

LUTON & DISTRICT MONDAY POOL LEAGUE



LEAGUE RULES MANUAL

WELCOME TO THE LUTON & DISTRICT MONDAY POOL LEAGUE

The Luton & District Monday Pool League is a Monday night 8-ball pool league in which Public Houses and Social/Members Clubs in Luton, Dunstable and the surrounding areas enter pool teams to compete for League and Cup honours, and competitions involving Singles players and Doubles Teams. This league differs from other pool leagues in the area by basing its rules around a small adaptation of traditional EPA 8-ball rules rather than the County-orientated World Rules. This league is intended to create a fun community for all types of Pool players and hosting venues, and we are affiliated with the Bedfordshire County Pool Association and the English Pool Association (EPA). Each season the Premier League Winners will be eligible to play in the Champion of Champions' Cup which is a National tournament.

In this league teams are registered to represent pubs and clubs throughout the local area (typically within a net of around 12 miles). Entry is subject to payment of registration fees; signing of League documentation and the receipt of a League information pack. A variety of competitions are played within the League season that follows, lasting approximately 10 months. At the end of the season an awards night is scheduled to which all members are welcome, this sees most of the Cup Finals played and the awarding of trophies to all competition winners.

The League currently has several sponsors, the names of which can be found on the League Scorecards and also other official documentation. Sponsorship is open to all – venues, individuals, businesses or other organisations. All League Sponsors either provide a Sponsorship Fee or provide some capacity of General Services to the League.

At the end of each season, teams will be invited to re-register for the league for the following season. Their league placing for the following season will be based on their final position from the previous season (promotions/relegations and play-offs apply). New teams are welcome to join the league each year, subject to places being available within the League system.

Besides this general rules manual you should have received each of the following:

- Team Registration Form.
- Singles & Doubles Knock Out Registration Forms.
- Official Match Rules which apply to this league.
- A detailed Fixture List for your team (you may wish to provide your venue with a separate copy of this).
- Score Cards for your team's matches.
- A League contact directory.

Please ensure that you keep all of this documentation safe and available for your future reference.

Aside from the Official Match Rules (as detailed in the separate "Rules of the Game" manual), this General Rules Manual is designed to explain the expected code of conduct by all competitors in the league. The intention is to give a clear indication of the rules and procedures to be followed and the course of action which will be taken if rules are breached or questioned.

Should an issue arise which is not clearly explained or is omitted from this Manual then such points are requested to be brought to the table at the next available monthly meeting for discussion. Any issues requiring majority votes or further examination will also be discussed at these times.

By returning a completed & signed copy of your team's registration form together with full payment of registration fees; you, your team and your hosting venue agree to abide by all of the league rules disclosed in this manual and the Rules of the Game manual.

THE LEAGUE OFFICIALS

The League Committee consists of a core panel of Chairman, Vice Chairman, Treasurer and Secretary. In addition to this there are also four Divisional Representatives (one for each division in the competition); a Registration Manager and a County/EPA Consultant who has direct links with the EPA and Bedfordshire County Pool Association.

Names and contact numbers for each Committee member will be provided on the reverse of League Score Cards and also within the telephone directory. They will also be introduced by the Chairman at the opening meeting after the first round of League games have been played. Each Committee member has their own responsibilities regarding the League, and any one of them should be able to help you with regards to queries or issues. Please bear in mind that our Committee Members all commit to day jobs and family lives outside of the Pool League, and are not paid for their positions within the League. As such it may not be possible for them to respond to your query straight away but please bear with them.

The League Committee is reviewed internally at the end of every season. If any positions become available on the Committee (either new positions or due to the departure of an existing Committee member), these will be advertised verbally at League meetings.

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Rule topics can be found in this manual as follows:

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11. **Team Resignations & New Member Teams.**
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SECTION 1 - REGISTRATIONS

1.1 Team Registrations

a) To join the league a team must have a suitable venue agreed for hosting pool matches. Any venue can enter two pool teams per available table at that venue. Tables within that venue must be deemed to be of an acceptable standard to host pool matches (see section 2).

- Each team **MUST** have a minimum of 5 registered players to join the league, up to a maximum of 10.

- A designated Captain must be nominated by that team and his or her contact details MUST be included on the registration form. Contact details provided are solely for the use of league official business and will not be disclosed to anybody outside of the Luton & District Monday Pool League.
- Players must be registered under their own real name; and can only be registered once in the entire League Network.
- A sufficient proportion of players in your team MUST BE PREPARED TO TRAVEL across the area to other venues representing the League system in order to fulfil the full fixture schedule. No travelling distance within the league is greater than 12 miles (this is in accordance to travelling the shortest possible distances by road according to the AA website).

The playing squad limits are based around the playing format for matches. All frames in a match can be completed with a minimum of 5 players (refer to section 3.3 for instructions if you have less than 5 players available), while the top limit of 10 allows the entire playing squad to be present at a match and appear in one frame (six players each playing one singles frame and two pairs of two players each playing one frame of doubles).

- Teams must be registered under the name of the venue that they play from.
- Any venue naming two or more teams will suffix these "A", "B", "C" and so on. The "A" team from any venue does not necessarily have to be recognised as a venue's strongest team. Suffix letters for teams are not allowed to be changed from season to season (for example a "B" team may end up playing in a higher division than their respective "A" team). Suffix letters may be dropped in cases where additional teams pull out. In recent seasons, the League has been open to the usage of nicknames replacing suffix letters, normally in cases where teams have moved venues and wish to retain links to their original venue. In all cases, nicknames should be deemed as inoffensive.

b) A team is eligible to join a league division as soon as their registration process is completed and signed off by the League Committee. See Section 5 for full rules regarding League Placings.

c) Teams MUST submit their completed registration form, together with their team registration fee of £50* by NO LATER THAN the second pre-season meeting, which will take place two weeks before commencement of the season. The £50* fee covers the team's entry to both the League and Team Knockout competitions for the corresponding season.

**Early registration discounts may apply at the Committee's discretion.*

1.2 Player Registrations

a) A team must have a minimum of 5 players up to a maximum of 10 signed on at any one time. There are no restrictions on the number of male or female players named within the squad.

b) There are also no definitive age restrictions to be named in a playing squad; however teams with players below the age of 18 must contact each venue they are due to play their match at prior to travelling, to ensure that venue's licence permits such players. It is also suggested that all players carry some form of photo ID with them during League participation (many of the league's venues now operate a 'Challenge 25' policy). The league will not accept any responsibility for any player or players refused entry or service if this rule is not followed, including any cases where this may leave a team short of players.

c) The league reserves the right to suspend or ban any player who may be deemed as in serious breach of league conduct. This could be for a defined or indefinite period.

d) If a player changes their name through marriage, divorce, deed poll or other legal process; the Committee should be informed so that records can be updated and the player is not mistaken for somebody who is not registered with the league.

e) There is a dedicated Registrations Manager responsible for all player registrations (contact details will be provided elsewhere within your pack). All player registrations, transfers and statistics must be passed through the Registrations Manager who will record all player data. The Registrations Manager MUST have a record of a registration or transfer for it to be valid. In all cases of dispute the Registrations Manager's decision is final.

1.3 Player Transfers

a) Although a playing squad is named at the start of the season, teams can change the personnel in their playing squad throughout the season, providing the size of their playing squad remains no less than 5 and no more than 10 at any time.

b) Player transfers can ONLY be made at the designated monthly meetings. A representative of the team making the transfer must be present in order to complete the transfer. The final transfer meeting will be the March league meeting. No further transfers will be accepted after the date of that meeting.

c) Players can move from one team to another during a season; however the League Committee may wish to monitor frequent transfers by the same player to ensure the rule is not being abused. A player moving to a team in the same division will carry their hot shot frame score across to their new team. If they move to a team in a different division their existing record will be frozen and they will commence a new record in their new division.

d) Players that transfer between teams will be cup-tied if they have already appeared for their original team in at least one League Cup match. Transferring teams does not affect a player's eligibility to compete in the Singles or Doubles Knockout competitions.

e) If a player is transferring from one team to another, rather than simply signing-on; in order to respect a player's wishes the transfer request will need to be consented/countersigned by either the player themselves or the captain or representative of the team they are leaving.

f) Every player has the right to choose which team within the league they wish to play for. Should it appear that a player is registered for more than one team when all registration forms are received, the league will accept the player's decision by virtue of the team they turn out to play for first. After the first round of fixtures have been played, normal transfer rules apply.

1.4 Knockout Competition Registrations

a) Entry fees to the Team Knockout competitions run by this league are automatically included in the team's league registration costs. The league also operates Singles, Ladies and Doubles Knockout competitions. Entry to these competitions is optional to all registered players and requires an entry fee of £1 per singles & ladies entry and £2 per doubles team; payable in accordance with League deadlines. Each player may only be registered once for each competition. Ladies are entitled to play in the main Singles Knockout, regardless of whether they have also entered the Ladies Knockout competition.

b) To enter the Singles & Doubles Knockout competitions, players MUST be signed on to a participating team within the league at the time of entry. Subsequent transfers or de-registration of any player after their registration to the competitions will not affect their eligibility to compete. However, if the player is suspended or banned from the league when their fixture becomes due, they will automatically forfeit that fixture and lose their place in the competition.

c) The Singles Knockout, Ladies Knockout and Doubles Knockout competitions are all played at the rate of two rounds per night for the majority of rounds (all matches take place at neutral venues). In cases where this format is used, rearrangement of matches is not permitted unless approved by the league.

d) The Doubles Knockout competition allows players to pair up and compete even if they do not play for the same team. However both players must be registered with the league at the time of entry.

e) Each tournament draw is binding. Players cannot swap positions once the first round draw has been made. Similarly, doubles teams are not permitted to change partners after the first round draw has been made.

