



BDPL League Rules (Amended 24 Jan 2023)

League

1. Registration and player moves:

- Team registration is £50.
 - Team registrations to be submitted to the Treasurer or transferred directly to the league bank account within 1 week of league start.
 - League points are awarded after the team registration payment is made.
- Individual player registration is £5.
 - Player registrations to be submitted to the Treasurer or transferred directly to the league bank account within 1 week of each player's first game.
 - Individual most wins points are only awarded after the individual player's registration payment is received.
 - Teams with outstanding player registration payments will stop gaining league points until all outstanding registration payments are made.
 - All players in a team with 1 or more outstanding player registration payments will be excluded from the Most Wins and Captains Cup knockouts until all outstanding registration payments are made.
 - Outstanding player registration payments and penalties will carry from season to season.
 - New players can sign at *any* time and this includes on the night of matches after play has started.
- Players may move teams once per season provided;
 - the transfer is on or before the half-way stage of the season and the captains of both teams agree, or
 - the player played for a team that withdrew from the league.

2. Payment Information

- AC Name: Mr P Woolford | AC No: 19817560 | Sort Code: 77-67-15.

3. League format:

- The league will comprise one division.
- Each team will play each other three times with week 1 - 7 fixtures being repeated after week 8 – 14 fixtures.
- League standings are ordered by most points then most frame wins. Where teams are tied at the end of the season, their frames head-to-head record is used to determine order.

See website for up to date information – <https://www.buxtonpoolleague.co.uk>

Find us on Facebook for latest news and announcements – <http://www.facebook.com/BuxtonPoolLeague>



4. Match format:

- Matches are 12 singles frames.
- International 8 Ball Pool rules apply (available in the Resources section of our website) except –
 - The 45-second shot clock is mandatory, *unless* both captains agree at the start of the match that they won't use the shot clock for the whole of the match.
- Where a team wins the most frames in the match, they are awarded 2 league points.
- Where teams win an equal number of frames in the match, both teams are awarded 1 league point.

5. Number of players:

- Teams must have a minimum of 6 registered players. In matches where 6 or more players are available to the team, no player can play more than 2 singles frames. Using more than 6 players, with some players playing 1 singles frame *is* allowed.
- Where teams have fewer than 6 players available, players are nominated by the opposing Team Captain to occupy empty slots (rule 7). We will monitor use of this concession and intervene if teams try to use it unfairly.

6. Completing score sheets and order of play:

- Players must be listed in the "Players" section on the match score sheet in slots 1 – 6 before play commences. The score sheet then dictates the pairings using their slot number.
- Where a team plays more than 6 players, the additional players must be listed next to the 1st player in the slot they are sharing.
- The home team lists their players on the score sheet first. The sheet is then folded in half and passed to the away team with the home team player list face down. The away team must list their players without looking at the home team player list.
- Where nominations are used (rule 7) the score sheet must clearly indicate nominated players so any wins in for the nominated player in nominated frames can be discounted from most wins. If it is not clear, wins for the player in the lowest numbered slot on the score sheet will be counted and others discarded.
- Frames may be played in any order and captains *must* accommodate changes required to allow shift workers and players who compete in more than one league to play.
- Player names must be written formally in the player list using the format First Initial + Last Name (eg. C WOMBLE). Use middle initials to distinguish players in the same team who share a first initial and last name.
- Player names must be consistent from week to week so that most wins can be worked out.



7. Nominations:

- Nominations are used to allow matches to be completed when a team has fewer than 6 players available.
- The opposing team captain nominates players from the available group to fill empty slots on the score sheet.
- Where there is more than one empty slot, nominations must be distributed as evenly as possible across the available group of players. For example, the opposing captain cannot nominate the same player to play 4 additional times.
- Nominations do not have to be made before play commences.
- Wins for the nominated player in nominated frames do not count toward most wins.

8. Substitutions:

- Substitutions are *allowed*.
- Substitutions are different from nominations (rule 7).
- Substitutes can be drawn from players not already listed to play in 2 frames or when a player unexpectedly becomes available, even if they are not registered.
- Substitutions are used to fill empty slots that would otherwise be filled through nominations, even if the nomination has been made and listed on the sheet.
- Substitutions may also be used to fill the slots of players who do not turn up or who reasonably withdraw.
- Substitutions *cannot* be used by the home captain to give a player more than 2 frames per match.
- If a substitute becomes available after all frames have been played in one half, they may only be used as a substitute in 1 frame in the half where frames are outstanding.
- The opposing team captain has no input to the use of substitutions, *except* where a substitute replaces a player already nominated to fill an empty slot. In this case, the opposing team captain may review and change their nominations in any other empty slots in frames left to play.

9. Break:

- The break alternates as shown on the match score sheet.

