

Basingstoke And District Clubs Pool League

CONSTITUTION

1. TITLE

The name of the league, hereinafter called "The League", shall be The Basingstoke and District Clubs Pool League. The term "Member" used in these rules shall denote a club duly elected to membership of The League.

2. OBJECT

The promotion of pool amongst the Members of The League.

3. OFFICERS AND MANAGEMENT COMMITTEE

1. The Officers of The League shall be the Chairman, Secretary, Treasurer and Fixtures Secretary, all being elected at the Annual General Meeting.
2. The League shall be governed by a Management Committee, hereinafter called the "The Committee", consisting of the Officers of The League and up to 8 Committee members, duly elected by the AGM, after having indicated to the AGM their willingness to serve.
3. The Committee will meet each month, normally in the first week, and will be responsible for the government of The League, within the framework of the League Constitution, and will act with The League's authority in any matter not provided for in the Constitution.
4. The Committee may appoint sub-committees as it deems necessary and has the power to co-opt and fill vacancies occurring on the Committee between AGMs.
5. The Committee may submit proposals to any General Meetings of The League, after due notice has been given to the Members.
6. No business shall be conducted by the Committee without a quorum of at least 5 Committee members, including Officers, being present.
7. All Committee members, including Officers, are entitled to vote, with the Chairman having a casting vote only.

4. MEMBERSHIP

1. All bona-fide Registered and Works Social Clubs in Basingstoke and District will be eligible for membership of The League. Clubs who cannot play home matches on their own premises will not be eligible for membership of The League.
2. Admission to The League shall be tendered in writing and considered by the Committee at its first meeting after receipt of the application. The decision of the Committee shall be final and not subject to appeal.
3. The Committee shall have the power to expel any Member from The League; the motion for expulsion must be supported by two-thirds of the Committee members present at the Committee meeting.

5. RESIGNATIONS

A Member, by prior notice in writing to the League Secretary, may resign at any time. Any resignations or withdrawals during the playing season (as defined in RULES of PLAY No.2), before the Member's fixtures for that season have been completed, will incur the loss of that Member's Team Holding fee/s per team withdrawn. If any resignations or withdrawals occur after the playing season has ended, and are received correctly as above, then those Members may request the return of their Team Holding fee/s per team withdrawn.

6. ANNUAL GENERAL MEETINGS

The Annual General Meeting of The League shall be held in July of each year at a place and time decided by the Committee. Not more than 14 months shall elapse without an AGM.

The business shall include:

1. The League Secretary's Annual Report.
2. The League Financial Report together with the Audited Statement of Accounts and Balance Sheet as at 30th June each year.
3. The Annual Report and Financial Report together with the Audited Statement of Accounts and Balance Sheet will be circulated at least 14 days before the date of the meeting.
4. All business for the Agenda shall be received by the Secretary not less than 14 days prior to the meeting. Business, other than that placed on the Agenda, will not be taken, except by permission of the Chairman.
5. Proposals to change, delete from, or add to the Constitution or Rules of Play shall not be carried unless they receive at least two-thirds of the votes cast.

7. EXTRAORDINARY GENERAL MEETINGS

1. An Extraordinary General Meeting may be convened at the discretion of the Committee or on receipt by The League Secretary of a request signed by at least 6 Members.
2. Notice of an Extraordinary General Meeting and its Agenda shall be circulated to all Members at least 14 days before the date of the Meeting.
3. Proposals shall not be carried unless they receive two-thirds of the votes cast.

8. PROCEEDINGS AT GENERAL MEETINGS

1. No business shall be conducted without a quorum of two-thirds of the Members being personally represented, except in the case of an adjournment, because of the absence of a quorum, the business may be conducted at the adjourned meeting by the Members present.
2. Each Member may have 2 representatives per team present at a General Meeting but there is only 1 vote per Member club.
3. Voting will be taken by a show of hands, but if the voting is challenged, or at the discretion of the Chairman, a ballot shall be taken.
4. The Officers of The League shall not have a deliberate vote but the Chairman shall have a casting vote.