1.5 Registrations - General

a) Failure to pay registration fees in full by any given deadline agreed by the Committee may leave your team/venue open to further sanctions from the League. The League reserves the right to impose an admin fee or points deduction for failure to pay fees as they become due, and ultimately the Committee reserves the right to expulsion of players or teams due to non-payments.

b) All registration fees for the Luton & District Monday Pool League and its affiliated competitions are non-refundable, regardless of resignation, expulsion, or failure to turn up at your respective Singles or Doubles Match venue in the specified timeframe.

It is suggested (but by no means an official rule) that each team captain keeps a portfolio to keep any official league documentation in. This includes fixture schedules, new and completed score cards, and their own team's records. Items can then be kept safe and to hand if needed.

SECTION 2 - VENUE RULES

By accepting the rules detailed in Section 2 of the Registration Clauses (attached to the team Registration Form); venues have agreed to host teams for pool matches on Monday Evenings on behalf of the Luton & District Monday Pool League.

Home venues for League matches agree to commit to the following rules:

2.1 Match Table

a) Each venue is responsible for ensuring their pool table remains maintained to an acceptable standard during their time of hosting competitive games on behalf of the Luton & District Monday Pool League and its affiliated competitions. The table surface, cushions and pockets should all be functioning normally and free of damage. The table must also be deemed as sufficiently lit during matches.

b) The floor area immediately surrounding the table should be free of any obstacles. In cases where there are 'obstacles' in the vicinity of the table (such as walls or pillars); the venue should demonstrate that they have attempted to minimise the effect of them as much as possible (the provision of a shorter length cue may help).

c) Each venue should also provide the use of at least one rest for competition matches. A basic cross-headed rest is sufficient, but other types are available and permissible. Most table maintenance suppliers will provide these with the tables, or they can be purchased from our Sponsors, Ray's Cues & Cases, for a small fee.

d) There are no restrictions of the colour of the baize used on the table.

e) The venue should ensure that the table is made 'available' for matches when required. Home team matches will be shown on fixture lists, and there may also be a requirement for use of the match table as a neutral venue for knockout matches.

f) The venue will also agree to provide table credits to cover all competitive frames of a team match plus ONE complimentary practise credit for the visiting team prior to the match. Where a venue offers metered table time as an alternative to pre-paid frames, this should be provided free of charge for the duration of the match. Additional credits may be required where a re-rack is deemed necessary. Thereafter, any further table credit provided will be at the venue's discretion.

g) Venues are not expected to provide match credits for Singles or Doubles Knockout matches. These should be jointly subsidised by the competing players (see rule 4.2g).

h) The visiting team's free practise must take place on the designated match table (see also 2.2b).

i) Should a fault develop with the table during a match which cannot be rectified (such as a pocket breaking or a ball becoming stuck in the table mechanism and cannot be removed), then the match shall be abandoned pending investigation. In cases where an alternative table within the venue can be used then the match can transfer to the alternative table, recommending any frame from the start which has been interrupted.

j) League Officials reserve the right to inspect a table and its playing conditions at any time and advise venues of any rectification work deemed necessary.

2.2 Match balls

a) As with the match table, the venue must provide a complete set of balls compliant with the rules of the game. This can apply to the set of balls provided with the pool table or a designated set of match balls which is solely used for matches. The set of match balls can be any of the following:

- Two groups of 7 solid colour balls, one solid black/8 ball and one cue ball.
- 7 solid colour and 7 striped colour balls, one solid black/8 ball and one cue ball.
- A set of 'Pro Cup' balls (consisting of two groups of 7 coloured balls, one striped black/8 ball and one cue ball*).

* A spotted cue ball may be used as opposed to a solid white cue ball.

The set of match balls used should be selected by the 'home' venue or team; and if a neutral venue is used both teams should continue to use the set of balls originally provided with the match table. Alternative sets of match balls should not be forced upon tables or venues by visiting teams.

b) The visiting team's free practise must take place using the intended set of match balls (on the intended match table). If the table or balls are changed following the free practise frame, the Captain reserves the right to request an additional practise frame using the new table or balls. The league reserves the right to impose a penalty for persistent abuse of this rule, including if it deems this has been used as a delay tactic to allow latecomers to reach the venue.

2.3 Match Day Hospitality/Refreshment

a) The hosting venue will agree to provide complementary food to both teams during all team matches where their own team is competing (league and cup). Food should generally be served during the 'interval' between the last singles game and the first doubles game – however it is up to the venue and home team captain to informally decide between them. Venues are free to decide what sort of food they wish to provide, but there must be a sufficient quantity to allow all players present to have something to eat.

- Take away food delivered during the match on behalf of the venue also constitutes complementary food (as it is recognised that not all venues have their own catering facilities).
- The League offer a seasonal 'Hospitality Award' for each Division, each team gets an opportunity to nominate the venue that they think have provided the best food during their visit.

b) Complementary food is not required when the venue is hosting singles & doubles matches (and should not be expected by players for such games). However if the venue wishes to provide food then this is entirely at their discretion.

c) Complementary food should also be provided in Team Cup matches.

d) A venue can choose to run a cash competition such as a football/domino card or raffle to subsidise the cost of food on the night. However this is not a compulsory requirement and will remain at the venue's discretion.

e) Failure to provide food for a league game will result in a deduction of 1 league point to the home team, which may be waived on payment of a £10 fine at the following meeting. If it is apparent that there will be no food provided for a league game, the venue will consent to the team ordering in take-away food, and reimbursing them accordingly (a receipt should be obtained by the team captain or member ordering the food in this case). This will remain an internal agreement between team and venue.

Players are kindly asked to show consideration to all other players when taking portions of food, bearing in mind that some players may still be playing and have not yet had a chance to take food. Any non team members within the venue should not be allowed to go and collect food provided until all players have taken a share.

2.4 Venue Availability on Match Days

a) Should a venue be unavailable on the scheduled date of a home fixture, they must ensure that the affected team(s) and League Officials are made aware of what the problem is and how long the venue will be unavailable for. It is then up to the affected team(s) to make alternative arrangements as per section 3.2.

b) If a match is moved to be played at an alternative venue, the original "home" team have first choice over an alternative venue. It becomes that team's responsibility to arrange food and table credits for that fixture. However this rule does not apply if the match is switched to the away team's venue (such instances will be at the discretion of the away team's venue). In moving a fixture to an alternative venue under this rule, it is not permissible to disrupt another fixture by moving to a table which would be hosting another match at this time.

c) If a venue opts to withdraw from the league whilst competitive matches remain in the season; it will remain the responsibility of the affected team(s) to find an alternative suitable location where their matches can be played. It is important that the affected team keeps the League Officials updated on the situation, and the league will try to help where it can.

2.5 Venues - General

a) Entry of all visiting players to a venue remains at the discretion of the venue owner. In the cases of underage players or players otherwise barred from entry to a venue; the visiting team's Captain is responsible for contacting the venue to determine if the affected players will be allowed to visit the venue to play the match. Discretion in all such cases rests with the owner of the venue. If the visiting Captain fails to contact the venue in advance, or chooses to ignore the advice given; the League will take no responsibility for refusals of entry.

b) In the case of a team being barred from a venue; this will (in the vast majority of cases) necessitate the need for the match to be played at an alternative (neutral) venue.

c) Any team wishing to move venues mid-season requires the permission of the league and both existing and new venues before moving. However the league may opt to rule in favour of either the team or the venue depending on the circumstances relating to any move.

d) Social or Members Only clubs competing in the league must consent to allowing visiting players to enter their venue free of charge whilst on Pool League business. Visiting players should also be aware that they may be asked to sign in and out for the duration of their visit. Any membership agreements between such venues and players on their own teams will remain an internal matter between team and venue.

e) The league reserves the right to suspend or ban any venue that may be deemed as in serious breach of league conduct. This could be for a defined or indefinite period.

SECTION 3 - TEAM MATCHES

The following rules apply to both teams as it is recognised that the home team could be late for a fixture as well as the away team.

3.1 Match Times – Team Matches (League, League Cup & Community Cup)

a) Each team match (with the exception of Finals Night matches) in this league has a scheduled start time of **8.30pm**. Both teams (or at the very least representatives of both teams) are respectfully asked to be at their match venue by 8.15pm. This allows time to complete and submit team line-ups and one rack of free practise for the away team in preparation for an on-time start.

Matches can commence prior to the 8.30pm start time if both teams are present early and agree to do so.

b) If a team knows they are running late for the 8.30pm start time, they should make a courtesy call to the opposing team Captain or venue AND their designated League Representative, informing them that they will be arriving late. It is suggested that discretion is exercised if the courtesy call is made (and made BEFORE 8.30pm), providing the delay to the start time is a sensible one (no more than 15-20 minutes as a guide). Teams should take travelling time into consideration when playing away, especially in cases where the use of public transport is required.

If a team is not present by 8.30pm and has not made a courtesy call, the team present can begin claiming frames as time elapses in the following way:

- 8:30pm – Free Practise frame forfeited (where applicable).
- 8:35pm – First singles frame claimed (1-0 lead)
- 8:40pm – Second singles frame claimed (2-0)
- 8:45pm – Third singles frame claimed (3-0)
- **8:50pm – The whole match can be claimed.** At this point the captain present should contact their League Representative informing them of the match being claimed. A score card should also be completed, showing their intended singles line-up and submitted at the following League Meeting as per normal procedures (Hot Shot frames will be credited accordingly). The result will be claimed as a 6-0 victory to the team present (5-0 in cup matches), and a points deduction in accordance with league rules issued to the team which fails to attend.

