



Turton and Edgworth Pool League League Rules

1.
 - (a) All League matches are to be played on Monday nights (including Bank Holidays) – matches to start at 8.30pm.
 - (b) All Knockout matches are to be played on Thursday nights – matches to start at 8.30pm
 - (c) A team must have 2 players present at 8:30 and the match must start otherwise a frame may be claimed by the team in attendance
 - (d) Any team cancelling the match without giving at least 24 hours notice will be deducted 5 points. The team that does attend will be awarded the team's average points at the end of the season.
 - (e) If play should not start by 8.45 p.m. the match may be claimed by the team in attendance being awarded points as per rule 1(d). (Allowances should be made for adverse weather conditions or where teams give prior notification to delayed arrival).
2. A team is to consist of a minimum of 5 registered players per match and a maximum of 12 registered players
A player may play a maximum of two frames per match.
If a team is short of players, play must commence as per rule 1(c).
3. A match will consist of 9 singles frames.
4.
 - (a) The home team shall pay for all frames.
 - (b) It is requested that home teams provide a supper for the players for league games only. Preferably to be served between frames to avoid the disruption of any frame in play
 - (c) There should be an interval of no more than 5 minutes between frames except when supper is being consumed.
5. There is to be one referee for each frame, to be alternate to the breaking team. The home team captain is to flip a coin to decide who breaks first. The teams will then break alternately
The referee's decision is final.
6. It is the team captain's responsibility to make sure that all his referees have read and understand all the rules and may advise where necessary.
7. No person in play can talk to non-players about the game in progress. In the event of a person coaching or helping a player the referee will give one warning. Should a further similar incident occur, the matter should be reported to the Committee who will decide on the result of the game. ***The Committee's decision is final.***
8.
 - (a) All players are to sign and print their own name on the result card before commencing to play.
 - (b) The home team player must sign the match card first, if requested to do so by the opposition.
9. Team Knockout matches will be played like normal league games. Normal league rules will apply.
10. Teams must provide rests and spiders. Failure to provide a rest/spider on request will result in loss of frame. Only one frame may be claimed per game for lack of spiders/rests.
11. In the event of a tie for the league on points and frames won then the bonus point system will come into operation. If we still have a tie, we will then have a nine frame play-off.
12. All correspondence to the Committee may be e-mailed to admin@turtonpool.co.uk but must be followed in writing to :-

Creswell Robson
55 Leagate Close
Bradshaw
Bolton
BL2 4AB
13. Signing New Players
 - (a) New players can join free of charge until Mid-Season to a maximum of 12 players. The league requires at least one week's notice in writing, via text or Email of any new players.
 - (b) New players can join after Mid-Season at a cost of £5 administration to the league. The league requires at least one week's notice in writing of any new players.
 - (c) Players wishing to change teams at any time during the year must give the league one weeks notice of their intention. The team gaining the player in the transfer must pay the league £5 administration costs and £5 to the team losing the player as a transfer fee.
 - (d) New players are not eligible to play until their name is added to the team's player listing on the website.



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14. Result Cards (league and knockout)
- (a) All results must be e-mailed or sent by text to the nominated recipient for this year's league, by the winning team, as specified on the results cards.
 - (b) Results must be received within 48 hours of the game being played.
 - (c) Winning teams failing to get results in on time will have points deducted as follows
 - (i) First offence – warning
 - (ii) Second offence – 2 points deducted
 - (iii) Third offence – further 2 points deducted etc
 - (d) Cup results must be received within 48 hours of the game being played. Failure to submit results on time will result in teams being expelled from that particular cup.
 - (e) All results cards must be collected by the winning team captains and handed in to the committee at the captains meetings
15. Meetings
- (a) It is intended to hold regular meetings for all the teams to attend. At least one member of each team must be present.
 - (b) At the meeting all outstanding results cards are to be handed in
 - (c) Teams will receive the next round of fixtures for knockout competitions where available.
 - (d) Late cards and non-attendance of captains meetings will result in points deductions using the same structure as rule 14 (c)
16. Re-arranged Games
- (a) Re-arranged games must be played **before** the originally stated date
 - (b) Teams must advise the committee of any proposed changes to playing dates
 - (c) Results must still be submitted within 48 hours of the game being played as per rule 14 (b)
 - (d) Re-arranged games must be played on a mutually accepted date