

EARLESTOWN & DISTRICT SNOOKER LEAGUE

League Rules

1) General

- a) The League shall be known as - The Earlestown & District Snooker League.
- b) The Management Committee - The Officials elected at the AGM shall consist of a Chairman and Secretary.
- c) The League and its matches will be conducted in accordance with the Earlestown & District Snooker League Rules which are published on the Web Site.
- d) The league can refuse any club or player.
- e) The affairs of other snooker leagues are of no concern to the Earlestown & District Snooker League and no preference will be given to them.
- f) All information relating to the League will be published on the league's official web site at www.eadsl.co.uk
- g) The League may use social media apps (e.g. WhatsApp) to share information with League Delegates.

2) The Management Committee

- a) The league shall be governed by a Management Committee consisting of the Chairman and Secretary supported by at least 1 Team delegate.
- b) Each team elects a delegate. The delegate is responsible for paying league fees, providing information to their team on competitions, ensuring competition matches are arranged and relaying information on the League to their team members.
- c) The Chairman or Secretary shall keep details of the meetings and give notices for the management of the league.
- d) The Chairman or Secretary shall be responsible for all league monies. These shall be kept in a bank account convenient to the league officials.

3) Elections And Voting

- a) The Annual General Meeting (AGM) shall be held at the earliest convenient date (on a date set by the officials of the league) after the conclusion of the playing season.
- b) The meeting will receive the Chairman's report for the preceding year, together with the Secretary's report. The meeting will deal with the election of League Officials and other Committee members for the ensuing year, and any other business that may be presented in accordance with these rules.
- c) The Secretary shall give all Clubs 14 days' notice of the date, venue, and agenda of the Annual General Meeting. A £10 fine per team will be incurred for any team's non-attendance. Any team not attending without prior notice will be deemed to have resigned from the League.
- d) Elected officials will hold office for the season commencing and ending with the AGM, subject to any EGM motions. Existing officials can re-submit themselves for re-election. Any new candidates need to submit their nomination (i.e., proposed, and seconded) not less than 14 days prior to the AGM. Voting to elect the Management Committee will take place at the AGM.
- e) Proposals for rule changes must be submitted not less than 14 days prior to the AGM.
- f) The Chairman or League Secretary shall call an Extraordinary General Meeting (EGM) on notice from five clubs, or the Management Committee, stating the reason.
- g) Rule changes can only be discussed and changed at a General Meeting (AGM or EGM). Officials and one delegate from each attending team are entitled to vote. No rule will be changed unless passed by at least two thirds majority of votes. Voting can only be recorded from attendees at the meeting, voting by proxy is not allowed.

4) Registration And Representation

- a) Team registration must be handed in at the official Reformation Meeting which will take place at an agreed time after the AGM.
- b) All Clubs and Teams must be nominated and approved by the Management Committee. Any change to the home venue must be proposed and approved by the Management Committee and may be subject to a vote.
- c) All clubs must allow their tables to be used free of charge for league and competitions in which they take part, otherwise teams cannot enter the Earlestown & District Snooker league competitions.
- d) No entrance charge to be made on any player or spectator for a match played under Earlestown & District Snooker League rules.
- e) All players must have amateur status, be registered for a Team, and will not participate in any matches until registration is approved. Team registration forms will be dispatched annually and must be returned to the Management Committee at the Reformation Meeting.
- f) The registration fee for teams entering the League will be reviewed annually and must be paid before the start of the season.
- g) Teams not represented at the reformation meeting will be fined £5. Unpaid fines will be deducted from the end of the season pay-out.
- h) All details of the League will be published via the website which will be regularly updated to reflect any changes.
- i) Additional players may be registered until the first Wednesday in December. Concessions will be allowed subject to circumstances as agreed by the Management Committee. However, they may not play until their registration is accepted by the Management Committee.
- j) All teams must abide by the rules of the club they visit.
- k) Any player barred from any club shall not play in that club without receiving express permission to do so. If a player is drawn to play a KO match at a venue they are banned from, they must inform the committee and their opponents immediately who will have the right to select an alternative venue.
- l) The Management of the League will be conducted in accordance with the rules; Implementation of the rules is vested in the Management Committee.
- m) The Management Committee has the power to suspend or expel a club or a player registered with the league for any breach of the rules, or any other action considered detrimental to the Leagues interest. If the club, team, or player is expelled from the League, no registration will be accepted by any of the individuals concerned for a minimum of two years.
- n) Any club, team or player has the right to appeal to the Management Committee in the event of a grievance.
- o) Any situation arising that is not covered by the rules is left to the discretion of the Management Committee.
- p) All trophies are to be insured by the holder. Trophies must be returned by the March Meeting. If not a £25 fine will be imposed.

