

# Rules & Constitution

## 2014/15 Season



Please display on pub/club notice board

On the web at - [www.ocpf.co.uk](http://www.ocpf.co.uk)

Treasurer  
*Ash Fletcher*

League Secretary  
*Jaz Scott*

Chairman  
*Nicki Hoskins*

# Oxford Bar Billiards Ltd. Pool League 2014/2015

## *Rules and Constitution*

These rules are issued to all registered teams within the league. Please note that these rules will be used throughout the entire season, and will also apply where appropriate to all competitions. It's the responsibility of the Captain to retain this booklet for reference, and ensure that all players are conversant with it.

This document is split into three sections - **The Constitution** gives details of the way the league is managed by the committee. **The General Rules** give details of rules that govern the running of the league. **The Playing Rules** give details of the format of the match.

**Note: New or amended rules from last season are marked with a vertical blue line in the margin.**

## Section ① – *The Constitution*

The name of the league is to be known as **THE OXFORD BAR BILLIARDS LTD INVITATION POOL LEAGUE**, hereafter called "the league". The league shall be open to teams from **INVITED** licensed houses or clubs (within 5 miles from Oxford city centre, or in Kidlington/Abingdon), consisting of both male and female players of the premises, for which they are registered. **The league reserves the right to refuse entry of any team or player.**

The League shall be governed by a committee comprising of a President, Chairman, Secretary, and Treasurer, as well as other members deemed necessary for the running of the league. The committee will reserve the right to make any decisions throughout the season deemed necessary or beneficial to the members of the league, **including overriding any of the rules contained in this booklet in exceptional circumstances.**

The Chairman, Secretary, and Treasurer will hold office for a period 2 years, but not all 3 officers positions will be open for election at the same time. They will be eligible to stand for re-election on an alternative basis at the AGM, providing nominations have been received within the 7 days limit, (in writing) other members will retire on a yearly basis, but will be eligible to stand for re-election. The committee may appoint any member to the committee to fill any post that may become vacant.

All funds belonging to the league will be held in a special account, with the **Treasurer** being responsible for the funds thereof. No funds are to be withdrawn from the account without prior knowledge of the committee.

Any members of the committee found, or reported to be involved in any form of personal gain will be suspended from office. The committee will fully investigate the allegations and only when a full investigation has been carried out into the alleged offences will a final decision be made. No committee members shall be involved in activities with any other league that operates on a Monday night. Committee members consistently failing to attend meetings will be expelled from the committee. All decisions made by the committee will be based on a majority vote. There will be an A.G.M. at the end of every season, which will be open to players and landlords who are members (registered) of the league.

<b>Committee Member</b>	<b>Contact Details</b>
<b>Jaz Scott</b> ~ <i>League Secretary</i>	Mobile – 07977 449174 Email – <a href="mailto:jaz_venning@hotmail.com">jaz_venning@hotmail.com</a>
<b>Ash Fletcher</b> ~ <i>Treasurer</i>	Mobile – 07711 846958 Email – <a href="mailto:mondit@tiscali.co.uk">mondit@tiscali.co.uk</a>
<b>Nicki Hoskins</b> ~ <i>Chairman</i>	Mobile – 07740 356398 Email – <a href="mailto:nicola.hoskins@gmail.com">nicola.hoskins@gmail.com</a>

## Section ② - *General Rules*

- 1) **Captains**
- a) Each team should elect a Captain to manage the business of the team.
  - b) The Captain is required to sign the result cards, thus giving declaration that the result be true and binding. If the Captain is not playing or present then a Vice Captain should be nominated for the duration of the match. **See 'Complaints / Match Conduct & Disciplinary' action for what to do should a dispute arise during a match.**
  - c) The Captain is required to ensure that all players and referees are conversant with the rules of the league, and that the nominated referee does so in an impartial manner.
  - d) The telephone number of the Captain will be given to the other Captain's to allow for match rearrangement. Any changes to the Captain or their contact number must be passed on to the Secretary **immediately**.
  - e) After arriving for a match, the away team Captain should use the time allowed for a free practice game (8pm-8.15pm) to fill out the result card with their team order, and to ensure that his/her team is happy that the table is in a fit state for the match (*see '3.1.c'*).
  - f) The Captain has a number of additional responsibilities detailed on the following pages.

