

BRISTOL POOL LEAGUE HOUSE RULES

The following rules will be rigidly enforced. Failure to comply will mean the elected League Committee taking disciplinary action(s) whose decision will be final.

- a Unless informed otherwise, League Meetings will be held 7.30-9pm on the first Thursday of each month. A person representing each team must attend to pay subscriptions and hand in result cards. This will be the only opportunity each month to hand in result cards.

RESULT CARDS WILL NOT BE ACCEPTED AT ANY OTHER TIME OR BY POST, AND FAILING TO HAND IN CORRECTLY COMPLETED SCORE CARDS MAY MEAN LOSS OF POINTS.

- b League and Cup matches will commence at 8pm according to rule. In the event of a team failing to arrive and be ready to play the first frame after 8.15pm, their opponents may claim the first frame. A frame may be claimed every further 15 minutes until 5 frames has been reached.
- c When a match is in progress a team must be able to play the next frame directly following the end of the preceding frame in the correct sequence as the format of play dictates. If unable to do so the whole match will be forfeited.
- d Players must not be barracked. Any player who feels he has been barracked should report this to his captain after informing the referee(s). The captain must not sign the match card and report the incident to the Committee within 48 hours after the dispute giving as much detail as possible.
- e If a dispute arises the frame should not be continued. The rest of the frames within the match should be played and if the result is a tie, captains should not sign the card. This must be reported in writing, to the Disputes Committee within 48 hours after the dispute giving as much detail as possible.
- f If a team or landlord wished to stop the match and restart on another night convenient to both teams, the remaining players in attendance who have not yet played must sign the back of the score card so as to indicate that they are eligible to play at the restart. If a team or teams are unable to complete a match due to running out of time the match must be restarted in time to find a result to be handed in at the next League Meeting.
- g Players can transfer from one team to another within the League up to halfway through the season. No transfers can take place after this unless under exceptional circumstances which will have to be authorised by the Committee.
- h New players cannot be signed on after halfway through the season. This rule may be relaxed by the Committee if the team's membership falls below 9 players, Wednesday, and 6 players, Sunday.
- i A player can only play in knockout cup competitions for one team in any one season.
- j If non-registered players are played this will result in the offending team losing the match. New signings must be handed to the secretary before the player can play in a match.
- k If a team moves to play at another pub it must take with it two thirds of the players in order to keep the teams status within the League.
- l If a team drops out within a season and returns to the League the following season (the team still comprising of players of the original team) the team must pay to the League any outstanding fees. If however the team comprises of all new players, fees will not be owed to the League.
- m Any points not covered in the above rules will be dealt with at the discretion of the elected League Committee, whose decision will be final and not open to appeal.