

PC Coaches Lincoln Pool League

PLAYING & ADMINISTRATIVE RULES

PLAYING RULES

The league playing rules are known as 'Lincoln League Rules' and are detailed below. Each individual player bears ultimate responsibility for knowing, understanding, and being aware of all of the playing rules. There is no recourse if a player does not know the rules or obtain correct or complete information. However, a referee may, upon request, advise on the rules of the game but may not provide any subjective opinion that would affect the outcome of the frame.

Guidance

The term "shot" means striking the cue ball once.

The term "visit" refers to one turn at the table comprising of one, or a series of shots.

The term "break" refers to the first shot of a game or the first shot of any game being re-started.

The term "open table" means when the choice of groups (red or yellow) has not yet been determined. The table is always open immediately after the break shot.

The term "in-off" refers to the cue ball being pocketed after striking an object ball.

The term "8 ball" refers to the Black Ball / Eight Ball.

The term "8 ball Spot" means the spot at the intersection of the centre and bottom corner pockets

"Baulk Line" being a straight line, drawn from cushion to cushion, parallel to, and one fifth of the length of the table from, the face of the cushion that lies the greatest distance from the Spot.

1. The Game.

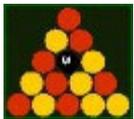
The game shall be known as "8 ball pool," and shall be referred to as "the game" in these rules. Players and teams are expected to play 8 ball pool in the true spirit of the game and in a sportsmanlike manner. It should be clearly understood that the referee is the sole judge of what constitutes fair and unfair play. The referee will take any necessary action to ensure that these rules are followed.

2. Requirements and Object of the Game.

The game is played on a rectangular (7'x 4') 6-pocket table with a 'cue ball' and 15 balls comprising of two groups, usually red and yellow, known as "object" balls, and the 8 ball / blackball.

The player or team pocketing all their group of object balls in any order, and then legally pocketing the 8 ball wins the game.

3. Commencement of the Game (or re-start).



a) The balls are racked as illustrated with the 8 ball on the 8 ball spot.

b) The opening player plays at the triangle of object balls (the break) by striking the cue ball from any position on or behind the baulk line

c) To constitute a 'legal break' an object ball must be pocketed, or at least 2 object balls hit any cushion, without any fouls occurring. Failure to do so is a 'foul break', and the opposing player is awarded 2 visits as per rule 5, and the balls are to be re racked and the game re started.

d) If any other foul occurs during the break then the opposing player is awarded 2 visits (rule 5) except when the cue ball is pocketed on a 'legal break', and providing no other fouls are also committed, then the penalty is only one visit, with an 'open table' (not a 'free table').

e) If the 8 ball is pocketed from the break shot, no penalty will be incurred (even if any other fouls occur), and the balls will be re-racked and the game re-started by the same player as per rule 3.

f) If a ball or balls of one or both groups are potted from a legal break then the player MUST nominate a group before continuing. (failure to nominate, rule 4q).

If the player nominates a colour that was potted on the break, the player remains on that colour, no matter what happens next. If the player nominates a colour that was not potted on the break, to be on that colour the player must pot a ball of that colour on the next shot, failure to do so will result in an 'open table'.

g. If no object ball is potted from a legal break then the players continue alternately playing at either group until such a time a legal pot is made. If a foul is committed and one or more object balls are potted before playing groups are decided, then those balls are ignored in determining the groups to be played.

h. On the first occasion a player legally pockets an object ball, including following a foul, then that ball denotes their group, unless a ball or balls of both groups are potted when the player MUST then nominate a group before continuing. (failure to nominate, rule 4q).

i. If a ball, or balls, are legally potted, this entitles the player to one additional shot and this continues until the player either fails to pocket one of their group, or commits a foul at any time.

j. Combination shots are allowed, providing that the player hits one of their own group first, or any ball with the first shot following any foul, (rule 5c).

k. Coaching: During a frame, a player is required to play without receiving any advice from other persons relating to the playing of the frame. Where doubles are played, partners must not confer when it is their turn at the table, and must not coach or advise whilst either player is in control of the table, except following the break, when players may only confer regarding choice of colour group while it is still an 'open table'. Should a player receive any illegal coaching or advice, the referee will issue a "final warning" to that person that a repetition will result in the player being penalised via a foul. Any statement made to a player relating to the frame, other than general barracking, may be deemed to be coaching.