10. Refereeing & Timekeeping:

- The breaking team and non-breaking team each appoints a player to be referee and timekeeper for the frame as shown on the match score sheet.
 - We recommend the timekeeper uses the EPA shot timer resource found in the Resources section of our website. If they use their own timer, they should call “5 seconds” and “time” as the timer reaches the 40 second and 45 second marks.
- World 8 Ball Pool calling procedures are used. These are available in the Resources section of our website.



11. Start time and food:

- The first frame of each match must be started by 8:00pm.
- If the away team has not arrived by 9:00pm the fixture is postponed, and late postponement penalties apply.
- Providing food around the halfway point of each match in the Winter League is *mandatory*. It is the Captain's responsibility to arrange food. They should not automatically assume the licensee will do it.

12. Notifying match results:

- The home team Captain must notify the result by ensuring that a photo of the completed score sheet is sent to the "BDPL Team Chat" WhatsApp group *on the night of the game*.
- The Secretary will remind Captains once about missing score sheets and they will have 7 days from the reminder to submit a photo of the sheet or provide the information by other means.
- If the result is still not notified 7 days after the reminder, a 2-point deduction will be applied to the home team.

13. Withdrawal from league:

- If a team withdraws from the league before completion of league week 7, their completed matches will be voided.
- If a team withdraws from the league after league week 7, only the matches completed after league week 7 will be voided.
- If a team withdraws from the league after league week 14, only the matches completed after league week 14 will be voided.

14. Match postponement and completing fixtures:

- 24 hours' notice must be given to the opposing Team Captain and the Secretary to postpone a match. A 4-point deduction will be applied for late postponements.
- Postponed matches must be rearranged. We have scheduled a free week at the end of the season for this.
- Teams not fulfilling their fixtures may become ineligible for future leagues.

15. Pub bans:

- Players scheduled to play at venues they are barred from must contact the pub/bar to ensure it is OK for them to play before turning up.
- We anticipate licensees will allow reasonable access so frames can be played but we remind all players and teams that licensees are entitled to refuse entry or service.



Team Knockout & Plate

16. Entry:

- All teams registered in the league are entered.
- All league registered players (ie. registration fee submitted) are eligible to play in the Team Knockout & Plate.
- Teams losing in and preliminary round and the first round of the Team Knockout will be entered in the Team Plate (the competition formerly known as the Consolation or Duffers Cup).

17. Playing arrangements:

- As per league rules except –
 - Where a match ends with frames score tied, the captain of each team nominates 1 of their players to play a deciding frame. The break in the deciding frame is determined by a coin toss or lag.

18. Notifying results:

- The winning Captain is responsible for notifying the match result by submitting a photo of the score sheet to the “BDPL Team Chat” WhatsApp group (see rule 12).

Singles & Doubles Knockouts

19. Entry:

- Knockout entry is by registration with a £5 fee per player (£10 per doubles pair).
- Tuesday evenings will be set aside to allow the fixtures to be played on one night. The finals will be played on Presentation Night.

20. Playing arrangements:

- A coin toss or lag decides who breaks the first frame and the break alternates thereafter.
- Ties in rounds up to and including the semi-finals are best of 3 frames.
- The final will be best of 5 frames.
- English Pool Association (EPA) world game rules apply.
- Doubles are Scotch doubles.

21. Notifying results:

- A committee member will record the results on the evenings set aside and send a photo to the “BDPL Team Chat” WhatsApp group
- For ties played outside the evenings set aside, one of the competing players must send the result to the “BDPL Team Chat” WhatsApp group.



Most Wins Knockout

22. Entry:

- We will invite the top 16 singles players to a knockout competition at the end of the season.
- All wins are used to calculate most wins, except for wins by the nominated player in 3rd or 4th frames frames.
- The knockout draw will be seeded.

Captains Cup Knockout

23. Entry:

- We will invite the Captain of every league team to a knockout competition at the end of the season.
- Captains may send a delegate if they do not wish to play themselves.

Captain's Responsibilities

24. The Team Captain is responsible for:

- Attending the AGM (or sending a representative) to enter their team and participate in any discussion on the league format.
- Encouraging their team to behave respectfully toward all involved in playing, hosting and running the league.
- Submitting their team registration payment. The convention is for licensees to fund the payment but it isn't mandatory. Responsibility for collecting and making the payment lies with the team and its Captain (Rule 1).
- Collecting and submitting their team's player subscriptions after their first match (Rule 1).
- Collecting and submitting their team's entries and subscriptions for the Singles and Doubles knockouts (Rule 19).
- Ensuring score sheets are completed, photographed and sent electronically to the "BDPL Team Chat" WhatsApp group on the night of matches (Rules 6 & 12).
- Postponing in a timely fashion (Rule 14).
- Ensuring their team fulfils its fixtures (Rule 14).
- Providing food at each match, usually through an arrangement with the licensee (Rule 11).