9. ACCOUNTS

1. An Account shall be kept at a financial institution approved by the Committee, into which all monies received on behalf of The League, shall be deposited by the Treasurer or other appointed Officers. Accounts for payment will be certified and authorised by the Chairman and Secretary. Withdrawals will be made on the signatures of the Chairman, Secretary and Treasurer, any two from three signatures being necessary.
2. Subscriptions and other payments made by Members should be by cheque and made payable to the Chairman or the Secretary or the Treasurer by name.
3. The Accounts of The League shall be kept by the Treasurer and such Accounts shall be audited annually by the auditors appointed by the Committee. For the purpose of such audit, the Accounts shall be closed on the 30th June in each year. After the Accounts have been received at the AGM, the Committee may, at their discretion, pay any honoraria to the Secretary and Treasurer.

10. SUBSCRIPTIONS

Team fees and Player Registration fees shall be decided by the Committee. Team Registration Forms and Team fees shall be in the hands of the Secretary at the AGM or pre-season meeting, along with any Team Holding fees payable by all new teams entering The League. Player Registration fees shall be in the hands of the Fixtures Secretary at the pre-season meeting.

11. COMPLAINTS

Any player or team wishing to lodge a complaint regarding the playing of a fixture by another player or team, must do so by signed letter (not email) addressed to the League Secretary within 5 days of the event. The Committee will consider the matter at its next meeting after receipt of the complaint.

12. FINES

1. Subject to the Committee being satisfied as to responsibility, the following scales of fines will be automatic:
 - (i) If a Team cannot fulfil a fixture, then the reason for non-attendance must be in the hands of the Fixtures Secretary / Secretary by the Monday preceding the fixture. Reasons for non-attendance which have been lodged with the Fixtures Secretary / Secretary within the required time, will be considered by the Management Committee or any other nominated body and if found to be unsatisfactory, the team shall begin the rescheduled match 3-0 down (to be comprised of 3 singles games). In order for the match to be rescheduled the offended team captain shall provide 3 alternative dates for the match (which must all be within four weeks of the original scheduled date, and not on weekends) to the offending captain. Should the match still not be played the match shall be awarded (with a 10-0 result) to the offended team, and the offending Team shall be fined £12.00. Should a match be cancelled by the home team at the venue without any games being played the match shall be re-scheduled at the away venue. The away team becomes the home team and the match will be played on that basis. Note that this includes the requirement for the new home team to provide the refreshments. This is in addition to the fines and penalties described above.

Should emergency circumstances arise which preclude the above conditions from being observed, then the matter shall be referred to the Management Committee, whose decision will be final.
 - (ii) Failure by a Team to be represented at an AGM or a Team Captains Meeting - £10.00.
 - (iii) Failure by a Team Captain to ensure that the result card is filled in with all players' signatures - £1.00 per missing signature.
 - (iv) Failure to deliver a completed result card in accordance with Rule of Play No.6 (4): 1st offence - £3.00, 2nd offence - £6.00, 3rd offence - £10.00 plus the subtraction of 2 points from the Team's standing in The League table. The Team Captain will also have to attend the next League Committee Meeting to receive a warning that the next late result card will mean expulsion from The League. 4th offence - Team expulsion from The League.
 - (v) Contravention of Rule of Play No.6 (2) - £5.00 and a warning to the player and the Team Captain that a repeated offence will result in suspension from The League.
 - (vi) Failure by a Team to complete a fixture with 4 or more players - £12.00.
 - (vii) Failure by a Team to supply refreshments - £20.00. (If the away Team postpones the match on the due playing date, then the Home Team will be recompensed by them to the tune of the amount of expenditure incurred – the £20.00 fine also applies).
2. All fines shall be paid to the Secretary/Fixtures Secretary within 28 days of the notice, unless stated otherwise.
3. For repeated offences or for failure to pay within the time limit, the Committee is empowered to increase the above fines.