5) Code Of Conduct / Disciplinary

- a) Any League member who makes any remarks or accusations against any other member of the League or Committee, which is considered by the Committee to be insulting, vicious, malicious, or false, verbally, in writing, or using social media, shall be banned from the Earlestown & District Snooker League for life and any trophy or award due to them will be forfeited.

6) Meetings

- a) The Management Committee will hold meetings on the first Wednesday of the month as required. The meetings will start at 7.30pm.

7) Fees

- a) A Team Registration fee of £155 which includes Team Handicap entry will be payable prior to the commencement of the League.
- b) Competition fees are payable upon entry.
- c) All fees are to be paid directly by Bank Transfer.
- d) During the season, any team with outstanding fines will have 60 days from the date the fine was incurred (including any additional fines), to pay, after which that team will be suspended from the league resulting in the loss of all league points during the period of suspension.

8) **League Structure**

- a) The League will consist of a division with a maximum of 16 teams. Should there be more than 16 teams then further divisions will be created and the number of teams balanced across the divisions, e.g.: 18 teams, 2 divisions of 9 teams. New teams would be placed in the 2nd division with other positions determined from the previous season's positions.
- b) League matches are to be played on Tuesday.
- c) League positions determined by most points, then most wins, then most draws, then frame difference, then if still tied head-to-head result.

9) **Teams And Players**

- a) All players must be registered members of the League.
- b) All players must be registered members of the club they represent.
- c) A team changing clubs may retain its position in the league.
- d) If a team drops out of the league before the end of the season, another team can be elected to take its place and take the points of that team. If not, the record will be removed.
- e) A maximum of 20 players with a minimum of 6 will be allowed to register for a team.
- f) A player can transfer from one team to another subject to the agreement of the League Delegates.
- g) Should a team play an unregistered player in either a league or competition match, their opponents shall be awarded the frame. The offending team shall attend the following monthly meeting with the player concerned. They may lose all points in that match.

10) **Format Of Matches**

- a) League and Competition matches will be played in accordance with the WPBSA rules of snooker except for the 'MISS RULE' which will not be applied. These rules are published on the Web Site.
- b) Each match consists of six players playing one frame each, for a total of six points (one point per frame). In the event of a drawn frame, black ball to be re-spotted and players toss a coin for break.
- c) Players will play off their League handicap, with the handicap difference placed on the board prior to commencing the frame.
- d) All matches commence by 7:30pm (matches may commence earlier if both Delegates in agreement).
- e) Home team to supply a marker/referee.
- f) Home team to break in each frame. Players for each frame to be nominated one frame at a time. The Home Captain nominates first in each frame. At two table venues with players nominated two frames at a time, the home team captain must indicate to the away team captain which table has been selected for each match.
- g) No practice on any table after the start of a match. Any player practicing is not eligible to play in the match that night.
- h) If no players attend at the start time, one frame per table may be claimed and one frame every 15 minutes thereafter.
- i) Home and Away Team Captains should make best endeavors to start each frame as soon as possible, with no table being empty for more than 10 minutes between frames, unless an agreed break is made (e.g.: food).
- j) The home team shall send a picture of the match card to the Secretary by a deadline of midnight on Wednesday. A £3.00 fine will be made for failing to do so.
- k) If any team cannot field 6 players, the non-offending team will receive one point per frame for each missing player.
- l) If a team is unable to fulfil a fixture, they must inform their opponent by midday at the latest on the day of the match. The non-offending team should then provide 3 non-consecutive dates on which to play the match, of which one must be accepted else the offending team forfeits the match 6-0. If notification is not made by midday, the match will be deemed to be going ahead as per rule 10e. If no players turn up the non-offending team wins 6-0.
- m) A postponed match must be played within 90 days and not beyond the end of the season. The home team to give 3 dates to play. These dates must contain 2 different nights of the week and they must not clash with any match being played by their opponents in the Earlestown & District Snooker League. If the away team cannot agree to any of the dates given, then the League will decide the date of the rearranged match. Failure to play the match (decided by the Management Committee) will result in the non-offending team being awarded the match (6 points).
- n) Failure to fulfil league fixtures may result in the offending team receiving a ban from playing in the league for a minimum of 12 months (subject to a vote at the AGM). Any outstanding fees/fines must be paid in full before re-entry to the league will be considered.