If at any point during the listed times the opposing team arrives, the match will commence from the next available timing point.

c) **No-Show reporting procedure** if a team is at a venue for a match and the opposing team have not arrived/no contact has been made:

- The team captain present should contact their divisional representative at 8:30pm to confirm that their opponents have not arrived or made a courtesy call.
- The divisional representative (or other designated committee member) will attempt to contact the opposing team captain or venue using the numbers provided by the team to the league telephone directory.
- The outcome of that call will then be disclosed to the original team captain who is awaiting the opposing team's arrival. If the call to the opposing team is not answered, or is not answered with a definitive response, the captain present will be advised to claim frames as per 3.1b
- If a definitive response was not given from the opposing team and rule 3.1b was advised, the divisional representative will call the captain present again at (or just after 8.50pm) to confirm if their opponents have arrived or not. If they have not arrived, the match can then be claimed.

Timekeeping issues must be challenged/examined at the time of the incident (including contacting a League Representative where necessary) as these cannot be re-examined after the match has been played.

If a team is present at a match venue and their opposition do not arrive; they MUST contact their divisional representative BEFORE leaving that venue. Failure to do so may result in penalties being levied against that team.

3.2 Cancellations & Postponements

a) Cancellations or postponements of matches not covered by special league dispensation are no longer permitted (due to varying levels of abuse of the rule in previous years). Each match must be played at the date and time as directed in the official fixture lists. Match date and times for Finals Night matches cannot be changed under any circumstances.

b) If a team cannot fulfil a fixture and needs to cancel it, they MUST let their League Representative and opposing captain know as early as possible (24 hours notice or greater is preferable). The league would like to avoid any unnecessary expenses incurred to the opposing team by way of food provision or travel costs. Additional points deductions or fines may be levied where the league feels that insufficient or no notice has been given of a fixture cancellation.

c) If a team has fewer than 5 players available for a match, they are still advised to attend the fixture and play as many frames as they can within the rules. A team turning up and attempting to play a match; whilst forfeiting some frames will not face any further points deduction or possible fine from the league. A team with only three available players can still feasibly turn up and win a fixture, as they can still contest a sufficient number of frames to do so.

d) Cancellation of fixtures will result in a one point deduction for the first cancellation. An additional point will then be deducted for each subsequent cancellation (2 points for second cancellation, 3 points for 3rd cancellation and so on). Cancellation of a cup group fixture will result in points deductions in both the cup group and league, and cancellation of a knockout fixture will result in elimination, and will also include deduction of league points in accordance with the escalating scale.

e) The League reserves the right to cancel fixtures in the following circumstances:

- If one or more of the league's teams or players is on County or International duty, or representing the league in another competition on the same day (such as the 'Champion of Champions' event).
- Extreme weather conditions hampering the local travel network or jeopardising the safety of players travelling to or from a match.
- Abandonment of a match.
- If a team's home venue is closed or otherwise unavailable on a specific matchday either by accident or design (further clarification may be sought from the venue if required).
- If a team has invoked a Crisis Card – the league may allow for re-arrangements providing the team has otherwise acted within the rules directed by the Crisis Card (see section 18). Crisis Cards will not be granted retrospectively in any situation and are not designed for the cancellation of a single match due to player holidays etc.
- Accepted late entrants to the league may be entitled to 'catch up' up a proportion of fixtures, subject to completion of the necessary documentation and payment of league fees. This can be done either by playing catch-up matches on a pre-arranged date, or by playing any planned return fixture as a double-header.

f) In all cases of rule 3.2e, the league will grant both of the respective teams a 28 day grace period to rearrange and play the affected fixture, or a deadline of the following League Meeting (normally whichever is greater). For other extraordinary situations not detailed in rule 3.2e, the League reserves the right to request significant prior notice and insist the match is played prior to (but no later than) it's original date (subject to League and in some cases opposition approval). The only exception to this rule is that no league cancellation will be allowed 28 days or less before the final league fixture of the season.

3.3 Match Fulfilment & Rules (not including rules of the game)

For Rules of the Game; please refer to the "Luton & District Monday Pool League – Rules of 8 Ball" manual included separately in your member's pack.

a) It remains the responsibility of each team (either venues or team captain) to each provide a blank score card to be used during the match. Replacement score cards can be downloaded and printed from the League website.

b) All team matches will initially be played over 8 frames, consisting of 6 singles frames followed by 2 doubles frames.

Players may be utilised within those 8 frames in the following way:

- All players are eligible to play in ONE singles frame and ONE doubles frame, according to the number of players available for selection and the team captain's preferences.
- ONE PLAYER ONLY may be nominated to play in TWO singles frames, however that player then becomes ineligible to play in either of the two doubles frames (a player cannot appear more than twice over the initial 8 frames). The player selected to play twice in the singles **cannot play in consecutive frames**.
- No player can be selected to play twice in the doubles of any competitive team match.
- The player selected to play in the 6th frame (singles) can also play in the 7th frame (doubles) providing he or she has not played in two singles frames.

c) Matches will then be played in the following way:

- The 'home' team will write down their 6 singles players in order from frame 1 through to frame 6 on the score sheet first. All 6 spaces MUST be completed, either with a player name or with forfeiture. It is permissible to name a latecomer who is not present within your line-up, but they must be present at the venue to play their frame when it becomes due. (A maximum of 5 minutes grace will be allowed when the table is racked for their frame, after which it will be forfeited).
- After all 6 'home' singles frames have been completed, the sheet is passed to the 'away' team who will complete their team line up in the same way. Both team captains must ensure each respective line-up has been correctly completed prior to the match commencing.
- 'Home' and 'away' teams are generally decided by the location of the fixture, however if the match is being played at a designated neutral venue, this is decided by a coin toss and team selections are conducted privately.
- In frame 1, the 'home' team provides a referee, and the 'away' player has the break. This then alternates for the remainder of the match. In doubles frames the nominated 'timer' should be selected from the opposite team to the referee.
- After 6 frames have been played, both teams are then requested to pick their doubles line-ups, again starting with the 'home' team.
- If the fixture being played is a League or knock-out group fixture and the score is 4-4 after 8 frames, the match is drawn and each team will receive an equal number of points based on the competition scoring criteria.
- If the fixture being played is an elimination/knock-out fixture and the score is 4-4 after 8 frames have been played, a sudden death singles frame will be contested to determine an overall winner. Each team Captain can select ANY player from their team, regardless of how many frames they played in the initial 8 frames, break will be determined by a coin toss, which will be called by the player whose team broke in frame 1, and the opposing team will provide a referee, unless a neutral referee (i.e. a league official) is available.
- After all frames have been completed, the score card should be checked by both captains to ensure all results have been logged correctly, the final score added to the bottom of the sheet in the space provided and both captains must then sign the score card. The home team should then retain the score card to be submitted at the next monthly meeting.

d) If a team has an insufficient number of players available:

- **5 players** – the least number of players available to complete all 8 frames of a match. 5 players play one frame of singles each. 1 player plays two frames of singles (not consecutively) and the remaining 4 players play the two frames of doubles.
- **4 players** – the opposing team is given a 2-0 head start (for the frames that cannot be fulfilled). Frame 6 is forfeited. The captain then has a choice of forfeiting frame 5 and playing 4 singles and 2 doubles; or forfeiting frame 7 and playing 5 singles and 1 double.
- **Both teams have 4 players** – Frames 5 and 6 are not played, and the match starts at 1-1 (the two frames that cannot be fulfilled).
- **3 players** – the opposing team is given a 3-0 head start (for the frames that cannot be fulfilled). Frames 5, 6 and 7 are forfeited. 4 singles and 1 double can still be played within the selection rules.
- **1 team has 3 players, the other 4 players** – Both teams play as per the '3 players' rule above, but the team with 4 players is only given a 2-1 head start.
- **Both teams have 3 players** – The match starts at 1-1. Frames 5, 6 and 7 are not contested. An additional singles frame is played at the end of the match (to decide the eighth frame) with players selected by both captains. This is the only time this frame would be utilised in a league game.
- **Insufficient players for doubles due to players leaving the match early** – any frame of doubles with an insufficient number of players available is forfeited.

Forfeiture of frames due to insufficient players must always be counted backwards from frame 6 in singles; and forwards from frame 7 in doubles. It is not permissible for forfeiture to be purposely declared elsewhere in the team line up, for example an away team attempting to avoid having to play against a certain player or pairing.

In a case where a team is short of registered players and has had to forfeit frames as detailed above, it is permissible to play any forfeited frame as a 'friendly frame' although the match score will still stand. This may be necessary in cases where the opposing team has players that would otherwise not get to play a frame of pool. Any 'friendly frame' should only be used in place of an otherwise competitive frame and can be contested by any player nominated by each captain. It will not count towards the match score.

3.4 Results

a) The final result from each match must be received by the League Secretary by no later than midnight on the date of the match. If for any reason the match is still in progress at this time, then the latest score should be submitted with the final result to follow as soon as possible.

b) Each team must fill out a score card at each match, which should be retained and submitted to the League Officials at the following monthly meeting. If you are unable to attend the following monthly meeting, the cards can be submitted to any League Official, delivered to the designated meeting or league sponsor's venue, or an image sent via picture message or WhatsApp to the Registrations Manager. Data from the score cards is used to compile the player hot shot data. By each team filling out a score card for the match, it allows the data submitted to be consistent (prevents any post-match alterations being made); and also increases the chances of the league receiving at least one record from every game.

c) Each team is responsible for their own player's results, so it may also be advisable to keep a record of your team and players' individual results in cases of dispute.