13. WINDING UP

In the event of The League being wound up, a final statement of accounts will be prepared and audited. If these accounts show a deficiency, every Member at the date of winding up shall contribute equally to clear such a deficiency. If a surplus is shown, it will be shared equally amongst the Members at the date of winding up.

14. MATTERS NOT SPECIFICALLY PROVIDED FOR

The Committee shall have power to decide any matter not provided for in the Constitution or Rules of Play.

Basingstoke And District Clubs Pool League

RULES OF PLAY

1. GENERAL

Team Captains should be aware of Rules of Play 1-12. They may not agree any arrangement, which is not in accordance with these rules. All matches shall be played according to the Rules of Pool adopted by The League, except as may be otherwise provided for in these rules.

2. THE SEASONS

There shall be two seasons per year, the "Winter Season" and the "Summer Season". The Seasons shall commence on dates determined by the League Committee. All League matches shall be played on Thursdays. Rearranged League matches and all other matches will be played on dates arranged by the Management Committee or the Rules Sub-Committee.

3. FIXTURES

Fixtures will be made by the Management Committee and will be issued to Members at appropriate times for the season.

4. MATCH PROCEDURE

(A) COMMENCEMENT OF THE MATCH

The match should start at 20:00 when both Teams are in attendance at the venue, i.e.: at least one player from the home team, and two from the away team are present and thus able to start the match. However by mutual and prior arrangement the start of the match may be delayed due to an unforeseen occurrence.

(i) If the offending Team is not in attendance at the venue by 20.10, then the first game will be awarded to the opposing Team. The offending Team will continue to lose games at a rate of 1 every 10 minutes.

(ii) If the offending Team is not in attendance at the venue by 20.30, then the match will be abandoned. In this case the Fixtures Secretary MUST be informed immediately so that the match can be re-scheduled as quickly as possible, at the convenience of the offended Team. The match will resume with a score line of 3-0 in the offended Team's favour.

(iii) The break shall alternate between teams with the first break being decided by a "lag".

(B) CONTINUITY OF THE MATCH

(i) To ensure the continuity of play, the games may be played in any order to allow for players working on a shift basis. Once a match has commenced and if fewer than 4 players from 1Team attend, then play must continue as in 4(B)(ii) below.

(ii) If play lapses for 10 minutes, then the Team that is unable to continue will lose one game and will continue to do so, at a rate of one (1) every 10 minutes, until play is able to resume. (See also rule 4(A) ii)

(iii) No game shall be started after 22.45, unless by agreement of the two captains and the club duty manager. If a match is incomplete through lack of playing time available, then the result card must be completed with only names of players who are present at the time of the stoppage. Games will become forfeit if these nominated players fail to turn up to play the remaining games within 7 days of the original fixture. The Fixtures Secretary must be informed of any incomplete matches within 48 hours of the original fixture.

(C) ABANDONMENT OF THE MATCH

If a dispute occurs during the playing of a fixture, upon which the 2 Team Captains are unable to come to an agreement, then the match must be abandoned immediately, with no further games to be played. (If the committee deems it necessary for any of the games in the match to be played/replayed, then any League player registered for the 2 Teams will be eligible to play in those games, except in the case of a disputed game, where only those players involved may re-play). The procedure for complaints (Constitution 11) must then be followed.

5. LEAGUE MATCHES

1. League matches shall consist of 7 singles and 3 doubles.
2. TKO matches shall consist of a number of singles and doubles games to be decided by the Committee prior to the start of the competition.

6. PLAYERS

1. Players must be bona-fide members of the club which they play for in The League There will be a 4 week transfer period (the "Transfer Window") at the beginning of The Season during which a player may transfer from one Team to another, regardless of any games played. This transfer application must be made on a League player registration form (including the signature of the Club Secretary). Transfers will be subject to an additional player registration fee, and must be received at least 3 days before a League fixture, (see section 11.2). Transfers outside of the Transfer Window may be permitted in circumstances that The Committee may consider exceptional (e.g. change of residence). Any Team requiring transfer of a player, outside of the Transfer Window, will submit the player's written request to the Fixtures Secretary. The player will not play for their new Team until the Committee has approved the transfer. On no account will any transfer be allowed after the closing date, which will be made known to the Team Captains prior to the start of the season.
2. No substitutes shall be permitted from the opposing Team.