4. Fouls

a. Potting the cue ball - "In Off" except from a legal break (rule 3d).

b. Hitting opponents ball(s) with first impact of cue ball, except with the first shot following any foul.

c. Failing to hit any ball with the cue ball.

d. Jump shot - when the cue ball accidentally or intentionally jumps over any part of any ball before making contact with any ball.

e. Hitting the 8 ball with the first impact of the cue ball before all their own colour group are potted, except with the first shot following any foul (rule 5c).

f. Potting any opponents ball, except with the first shot following any foul (rule 5c).

g. Ball 'off the table' - It is a foul if a ball leaves the playing surface and does not return by its own means and remains off the playing surface (other than being potted).

h. If a player's body or clothing should touch any ball, except when cue ball 'in hand' (rule 5b).

i. Player not having at least one foot on the floor, with exception for physical disability or special needs.

j. Playing or touching any object ball with any part of the cue or cue tip.

k. Striking the cue ball with any part of the cue other than the tip in general play. Positioning the cue ball in baulk with the cue after a foul is allowed as long as the tip of the cue is not used.

l. Playing out of turn, or playing a shot immediately after playing a foul, or immediately after the referee has called a foul. This also covers breaking out of turn.

m. Playing a shot before all balls have come to rest.

n. Playing a shot before any balls that require re-spotting or replacing, have been re-spotted or replaced.

- o. Double hit, when the cue tip contacts the cue ball more than once in the same shot.
- p. Push shot, when the cue tip remains in contact with the cue ball once it has commenced a forward motion.
- q. Playing a shot after neglecting to nominate choice of group when required to do so. (rules 3f and 3h).
- r. Foul break, failing to pot an object ball, or drive at least 2 object balls to any cushions (rule 3c).
- s. Any opponents ball(s) or the 8 ball (see rule 6f) which falls into the pocket after the oncoming player has addressed the table - refer to rule 10 for definition of a player in control.
- t. Failing to play away from a touching ball (rule 8).
- u. Playing from outside baulk when obliged to play from baulk. The break line is considered to be part of the baulk. The base of the cue ball must be on or behind the break line.
- v. Marking the table in any way as to assist a shot.
- w. Coaching – will be deemed an offence after a 1st and final warning.
- x. Interference - If any balls are moved in these circumstances: a player drops or hits his cue on the table, a player drops chalk or any personal item on the table, a player hits bangs or moves the table in any way, then the referee will call a foul and award 2 shots, and could result in loss of frame in extreme circumstances. There is no penalty if balls are moved in these circumstances by outside interference :
 - (a) By persons other than players taking part in the frame, including the referee
 - (b) As a result of players being bumped or knocked off balance
 - (c) Due to events deemed not within a players control such as but not limited to:
 - 1) Act of god, such as an earthquake etc,
 - 2) Tip falling off a cue or head falling off a rest etc,
 - 3) Objects falling on to the table such as light fittings, triangles, venue fixtures and fittings etc
 The referee will return the balls as close as possible to their original positions whenever possible. Re-racks should only be granted in extreme circumstances. The referee's decision is final.

5. Penalty Following Any Foul.

- a. Following any foul, the offending player loses their next visit to the table, giving the opponent 2 consecutive visits to the table, except when the cue ball is potted on a legal break (rule 3d) when the oncoming player will have just one visit.
- b. The player having 2 visits may play from where the cue ball lies, or the cue ball may be played from any position on or behind the baulk line ('in hand'). Moving the cue ball in this manner does not count as a shot, or visit. To avoid the possibility of fouls players are advised to ask the referee to hand them the cue ball.
- c. The first shot only of the 2 visits is deemed a 'free table', whereby the oncoming player may, without nomination, play the cue ball onto any object ball or the 8 ball without penalty. If any object balls are pocketed directly, or by any combination, then the player is deemed to have pocketed a legal ball, and continues with their first visit. However, the player must not pot the 8 ball, which would mean loss of game, (except if the player was on the 8 ball then the game would be won). When the player fails to pot a ball on the first or subsequent shot of the first visit, play then continues with the second visit.