3.5 Match Fulfilment - General

a) In cases of extreme weather conditions, such as excessive snowfall or flooding leaving parts of the local area inaccessible, the League Committee will make a decision based on prevailing conditions by no later than 6pm on the match date. Teams are advised not to travel or attempt to travel to matches until this confirmation has been made. However, if a match involved two teams in close proximity to each other (such as a derby game); this will be allowed to go ahead at the discretion of the team Captains (and providing they can each muster a suitably sized playing squad without the need for excessive travelling).

b) In the extreme case where a match needs to be abandoned, your League Representative must be informed as soon as possible. Where necessary a latest score (up to the last completed frame) should be submitted. Any frame which has not been completed at the time of the abandonment will be deemed void.

Depending on the nature of the abandonment, it may be possible to resume the match elsewhere on the same evening. However each case will be reviewed individually by the League Officials. Examples include (but not limited to):

- The table becoming unplayable (ripped baize, cracked or broken slate/surface, damaged pockets/cushions, jammed ball mechanism, missing/lost balls etc.).
- Water leaking or debris falling from overhead directly on to the bed of the table.
- Failure of table lighting or full power failure at venue.
- Full evacuation of premises (under fire or other emergency procedures).

It is permissible for teams in this league to arrange and compete in friendly matches with other teams during the season or close season. This will remain an agreement between the two teams arranging the match, and the rules of the league do not need to be observed for any friendly matches. For this reason no complaints can be made to the League Committee regarding any friendly matches as they are not governed by the League or its Committee in any way.

The League Committee reserves the right to request that a scheduled friendly fixture be cancelled in any case where it clashes with any fixture scheduled by the Luton & District Monday Pool League or its affiliated competitions.

3.6 Match Fulfilment – Code of Conduct

a) Teams may NOT make any changes to their team sheets once the match has started, although captains do not have to choose their doubles line-ups until the singles frames have been completed. All player names should be clearly shown on the score sheet BY FULL NAME ONLY. Abbreviations, nicknames or first names only are not acceptable. Incorrectly filled out score cards may incur a joker to the team at fault and will not be processed towards any player statistics.

Frames must be played in the order they are detailed on the team sheet.

b) Teams may only select players who are correctly registered with the league at that time to play competitive matches. Playing an unregistered player, if proven, will result in any frames won by that player being reversed to the opponent. This may change the overall result of the match played. A points deduction will also be levied to that team, up to a maximum of three points after any frames have been reversed.

c) Any refereeing decision is final – players are entitled to ask the referee questions based on their game providing that the answers are either 'yes' or 'no' and are not deemed to further a player's position in the game. No team or individual has the right to place pressure on a referee in an attempt to influence or distort a decision. The exception to this rule is where a game is temporarily suspended because a rule has not been enforced correctly or requires clarification. In such cases play must cease immediately, the rules manuals consulted and where necessary the League Officials contacted.

d) Team Captains are responsible for the conduct of all of their players (or the team as a whole) during matches. Any players under the age of 18 should have a designated guardian with them at all times whilst on league business (any member of their team over the age of 18).

e) Refusal to play a frame or frames by a player or team will result in forfeiture of that frame. Similarly if a team or player leaves a match prior to having played all of their designated frames will automatically forfeit any remaining frames. Disputes should be opened by contacting your divisional representative prior to leaving a venue, as frames will be deemed as claimed if a team or player opts to walk out prior to opening a dispute.

f) The league reserves the right to suspend or ban any player who may be deemed as in serious breach of league conduct. This could be for a defined or indefinite period.

SECTION 4 – SINGLES & DOUBLES KNOCKOUT COMPETITIONS

In addition to the League and Knockout team competitions, the league also operates Singles Knockout and Doubles Knockout competitions. Entry to these competitions is strictly optional and subject to payment of separate registration fees.

4.1 Singles & Doubles Knockout Registrations

Dates for these matches will be detailed in the calendar on release of the League Fixtures. Players are kindly asked to check these dates before registering for these competitions as they are not flexible.

The deadline for registrations will be announced by the League Officials at one of the monthly meetings. Players are eligible to enter the competitions providing they are registered to play for a team within the league at the time of registration, AND subject to full payment for their entries by the designated deadlines. Entry fees for competitions are as follows:

- **Open Singles Knockout** - £1 per player.
- **Ladies Singles Knockout** - £1 per player.
- **Doubles Knockout** - £2 per pairing. Doubles partnerships can be formed by two players that play for different teams.

A player can only enter each competition once per season.

The draws for each competition will then be conducted following the registration deadline. Depending on the number of 'byes' required in each competition, a number of top performers from previous seasons may be given seedings. Where 'byes' are required in any early round draws, these will be given first to the seeded players, any further 'byes' thereafter will be drawn at random.

4.2 Match Times – Singles & Doubles Knockout Matches

a) The majority of Singles & Doubles Knockout Matches are played in the format of two rounds on a single evening. Matches are played in pairs with the winner of each first round match remaining at the venue to play against the winner of the other match in their mini-group.

For these matches, the first match should be underway by no later than 8:00pm.

Players can claim their match if their opponent has not arrived at the match venue by 8:30pm, regardless of whether the table is still in use from any previous matches or not. After 8:30pm, the player claiming their first match can then progress to play against the winner of the other match in their group of four.

b) The length of each match will be publicised by the League Officials prior to the round being played. Ladies and Singles matches are best of 5 for each round prior to the Final. Doubles are best of 3 for each round prior to the Quarter Finals, best of 5 for the Quarter and Semi Finals. All three competitions play a best of 7 Final.

4.3 Singles & Doubles Knockouts - General

a) Dependant on the number of entrants, the Ladies Singles may follow a round-robin group format in the opening rounds, with only the later rounds played as a straight knock-out.

b) Break in the first frame is decided by coin toss between the competing players, and alternates for the remainder of the match. All matches with the exception of the Final should be informally refereed between the two players.

c) Re-arrangements of matches (either date or venue) are not permitted on any dates where the match is scheduled as a double-header. However re-arrangements of the later rounds may be directed by the League Officials in cases where a player is still in two or more competition draws and scheduled to play matches on the same night.

d) Each group winner is responsible for letting the Cup Representative (via their Captain) know that they won their group, to assist compilation of the draw for the following round.

e) Teams cannot, under any circumstances, replace or swap players within a competition once the first round draw has been made. A player may withdraw from a competition at any time, but they will not be able to reinstate themselves later. If a player opts to withdraw from the Doubles, they automatically withdraw the whole pairing.

f) Venues are under no obligation to subsidise frames for Singles/Doubles tournaments. Players should not expect this and should arrive at their venue with sufficient funds to complete their respective matches. Although it is up to each player how they split the cost, it is deemed as unsporting conduct to arrive at a match venue with no money and expect your opponent or the hosting venue to fund your share of the costs of your match. A player will forfeit alternate frames (from frame 2, then frame 4 and so on), if they do not have money to pay for knockout frames, unless otherwise agreed.

g) In doubles knockout matches, the break should rotate between players. Each of the four competing players should break once in each set of four frames (unless a foul break is committed as per the Rules of the Game manual).

h) In each competition, semi finals will be contested at the League Sponsor's venue, the Harvest Home. Finals will be contested at the League's nominated venue for Presentation Night.

SECTION 5 - LEAGUE PLACINGS & FORMAT

Each member team will be automatically assigned a league position within the system. The top divisions within the system follow a general format of 12 teams playing each other once at home and once away, forming a total of 22 league matches. Subject to the number of member teams lower divisions may follow a different fixture format and number of teams/total matches played. League sizes may also dictate if teams end up playing each other twice at home and twice away during the season.

In the interests of fairness, all new teams joining the league must start from the lowest available level in the league system. Every team in the league can earn the right to play at as high a level as possible through a series of promotions and relegations between each division at the end of each season. This is considered a much fairer policy than offering teams a 'free ticket' to the top level ahead of longer-established teams that have worked their way up the league ladder. Prior to this rule, the league suffered from teams being fast-tracked into the Premier League based on rankings of players within their squad, only to resign from the league either without completing the season or after contesting a single season.

5.1 League Placings during Close Season

League placings will be granted to each team in the following order:

- **Established teams** – at the end of each season after all matches (including any play-off games) have been played. The final league tables will be reviewed and teams placed into divisions for the following season, taking all promotions, relegations and resignations into consideration. If an established team opts to resign from the league or not renew their membership for the coming season, relegated teams may be reprieved or additional teams promoted to back-fill positions that have been vacated in accordance with any teams that have opted to resign over the course of the season. If an established team opts to 'split' into two or more teams at this time, preference will be taken with the split retaining the original

home venue OR the Captain plus an equal or majority split of players OR a majority split of players alone where they have gone against the existing Captain. It may be necessary for the Committee to consult the team, captain or venue owner where it feels there may be cause for clarification or appeal. The remaining minority will be treated as a 'Breakaway team' as detailed below.

- **Breakaway teams** – any team which has been formed as part of the minority 'split' as detailed in rule 5a. These teams will be placed in the league system at the next appropriate point after all established teams have been allocated a league placing.
- **Returning teams** – any team which commenced the previous season but opted to resign from the league system during that season. Returning teams will be placed in the league system at the next appropriate point following on from all established and breakaway teams.
- **New teams** – any team that has not been a member of the league in the last 12 months. After placing of all established, breakaway and returning teams, new teams will be allocated the next available position on a first come, first served basis. This may result in situations where a number of new teams may be spread across two or more divisions depending on demand.