- 2) **Start time and Lateness / Absence**
- a) **All team matches are due to start at 8.15pm sharp. Teams should ensure they are at the venue by 8pm so that the result cards can be filled in, the table checked to ensure it is in a fit state for the match (see Playing Rules), and a free practice frame(s) can take place.**
  - b) If for any reason the team/players are going to be late it is courtesy to **notify the opposing team**. Late arrival may mean the forfeit of a practice frame, the opportunity to check that the table is in a fit state for the match (*see '3.1.c'*), as well as points as detailed below.
  - c) All five legs of the match should be contested on the arranged match night. The only exception to this is if clause 2.2.f applies.
  - d) The order of play should be written down separately by each Captain before the match, and then transferred onto the result card – or simply fold the card in half so player order is hidden from the opposing captain. In all cases players cannot be changed if they are subsequently unable to play, unless the Captain of the opposing team is agreeable. The order of matches can also only be altered once the fixture has started if both Captains' agree.
  - e) If at **least one player** of the team is not present by 8.30pm then the Captain of the team present has the right to claim the first game of the match, and **unless**

**the Captain of the team present accepts the lateness**, a point can then be claimed with each **15 minutes** elapsing thereafter. **Full match points may be claimed if the team is more than 1 hour late (i.e. 9.15pm).**

- f) If a match fails to finish on time due to the pub closing, and the Landlord is not willing to let the match finish, then the Captain's should arrange for the match to be completed on another date. If, however, one of the teams arrived late for the match (i.e. after 8.15pm), the incomplete game/games should be awarded to the team present on time.
- g) If both teams fail to be present then the match will be deemed void, with no points awarded.
- h) All competition matches (Singles, Doubles & Mixed Doubles) are scheduled to start at **8.15pm**. Depending on the number of matches due to take place, and the number of tables available, the games should be allocated on a 'first players to arrive' basis. **Competition matches may be claimed if the opposing player has not arrived by 8.45pm** – unless arranged otherwise.
- i) The object of the league is to play pool. Teams/players trying to continually claim games will not be encouraged by the Committee.

**3) Match  
Postponement  
&  
Rearrangement**

- a) Any team or individual player that cannot play according to the set dates must notify the opposing team/player to rearrange the match by mutual consent. To ensure continuity, League matches should not be rearranged by any team on more than **two** occasions per season.
- b) A list of contact numbers will be provided at the start of the season. The league may rule in favour of the away team if only the venue number is given (unless the Captain resides in the venue). A mobile phone number should also be given where possible.
- c) When contacting a team/player you **must speak to them directly**, or via their Captain. If you are having trouble getting hold of them then **contact the Secretary** for further advice. Leaving a message, sending a text/e-mail or contacting the pub/club is **not** acceptable.
- d) **No team may request a rearrangement on the actual day of the match.** If the match does not take place the opposition team will be given a claim and this will count as failure to fulfil a fixture under 6f)
- e) Rearranged league match should ideally be played **within 21 days, or by the last week of league fixtures that season if sooner.**
- f) The League Secretary, Jaz Scott (07977 449174) must be notified of all re-arrangements, and her permission sought if a league match is to be postponed beyond the advertised date. **Knockout competitions may only be rearranged for BEFORE the set match date or the match will be deemed VOID**, except in exceptional circumstances.