6. Loss of Frame Fouls

- a. Potting the 8 ball before all the balls in their own group, except on the break (rule 3e).
- b. Committing a foul in the same shot that the eight ball is potted, except on the break (rule 3e).
- c. Potting the 8 ball and any other ball in the same shot (except following a foul when the oncoming player has already potted all of their object balls and only the 8 ball and ball(s) of the opponents group are left on the table. Then with the first shot of the first visit, the player may legally pocket the 8 ball as well as ball(s) of the opponent's group by any combination and in any order to win the frame).
- d. Deliberately striking or potting an opponent's ball(s).
- e. Deliberate Foul - clearly and intentionally failing to make a bona fide attempt to play a legal shot.
- f. 8 ball falling into the pocket after the oncoming player has addressed the table (except if the player was on the 8 ball then the game would be won) - refer to rule 10 for definition of a player in control.

7. Returning Balls to the table and Respotting

If the cue ball is 'off the table' the oncoming player must play the cue ball from in hand (rule 9). An object ball "off the table" is re-spotted with its centre point on the eight-ball spot or as near as possible in a direct line between the spot and the centre point of the top cushion. Balls are re-spotted in the following order: Eight ball, Reds then Yellows, re-spotting balls as close as possible without touching.

8. Touching Ball.

If the cue Ball comes to rest touching any ball, a 'touching ball' will be declared, and the player must "Play Away" from that ball at an angle of more than 90 degrees without causing the cue ball to make any further contact with that ball, failure to do so is a foul and the opposing player is awarded 2 visits as per rule 5. If, when 'playing away', the touching ball rocks or moves without being contacted further, but simply because the cue ball is no longer there, then no penalty will apply.

When 'playing away' from any ball the player is legally entitled to play, the player is deemed to have played that ball and met the requirements of a legal shot.

When 'playing away' from an opponent's ball or the 8 ball, the player must make contact with a ball of their own group to meet the requirements of a legal shot, except following a foul (rule 5c).

9. Cue ball in hand.

When a player has the cue ball 'in hand' the ball may be played from any position on or behind the baulk line, and in any direction.

10. Player in Control.

A player is deemed to be in control of the table from the time that they address the table prior to their shot, throughout their visit and up until the opponent does likewise prior to their visit.

Addressing the table means having touched the table personally or with the cue, chalk or other item.

Any ball(s) which fall into pockets during this period, including the 8 ball, are said to have been pocketed, the player in control being liable to any penalties or benefits normally awarded for the pocketing of the ball(s). However, once the cue ball has been struck, a legal shot must be completed, a ball falling in does not cancel out any foul.

There can be no instance, once a frame has commenced, that someone is not in control of the table

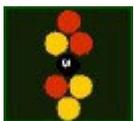
11. Hitting 2 balls Together

Simultaneous contact between a "ball on" and a "ball not on" is a legal shot and NOT a foul.

12. Stalemate

Should any situation arise whereby a legal shot is impossible to play, then the game shall be re-started by the player who started that frame, whether this situation is arrived at by accident or design.

If, in the opinion of the referee, neither player is allowing the game to progress or if both players mutually agree a stalemate situation has arisen, then the game shall be re-started by the player who started that frame.



When a frame is re-started under rule 12, only 7 balls must be racked - 3 red, 3 yellow and the 8 ball, arranged as shown above.

Rule 3 concerning legal and foul breaks will apply.

13. The game is completed when a player legally pockets all of their group of object balls in any order, and then legally pockets the 8 ball, and all the remaining balls have come to rest.

A game is also be completed if at any point either player offers to concede the frame.

ADMINISTRATIVE RULES

14. League Application

Teams and players from venues with a good record of cooperation may be invited to join the League. Applications will only be accepted from venues with a 7' x 4' match table, and are situated within a 10-mile radius of the Lincoln Stonebow. All applications to join the league are accepted at the discretion of the committee, and submitting an application does not guarantee admission to any of the leagues.

A minimum of 8 and a maximum of 12 players over the accepted minimum age of 16 years old can register for a team on either or both league nights, currently Monday and Thursday.

Registered players are also eligible to enter the leagues singles, doubles and team knockout competitions.