3. Result cards will be provided by The League. The Away Team must place the name/s of their nominated Player/s on the result card first and then matched by the name/s of the nominated Player/s of the Home Team.
4. Result cards are to be completed by the two Team Captains at the close of every match and the Home Team shall deliver the result sheet to the Fixtures Secretary by 12o'clock midnight on the Sunday following the match.

7. PLAYING AMENITIES

The Home Team shall pay for all matches played at Home and will provide refreshments for the Away Team.

8. PLAYING CONDITIONS

1. The playing surface, at the cushion edge, must be at least 48 inches (1220mm) clear of any obstruction.
2. The playing surface must be clean before the commencement of a match.
3. Before the commencement of a match, the 2captains will agree that the level state of the playing surface is adequate.
4. There shall be at least 2 cues available for play and the tips must be in good condition.
5. The playing surface shall have marked on it a baulk line at 1/5 of the length of the table from the face of the cushion that lies the greatest distance from the black spot.
6. The playing surface shall contain a head spot. The centre of the spot shall be in the centre of the table in its width and 1/4 the length of the table from the end of the table furthest from the baulk line.
7. The size of the table shall not be more than 7'x 4'(external measurements).

9. REFEREES

1. There shall be 1 referee per game, nominated alternately from the Home and Away Teams, and this referee shall abide by the Official Pool Rules, agreed at the League's AGM.
2. The Away Team will referee games No.1, 3, 5, 7 and 9. The Home Team will referee games No.2, 4, 6, 8 and 10.
3. The referee may, at his/her discretion, restart a game if a stalemate appears obvious.

10. POINTS SYSTEM

The winning team shall be the team winning most games in a match. Four points shall be awarded to a team winning a match at an "away" fixture and three points shall be awarded to a Team winning a match at a "home" fixture. In the case of a draw each Team shall be awarded 1 point. Should Teams be level on points at the end of the season, then the number of games difference shall decide the League placings. Should a Team, for any reason, withdraw from The League before completing the first half of the League fixtures, then all points and games against that Team will be expunged from the record. Should the withdrawal take place during the second half of the League fixtures, then only those second half points and games will be expunged from the record; the first half results will stand.

11. REGISTRATION OF PLAYERS

All registrations must be approved by the Management Committee. Registrations will only be accepted on the official registration form and must be accompanied by the appropriate registration fee. Incorrectly filled in forms will not be accepted.

1. Registration of players with appropriate fees for the opening of the season must be in the hands of the Fixtures Secretary at least 14 days before the first matches of the season are played and shall be placed before the Management Committee for consideration at least 7 days before the said matches are played.
2. Registration of players after the season has commenced:
 - (i)Registration may be provisionally approved by the Fixtures Secretary providing that the registration is received at least 3 days before the fixtures for which the registration is required. The registration(s) will be subject to ratification at the subsequent Management Committee Meeting.
 - (ii)Registrations will not be accepted after a date determined by the Committee prior to the start of the Season.
 - (iii) The playing of an unregistered player will result in automatic suspension of the Team Captain from The League. The unregistered player will not be permitted to register for the remainder of the season.
 - (iv) A team shall consist of no fewer than 8 players any or all of whom may play in any one match.

12. COACHING

No coaching should be allowed or encouraged from members of Teams not on the table or their spectators. Team Captains at each match should keep their players and spectators informed of this.

The referee shall give a warning on the first offence, and award a foul on second and subsequent offences.

During doubles games the players at the table cannot discuss shot selection or any other aspect of the current game, unless specifically permitted by the rules for a particular competition. For the purposes of this rule the players are deemed to be "at the table" once all the balls have come to rest.

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