#### 4) **Player Eligibility Rules**

- a) Teams are able to sign on players **at any stage except the last four games** (see below) during the season, without charge, providing the player is **not registered with any other team**. A player cannot play for the 'A' and 'B' team of any premises **without being transferred**. The Committee reserves the right to **refuse** registration of players who sign on **after** the season has started if, in their view, it causes a **serious imbalance** to the Section their team is playing in.
- b) To be eligible for selection in any of the final four league matches of the season, or any round of the Team Knockout that falls after the fourth from last league match, or any rearranged game which is played after the date of the fourth from last league match, players must have played in at least one prior league match that season.
- c) Players registered on the entry form are only considered fully registered when they have played in a match.
- d) The standard minimum age of any league player is 14 years and no team can consist of more than two players aged under 18 without permission of the Secretary. **Players younger than 14 may be permitted with the secretary's permission however please note that away venues should be contacted in advance to obtain permission which is entirely at the landlord's discretion. If permission is not granted the away team must field an alternative player.**
- e) Individual players must complete **four league games (two games for Ladies Singles)** during the season to be eligible to compete in the Singles Knockout Competition, or to be the 'Lead Player' in the Doubles, 2-man or Mixed Doubles.
- f) Ensure that if you are competing in a Pairs Competition that you choose a partner that is able to play for the full duration of the competition. You **cannot change partners** once you have played your first match of the competition.

#### 5) **Transfer of Players**

- a) Should any player wish to transfer to another team during the season, he/she must make an application in writing to the Secretary. A fee of **£5** (to be paid to the Treasurer in cash) will be levied for each transfer. The full reason for the request must be stated. The Committee will consider the application, and the player is not allowed to play for the team they wish to transfer to until approval from the Committee is given. A player can only make one transfer per season.
- b) A transferred player forfeits any wins for their old team for the purposes of the 'most wins' competition, but the team he/she has transferred from keeps the match points he/she has won.
- c) A transferred player will be **'cup-tied'** and not permitted to play in any remaining Team Knockout or Plate Knockout matches for their new team.

6) **Withdrawing  
Expulsion &  
Changing  
venue**

- a) Should any team wish to withdraw from the league at any stage of the season, two weeks notice must be given to the Secretary. **Entry fees will not be reimbursed**, unless the team has given two weeks notice before the season has started, in which case a refund, **less £5 administration fee** will be given.
- b) All points (and most wins) gained by matches against that team will be deducted, unless it is the second half of the season (and the season is split into two halves with regard to fixtures), in which case results from the first half of the season will stand (though any bonus points gained against the team will be deleted).
- c) All competition entries for a withdrawn team will be made into 'byes'.
- d) Withdrawn league team(s) will be replaced by standby team(s) if **four** or less matches of the season have been played and standby team(s) are available. Otherwise, remaining fixtures will be 'byes'.
- e) Any team (and its registered players) that withdraws from the league, without exceptional reasons, will be expelled from the league for the following season. **The league may, at its discretion, allow a registered player from such a team to play the following season if they play with a different team with different players and an application is made to the secretary in writing.**
- f) Any team failing to fulfil a league fixture will be sent a **written warning**, and if they fail to turn up to **two fixtures** they will be **expelled from the league**, barring exceptional circumstances.
- g) If a team wishes to change the venue that they wish to play at during the season, the **Secretary must be informed immediately**. Any refund that the original venue wishes to recover for entry fees must be paid directly to the original venue, by the team or the new venue. **The league will not become involved in any financial matters concerning the transfer of venue.**

7) **Trophies and  
Presentations**

- a) Trophies will be awarded to all league winning teams, runners-up, and all knockout finalists, and also 'most wins' in all sections. The trophies will be presented **on presentation night only**.
- b) If any teams are level on points at the end of the season (for the winners or runners-up spot), their placing will be decided by the **difference between match points won and match points lost**. If that is equal too, then a playoff will be arranged to decide the final standings. Players will only be eligible to play in a playoff if they have played in at least **four** matches.
- c) League trophy winners/runners-up will receive 6 individual trophies for the Captain to give to his/her players as he/she feels fit (extras can be ordered at additional cost with adequate notice).

- d) The Landlord/Manager of the Pub/Club where the trophy is being held is responsible for its safe custody throughout the season, and as such is fully liable for any damage or loss incurred during the time it is in their care.
- e) All annual trophies must be returned in polished condition **6 weeks** prior to Presentation Night.