15. League Entry Forms

Application forms to join the league will be distributed to venues and be available to download prior to the commencement of the leagues twice yearly seasons, which are currently Winter Season (January to June) and Summer Season (July to December). There is usually at least a four week break between seasons. All players must provide their full names and all team captains and venues must also supply a contact telephone number and email address on the entry form to be registered.

Please make sure that all sections of the entry form are filled out clearly and correctly. Forms not fully completed with players full names and the relevant captain and venue contact information (a contact email for both is compulsory) will be rejected. Teams are allocated to divisions based on a number of criteria, one being player standards. Therefore, please make your team list as comprehensive and more importantly as accurate as possible when submitting an application to enable fair and accurate team assessment.

16. League Registration

League entry forms must be submitted at the advertised League Registration Evening on a first come first served basis to allow completion of full divisions. If oversubscribed priority will be given to teams re-entering from the previous season. A teams record of cooperation may also be taken in to account when prioritizing applications. Entries received after the registration evening will only be accepted subject to spaces being available. Late entries may only be considered prior to the 2nd week of fixtures.

Knockout entries are also accepted on a first come first served basis subject to a maximum of 128 players per event. Late knockout entries to fill byes may be accepted prior to commencement of the 1st rounds.

All entry fees are payable in CASH ONLY, and entry forms submitted without the correct fees for all team and knockout entries will not be accepted. In the event of an application being unsuccessful all entry fees would be refunded. There will be no refunds issued to teams or players withdrawing once their application has been accepted and the league fixtures and knockout draws have been sorted and printed.

Any teams, players and venues previously blacklisted or considered a risk may be refused entry to the league. If required they may be requested to deposit a cash bond set by the committee to ensure acceptance of their application, which would be refunded in full upon satisfactory completion of the season within the league rules and without incident.

17. League Sort & Team Allocations

Entries are divided into separate divisions of teams based primarily on the numbers received. Teams are sorted by a number of factors including past performance and player standards, and then allocated to a specific division. Promotions and relegations from the previous season are implemented where possible, but may not always be achievable due to a number of factors such as: a different number of teams entering, divisions changing in size, teams from the previous season not entering, new teams entering, teams altering a number of players, table clashes due to numerous teams from the same venue etc.

These variable factors may result in teams being in a higher or lower division than the previous season.

Whilst great care and deliberation is taken to produce fair and competitive leagues for all teams, it is not an exact science such as the football leagues where they have the exact same teams to work with every season.

18. Match Fixtures

Matches must be played on the designated dates stipulated on the league fixture lists, which are distributed to all venues prior to the start of each season, and are available to download from the league website.

19. Match Formats

Thursday night league format of 10 individual frames. Frames 1-5 (1st half) to be filled in and played followed by frames 6-10 (2nd half), with a minimum of 5 players* up to a maximum of 10 players. Players can play a maximum of 2 frames per match, but can only play once in each half of the match.

Monday night league format of 9 frames, 6 individual frames to be filled in and played, followed by 3 scotch doubles frames, with a minimum of 6 players* up to a maximum of 12 players. Players can play a maximum of 2 frames per match, 1 singles and 1 scotch doubles.

* this is the minimum players required for a complete team, a fixture may still be played with the allowed minimum of 4 players

20. Start Times

Thursday matches to start no later than 7:45pm prompt. **Monday** matches to start no later than 8:00pm prompt. Minimum of 4 players to be in attendance to constitute a start of a match.

a) If a team has less than 4 players in attendance within 15 minutes of the start time, the non-offending team may claim the first game. If 4 players are not in attendance within 30 minutes of the above stated start times or if a team fails to attend then the non-offending team can claim the match (rule 24).

b) Continuous play must be observed otherwise the non-offending team may claim any frame when an opponent is not present and ready to play.

21. Referee

The home team are responsible for supplying a referee for each frame. Any match dispute not resolved by the referee must be submitted in writing via email and referred to the Match Secretary within 48 hours of the complaint arising. Complaints by telephone or text will not be dealt with, although general enquiries may.

22. Result Sheets

Matches must be recorded on a League Result Sheet which are supplied with the league fixture lists to all venues and are available to download from the league website. The away team must fill in the result sheet first and submit to the home team captain for pairing. Both teams must fill in players full names, putting just first names or nicknames is not acceptable and they will be treated as unregistered players as per rule 26.