5.2 Mergers

a) Attempts to "merge" two teams will be subject to a ruling by the League Committee. In the majority of cases attempts to merge two teams mid-season will result in taking the lower league position of the two teams. The Committee stance will be deemed based on any potential advantage that may be gained by teams merging, for example increasing a team's chances of winning a trophy or avoiding relegation.

5.3 League Scoring System

a) League points are awarded on the following basis:

- 3 points for a win
- 1 point for a draw
- 0 points for a defeat (points deducted for a no-show or cancellation).

b) Teams on equal points are separated by criteria in the following order:

- Frame difference
- Total frames won
- Most overall wins
- Countback of aggregate results between the two teams (this can be extended to Cup matches if still tied)
- If required to separate a Championship/Promotion/Relegation place, an additional play-off match may be required.

5.4 League Fixture Format

a) Of a team's scheduled league fixtures, half will be scheduled to be played on their home table, and the other half away. The League will try and accommodate a team's fixtures the best it can, by ensuring where possible that a team will not be away for more than two consecutive league matches (this is not always possible when taking Cup matches and cancellations or resignations into consideration). Fixture lists will also be compiled to accommodate cases where two teams share the same table, ensuring one is at home when the other is away.

b) Generally teams in each division will play each other twice (once at home and once away); although in some cases due to the league size teams may meet each other four times (twice home and twice away). To fulfil a season's fixtures teams must be prepared for the fact they will have to travel away to other teams' venues within their area. All venues are currently covered within a 12 mile net. It is unacceptable for teams to decide to only fulfil their home fixtures and will be punishable by the points deductions/fines outlined in sections 3.3 and 9.2. It is deemed disrespectful to the opposing hosting teams in respect of willingness to play their match/food provision/bar revenue etc.

c) In cases where a new team has been accepted into a division above the bottom one mid-season (subject to available space at the time), the League Committee reserve the right to review their position at the end of the current season.

5.5 League Hot Shot

Each registered player is automatically entered into the Hot Shot competition for the league division they are competing in upon registration. As players compete in singles frames during the course of a league season, their Hot Shot record is gradually built up as they win frames. At the end of the season, the player that has won the most frames wins the Hot Shot trophy for that division.

- Hot Shots are applicable to Singles frames contested in league matches only.
- If a player contests two singles frames in any match, only the first frame contested counts towards their hot shot score, so they fail to score if they lose their first frame but win the second one.

The Hot Shot Winner will be calculated using criteria in the following order:

- Total frames won
- If frames won is a tie, the highest percentage of frames won to frames contested.
- If wins and ratio is tied, head to head between the two or more players across all of their league meetings.

If head to head still doesn't determine a winner, tied players will play off to determine a winner. (This will be a head to head competition if there are two players tied, and a mini league if three or more players tied).

5.6 Champion of Champions

The Luton & District Monday Pool League's affiliation to the English Pool Association allows the league to send up to two teams to the National Champion of Champions event which is held annually. First entry will be offered to the Winners of the Premier League, followed by the Runners Up. If either team is unable to compete in the Champion of Champions' event, a position may become available for the League Cup winners to enter and compete instead. Singles Knockout winners in both an Open and Ladies category may also be accepted to compete in Champion of Champions events, with the runners up also becoming eligible if the League is able to send two competing teams.

a) Entry fees to the Champion of Champions event for all competitors will be paid by the League, however competitors are then responsible for any other costs incurred, including travel and accommodation.

b) Any player or team eligible to enter Champion of Champions may be required to enter any number of qualifying rounds in order to make the finals. Dates, times and locations of any qualifying matches will be confirmed by the Committee's County/EPA Consultant when known. Players and teams should ensure they are available to compete in those qualifiers.

c) Eligibility restrictions may apply in cases where players are under the age of 16 or compete at Professional or International level. The league reserves the right to invite eligible players or teams from the previous season to fill entry places where a player or team is ineligible to compete or opts to decline their invitation to the event.

d) Champion of Champions is a separate event from the Luton & District Monday Pool League and its rules of competition and eligibility can change at any time. Full details and competition rules can be obtained from the EPA website or from the Committee's County/EPA Consultant.

SECTION 6 - KNOCKOUT COMPETITIONS & FORMATS

As examined earlier in the manual, there are several knockout competitions which are also contested throughout the season. The main competitions are as follows:

- League Cup
- Community Cup (the Terry Hyde Memorial Trophy)
- Ladies Singles
- Singles Knockout
- Doubles Knockout
- League Play Offs

6.1 The League Cup & Community Cup

All teams that pay their registration fees and enter the League are also entered into this competition. The Competition begins with all teams being drawn at random into groups of up to 4 teams. Teams in each group play each other once at home and once away (over 6 matches). After 6 matches have been completed, all of the group winners (and best runners up if required) are entered into the **League Cup** (normally 16 teams); with the next best teams (normally 16 teams again) entering into the **Community Cup**.

Both competitions then become straight knockout competitions, using the format explained in section 3.3.

a) Both the **League Cup** and **Community Cup** rounds of 16 and Quarter Finals will be drawn at the following League Meeting. The League Cup will be drawn first, followed by the Community Cup. The first team drawn in each tie will be the 'home' team and will play the match at their home venue. The second team in each tie will be the away team.

b) If two teams that share a match table are both drawn to play at home, the first team drawn out of the hat (the team that appears first in the draw) will assume priority and takes the 'home' table for that evening's match. Once the table has been taken, the next team from that venue/table drawn will be given first refusal to play at another 'available' venue on that evening (any venue that is not hosting a match on the same day). The sponsor's venue (Harvest Home) may also be used. Under this circumstance the fixture date will not be allowed to be changed.

c) After the Quarter Finals have been completed, the Semi Finals will be drawn at random at the following League Meeting. The Semi Finals will be hosted at the league's sponsor venue, the Harvest Home. The Final will then be contested at the League's chosen venue for Presentation Night.

d) Once each competition reaches the knockout phase, matches are played on a first-to-5 wins the match format. The group stages are all contested using the usual 8-frame league format.

6.2 Singles & Doubles Knockouts

Please refer to section 4.2.

6.3 League Play Offs

The League play-offs are designed to offer an additional opportunity for one of four teams to gain promotion to the division above. The play-offs will be contested by the four teams that finish in each of the four positions immediately below the automatic promotion spots in each division.

a) The Play-Off Semi Finals are contested over one-off matches. The team finishing in the highest position of the four teams will play the team finishing in the lowest position of the four, and then the remaining two teams will play against each other, with the two winners progressing to the final.

b) In the Semi Finals, the highest placed team will earn home advantage. If two teams are scheduled to both be at home on the same evening, the higher-placed team will take the table. The displaced team will have first refusal on an alternative venue. The league sponsor's venue (Harvest Home) may also be used. The Finals will be contested on Finals Night at the League's nominated venue for Presentation Night.

c) The League reserves the right to adjust the play-off positions in any division where it is deemed necessary to maintain the size of divisions for the following season.

6.4 Team Knockout Matches & Play-Offs – General

a) Ties in the play-offs, League Cup and Community Cup will be played over the standard league format of 6 singles frames followed by 2 doubles. The match is won once one team reaches a score of 5 frames. If the scores are tied after 8 frames have been played, both captains must nominate one player to play a sudden death singles frame to decide the match. The break in this frame will be decided by a coin toss. Teams can opt to play out all eight frames if they wish, even after the match has been won, to ensure all their players get to play a frame, however the result should only be declared from the point a team reached a score of 5.

b) Match venues will be drawn or advised with the teams drawn each round.

SECTION 7 - MATCH REFEREES & SPORTING CONDUCT

During team League and Knock-out matches, teams will be required to provide a referee for each frame in which their own competing player does not break. The elected referee should take charge of racking the balls up for the frame they are about to oversee, and remain in charge of the game until the black ball is pocketed. As a rule of league etiquette the competing players should shake hands before and after each frame to signal the start and end of each frame. Prior to racking up the balls for a frame, the referee should also check all of the pockets on the table are free from obstruction.

7.1 Referees

a) Each Team Captain will be asked to ensure that they have a number of players available for each match that can competently referee a frame of pool (taking into consideration that Luton & District Monday League Rules may have variations from the rules used in other regional pool leagues). The same referee is allowed to appear more than once during a match, but is not allowed to referee a frame that he or she is competing in. In doubles frames, the opposite team to that providing the referee should provide a 'timer'; who will ensure the 60 seconds shot time is not exceeded.

b) The referee selected for each game MUST give that frame their full concentration throughout. Teams must not attempt to distract, influence, or intimidate the referee during a frame. Such instances can be deemed as coaching, and can bring into question whether decisions or even frames are valid.

c) Referees must be totally impartial to both players at all times. After each visit has finished the referee should indicate that the previous player's visit has ended, usually by nominating the oncoming player's colour group or name.

d) After a foul stroke has been committed (except where it results in concession of frame or rule 7.1e applies), the oncoming player is entitled to two visits AND a free table/free ball with their first shot, regardless of the type of foul stroke played by the previous player. The oncoming player does not have to nominate the free shot, as it is automatically awarded with the two visits.

- If the cue ball was pocketed or forced off the table during the foul shot, the oncoming player can place and play it from anywhere (and in any direction) on or behind the baulk line (if the table has a 'D', this is not used).
- If the cue ball remains on the table following the foul shot, the oncoming player must play the ball from where it lies.

e) If a 'time foul' is committed during a doubles frame (where the 'timer' states that a player has taken in excess of 60 seconds to play a shot), the oncoming player is awarded two visits AND a free table/free ball with their first shot. In this case (and only in this case); the oncoming player has the option of playing the cue ball from where it lies; OR they can choose to play the cue ball from baulk.