**8) Complaints /  
Match  
Conduct &  
Disciplinary  
Action**

- a) Disciplinary action will be taken against any team or player who repeatedly behaves in an unacceptable manner, the severest penalty which can be incurred is for a team or player to be banned from participating in the league.
- b) **Unsportsmanlike play will not be tolerated.** Should a player blatantly attempt to distract their opponent (putting cue away during a frame as if all is lost for example), then the Referee should award the frame to their opponent.
- c) **Deliberate coaching will not be tolerated.** Should a player receive blatant coaching from a team mate/supporter then the Referee should give a warning to the individuals involved. If it happens again a foul should be awarded against the player, and on the third occasion that particular match (out of the total of five individual matches) is forfeited.
- d) The aim is to promote a friendly, honourable, and competitive pool league. To this end offenders will be dealt with accordingly. Players are reminded that when they play away from home that they ensure their conduct does not cause offence to their host.
- e) The referee should be totally impartial and ensure that players are not deliberately distracted when playing shots. If a player considers a referee is not being impartial, they should bring this to the attention of the team captain's, who should agree on a mutual course of action.  
If any player/team is involved in a situation where they feel that the match cannot continue fairly, then the game should be stopped and the Secretary contacted. Continuing the game will usually mean that the match result will stand.
- f) If any player of a team is barred from the premises of another team, he/she will not be able to play at that venue, unless the Landlord agrees to make an exception. The barred player will forfeit their match points unless another player is available to substitute him/her.
- g) The league does not entertain unsporting behaviour or grievances. In the event of a team having a genuine complaint, then this should be sent to the Secretary, in writing, **within 48 hours of the incident together with a £5 fee.** If the complaint is upheld the fee will be returned to the plaintiff.

**9) Promotion &  
Relegation**

- a) When the league entertains more than one section, it will aim to provide teams of similar ability in each section, the best teams in Section One.

- b) Sections and fixtures will be devised by the secretary to give between 14-22 fixtures per season. Sections may be split into two or more should this suit the ability and number of teams entered.
- c) Where possible, teams that finish in the top/bottom two places each year will be subject to promotion/demotion to the section above/below. This will depend on that team re-entering with a similar strength team, as well as other circumstances. Final section placement will rest with the league Committee, whose will try to ensure similar ability in each section.

#### 10) *Result Cards / Notification of results*

- a) The result card should be filled in for all League/Team Knockout matches using block capitals in ink. The Captain of each team should sign the card at the end of each match and then the result will be considered true and binding. The order of play should be written down separately by each Captain before the match, and then transferred onto the result card.
- b) Captains should ensure they keep details of team and player results as they may be needed should the result card not reach the Secretary.
- c) A picture message of the result card should be sent to 07977449174 (**within 24 hrs**) or emailed to [jaz\\_venning@hotmail.com](mailto:jaz_venning@hotmail.com). The image quality must be good enough to show the score, players names and Captains signatures. The card must then be **retained** by the winning team in case of a problem with the digital image. The result card should only be posted as a last resort, and if so a text message of the match score must be sent in within 24 hours as well.
- d) The winning team is responsible for sending a copy of the result card to the secretary, and will be liable for penalties in the event of late submission. However we recommend the opposition team also take a picture of the card to avoid any confusion with most wins if the winning team lose the result card.
- e) A result will be deemed **late** if not received by the Secretary within **one week** of the match. More than **three** late results from any given winning team over a season will result in a **two point penalty deduction** from their score on the fourth and every subsequent occasion.
- f) A result will be deemed **void** if not received within **one month** of the match date (or within **two weeks** after the last fixture of the season).
- g) Captains can check their results have all been received by telephoning the Secretary at any time, or by checking the 'Fixtures & Results' page for the Monday night league at [www.ocpf.co.uk](http://www.ocpf.co.uk) – late results are shaded yellow, void results are shaded red.
- h) If a match has been claimed by a team, then the result card should be filled in by the claiming team with the players who would have played being credited with the points. Or a text can be sent to the secretary. Otherwise, **no points** will be allocated to the team or players for the league table/most wins table.