A first name initial and surname is acceptable if teams have no other players that share the same details.

Once a result sheet is completed the players and playing order cannot be altered without the agreement of the opposing captain. There is a match comments section for captains to note any observations or statistics.

Total clearances from the break off 'break and dish' to be recorded as 'B/D' and any other 7 ball frames recorded as '7 BALL' along with the players name and frame number. E.g. B/D J Smith Frame 3.

Any such achievements will be included in the 7 Ball Glory Premiership league table (for B/D) and Championship league table (for 7 BALL) on the league website.

Match complaints & disputes must be submitted via email to the match secretary not put on the result sheet.

Both team captains must sign the result sheet upon completion of the match and both teams should keep a copy of the result sheet as a backup against errors or lost result sheets and for future reference.

* Please remember that statistics such as league tables and player averages can only be compiled from the information provided on match result sheets. Please make sure all result sheets are written clearly and concisely and submitted correctly and on time as per rule 23.

23. Submitting Results

Match result sheets must be submitted by the winning team (home team if a draw) via email within 48 hours of the fixture date (although for extra insurance and to make sure your points and player averages are always updated there is no harm in both teams or a losing team submitting a result sheet also)

Please take a clear and legible portrait picture of the whole sheet and email to: results@lincolnpool.co.uk

Include Division, Team Names and Result in the subject line, e.g., Thurs Div 1, Red Lion 5 - 5 Dog & Duck

It is advisable for players from both teams to keep a copy of the result sheet for reference and safe keeping

Should a result sheet be lost or missing the match result must still be submitted within 48 hours, lost result sheets will not be considered an excuse for late submission of a match result. Every effort must be made by both teams to supply as much match information as possible such as the correct scores, players names and frames won to ensure that the league tables and player averages are always as accurate as possible.

Failure to submit the result sheet within 48 hours of the fixture date will result in an initial warning, second and subsequent offences will result in a £5 fine per instance.

24. Failure to Attend a Fixture

- a) Failure to attend a fixture will result in the offending team being fined a minimum of £20, although the nature and circumstances of the offence may result in a higher fine or further penalties being imposed.
- b) The non-offending team must 'claim' the match by submitting an email within 48 hours, stating the circumstances and non-attendance of their opponents. They will then be awarded whichever is the higher of either winning points (6 Thurs / 5 Mon) or their points average rounded up
- c) Should a team fail to attend 2 fixtures within a season they will face automatic expulsion from the league.
- d) Any fixtures that remain unplayed or not claimed will be deemed 'unfulfilled' and the match result will be recorded as 0-0 and both teams will be fined in accordance with rule 24a.

Teams are reminded that a fixture can be fulfilled, and won, with the allowed minimum of 4 players.

25. Rearranging Matches.

Whether a match is rearranged from the original fixture date is at the sole discretion of the non-offending team, which may decline and claim the match (rule 24). If teams mutually agree to rearrange a fixture, the Match Secretary MUST be informed prior to the original fixture date and must approve any changes. Teams may only rearrange a maximum of 2 matches per season, and rearranged fixtures must be played within 3 weeks of the original fixture date, except in extraordinary circumstances or with committee approval, but must always be played before the penultimate fixture date of the season.

Should either team not attend a rearranged match the non-offending team must claim the match (rule 24b) by submitting an email, within 48 hours, stating the circumstances and non-attendance of their opponents and then points will be awarded and fines issued as per rule 24.

If any of these conditions are not met or the fixture remains unplayed then the match will be deemed 'unfulfilled' as per rule 24d.

26. Unregistered players

Any team found to be playing an unregistered player will be fined £5 per instance and any frames won would convert to the non-offending team and the fixture result amended. Persistent offending by any teams may result in further penalties including possible expulsion from the league.

27. New Player Registrations

All new player registrations must be submitted to the Match Secretary and must include the players full name and the team they are applying for.

Player registrations will not be accepted on match result sheets, the Match Secretary must be contacted directly to submit any new registrations and must approve all new player registrations and receive any relevant fees before they are eligible to play.