- o) No league match to be played after the end of the season without the permission of the Management Committee.
- p) Competing in Leagues or Competitions other than the Earlestown & District Snooker League will not be accepted as an excuse to cancel or rearrange any match.
- q) Where a dispute arises, the match will be completed. The dispute will go to the Management Committee for judgment.
- r) All complaints should be sent via e-mail to the Management Committee within 48 hours.

11) **Handicaps**

- a) Player handicaps will be fixed by the Management Committee prior to the start of the season, based on results from the previous season.
- b) The league shall have a maximum handicap of 30 with Novice players (defined as 'a player who has recently started playing and has previously not played league snooker in any league') receiving an additional 5 points.
- c) For players new to the EADSL, it is the responsibility of the Delegate to recommend a fair handicap in the handicap range. If it is found that the delegate has recommended an unfairly high handicap, then the team will be subject to a fine and the number of points won by that player will be deducted from the team. The delegate may call on league officials to help in the assessment of any player.
- d) Players who compete in any WPBSA professional ticket qualification events (e.g. Q-School, etc.) will be classed as 'Elite' players and will concede a further 21 points below the current minimum handicap.
- e) The Management Committee reserves the right to review any player's handicap throughout the season and alter it subject to a majority vote at a delegate meeting.
- f) Such "New" players will have their handicaps adjusted at every monthly meeting after the player has played four games and until they have played 15 games in any number of seasons. Adjustments are 2.0 points per win/loss difference, for example:
 - i) If a player has won 9 and lost 5, a difference of +4 then their handicap is reduced by $4 \times 2 = 8$,
 - ii) If a player has lost 9 and won 5, a difference of -4 then their handicap is increased by $4 \times 2 = 8$,
- g) At the end of every season all players will be re-handicapped, "New" players as per rule 11f, and all other players based on the difference of wins/losses. Adjustments are 1.0 point per win/loss difference, for example:
 - i) If a player has won 9 and lost 5, a difference of +4 then their handicap is reduced by 4.
 - ii) If a player has lost 9 and won 5, a difference of -4 then their handicap is increased by 4.

12) Competitions

- a) Team and Player Competition entry is open to all registered players.
- b) Players entering the Pairs and Three a Sides must be registered for the same club team.
- c) New Players must have played at least 3 league games, existing players 2 league games, to be eligible to play in any competition from the quarter finals onward, unless approved by the Management Committee.
- d) Where a competition has a 'Play By' date, the home team/player has until 7 days before the Play-By date to arrange the match which must be played by the Play-By date. Failure to arrange the match by this time means the away player(s) can claim home advantage (this needs to be authorised by the Management Committee).
- e) Where a competition has a 'Play On' date the match be played on that date unless exceptional circumstances arise which must be authorised by the Management Committee.
- f) It is the Delegates (both home and away) responsibility to ensure all matches are arranged and any problems must be reported to the Management Committee.
- g) Failure to arrange the match by the deadline date may result in one or both players being disqualified, subject to a decision by the Management Committee.
- h) Failure to arrive within 30 minutes of the agreed start time for a KO match without informing the Management Committee and the opposing team/player will result in the offending team/player being scratched from the competition. Such activity may also result in a ban from entering future KO's subject to a decision by the Management Committee.
- i) Handicap competitions are to be played off full and current handicap, this includes the re-handicap of new players.
- j) Pairs/Three a Sides KO - only two/three players to be named per team (no subs). In the event that one player can't play, a permanent replacement who has not entered in another team can be made subject to a decision by the Management Committee.
- k) Entrance Fees for all Competitions will be determined at the start of the season and must be paid prior to the draw being made. No Pay No Play.
- l) Competing in Leagues or Competitions other than the Earlestown & District Snooker League will not be accepted as an excuse to cancel or rearrange any match.
- m) Players who reach the finals of the Individual, Pairs and 3-a-side competitions will have their handicaps adjusted as follows the following season (in addition to win/loss adjustment):
 - i) Individuals Winner (-8), R-Up (-4)
 - ii) Pairs Winners (-4 each) R-Up (-2 each)
 - iii) Three a Side Winners (-2 each), R-Up (-1 each).Where a player is a winner or runner-up in more than one competition only the competition with the highest points adjustment will count.

