. The order in which they are drawn is not the playing order; the order of play is decided between the two captains. As this then allows for late arrivals.
- g) The away team player breaks the first frame of all matches, with the home team breaking the second. The final frame break will be decided with a coin toss.
- h) The scorecards are only accepted on completion and have both captains' signatures on, except when rule 4f applies, then only one signature is required.
- i) All matches are to be completed on the night they are scheduled by 23:15, if any frames are outstanding after this time, they are deemed null and void, and the match result will stand at the score line at 23:15. Any frames already started but running after 23:15 will be completed and the result will stand. No matches can be completed over more than one evening. **If there are mitigating circumstances, the committee will decide if the match can be completed at a later date.**
- j) *It is the winning teams' responsibility to text the result to the fixtures secretary within 24hrs of the match completion, or face a one point deduction.*
- k) *It is the winning teams' responsibility to ensure that the score card reaches the fixtures secretary by the Sunday following the match, or face a one point deduction.*
- l) *If there are any problems or disputes **DO NOT SIGN THE CARD**, as signing the card states that both captains are happy with the evening's proceedings.*
- m) *If a player is not present when their match is due to start, the match will be awarded to the opposing player on a2-0 basis.*

2. Referees

- a) It is the home teams' responsibility to provide a referee for each frame. Any disputes during the matches, the referees' decision is final.
- b) The league will not tolerate abuse towards referees' in any form.
- c) *Any player found in breach of rule 2b will be banned from participating in the league permanently.*

3. Signing New Players

- a) For a player to be eligible to play they must be signed on. Players can be signed on with the league secretary, Simon Winters in a number of ways;
 - Text message
 - Telephone call
 - E-mail
 - Website – via the link on the navigation bar.
- b) Players must be signed on by 8pm the Sunday preceding the game, if they wish the new player to play that week.
- c) Any team may sign on **one** player on the night of a match to a maximum of three times in any one season.

d) If a player plays who is ineligible to play, the team have the result of the frames the player played in, reversed if won and two points deducted from the teams accumulative total in the league table.

4. Cancelling / Re-arranging matches.

- a) All matches that require re-arranging must be cancelled no later than 8pm the Monday preceding the match in question.
- b) If a match needs to be rearranged then this must be done as follows:
 - Contact opposing team captain and explain situation.
 - Contact league secretary and inform of cancellation
- c) Any matches that need to be re-arranged must be re-arranged between the two teams' captains, but it is the cancelling team's captains' responsibility to initiate the contact.
- d) If the match is not completed within ten days of the finals night, the match will be awarded to the opposition of the cancelling team on a 10-0 basis, but without bonus points, and the cancelling team will be given a two point deduction.
- e) *Any match that is cancelled after the 8pm cut-off will be awarded to the opposing team on a 10-0 basis, and the cancelling team will face a £5.00 penalty towards food costs, and two points deducted.*

f) If a team fails to show for a match, please follow the instructions as found in Rule 1f and Rule 1j

5. Gentlemanly conduct / Fair play.

- a) It is gentlemanly conduct for the losing player to offer 'a drink' to their opposition; this drink would normally be a ½ pint of their favourite drink.
- b) It is gentlemanly conduct and fair play to not attempt to put off your opposition in any way, this includes walking through their line of sight as a shot is being played.
- c) It is gentlemanly conduct and fair play to 'own up' to a foul if the referee misses it.

6. Team Knockout

- a) All matches are played to the EPA official world rules, these rules can be downloaded via the link found on the official Kidlington Pool League website;(www.kidpool.leaguerepublic.com).
- b) Each match is recorded on the scorecards that have been issued to each team.

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- c) The home team captain fills in their five singles players, and the away team follows suit, there are no player cards as used in league matches, so the captains are free to play players in a tactical manner.
- d) Each pairing plays one frame at a time going down the list from position one to five, then back to one again. This format continues until a team reaches eight frames.
- e) Refereeing, signing-on players, and texting results rules are the same as league match rules.

7. Competition Rules

- a) All matches are played to the EPA official world rules, these rules can be downloaded via the link found on the official Kidlington Pool League website;(www.kidpool.leaguerepublic.com).
- b) All round matches will be played on a best of three basis to the final, with the final played on a best of five basis.
- c) Only registered players are eligible to enter competitions and must do so by the date stated on the entry forms.
- d) All winners must text their result including score line to the league secretary within 24hours of match completion or face expulsion from the competition.

8. Awards

- a) League winners will be determined by the team with the most points during the season. If there is a tie, most legs won would win. If still tied, then the results between the teams would become a factor. If it is still tied then a play-off would determine who wins.
- b) Most wins winner will be determined by the player with the most wins, if there is a tie then a play-off will determine the winner.
- c) Trophies will be awarded on finals night for the following:
 - League Winners and Runners-up in each division
 - Most Wins Winner in each division
 - Team Knockout Winners and Runners-up
 - Competition Winners and Runner-ups
 - Best of the Best Competition

9. Contact

For any queries, signing on of players, comments etc, please contact the league secretary, Simon Winters by the following methods;

- Text or Call: 07783 37 81 38
- E-Mail: kidpool@hotmail.co.uk
- Website: www.kidpool.leaguerepublic.com
- By Post: 7 Lock Crescent, Kidlington, Oxon. OX5 1HD.

For any queries regarding fixtures / results etc, please contact the fixtures secretary, Paul Belton by the following methods;

- Text or Call: 07734 36 58 36
- E-Mail: thepoolgod@sky.com
- Website: www.kidpool.leaguerepublic.com
- By Post: 1 Fircroft, Bicester, Oxon. OX26 3XX.