Any new player registrations or removals within the first 6 weeks of the season will incur a fee of £5 each. After the 6th week fixtures registrations are free if a team has a space available, otherwise there is a £5 fee for removing a player to accommodate a new registration, or to create a space for a future registration.

If as a result of a new registration a team were, in the opinion of the committee, to be radically improved to a standard higher than their current division then the proposed new registration may be rejected.

* Players may only be registered for one team per league night and cannot register for another team once they have already played for a league team that season.

28. Players Banned From Venues

It is at the landlords discretion who they let in to their premises. Teams and individuals are advised that the league does not make any concessions for players that are not allowed to enter venues for whatever reason. Fixtures will not be altered or match results amended due to players not being able to attend a match as a result of being banned from entering a venue. Affected teams are reminded that they are able to register up to 12 players and can fulfil a fixture with the allowed minimum of 4 players.

29. Match Fixing

Teams or individuals must never attempt to influence the result of a frame or match by request, threat or inducement, nor collude in falsifying a match result. Any Evidence of such practices, brought before the committee, will result in heavy penalties for all parties involved and most likely expulsion from the league.

30. Misconduct & Unsporting Behaviour

Instances of misconduct or unsporting behaviour at any league event is to be deplored, this includes but is not exclusive to: verbal abuse, foul language, ill-natured barracking, aggressive behaviour, throwing a cue around / unscrewing as if to concede, continually arguing with the referee or opponent, interfering when the opponent is on their shot either verbally or physically. Evidence of such, presented to the committee, may result in sanctions, including expulsion, against teams or individuals found to be guilty. Any acts of violence, once proved, will result in an automatic ban for the player(s) concerned. A second offence will result in an automatic ban for the entire team, including blacklisting of players and possible venue sanctions.

31. Team Expulsion or Withdrawal

Any team that is expelled or withdraws from the league at any point during the season will have all of their points removed from the league table. All points gained by their opponents will also be removed, except where a team has completed the first half of the season, in which case all of their opponents first half points will remain valid and only second half points will be expunged.

Teams or players that withdraw or are expelled from the League or Knockout competitions shall have no monies refunded.

Additionally, any teams or players that are expelled, or teams that withdraw from the league without supplying the committee with reasonable cause, will be blacklisted. Individual player appeals would be considered, and any future re-instatement after being blacklisted would be at the committee's discretion.

32. Fines & Fees

Any fines imposed to teams or individual players must be paid within 7 days of issue.

All new player registration fees must be paid within 48 hours of registration.

A late payment fee of £5 will be added to any outstanding fines or fees, and subsequent non-payment may result in further penalties and possible expulsion from the league. Overdue and unpaid registration fees will also result in players being classed as unregistered as per rule 26.

For all financial matters please contact the treasurer via email at: treasurer@lincolnpool.co.uk

33. General Correspondence & Complaints

Complaints received by telephone, text or on the match result sheet will not be dealt with. Please submit all general correspondence and complaints via email to The Chairman at: chairman@lincolnpool.co.uk

League Match complaints or disputes via email to: matchsecretary@lincolnpool.co.uk

Knockout match complaints or disputes via email to: kosecretary@lincolnpool.co.uk

All current committee officers contact details are available on the league website: www.lincolnpool.co.uk

Where an email enquiry or complaint is received, the issue will be raised at the next committee meeting for debate. If necessary individuals or representatives from any teams involved may be called before the committee to explain their cause before the committee makes a decision on the matter.

34. Appeals

Team captains and individual players may appeal any committee ruling or fine via email within 7 days of issue, providing any new evidence or good reason for the review. The whole committee membership will review any appeal and then vote on a decision which will be absolute and final.

35. Exceptional & Unusual Situations

Where a situation arises that is not covered by the league's rules, the committee will make an absolute and final decision and also reserves the right to negate any rules if exceptional circumstances prevail.

36. Tied Final League Positions

If any positions in a league are tied the final positions will be determined by the following criteria in order:

- 1) Team winning the greatest number of matches,
- 2) Team with the best head-to-head record,
- 3) Team with the greatest number of away wins,
- 4) Team with the greatest number of away frames won,
- 5) Team with the greatest number of whitewashes,
- 6) Team with the greatest number of away whitewashes,
- 7) Team with the most 8-1(M) / 9-1(T) wins,
- 8) Team with the most 8-1(M) / 9-1(T) away wins, ...etc.