- i) Results for the Singles, Doubles and Mixed Doubles competitions should be telephoned, texted, or e-mailed through to the Secretary by the winning player **within 24 hours** of the match. Failure to do so may result in your expulsion from the competition.

11) **Other  
General  
Rules**

- a) **It is customary for the home team to provide food refreshments for the visiting team** (optional for the Team Knockout).
- b) In league matches it is customary for the losing player in each match to offer their opponent a drink (usually half a pint), as a sporting gesture for having beaten them.

## Section ③ - *Playing Rules*

1) **General  
Playing Rules**

- a) All matches will be played to the current Blackball Rules. The rule concerning the non use of the shaft of the cue when having 'ball in hand' will **not** be enforced. Also shot timing will **not generally** be enforced (*see 3.1.k*). Full details of these rules will be sent to participating teams before the start of the season.
- b) All league and cup team matches will comprise of five players, each playing a best of three frame match against the same opposing player.
- c) During the pre-match practice frame, the Captain of the away team should make sure that he/she is happy that the table is in a fit condition for the match. If he/she deems that it is in an unacceptable condition, then they should consult with the other Captain and try to remedy the situation prior to the start of the match. **If this is not possible a Committee member should be contacted for further guidance immediately** and the match **may** be postponed.

Unacceptable conditions include an un-level table, inadequate lighting, bad rips, etc. The league does not expect every table to be in perfect condition. **For your guidance, we consider a roll of less than one half a ball width over the length of the table to be acceptable.**

- d) If a team arrives late for a match (i.e. after 8pm), then their right to a practice frame and table assessment is forfeited.
- e) The result card should be filled out before play commences. For all matches the card should be completed as a blind draw; i.e. the order of play is written down separately by each Captain before the match, and then transferred onto the result card. Or simply fold the card in half so the home team order is hidden from the opposing captain whilst he completes his order of play. In all cases players cannot be changed if they are subsequently unable to play, unless the Captain of the opposing team is agreeable.
- f) The order of matches can only be altered once the match has started if both Captains' agree.

- g) Teams will be awarded 1 point for each best of 3 frame wins, and a bonus point will also be awarded if the **away** team **wins** the match. In the case of two teams playing each other from the same venue, the bonus point should be awarded in accordance with the team who appears second on the fixtures list (and would therefore technically be 'away').
- h) Each of the five matches will commence with a **lag**, the winner can choose whether to break first, or give their opponent the break. Thereafter **alternative breaks** will be used, i.e. if at 1-1 a match goes to a deciding third frame then the player who broke for the first frame will break for the last frame. The 'lag' will consist of both players simultaneously playing a shot from behind the baulk line, with the winner being the player whose ball is closest to the baulk-end cushion after hitting the other end of the table. A player's lag will be deemed void if the ball crosses into the opposing half of the table, hits the side cushion, or goes in any pocket or pockets jaw. It is desirable that two cue balls are used for the lag, but if not available, two object balls may be used instead.
- i) Team Knockout games will be played using the same format as the league matches (excluding the bonus point), until one team reaches 3 points.
- j) The home team will be responsible for table money (**including the free practice frame**) and also for referees. Captains should ensure that players are fully conversant with the rules, and referee in a sportsmanlike manner.
- k) To avoid slow play and ensure matches are completed on time, at the **referee's discretion**, a **30 second warning** can be given to a player (**not within 60 seconds of the previous shot**). The player at the table must complete the shot **within 30 seconds**, or forfeit the visit (with foul).
- l) If in doubt about the validity of a shot then the referee's decision is final, unless guidance is sought from one of the League's Committee members **before** the shot is played. The contact numbers for the Committee members appear on the opening page of this booklet.
- m) Players/teams may rearrange matches – see 'Match Postponement' in 'General Rules' section.
- n) Where possible, all matches should be played on a standard 7' x 4' table. A 6' or 8' table is also acceptable. All tables should be from a recognised table supplier. It is desired, though not compulsory, that each venue brushes the table prior to a match and provides 'match' balls and a rest and/or spider.

