

## **PROCEDURAL RULES FOR DARKSIDE POOL LEAGUE MONDAY, WEDNESDAY & SUNDAY**

These Procedural Rules are to be read in conjunction with the latest set of Rules of the Game: Playing Rules revised February 2024 issued to all bars that have teams. Any team who have not received a set of relevant rules should notify a member of their committee immediately and arrange to obtain a set. This set of Procedural Rules are designed to help all referees and teams to fully understand and implement a standard of fair play to which everyone can comply. In accordance with the Rules of the game: Playing Rules for these leagues should be played in a sportsmanlike manner and due courtesy extended to the Referee and other team players at all times. It may well be that minor infringements of the rules can occur and it is expected that the respective team captains should attempt to resolve the infringement in an amicable way. In the event that a solution can not be reached then these rules shall be implemented to the letter.

**ALL TEAM CAPTAINS, BAR OWNERS AND PLAYERS SHOULD FAMILIARISE THEMSELVES WITH THESE PROCEDURAL RULES AND THE RULES OF THE GAME: PLAYING RULES.**

### **1. TEAM AND MATCH FORMAT**

- a. Any seasonal registration fee and team deposits will be decided at each League AGM and collected by the Official responsible and must be paid prior to the commencement of the season by the Bar owner or Team Captain.
- b. The requirement for a suitable venue is a standard, well maintained, seven, eight or nine foot pool or snooker table with good quality accessories, namely at least two good cues, a standard X rest, a high spider rest (not a square rest), a good table light and a set of decent shiny pool balls and the table should be in a clean and presentable condition.
- c. All teams must provide at least one name and phone number where the team can be contacted without too much trouble when necessary. In addition, an email address would also be useful. Teams who have not provided this information will be responsible for any consequences of them not being contactable.
- d. The match format is specified in the Playing Rules for individual Leagues.
- e. Members of any team may only change the team they play for one time per season without waiting 2 weeks, and may not even return to their original team until the following season. Any team who have offended this team membership requirement will forfeit the match (15=0) / (13-0).
- f. No player can transfer to another team with only 4 fixtures remaining. If anybody found to be doing this, the player will be suspended for the rest of the current season and the team will have forfeited the last 4 games of its current season

### **2. MATCH ARRANGEMENTS**

- a. Matches will be played on a home and away basis as per your league fixture list.

- b. The official match start time is 19.00hrs (7pm) on Monday's/Wednesday's and 15.00 (3pm) on Sundays unless otherwise stipulated within your league or by prior arrangement with your opponents. The table must be made available for the visiting team to practice 30 minutes before match start time.
- c. No show. If 24 hrs notice is given by a team, this can be done without penalty. Without giving 24 hrs notice this will be considered as no show and they will be responsible for making arrangements for the match to be played as soon as possible. If the said team doesn't show for the rearranged match, then they will lose 15-0.
- d. Your league committee must be notified of any re-arranged matches within 24 hrs of the original match date
- e. All teams should have at least 3 players present and names entered on the playing schedule at the official start time. The full team must be present by 19.00hrs (7pm) Mondays/Wednesdays and 15.00hrs (3pm) on Sundays, and must remain there until such time as the match is completed unless prior arrangement has been agreed by the captains. Players arriving after 30 minutes will not be eligible to play.
- f. The home team must add their players names to the playing schedule first followed by their opponents. Within reason and with the agreement of both team captains names may be changed after they have been entered on the schedule.
- g. If for whatever reason a match cannot be completed on the fixture night then it must be completed as soon as possible after, with that night's score being used at the start of the completion session and the final scores being notified to the scorer by both team captains.

### **3. REFEREES AND MATCH DISPUTES**

- a. The home team must have copies of both these Procedural Rules and the official Playing Rules available in the Bar to settle any disputes.
- b. The home team must provide competent referees for all games unless agreed otherwise by both captains. The referee must be a team player or bar owner who understands the rules. In either case the referee must pay close attention to the game in hand at all times. This means that the referee must position themselves, so that they can see everything happening in the game. Failure to provide a referee for all games without both captains agreement will result in the away team claiming the match. In the event of a playing dispute, the referee's decision will be final. If a player disagrees with the referees judgement call there are no grounds for a formal complaint and the referee's decision is final.
- c. A dispute of any kind is no reason for a match to be abandoned. The match must be completed and the dispute referred to the committee for their consideration. Any team refusing to complete a game or match because of any dispute will forfeit the match.
- d. Any dispute which requires the committee's attention must be registered within 24hrs of the match completion. No dispute will be considered by the committee if a referee has not overseen the game where the dispute arose. The committee will then meet at their earliest convenience and decide on the course of action and notify both teams.
- e. Unsportsmanlike behaviour will be decided by the referee and will incur a first and a final warning for the first offence with a second act of unsportsmanlike behaviour being penalised by the loss of game. Moving into or across or failing to move out of the

opponents direct line of vision will be considered unsportsmanlike behaviour. Reaching to the table to obtain chalk and touching the table during your opponents visit will also come under this heading and the same warning will be given by the referee. Please keep away from the table until it is your turn to play. No comments should be directed towards a player when he is playing. Excessively loud vulgar language will not be tolerated as this could offend other patrons of the bar and warnings and fouls will be issued. Aggressive, threatening or violent behaviour by any team member towards the referee or any other team member or Committee member will not be tolerated within this league and will be dealt with severely by the committee. No first and second warnings, this behaviour is an absolute NO NO. Look forward to a total team and bar ban from this and other leagues. This is supposed to be a fun night out. The payment to any player is also a NO NO the league is run as social and armature evenings, paying any player will be seen upon as a professional and the committee will not let this happen. If any team is caught or found to be paying any player they will be dealt with as the committee sees fit. This can mean a suspension for the bar, owner or player. Depending on the severity of the case it can mean a total ban for the bar, owner or player(s).

#### **4. REPORTING OF RESULTS**

- a. In all leagues it is the responsibility of the home captain to report the scores within 24 hours by the method required by your league.
- b. It is not the responsibility of the committee to have to chase outstanding results.
- c. The league standings will be updated on our pool league app.
- d. All results must come with photographic evidence of the scoreboard, **no readable photo, no result.**

#### **5. THE CHAMPIONSHIP**

- a. The match winning team will be awarded two league points depending on which league and the losing team zero points. A bye will be scored (15-0) / (13-0) and a match involving a no show or forfeit, the offended team will be awarded a 15-0 win for Monday, Wednesday. For the Sunday League 13-0 will be awarded.
- b. Positions in the league standings will be decided on league points. If there is a tie on points, then the positions will be decided on the best game difference i.e. Games won and games lost. If a tie still remains then the standings will be decided on frame difference i.e. Frames won against frames lost.
- c. If league positions are still tied after having applied the above rules and it has a bearing on who will be awarded trophies then the teams involved will play off as described below.
- d. If a playoff is required for any reason it will be a single match played under normal league conditions at a mutually agreed venue.
- e. Trophies will be awarded to the winner and runner up teams.

#### **6. END OF THE SEASON PARTY**

A party is held at the end of each season for each league in one of the league team's bars.