- The timer will commence the 60 seconds for the oncoming player directly after the time foul is called.
- The oncoming player can play the cue ball from where it lies within the initial 60 seconds OR can request the referee to lift the cue ball and place it in baulk.
- If the player wishes to play from baulk, they **MUST** ask the referee to lift the cue ball and place it into baulk, if they attempt to do this themselves that will also be called as a foul.
- After the referee has placed the cue ball in to baulk the timer must restart the 60 seconds. The player is then free to play the cue ball from anywhere on or behind the baulk line and the 60 second shot clock will operate in the usual manner.
- These steps also apply if the cue ball is already in the baulk area of the table after a time foul has been called.

f) The referee should not announce the outcome of any shot (i.e. signalling a nominated colour group or the end of a player's visit) until all the balls on the table have come to rest. The only exception to this rule should be if a foul has already been committed during the current shot.

g) Any refereeing decision is final (except in definitive breaches of rule 7.1b), based on the consensus that if the referee has not seen a foul, then they cannot call a foul. No individual or group of individuals has the right to attempt to influence a refereeing decision. Such instances are deemed as coaching and must be referred to the League Officials for investigation.

h) Frame forfeiture is possible (the referee awarding the frame to a player's opponent) in the following circumstances:

- The referee deems that the player at the table has in no way made a legitimate attempt to play a legal shot (committed a foul stroke that the referee deems beyond all doubt was made deliberately). (See rules 7d and 7e of the 'Rules of the Game' manual for clarification).
- A player opting to 'concede' a frame by prematurely offering a handshake to his or her opponent. A player unscrewing and separating the sections of their cue shaft whilst their opponent is at the table may also be deemed as concession of frame.
- Any foul committed in the same shot as the black ball is pocketed, even after the black ball has dropped in that shot.
- A deliberate act of moving balls on the table by a player in any way that is not deemed a normal shot with the tip of their cue (for example pushing a ball across the table or into a pocket with their hands, a 'swipe' at a ball using the cue shaft or obtaining a ball dropping into a pocket).

i) Should a rule require further clarification – play must cease immediately at the point where the issue occurred. Team Captains will attempt to resolve the issue, discussing with the referee and active players only if necessary. The rules manuals can be consulted (which should be in possession of either the Venue or home Team Captain at each match). Finally, if no decision is reached then they must contact a League Official, who will reiterate the official rule. If play is allowed to continue beyond the point of dispute, then it is deemed a satisfactory agreement has been reached and there will be no grounds for further appeal.

j) After a frame has finished and the opposing players have shaken hands, the result from that frame stands and is added to the final match score. The referee should oversee the score from that frame being added to the score card to ensure that it is completed correctly. After this point there will be no grounds for further appeal on that frame.

k) Under no circumstances do inactive team members have the right to argue with or confront a referee.

** It is the responsibility of the Team Captain (or acting Captain) to select referees for each game, and therefore their responsibility to ensure that the referee is not distracted from the game in any way. Any dispute should first be dealt with under the Captain's Discretionary rules detailed in this manual. If the match is stopped mid-game, if an agreement cannot be reached the frame affected will be re-racked and started again, played by the same players but with an alternative referee if required.*

7.2 Coaching

Whilst the league actively encourages a competitive environment, it also aims to remain friendly and fair, and as such sporting behaviour is expected from all players and supporters at matches at all times. Poor sporting behaviour and gamesmanship can often sour what should otherwise be an enjoyable night out for all of the players involved, and also presents a sub-conscious negative reputation between individuals or teams which can be difficult to shake off. The League also now invites teams in each division to vote for a team as part of a Divisional 'Fair Play' award, designed to encourage friendliness and sportsmanship.

Any instances of coaching during any match in the Luton & District Monday Pool League or its affiliated competitions are deemed as unsporting conduct.

To avoid any confusion an instance of coaching is deemed when an outside influence (including the referee) makes a clear attempt to further a player's position in the game. This could be by verbal instruction (including reiteration of rules made by somebody other than the referee) or making contact with the table to indicate a shot or series of shots for a player to make. The referee reserves the right to maintain control of such situations at all times.

a) Should an individual or group of individuals who are not active in the game make a verbal or gestured instruction to a player which is likely to influence that player's position in the game, or affect the player's decision making ability with regard to how they are playing the game, then the referee will issue one verbal warning to the player and individuals at fault.

This includes (but not limited to):

- A specific instruction of what shot to play (such as a safety shot or which ball to play for).
- Pointing out that a player is shooting for the incorrect ball before the shot is played.
- 'Reminding' a player which set of rules they are playing (rules can and should be clarified by the referee and the referee only upon request).

The affected players may choose to remind the individuals concerned that their instruction is not acceptable before continuing. Following the verbal warning, any further instances will result in the referee calling a foul, two visits and a free table being awarded to the opposing team.

If an act of coaching is deemed by the referee to allow a player to go on and win the frame in the subsequent visit, the frame should be abandoned and restarted as an act of sportsmanship.

Doubles players are kindly reminded that after a player's visit has commenced (he or she has touched the table - except after the break shot), no further conferring is allowed until after the active player's visit has ended.

b) Coaching could also be called in situations of (but not limited to):

- Any individual not active in the game making contact with the table (including an active player's doubles partner in a doubles match when their partner has already taken control of the table).
- An individual or group not active in a frame touching the table while play is in progress. This includes tapping the edge of the table to indicate a "good shot".
- Inactive players approaching the table whilst a player is shooting, this includes picking up chalk from the side of the table, or approaching the table to analyse or offer an opinion (such as scrutinising a touching ball). These decisions should be undertaken by the designated referee.

If the referee (or opposing Captain or player if necessary) deems that breaches of rules 7.2a or 7.2b or similar have been made, then the referee can resort to the following action:

- One verbal warning, before resorting to calling a foul with any further instance.
- Call a foul, two shots and free table, from its current position. Final warning then issued – any further instance awards the frame.
- Further instance following foul call, the referee can choose to award the frame.
- Alternatively, if the act of coaching is deemed to place a player in a 'winnable' position; the referee can opt to call for a re-rack out of Sportsmanship and commence the frame again. If this option is considered, the referee should make it clear that any further instances of coaching will result in the frame immediately being awarded to the opponent.

The referee can resort directly to a foul call if he or she deems the instance of coaching is serious enough to bypass the initial warning.

7.3 Sporting Conduct

Sporting Conduct is also an important element of the game.

a) Players and referees alike should be treated with respect whilst playing or participating in a match. The following examples demonstrate poor sportsmanship and should be avoided:

- Using a mobile telephone or playing a gaming machine (or other demonstration that you are not paying full attention) during a frame you are playing in or refereeing.
- Leaving the match area during a frame for a cigarette or to go to the bar as an example. Comfort breaks in the case of an excessively long frame or match may be necessary, but players should inform the referee of this.
- Deliberately moving around in a shooting player's line of sight.
- Heckling an opposing player whilst they are down taking a shot.
- Heckling an opposing player following a poor shot or foul.

b) A team's line of duty to prevent coaching instances also extends to persons who may be inside a venue but bear no connections to either team. Such individuals should be kindly reminded that a league/cup match is taking place and asked to refrain from becoming involved.

c) The active player reserves the right to ask the referee to request the opposing player to move if they are standing in the active player's line of sight whilst shooting. This also applies to the referee, who should not stand in the active player's line of sight. The referee should not ask a player to move unless requested to do so by the active player. No penalty will be incurred.

7.4 Heckling & Barracking

Whilst it is important that the instances in rules 7.1 to 7.3 are enforced, it is important that coaching is in no way confused with barracking.

a) Barracking MUST NOT:-

- offer any instruction to further a player's position in the game (which would be deemed as coaching and dealt with under rule 7.2).
- have any prejudicial connotations (including racism, sexism or homophobia).
- take place whilst any player is shooting.
- be made in an attempt to influence or distract the referee.

SECTION 8 - LEAGUE MONTHLY MEETINGS & PRESENTATION NIGHT

League Monthly Meetings are held (as a rule) on the final Wednesday of every month at 8.30pm at a designated venue detailed on the league fixture lists or as notified by the League Committee. Dates of all meetings are also included on all fixture lists. The meetings are a good way of keeping league matters up to date and resolving any outstanding or arising issues, so it is therefore important that every team has a representative present at every meeting. Each meeting is intended as a 'close of business' for all league related matters over the previous month.

8.1 Formalities

Each team is expected to send a representative to each meeting. This representative should preferably be a member of the team (not necessarily the Captain); but could also be a nominated responsible member from the team's home venue.

At each meeting the nominated representative should:

- Sign in at the Committee table to confirm attendance
- Hand in ALL outstanding score cards
- Confirm any player transfer requests
- Bring to the table any issues encountered during the previous month. The Committee may subsequently request these in writing.

8.2 Requested Attendance

Teams that have incurred sanctions in the previous month will be expected to send a representative to the following meeting, to settle any outstanding fines and/or offer explanation or apology. The Committee reserve the right to make a special request to the team Captain for this.

8.3 Additional Business

There may be occasions where matters such as rule or procedural changes require a full discussion and vote from the floor.

If a majority vote from the floor is required; representatives will be notified. The league will accept one vote per participating team, regardless of the number of people representing each team at the meeting.

A five minute recess period will be granted prior to any majority vote. This is to allow representatives to discuss and contact any members of their team as they may see fit to do so. Following the recess period, the vote will be cast. This will either be by show of hands or by ballot. Tied votes will be decided by Committee vote. If the vote is still tied then the casting vote will be made by the Chairman.

Teams that are not represented at any meeting where a majority vote is required automatically lose their right to vote on that issue.