## 2) Additional Knockout Competition Playing Rules

- a) All competition matches (Singles, Doubles & Mixed Doubles) are scheduled to start at **8.15pm**. Depending on the number of matches due to take place, and the number of tables available, the games should be allocated on a 'first players to arrive' basis. **Competition matches may be claimed if the opposing player has not arrived by 8.45pm** – unless arranged otherwise.
- b) Knockout Competitions run in conjunction with the main league season. Subject to a minimum of 8 entries, **Singles, Ladies Singles, Doubles, Two-man and Mixed Doubles** competitions will be arranged. Entries for these competitions will be open to all registered players of each team.
- c) **A Team Knockout and Team Plate Knockout competition will also operate with all teams in the league getting a free entry. Teams that lose the first match they play in the preliminary or first round of the Team Knockout will be automatically entered into the Plate Knockout.**
- d) Any requests for rearrangements or other matters concerning the Knockout Competitions, contact the **League Secretary, Jaz Scott** on **07977 449174**.
- e) Any player entering the Singles, or as the Lead Player of the Doubles, Two-man or Mixed Doubles, who does not compete in **4** league matches (2 for the Ladies Singles) during that season will forfeit any competition honours won. They also may not be allowed to enter that competition the season after.
- f) In any doubles or two man knockout event both members of a partnership must play in order to contest the match.
- g) In the Doubles or Mixed Doubles both members of the pair must take turns to take the break off shot.
- h) The Doubles, Mixed Doubles and Two-man must have a '**Lead Player**' who meets the criteria above, but their partner can be anybody, even a member of a different team, as long as they are not playing in the same competition with anyone else.
- i) After the Competitions entry deadline has been passed, you can replace players that may subsequently not be entering up until the first match is played. **7 days** notice of any changes must be given to the Secretary
- j) Competitions will be played on a home and away basis, **with the first named team/player(s) being at home**. Details of venues/number of frames etc. will be given on the draw sheet. The final stages of any competition will be held at a neutral venue, **unless the League has negotiated a 'sponsored' venue for that particular final** with one of the venues within the league.
- k) At some venues the players have to provide the table money for Knockout matches. If this is the case, then each player should contribute half of any table costs accrued (this excludes the Team Knockout where league match rules

apply). The league encourages all venues to cover the cost for KO matches.

- l) Doubles matches will be played to the same format as singles matches, with each player taking it in turns to visit. Discussion with their team-mate is not allowed after the visiting player first touches the table in their visit. Players may talk immediately after the break off shot.
  - m) Mixed Doubles matches will be played to the 'Scotch Doubles' format. The same rules apply as per a normal doubles match **but the two players will take alternate shots for each shot of that visit.**
  - n) **After the 'lag' for the first frame, the break is alternate for the remainder of the match. In Doubles and Mixed Doubles matches each pair must ensure they alternate which player from the pair breaks off every other frame.**
  - o) Two-man matches will consist of four single frames so that each player on one team plays each opposition player in once frame (TeamA Player1 v TeamB Player1, TAP2vTBP2, TAP1vTBP2, TAP2vTBP1). If the score is then level at 2-2 the outcome of the match will be decided by a single frame of Scotch Doubles, see k) above. Players must 'lag' for break in each frame.
  - p) If a player entering a Knockout Competition does not turn up for a match, without good reason, then he/she will be refused entry to that Knockout Competition for the following season.
  - q) Competition matches should be played on the date on the fixture list/draw sheet. If this is not possible players/teams are permitted to rearrange matches (*see 2.3.a to 2.3.f*) but the **rearranged matches MUST be played by the original fixture date**. Any matches played after the set date will be deemed void, unless the committee considers there are exceptional circumstances.
-