MISC. RULES AND GUIDELINES

Knockout Competitions

The knockout competitions are drawn round by round, and all knockout draws are posted on the league website and social media pages, and may also be circulated to players via email, WhatsApp and Facebook. Paper copies of the draws will no longer be circulated to venues, except for the 1st rounds only which will be distributed to all venues with the league fixture lists prior to the season commencement.

The current knockout competition rules and guidelines will be supplied with all knockout rounds as drawn and are available to view and download on the league website. Closing dates must be strictly adhered to.

League Presentation Evening

The league will hold a presentation evening following the completion of each league season, where all league and knockout winners and runners up will be presented with their awards and prize monies.

League Website

All league fixtures, result sheets, rules, knockout draws, latest league tables, player averages, registered players list, league archives, new season entry forms, contact details and up to date news can be viewed at the league website: **www.lincolnpool.co.uk**

Table Requirements & Conditions

All tables used in the League must be 7' x 4' in size, and must have adequate lighting above the table. Venues are requested to provide a 'spider' and a 'rest', and to try and keep match tables clean and level to a satisfactory standard. A separate set of good quality match balls is also advisable.

While these are not currently definitive rules venues are reminded that entry to the league is by invitation only, and venues that evoke multiple complaints regarding their playing conditions may not be accepted.

Food at Matches

The provision of food or refreshments at matches is entirely optional but usually well received by teams. The timing and nature of any refreshments that are provided is at the discretion of the home venue.

Scotch Doubles

Scotch doubles are played as per the normal game and league rules, but partners take alternate shots each time a ball is played or potted, even after the break or when 2 shots are granted.

Example: If you are in a pair with Peter, and you pot a ball, your pair's visit continues, but Peter takes the next shot. You and Peter alternate shots until either player misses. At this point the other pair's visit begins. Playing out of turn will be a foul and 2 shots to the opposing pair, with normal foul rules applying.

Coaching: Doubles players must not confer when it is their turn at the table, and must not coach or advise whilst either player is in control of the table, except following the break, when players may only confer regarding choice of colour group while it is still an 'open table' (see league rule 3k).

In Scotch doubles matches partners must alternate breaks, the same player cannot break every time.

Players Registering for Lower Division Teams

Please be aware that upon application teams are allocated to divisions based on a certain number of criteria, one of those being the standards of players within a team.

Therefore, once the season has commenced players deemed by the committee to be of a high standard will not be allowed to register for lower division teams if it means that teams standard would then be classed as too high for the division they are in. Lower division teams attempting to register players deemed to be of a high standard will most likely see their application rejected under rule 27.

Records of Cooperation

All players and teams are again reminded that entry to the league is by invitation only. Applications may be judged on a team's record of cooperation throughout the previous season. This may include levels of conduct by players, completion of fixtures, result sheet submissions, number of fines as well as table and playing conditions at their venue.

Website Player Averages

Player averages are compiled by the website administrator based on data from submitted result sheets.

Throughout the season all player averages are listed on the registered players list.

The divisional and top 5 averages lists require a minimum of 5 frames to be played for inclusion, with the final lists only including players that have completed at least 12 frames.

If any frames are won due to a team not having a player they are not included in the averages.

If a player loses to an unregistered player no loss is recorded against their averages but frames won against unregistered players are counted.

If any result sheet is missing during the season the entire teams averages are omitted from the final lists.

For any enquiries regarding player averages and statistics please contact: **paul@lincolnpool.co.uk**

Fixture Integrity

All league matches should be played in a fair and sporting like manner, this includes when selecting teams and completing your league fixtures, with increased emphasis on the last matches of the season. For many teams there may not be anything at stake on the last match regards promotion or relegation for themselves, but for opponents and other teams in the league the results of those matches could be pivotal. Therefore, it is important to recognise the extra significance that the final league fixtures can entail. The committee takes a very dim view of teams that fail to complete the final fixtures or attend with weakened or minimum players without exceptional cause, and such practices may even be regarded as match fixing under rule 29.

So, for the good of the league and in the spirit of fair play please attend, play and complete all league fixtures with integrity and respect for all teams competing in a division.