

BYE LAWS

1. LEAGUE STANDARD

1.1 REGISTERING PLAYERS
League players must register on the First week of the season by having their name put onto the back of the Result Sheet. The Captain must then post a picture of the registered players list onto the WBPPL Facebook Group Page.

1.2 ADDITIONAL PLAYERS
Additional players can be added during the season but must be posted on theWBPPL Facebook Group page on Monday to be eligible to play on Tuesday. NO NEW Players can be signed on during the last THREE weeks of the season.

1.3 EMERGENCY PLAYER
Teams are allowed to sign on One Emergency signing on the day of the Match, but must be done on the WBPPL Facebook Group Page. This cannot be done for the last Three weeks of the season though.

1.4 PLAYER TRANSFERS
Once a player has played for a team, they cannot transfer to another team until the half-way stage of the season has been reached. Transfers may only be made between the end of the first half of the season and the beginning of the second half. All transfer requests must go through the Executive Committee, players who have played three or more matches cannot transfer to another Team during the season.

1.5 PLAYING INELIGIBLE PLAYERS
The penalty for playing an unregistered or illegal player is loss of match and a 7-0 walk-over being awarded to the opponents.

1.6 BYE-LAWS & DISPUTES
There will be a copy of the Rules & Bye-Laws, currently accepted by the Association, displayed at each match venue. If any dispute arises then the Captain should call the Secretary or Chairman.

2. LEAGUE MATCHES

2.1 MATCH FORMAT
All league matches will be played on a Tuesday. In exceptional circumstances this may be changed subject to the agreement of the Executive Committee. Each League match consists of nine games, 6 singles and 3 doubles. One point will be awarded for each game won. The winning team will be awarded one additional point. Breaks to be decided by the first two players tossing a coin. The winning team of that toss will break in frames 1-3-5-7-9 and the other team 2-4-6-8.

2.2 MATCH TIME & RESULT SHEET
Four players from each team should be present at 7.45pm ready for an 8pm start. If a team cannot field four players, a 7-0 walk-over will be awarded to their opponents. From 7.45pm the Match table should be made available to the away team if required. The entire match sheet will be completed with all players names by 8pm including any reserve player/s who are entered on the rear of the sheet. (This means that if a player marked down to play is absent or leaves the venue, a reserve/s player can take that place).
Timing variations at the discretion of the captains. If a Team has only Five players, they must declare this to the opposing Captain before the Result Sheet is filled. The last Doubles and last Singles would then be a Walk-Over. If after the Match has started and a player is late, they must be swapped for a player from the second set of singles or reserve and the sheet amended accordingly. Penalty points may be deducted at the discretion of the Executive Committee.

2.3 MATCH SIGNATURES
It is the responsibility of both Captains to ensure that EVERY player signs the Result Sheet. This is to prove the player was at the match. Failure to do so may result in points being deducted. Deliberately Falsifying a Result Sheet or a players signature will result in expulsion from the League and a Ban.

2.4 STOPPED MATCH
If a match is stopped or delayed, due to unforeseen circumstances, the two competing teams will replay at a later date convenient to them, keeping the existing score. If any disagreement arises, the Executive Committee's decision is final.

2.5 MATCH RESULT NOTIFICATION
The Winning team must post a picture of the Result Sheet onto the WBPPL Facebook Group page once the match has finished. Failure to do so may result in a points deduction.

2.6 TEAM DISBANDMENT/VENUE CLOSURE
In the event of a team leaving the league for any reason, all points relating to matches played by the team will be deducted. If a venue should close during the season, the team/s must relocate & finish their fixtures.

3. POOL PLAY

3.1 TABLE REQUIREMENTS

All pool tables will be expected to be level**.** All pool table line markings must conform to League requirements. All tables must have a Baulk Line. The Home team should supply & use a set of Match Balls if available; this may include a spotted cue ball.

3.2 MATCH REFEREE

The teams will provide a referee for alternate games throughout a match venue. The Home team will referee matches 1-3-5-7-9 and the away team will referee matches 2-4-6-8. Good sound refereeing is required at all times. The Referee is in control of the game at all times & must exercise his authority when necessary.

3.3 COACHING

In the event of persons abusing or coaching games in play from the sidelines, the referee will firstly warn the obstructing person/s and appropriate Team Captain, and if it further persists the referee will award the game to the opposing side.

3.4 MATCH ETIQUETTE

HARASSMENT/ABUSE, No form or verbal or physical harassment/abuse towards either committee or league members will be tolerated. Should an incident occur and be reported, the committee will review the information presented (working with the parties involved) and rule on the offence.

4. MATCH POSTPONEMENT

4.1 LEAGUE MATCH

No Postponements of League Matches are allowed unless extenuating circumstances are given to the Executive Committee in advance. Teams will be required to turn up with five or four players to fulfil the match. If you cannot get four players, you will forfeit the match as a 7-0 walk-over and receive a £20 fine.