8.4 Tenders

a) During each pre-season registration period, at the Committee's discretion the venues used for League meetings may be put out to tender. To qualify for the tender, your venue must have suitable facilities to meet all of the criteria detailed by the Committee for your hosting purpose. There is no monetary limit to the value that can be tendered, providing the venue can settle the fee in accordance with the league's request. In the vast majority of cases the largest value tendered will win, on the understanding that they can meet all of the required league criteria for hosting meetings.

b) The Committee may also opt to invite venues to tender for Finals & Presentation Night. Interested parties or venues for hosting these should discuss their interest with the League Committee. As with the League Meetings, there are certain criteria which will need to be satisfied for a bid to qualify for consideration. The Committee may request a visit to ensure suitability of a venue and also discuss cost of hire before a decision is made.

8.5 Finals & Presentation Night

At the end of each season; the Finals & Presentation Night will take place. This will be held on a Saturday evening and the date will be detailed in the fixture calendar. The location of Finals and Presentation Night will be declared within the tender rules detailed in section 8.4b.

Depending on the number of tables available on the Finals Night; the following finals will be contested:

- Singles Knockout
- Doubles Knockout
- Ladies Singles
- League Cup
- Community Cup
- Promotion Play Off Finals (Some or all of these may be moved to an alternative date and venue depending on table availability).

a) The scheduled Finals Night date, once confirmed, cannot be changed by any competing team or player. Any team or player unable to contest a match on the Finals Night date should withdraw themselves from any respective competition before the semi final stages are contested. If a team or player subsequently withdraws from a final where a runners-up trophy is awarded, the league reserves the right to present the winner's trophy by walkover. The runners-up trophy will be withdrawn from the presentation and will not be presented to any finalist that fails to compete.

b) Order of play at a Finals Night will be determined once the identities of all competing players are known, it is possible for a player or team to be competing in more than one final. Running order will also be dependent on the number of available tables.

c) When taking into consideration match times in 8.5b; match times can be anything from 4pm to 10pm. Later start times will generally be given to players competing in Cup Finals, with the Play Off Finals being contested earlier in the evening. The first matches on will be given a compulsory start time, later matches will then be given an estimated start time, subject to change due to running times of previous matches on their planned match table.

d) Match tables at the Finals Night venue will be deemed of out of bounds prior to the designated practise frames of the first matches. Teams and players turning up to the venue early will not be permitted to gain extra practise on the match tables.

8.6 Trophies

At each Presentation Night, after completion of all of the Cup Finals; the trophy presentation will take place. The bulk of League subscription funds are used to purchase trophies from the League's nominated supplier.

a) Depending on the distribution of funds for trophies; the following winners will receive awards at Finals Night:

- The winners and runners up of each league division (one trophy for the venue and up to 10* player momentos).
- The winners and runners up of each team knockout cup (one trophy for the venue and up to 10* player momentos).
- The winners and runners up of the singles knockout, ladies singles and doubles knockout competitions.
- The play off winners of each league division (one trophy for the venue and up to 10* player medals).
- The 'Hot Shot' winner of each league division (one individual award for each division – player that wins the most frames).
- Any other team recognised as 'promoted' in accordance with the league's promotion and relegation system may receive a single trophy for their venue.
- 'Nomination' awards for Hospitality, Fair Play, Thank Yous and other recognised achievements.

b) A maximum of 10 player momentos will be ordered by the League. A reduced number of momentos may be ordered if the League's registration system shows that less than 10 players have been used by a particular team or teams. Additional momentos beyond the limit of 10 may be ordered by a team captain, but this will be made at their own expense.

c) Some competitions also carry historic shields. Winners of these competitions will be presented with the shields along with any trophies at the Presentation Night (the Committee may subsequently collect them again afterwards to have any engravings updated). Shields will remain the property of the League and must be returned to the Committee upon request (in preparation for the following year's finals). Each team Captain is responsible for the shields whilst in their team/venue's possession and will be required to pay to make good any loss or damage to the shields. Total replacements will be charged at a cost of £150 which includes replacement and engraving. Failure to repay replacement cost, if incurred, will result in league taking disciplinary action (see section 9.3).

SECTION 9 - PENALTIES & ENDORSEMENTS

This section details penalties and sanctions that may be handed out by the League Committee if it is felt that league rules have been breached or a team has committed an act or a number of acts not deemed to be within the spirit of the game.

9.1 Endorsements – 'Level 1' offences

If a minor offence has been committed; the League Committee may feel it necessary to issue a 'warning' to the team at fault. This is done by way of a 'Joker' card and is the equivalent of a warning or strike. A team can accumulate two 'Jokers' throughout the course of a season. After two Jokers have been issued; any further offences at this level will incur a deduction of 1 league point for each offence.

A team can view the number of Jokers they have been issued by the number of (J) symbols which appear alongside their name on their respective League table.

a) Jokers may be issued for (but not limited to) the following offences:

- Failure to attend the monthly meeting at discretion of the League Officials (one Joker issued for each failed attendance)..
- Failure to submit your match result in accordance with league guidelines (12 midnight on a Monday – or a latest score if your match is still in progress).
- 'Tampering' with score cards or altering line-ups after a match has started. This also includes attempting to start the match without completing your singles line-up (see section 4).
- Submitting illegible, incomplete, or incorrectly filled out score cards.
- Persistent flaunting of matchplay rules which may hold benefit for a team.
- Reports of persistent gamesmanship or other behaviours not in keeping with the spirit of the game. This may include players making deliberate fouls in their frames.
- Issues or reports of persistent coaching by a particular team or players within that team.
- Complaints received regarding individuals making a nuisance of themselves at a match, which affects play.

9.2 Penalties – 'Level 2' offences

The next level of offences bypass the Joker system and allow the Committee to directly sanction teams with league points deductions and/or cash fines.

This level of penalty may be issued for (but not limited to) the following offences:

- Failure to fulfil a team fixture with insufficient or lack of notice.
- Playing an unregistered player in a league or cup match. This also applies if an unregistered player is found to be playing under a false name.
- Failure by a home team or venue to provide match food (after considering all options examined in section 2).
- Breach of the Special Dispensation rules set out in section 12.

a) Failure to fulfil a team fixture will result in a deduction of 1 point for the first offence. An additional point will then be deducted for each occurrence thereafter (2 points for 2nd offence, 3 points for 3rd offence and so on). A £10 fine may also be levied to the team at fault if it is deemed that insufficient notice for a cancellation has been given. Further points deductions may apply if the fine is not settled by the following League Meeting. League Officials reserve the right to summon a particular captain to any league meeting in this case (see rule 8.2).

b) Playing an unregistered player (as directed by the registration records from the Registrations Manager) will result in a reversal of any frames that player contested, and won. An addition, a deduction of 3 league points will be made, increasing by a further point for each match an ineligible player appears in (see also rule 1.2e).

c) Failure to provide match food will result in a £10 fine payable to the league; however this will also result in a 1 point deduction if not settled by the following league meeting.

d) Breach of the Crisis Card rules will result in a deduction of 3 league points (see section 12).

e) Jokers or points deductions given to teams may also be used as deductions against them when receiving voting points for the annual 'fair play' or 'hospitality' awards.

f) The league reserves the right to carry over any points deductions into the following season.

9.3 Serious Sanctions – 'Level 3' offences

The top level of offences are as serious as things could become. If this level is reached, the Committee can resort to suspensions for a defined period or number of matches right up to lifetime bans for individuals, teams or venues. The Luton & District Monday Pool League is intended to be a fair and friendly league and operates a zero tolerance policy towards the type of offences listed here.

This level of penalty may be issued for (but not limited to) the following offences:

- Teams or individuals owing outstanding monies to the league or associated creditors.
- Actions deemed as bringing the league into disrepute.
- Inappropriate use or misrepresentation of the league or part of in the public domain (including via social media, both including or excluding any of the league's online forums).
- Individuals misusing telephone numbers or other contact details distributed by the league (committee or otherwise). This includes contacting any member of the league outside of what may otherwise be described as 'reasonable hours' (defined as 9am – 9pm on most nights, or up to 12 midnight on a match day).
- Verbal abuse of officials.
- Racist, sexist or homophobic abuse (or similar).
- Violent or threatening behaviour.
- Actual physical violence or assault

9.4 Penalties and Sanctions - General

a) Any player serving a suspension or ban from the league should refrain from attending their team's matches for the duration of the ban. This depends on the nature of the offence and Captains can discuss this matter with the League Officials if they are unsure. Under no circumstances should any player serving a ban or suspension participate in a match in any capacity. Further sanctions may be carried out against teams that breach this rule.

b) Teams are expected to show respect and reasonable behaviour when present at Finals and Presentation Nights, or any other competitive event where in the presence of numbers of teams or players. Whilst teams may have an award to celebrate or a crucial competitive game to play, they remain responsible for their own conduct and are representing their venue, themselves and the league. The Committee reserves the right to impose any sanctions to teams or players which are in breach of this rule which may cover future seasons.

c) In cases of dispute or dissatisfaction; the League Officials will always urge you to contact them to discuss a grievance before posting on a public forum or social media page. Official pages and sites run by the league are moderated and posters of inappropriate or derogatory material will find their posts removed and they may be banned from making further posts on those pages.

d) There is a clear grievance procedure to be followed (see section 10) if a player or team feels it necessary to make a complaint. Any team or individual that fails to follow the grievance procedure may be liable to the sanctions detailed above.