n) Team Knockout

- i) Matches will be best of five frames (first to three) - two individual frames, followed by one pairs frame then two more individual frames.
- ii) Current League handicaps apply with Pairs handicap rule for the Pairs frame.
- iii) Players are selected using the 'blind picks' system and can only play once during the match.
- iv) The home team is to break and referee each frame.

o) Three-a-Sides

- i) Matches will be three frames of aggregate scoring.
- ii) Current League handicaps apply.
- iii) Each frame is played to the black with the team scoring the most points over three frames declared the winner.
- iv) If the aggregate scores are level at the end of the match the black ball will be re-spotted and played by the last two players with a coin tossed to determine break.
- v) Home team breaks except at neutral venues where a coin is tossed to determine first break then alternate breaks thereafter.
- vi) Coin toss for player nomination. Loser nominates first and third, Winner second.

p) Pairs Knockout

- i) Matches will be the best of 3 frames comprising of 2 pairs of players playing four-handed frames.
- ii) Handicaps are based on a combined value and are calculated by adding the individual handicaps

together then dividing by 2 with the handicap rounded **UP** to the next whole number.

- iii) Home team breaks first except at neutral venues where a coin is tossed to determine first break then alternate breaks thereafter.
- iv) The order of play shall be determined at the start of each frame and, when so determined, must be maintained throughout that frame. Players may change the order of play at the start of each new frame.
- v) Players are not allowed to discuss tactics whilst at the table.

q) Scoth Pairs Knockout

- i) Matches will be the best of 3 frames comprising of 2 pairs of players playing four-handed frames.
- ii) Handicaps are based on a combined value and are calculated by adding the individual handicaps together then dividing by 2 with the handicap rounded **UP** to the next whole number.
- iii) Home team breaks first except at neutral venues where a coin is tossed to determine first break then alternate breaks thereafter.
- iv) The players in each Pair shall take alternate shots within a break, for example, player A pots a red, player B then plays the colour, if potted, player A takes the next red, etc.
- v) The order of play shall be determined at the start of each frame and, when so determined, must be maintained throughout that frame. Players may change the order of play at the start of each new frame.
- vi) Players are not allowed to discuss tactics whilst at the table.

r) Individual Knockout

- i) Matches will be best of 3 frames, with the Final being the best of 5 frames.
- ii) Current League handicaps apply.
- iii) Home player breaks first except at neutral venues where a coin is tossed to determine first break then alternate breaks thereafter.

s) Over-55's Knockout

- i) Players must be 55 or over on the 1st of September in the year of the season.
- ii) Matches will be best of 3 frames, with the Final being the best of 5 frames.
- iii) Current League handicaps apply.
- iv) Home player breaks first except at neutral venues where a coin is tossed to determine first break then alternate breaks thereafter.

t) Individual Merit

- i) Matches will be best of 3 frames, with the Final being the best of 5 frames.
- ii) All matches are played off scratch (no handicaps)
- iii) Home player breaks first except at neutral venues where a coin is tossed to determine first break then alternate breaks thereafter.

u) Highest Break

- i) The highest break prize will go to the player who makes the highest break in a League match.
- ii) This prize is open to all players including Elite players.