



GENERAL LEAGUE RULES

1. Members will endeavour in every possible way to promote the welfare of the pool in a sportsmanlike and honest manner (e.g. Player knowingly made a foul admitting that foul).
2. The home team will be responsible for the payment for all games and availability of the table at 8:00 PM.
3. All league matches will comprise of Eight singles and two Scotch doubles frames with 3 points for a win and 1 point for a Draw and 0 points for a loss. In the event of the matches won being level at end of season frame difference will then decide. In the event of frames being level followed by the results in the league between the two teams concerned will decide a winner. If the two teams are still level, then a playoff will decide the winner.
4. **BDPL Format Change for the new season - The Team format will be played as 8 singles and 2 scotch doubles, teams can have a minimum of 4 players – the set up is of 4 singles matches, 4 singles, 2 scotch doubles. Players can play up to 2 singles matches and doubles. Players can not play consecutively in frames 4 and 5. Doubles order are now up to the captains, however all players selected to play in both singles & Doubles must be signed on before the match by 7.45 prior to the match commencing by notifying the league secretary or committee member, failure to do will result in loss of frames and points adjusted accordingly.**
5. The draw for the league matches will be made at 7:50PM and the match will start at 8:00pm Either the team Captain reserves the right implement the 60 second shot rule prior to the match commencing. Any team failing to make the draw at the set time will forfeit the first frame. If no registered player of a competing team is present at 8:00PM then further frames will be forfeited at 10 minute intervals. If a competing team are not present at 8.30pm then all singles and double points are forfeited. If any individual player is not present at 8:30PM then all singles and doubles points are forfeited. If any individual player is not present by 8:30PM then their game will be forfeited. All claimed frames must be in order of the draw. The captains of both teams will prepare for a blind draw either on League app live or on the playing scorecard.
6. If a fixture needs to be cancelled, the cancelling captain is to contact the fixtures secretary and opposition captain with a justifying reason, 72 hours before the match date (i.e. by Friday 8PM before the Monday league match). The non-cancelling captain then issues three dates which must be within 21 days of the original fixture date for the match to be played. This is to be done by the 8PM on the Tuesday after the match was due to take place. If this is not possible or cancellation is not approved, then all the points will be awarded to the non-cancelling team. If the committee is not notified of a rearranged fixture, then both teams will be deducted of 2 points. No league matches are to be cancelled within 21 days of the end of the season.
7. The result of all winning matches must be reported by the winning team by online, text or phone or correctly inputted on Leagueapplive to the fixtures secretary this is for League matches and Cup competitions
8. Any teams not fulfilling their fixtures for each match not completed. All players from the team may be refused entry into the league for the following season until the committee have made a decision.
9. Any team wishing to withdraw from the league must notify the fixtures Secretary prior to the time they wish to withdraw. When a team withdraws from the league, all points and frames won by any team who have met them will be deducted from their scores. Any team and members of that team withdrawing from the league may be refused re-entry the following season. The individual players who wish to enter the following season must apply in writing to the league Committee asking to be considered for entry into the league. A decision will then be made by the committee as to whether the individual concerned may be allowed to enter the Pool League for that season.
10. Any team found to have played unregistered players will be suspended with immediate effect and all of the players in that team refused re-entry to the league the following season.
11. If a team has insufficient players, they will forfeit any frames whereby their team does not have a registered players attending. The minimum number of registered players that can fulfil a fixture is four (4). Any less and the match cannot commence. All Three points and maximum frames therefore go to the opposition. Doubles matches must consist of 2 players from each side.
12. The stop clock is in operation for all Competition finals and not in play for league unless at discretion of both captains before the match commences and will be played to the EPA ruling if decided.
13. Most singles wins will be decided at the end of season on first singles game played of each league match.
14. **If for any reason any team changing venue for the remaining season must notify the committee and post up on Facebook – please make sure the League app live have been changed and captains notified.**

14. Competition matches may be re-arranged with mutual agreement between all players concerned. The re-arranged match must be played with in 14 days of the original match date and before the next round at the original venue If possible. The winner must notify the competition Secretary with that time or post onto the BDPL Facebook page. Any Cancellation the venue needs to be informed and if no game can be rearranged the non-cancelling player has the right to claim or rearrange game at their chosen venue.
15. Any team may sign on a new player prior to the match commencing using the LeagueAppLive. New Players can play with immediate effect on the night as long as registered with League Sec or committee member before 7.45pm, however any player looking to transfer from existing teams must notify the league or fixtures Secretary, must be notified for approval before the current fixture. There is a £5 charge for all transfers between teams and a player can make one transfer per season. Failure to comply will result in a 2-point penalty and any frames won by that player will be reversed. No further Transfers after Matchday game week 9 except new players, subject to the committee.
16. Public Houses/Clubs wishing to run more than one team must register on a separate registration forms (i.e. A or B etc).
17. Players will lag to determine each break, Scotch doubles the lagging player will then proceed to playing first shot in the frame.
18. Matches will be played in the order filed out on the match result card or on Leagueapplive.
19. Should a player accidentally move any balls on the table due to outside interference, the referee will replace all balls to their original positions and play will continue without a penalty being incurred. Should the referee be unable to replace the ball, the frame will be re-racked.
20. All matches will be governed by a referee nominated by the home team. The referee must be a registered player. The referee should ensure that all frames are played to the Bicester & District Pool League General Rules and to announce notified shots as appropriate for the benefit of both players and spectators.
21. The referee's decision is always final, but all teams have the right to apply to the committee. Any teams or registered players wishing to lodge a complaint must do so in writing to the League Secretary, accompanying any such complaint with a £30 fee which is refunded if the protest is upheld. No action will be taken unless any protest is reviewed by the League Secretary within 14 days of the event taking place.
22. All matches will be played using the New International English Pool Association (EPA) rules.
23. For all knock-out competitions, players must be present as per the Live Draw from 7pm onwards and Team Knockouts start at 8.00pm for the draw to be made or risk elimination from the competition. In the event of a draw in the Team Knockout event – 1 single frame playoff decider will decide the final result, the captains have a choice on who they play at their discretion.
24. In the Scotch Doubles competition, should any one of the pair be unable to play in the first round, a registered substitute who is not already entered in the competition may be found. In this case, the Competition Secretary must be informed before the match is due to take place.
25. The winner of all Competition matches (every round) must notify the Competition Secretary before 1.00pm on the Friday following the match (unless played under rule 11). Failure to do so may risk elimination from the competition.
26. Number of frames to be played in the Single Competitions:
Prelims & First Round: - Best of 5 Frames.
Second Round: - Best of 7 Frames.
Quarter Finals: - Best of 9 Frames.
Semi- Final: - Best of 11 frames.
Final: - Best of 13 Frames.
24. Number of frames to be played in the Scotch Doubles Competition:
Prelims & First Round Best of 5 Frames
Second round up to including Quarter Finals: Best of 7 Frames
Semi Final: Best of 9 Frames Final: Best of 11 Frames.