

The rules played in the Margate Pool Leagues (Wednesday, Thursday, Sunday) are the BAPTO rules from March 2000. A full copy of these rules can be found at www.thepoolhub.com/rules. The following are additions to these rules to ensure all leagues fall in line with one another.

Q – How many players can sign up to a team?

A – 12. This number has been capped as many teams have signed many more players over the last few seasons, sometimes over 20. The consequence of this is that players become tied to teams and winning teams end up requiring more trophies if they finish in the top 2 places. The format we run is a 6-man team game with the maximum amount of players that can play any single game being 12. Entry into the league is £25 per team. Any additional players signed over the initial 12 will be charged at £2.50 per person.

Q - Can a player transfer teams mid season?

A – The only circumstance that this may be allowed is if a team pulls out of the league. In this case a player may sign for another team.

Q – How much notice is required to sign a new player?

A – 24 hours. As stated above, the maximum number of players allowed in a team is 12. If a player wishes to leave the team, then a replacement player may be added for free (i.e. if you have 12, then 1 leaves and a new player signs, this is still 12). If you are signing a 13th player (or more), the cost is £2.50 per person. In any circumstance where a new player is added, either from a team that has dropped from the league or a new player that has not previously been registered, then 24 hours notice is required. If a player plays in a match who has been registered for under 24 hours, the frames that that player played will automatically be scored as a loss and awarded to the other team. This action can be taken retrospectively in the case of an appeal later in the season so long as proof is provided that the player was not officially registered for the required time.

Q – How long must a team wait before claiming the match in the event of the opposition not turning up or not having enough players?

A – 15 minutes. A match may start as long as both teams have 4 players. If only 3 players have turned up, the opposing team may wait. If a 4th has not turned up (or proof provided that a 4th is on the way) 15 minutes after the match is due to start then the opposing team may claim the match. In this instance the match is awarded as a 7-0 win with the winning team scoring 9 points (7 + 2 for the win) and the losing team 0. If both teams do not have the required number of players then the match cannot start. If this is still the case 15 minutes after the match was due to start then the match is void and will be scored as 0-0. If a team has 3 players but promises a 4th is on the way, and then 15 minutes after the match start time a 4th has not turned up, the match may be stopped and claimed by the opposing team. It is assumed that teams will be honest and not continue to play to potentially score more than the 7 points given in this circumstance.

Examples:

- Team A has 6 players and team B has 4.
 - o All frames will be played with frames given as losses for no-shows.
- Team A has 4 players and team B has 4 players.
 - o 4 Singles and 2 Doubles can be played. If the match is a draw then no win points are allocated.
- Team A has 6 players and Team B has 3.
 - o The match may not be started.

To avoid the above, it is the Captains responsibility to ensure all players are available. If they are not, see below. If either team has 3 or fewer players, it is up to the opposing Captain to make the judgment to wait. If the required players are not there 15 minutes from the match start time then the match may be claimed as a 7-0 win.

Q – What is the minimum required period to cancel a match to be re-arranged?

A – 24 hours is the minimum but please be mindful of the home venue. They would be buying food for the match and leaving short notice can be problematic. We would ask all Captains to give as much notice as possible to re-arrange matches. If a match must be re-arranged then it is the responsibility of the cancelling team's Captain to inform the following:

- The Landlord of the home venue
- The Captain of the opposing team
- The league Administrator

Contact details can be found on your league page at www.thepoolhub.com. If less than 24 hours is given, the opposition may claim the match and are awarded a 7-0 win (meaning they will score 9 points, 7 + 2 bonus for the win).

Q – What are the details for entry into the Singles & Doubles knockout tournaments?

A – The cost of entry is £5 per person for Singles & £5 per pair for Doubles. Please note that entry will not be accepted unless:

- Full payment is provided
- Personal mobile phone numbers are given

Both of the above points have caused problems in previous seasons, particularly with players providing their contact number as their home venue rather than their own number.

Q – What is the format for the Singles & Doubles knockout tournaments?

A – The first games will be scored best of 3 with the first player(s) to win 2 frames winning the match. Semi Finals & Finals will be best of 5 with the first player(s) to win 3 frames winning the match. All matches up to and including the Semi Finals will be played at a neutral venue unless both players drawn play at the same Home venue. In this case the match will be played at their Home venue. The Finals Night venue will be chosen at the beginning of the season.

Q – Are Doubles pairs allowed to talk to one another between shots?

A – Yes. This rule is allowed but we would ask players not to take a particularly long time discussing shots. There is not a penalty for this but the Referee has the right to ask you to be a bit quicker if they feel you are taking too long. As with all matches, blatant coaching from teammates that are not playing, will not be allowed and the Referee has the right to ask these teammates to move away from the playing area and refrain from communicating to the Player(s).

Q – How will the season be decided if the teams are tied on points after the final match?

A – The league will be decided in the following ways, in this order:

- Points
- Matches Won
- Frames For
- Head to Head Aggregate

Should all of the above be equal after the final match then a playoff match will be played to decide the winner. This match will be the best of 5 and will be played as 4 Singles and 1 Doubles. The first team to reach 3 points will be named as league champions.

Q – What are the rules for the Break Shot?

A – If the Break Shot is not legal (as stipulated by the rules) then this answer is broken into 3 criteria:

Illegal Break

If any object ball is potted the break is legal. If 2 or more balls pass the centre line, the break is legal. If neither of these factors are met, the balls are re-racked and play passes to the opposing player. There is no foul awarded. The opposing player will re-start the match and continue as stipulated in the rules.

Fouling from the Break

If the cue ball is potted, or the cue ball or any object ball(s) leave the table, a foul will be called. The breaking player would nominate and then play will pass to the oncoming player to begin with 2 shots. Any balls leaving the table, will be replaced on the black spot (or as near as possible above the spot).

Potting the Black Ball from Break

If this happens then the balls are re-racked and the game restarted with the same breaker. The black ball coming off of the table would be equal to being potted and would incur the same outcome.

Q – What are the consequences of abusive language and threatening behavior?

A – There is a zero-tolerance policy in operation regarding this matter. Anybody found to have been abusive or threatening will be ejected from the league. Note that this comes down to a personal matter and not necessarily a team matter, however each case will be assessed on an individual basis.

Players found to have been abusive to any other player or organiser in the league will be ejected. If these players are then found to be playing for teams in the future, those games will be scored as a 9-0 loss to the team involved.