

# BRISTOL POOL LEAGUE

## ADDITIONAL HOUSE RULES FOR 2018/19 and forward

### LEAGUE TABLES AND SCORING FORMAT

2 points will be awarded for a match win, and points total will be the first determining factor when deciding placings.

Frame difference will be introduced to separate teams that are level on points, followed by frames won if still equal. If teams are still level at the end of the season, the head to head scores between those teams will determine placings.

Teams are not obliged to play all 9 frames in a match, but they will forfeit any unplayed frames. Any claimed frames MUST be accompanied on the score card with a signature.

Example; Team A wins match 5-2 but does not wish to play on. Team B can claim the remaining 2 frames but must sign the score card with 2 unused players on the night. Vice versa would apply if Team B does not wish to carry on, Team A would have to sign score card to claim 2 frames.

Free dates will count as 9-0 with no signatures required. In matches where teams fail to turn up, a score card will still need to be submitted to claim 2 points, and a captains signature will be required to claim any frames up to 9.

Lost score cards may be replaced by a substitute score card but any frames won will be forfeited.

### RELEGATION, PROMOTION AND END OF SEASON PLAY OFFS

For the Wednesday league only, and subject to entries, the bottom 3 teams in each division will go down to the next division (except in the lowest division). From division 2 downwards, the top 2 teams will go up to the next division, with the 3rd team being decided by a play off. The team that finishes the regular season in 3rd place will play at home against the 6th place team, while the 4th place team will play at home against the 5th place team in the semi finals. Semi final winners will play each other in the final.

Prize money will be paid out to place standings determined after the play offs.

### FAILURE TO FULFIL FIXTURES

Teams, both home and away, must give their opponents at least one hour's notice if they are unable to fulfil a league fixture. Failure to do so will result in a 1 point penalty deduction on the league tables. Teams will be expelled from the league if they reach 3 penalty points.

### NEW ADDITIONAL SIGNINGS AND/OR TRANSFERS

During the first half of a season, teams will be able to sign on/transfer players up until 48 hours before a match. (Match start times are 8pm).

Names should be emailed to [bristolpoolleague@btinternet.com](mailto:bristolpoolleague@btinternet.com), where you will receive a reply confirming this APPLICATION only. If you DON'T receive another email by 6pm on the evening of the match, this means that your application has been granted and your player is free to play.

Signatures and payment must be received at the next league meeting. Failure to do so will result in any frames won by these players being forfeited.

### SCOTCH DOUBLES

All pairs knock out competitions only (NOT Sunday league matches) will be played to Scotch Doubles rules.

This is where a pair of players play alternate SHOTS rather than visits each time a ball is played or potted, even after the break or where 2 shots have been awarded.

Example: if player A is paired with player B, and A pots a ball, this pair's visit continues, but B takes the next shot. A and B continue to rotate shots until one player misses. At this point, the other pair's visit begins. Players MUST alternate with their partner. If not played in turn this will be a foul and 2 shots to the opposing team, with normal foul rules applying,

Conferring or talking is NOT permitted between SHOTS, but as in previous pairs formats, IS permitted between visits or when your opponents are at the table.

### TEAM KNOCKOUT CUP MATCHES

In all Wednesday and Sunday KO Cup matches (league cup, divisional cup, plate) and play off matches, the signing of the card by players will be alternated throughout the duration of the match, eg, home player signs first in the first frame, away player signs first in the second frame, or vice versa. The team that signs first in the first frame will be determined by the toss of a coin.