4.2 TWO WALK OVERS

If a team concedes a walk-over twice in the same season they will face expulsion from the League. Individual players will also be banned from the league for the rest of the season, and perhaps subsequent seasons. In such an event all points relating to matches played by that team will be null & void.

5. COMPETITIONS

5.1 COMPETITION ENTRY

During the Winter League Season, there will be Individual Competitions, Doubles Competitions and Team Knockout. During the Summer League Season there will be Singles, Doubles and Team Knockout only. Entry forms will be sent with a closing date to all teams for registration with the Association. No registration will be accepted after the closing date. Entries will not be accepted without Full payment.

5.2 ENTRY ELIGIBILITY

In general, eligibility to enter the Competitions will require an individual to have played a minimum of Two League games before the commencement of any Winter season competitions, and One league game before commencement of any Summer Competitions. Exceptions may be made, for example, in the case of the Landlords & Ladies who only have to be registered to be eligible to play in any competition. All entries will be checked prior to the first round competition draws, any player found to be ineligible will not be put in the draw and refunded their entry fee. Any team playing a player in the Team Knockout that has not played the minimum requirement of games, will be disqualified and the other team will receive a walk-over.

5.3 COMPETITION DRAWS

Once the Committee has drawn the Competition Matches to play, nobody can be added to the draw or replace any Bye. Each Competition must have a minimum of Eight entrants for a draw to take place. If there are less than Eight, then the players entered will receive their Entry Fees back and that Competition will not take place. The Draws will be available on the WBPPL Website and posted onto the WBPPL Facebook Group page as soon as possible.All Competition matches will take place at the times and venues determined by the committee. Exceptions to move the venue may be made by the Executive Committee if there is a function at the venue, the table is not in a playable condition, adverse weather affects access to the venue or the venue is closed. Failure by teams or individuals to comply with this rule will result in disqualification.

5. COMPETITIONS **(continued)**

5.4 INSUFFICIENT TIME TO COMPLETE MATCHES

If there is insufficient time to complete a match, then the players must come back to that venue to play to a finish on the next available Thursday when there are no Competitions scheduled. If this is at a venue that has opted out of having Competitions at their venue on a Thursday then the Executive Committee will decide an alternative venue.

5.5 COMPETITION RESULTS

All winners of any competition matches must post their Results on the WBPPL Facebook Group Page straight after their match/matches with scores of all matches played, including any Walk-Overs.

5.6 LATENESS/UNABLE TO MAKE A COMPETITION

ALL players are to turn up at the time stated on the Competition Draw Sheet. If a Player or Players are 15 minutes late they will lose a frame, five minutes later they will lose a second frame and a further five minutes will result in loss of match. If a player/players cannot make their Competition Match they must inform the opposing players Captain and the Venue where the match is being played by 7pm on the day of the match. Failure to turn up to a Competition Match without any notice will result in a One League Match ban on the next League Fixture. Should any player with a One match ban play in the following League fixture, all doubles or singles played by them will be null & void.

5.7 DOUBLES SUBSTITUTES

The only Competitions where a player can step in for someone who cannot play is the Doubles or Scotch Doubles. This can only be done during the First Round of the Competition and the player who replaces the original player must stay with their partner throughout the Competition. The Player coming in must also be registered and Not already in the Competition draw. The Secretary Must be informed in advance of any replacements made, and the opponents must also be made aware before the match commences.

5.8 START OF MATCH

At the Beginning of any Competition Match, a Coin will be Tossed and the Winner will Break off in the Opening Frame and should the Match reach a deciding frame, they will Break again. For the Team Knockout, the first two players will toss a coin.The winning team of the toss will break in frames 1-3-5-7-9, the other team will break in frames 2-4-6-8-10. Should the match reach 5-5 and go to a Penalty Shoot-Out, the Team that won the toss will take the first shot.

6. TROPHIES

6.1 LEAGUE & COMPETITION TROPHIES

The League will consist of one or more divisions. For each division there will be eight trophies awarded to the Winners & Runners-Up. There will be Seven trophies given to the Team Knockout Winners & Runners-Up. All other Competitions, the Winner & Runner-Up shall receive a trophy each.

6.2 TEAMS TIED ON LEVEL POINTS

If two teams finish the Division tied on level points in a Trophy position, then the team with the most matches won will be deemed to finish higher than the other team. If this is also a tie then the matches played between the two teams will be taken as a deciding factor. Should that be a tie as well, then a one-match Play-Off will be held on a Neutral table as soon after the Final Week's fixtures as possible.

RIGHT OF APPEAL

Any player has the right to appeal against any match venue decision at the time of the match. If that person is still dissatisfied then he or she has the further right to submit a written appeal accompanied by a payment of £10, to the League Secretary within seven days of the said match venue. That person will then be told to attend an appeals meeting with the Executive Committee, the two or four players involved, their Captains and the referee of that game. If the appeal is upheld, the person will be refunded the payment. If the appeal is turned down, the money will go into the League fund.

THE COMMITTEE DECISION IS FINAL