SECTION 10 - CAPTAIN'S DISCRETIONS & GRIEVANCE PROCEDURE

10.1 Captain's Discretions

From time to time certain instances may arise where issues may be resolved between the team captains without necessarily informing the League Officials. In special cases the League Officials will allow team captains to show flexibility according to circumstances. Such circumstances should only be used in relatively minor instances such as lateness or minor rule disputes and NEVER in situations of blatant rule breaking, or situations which may affect the ultimate destiny of other teams in the league table.

a) Team Captains have the right to discuss any specific incident or issue between themselves which may arise during a frame or match which affects the respective match. If a frame is in play at that time play must cease immediately at the point where the issue arose and not continue until a satisfactory agreement to all parties has been reached. Players who attempt to play on after it is clear an unsettled dispute is in progress can be penalised. (Captains can obstruct the table by placing a cue across it without disturbing any balls on the playing surface if necessary).

b) The issue should initially be discussed ONLY by the two Captains. Both players and the referee may also be brought into discussion where deemed necessary. No other individual (unless they are part of the League Committee); must be involved in the discussion.

c) If the Team Captains reach a stalemate, then they must contact a League Official by telephone immediately WITHOUT ALLOWING PLAY TO CONTINUE. In this situation Captains (only) can instruct their players to bring a halt to the game or the players can opt for a Committee referral. League Officials will enforce the covering rule for the incident, however depending on the nature of the dispute this may result in the affected frame being re-racked and replayed from the start.

d) If a frame or match is played to a conclusion following the steps described in rules 10.1a – 10.1c without contacting the League Officials, it will be assumed an agreement has been reached as play has continued. In such cases there are no further grounds for appeal.

10.2 Grievance Procedure

a) If a case for Grievance arises (such as issues detailed in sections 9.2 and 9.3), then the affected team captain should make the League Officials aware of the issue verbally (usually by telephone) as soon as possible. In most cases they will be asked to provide a written account of the issue within 7 days of the issue. Upon receipt of the written complaint the Committee will then decide if a formal investigation is necessary. If any other party is involved, then they may

also be asked for a written account of the incident. Any report claim will only remain open for those 7 days and will be closed if a confirmation in writing is not received within that time. Written accounts should be exactly that, on paper, not via text message or social media for example.

b) In cases of complaint/investigation, League Officials will only deal with the team Captains and where necessary venue owners, active players and referees. Any other person, team member or not, who does not have direct involvement, will be deemed irrelevant in the dispute and advised to discuss the matter with their team Captain.

c) An Extraordinary General Meeting may be arranged in order to discuss and resolve any issue examined in this section. This may be with or without the requested attendance of representatives from one or all affected teams. The outcome of any such meeting will be clearly disclosed to all parties at its closure. Depending on the severity of the incident any of the penalties or sanctions detailed in section 9 may apply.

d) The Committee reserves the right to dismiss any complaint in any of the following circumstances, with or without investigation:

- Where it transpires that the Rules of the Game or League Rules have not been observed correctly during a match, frame, or part thereof.
- Any team or individual that fails to attend a formal hearing on the given date, or does not follow the instructions provided relating to the formal hearing.
- Where it is proven that false evidence has been provided within a written statement.
- Where it is proven that a complainant has contacted multiple Committee members whilst a dispute is open as a way of attempting to obtain a desired answer. This also applies if the league opts to contact a Governing Body to obtain an answer or clarification of an issue.

e) If a complaint is dismissed by the Committee as detailed in 10.2d; the League also reserves the right to impose further sanctions on the individual or team involved as detailed in section 9. Similarly if a complaint is dismissed, there will be no grounds for further appeal.

SECTION 11 - TEAMS JOINING AND RESIGNING DURING A SEASON

The League Committee regularly receives enquiries to join the league once the season has started. We will always look to accommodate new teams where possible. In contrast, circumstances can change and for one reason or another and teams can sometimes opt to leave the league network midway through a season.

11.1 Team Resignations

Any team that wishes to resign from the league should inform the League Officials as soon as possible. In the majority of cases the League Officials will request to arrange a meeting with the team captain or venue owner to discuss the issue and see if anything can be done to help the situation in accordance with league rules. As a last resort special dispensations may be offered as detailed in section 12.

If the team wishes to proceed with the resignation, the following steps will be taken:

- If the season has commenced and any number of matches have been completed, registration fees paid are non refundable.
- If the league has not reached the halfway point; the team's record will be expunged from the league. Any completed results will be set to 6-0 walkovers to all opponents.
- After the league reaches its halfway point, results are 'locked down'. If the team then resigns after this point, completed results up to the halfway point stand, and only the results from the second half of the season are set to walkovers.
- If the team is still active in a team cup competition at the time of resignation, they will automatically forfeit their place in the competition.
- If the team submitting the resignation is competing in a division above the bottom division, the number of available relegation places in that division and below will be adjusted. If all relegation places are removed in this way, extra promotion places may then be granted to teams in the division(s) below. This helps to maintain the sizes of the top divisions.
- If two or more teams are on the brink of resigning from a league and opt to "merge", the two teams will take the place of the lower ranked team of the two at that time, although the Committee may opt to review this rule, where it deems that such a merger would allow a team to gain an award or avoid relegation which it otherwise would or would not have achieved.

Resignation should be very carefully considered as your team will automatically forfeit their league placing if it is in any division above the bottom one. If your team opts to re-register for the following season you will once again be treated as a 'new' joining team.

11.2 New Entrants after the season has commenced

It may be a possibility that new teams will be accepted into the league mid-season, usually only in cases where they replace a resigning team under the circumstances shown under section 11.1; or if the bottom league has spaces available.

New teams will be accepted if they meet all of the following criteria:

- A majority vote of acceptance is undertaken by the Committee.
- A majority vote of acceptance may be required from the floor in cases where the venue is deemed as being on the league's geographical fringes.
- The league has not yet reached the halfway point. New teams then have the option of arranging and playing catch-up matches on pre-arranged nights, or playing double-headers against opponents in the scheduled return fixtures.
- Teams will be elected to the lowest available division.
- Teams may join at a reduced registration rate if a sizeable percentage of the season has elapsed or it is too late to enter the cup competitions.
- Should a number of teams approach the Luton & District Monday Pool League Committee once a new season has started, then a new base division may be formed to incorporate these teams. Promotion and relegation to and from the new division at the end of that season will still apply. Because of the likelihood of this happening, teams in the bottom division at the start of every season should be aware that relegation from that division may still be possible.

SECTION 12 - SPECIAL DISPENSATIONS

From time to time it may be necessary for a team to enter a 'crisis situation'. This would be likely included as an alternative to a team resignation as detailed in section 11.1.

Any request for Special Dispensation would fall subject to scrutiny by the League Officials, before a decision to approve or deny the application is made. Special Dispensations will only be applied from the point of application onwards and cannot be applied retrospectively to games already played or forfeited. A Special Dispensation request must be made with a minimum of **48 hours notice** prior to any fixture to allow the League Officials time to assess the application and notify any relevant parties.

Each request will be assessed by the League Officials and a decision made whether to approve or deny the request. If the request is refused (i.e. not all criteria have been met); this will be discussed with the Captain who submitted the original application, and there will be no grounds for further appeal.

There are two situations where a Crisis Card will be issued:

12.1 Playing Squad Size Falls Below Regulation Limits

The regulation limits for a playing squad in this league is between 5 and 10 players. It is acknowledged that not all of a team's registered playing squad will be available for selection at every match. Having a registered playing squad that falls within the regulation limits but insufficient players available for a specific match will not constitute a Crisis Card.

However, due to the transfer system, player movements and expulsions where applicable, it may be possible for a team's squad to fall below the regulation limits which may or may not be beyond the Captain or Landlord's control. In this instance, the league will be likely to grant a Crisis Card to the team, which will allow them to register additional players in order to restore their squad size outside of the normal transfer windows.

As part of the Crisis Card agreement; the Captain making the application will be asked to check through their registered player list and de-register ALL players who are no longer actively playing for the team (this includes players who may still be registered but have not attended a fixture for some considerable time). This should give the league a confirmed lower squad size for the applying team which will help when assessing the application. In addition to this, any players removed from the playing squad during this process WILL NOT be allowed to re-join the same team for the remainder of that season, to prevent abuse of the Crisis Card rule.

A Crisis Card will not be granted under section 12.1 after the season's transfer window has closed, except in a situation where the squad size has fallen below the regulation limit on the day the transfer window closed.

12.2 Involuntary Change of Venue

In cases where an involuntary venue change is required by a team, the Crisis Card will be in place while the team finds itself a new home venue. Replacement venues may be subject to inspection by League Officials.

12.3 Special Dispensations - General

In cases of both 12.1 and 12.2, it may be necessary for the league to postpone one or more of the affected team's forthcoming fixtures in an effort to allow them some additional time to resolve the situation. Crisis Cards can remain in place for a period of up to 28 days from the date of issue.

If a team opts to resign from the league during or following a Crisis Card period; any fixtures cancelled as a result of the Crisis Card will be awarded as walkovers to the opposing team. However if the resigning team has not completed at least 50% of its fixtures at that point (and would not have reached 50% including the matches postponed); the league will expunge all completed results by that team as an alternative to awarding walkovers.

Any breach of the guidelines detailed in section 12 will result in a deduction of 3 league points.

Teams are requested to retain a copy of this manual (also available through the League Website) as it should be kept to hand for any future reference or rule dispute. Any rule within this manual or the "Rules Of The Game" manual may be subject to amendment, addition or removal at any time if a review is required and results in a majority vote which can be made by League or Committee Members. This could be at either a Monthly or Extraordinary Meeting.

Each rule detailed in any manual or other official documentation relating to the Luton & District Monday Pool League can be reiterated by the League Committee in the way it is intended to be understood in cases of dispute or requests for clarification.

