

COMPETITION RULES

1. Each competition shall be conducted in one League
2. Where a club enters 2 teams in a League competition, these 2 teams play each other within the first four matches of that season
3. All matches must be played on the dates printed in the fixture list, unless written notice is sent to the secretary 7 days prior to the match.
4. A list of registered players (Max 16 - Min 10) for each of Billiards and snooker to be handed to the Secretary by a date agreed. Teams with less than 12 players will be deemed to have insufficient interest within the club to fulfill the fixtures. Registered players must be in STRICT ORDER OF MERIT, must be members of the club they represent. If a player ceases to be a member of the club their name will be struck off the list of registered players. The steward of the club, if registered, shall be eligible to play. No alterations or additions can be made after the agreed deadline unless to replace a player who is deceased or has moved from the district. The general Committee is empowered to deal with alternative registrations at their discretion.
5. No player may represent more than one club in the same league
6. If the Committee feel justification to review any handicap after the season's start, this will be done at the General Committee's discretion, and can be changed in a way other than the current scheme.
7. The Winner's of each competition shall receive and retain a trophy for one year, as well as any prize determined by the General Committee
8. The Home club shall send the completed result sheet of each match to the Secretary, to arrive no later than noon on the Saturday after the match.
9. Incomplete or late sheets to be the responsibility of the home team, resulting in the deduction of relevant points on an increasing scale. 1 point deduction on 1st occurrence, 2 points on 2nd occurrence etc.
10. Any league fixture that has to be postponed for any reason must be agreed by both teams, with the secretary informed of the cancellation immediately. This fixture must be played as soon as possible. Any 1st half of the season match must be played by halfway, any 2nd half match must be played before the last game of season, or ALL points VOID

FINANCIAL

1. Each club will pay an entrance fee of £10 per team, prior to 1st game.
2. Each team will then pay a £6 match fee for every league fixture.
3. All trophies shall be the property of the League and vested in the President, Secretary and Treasurer, representing and acting for the whole of the membership of the league.

GENERAL

1. Any club withdrawing from the League must notify the secretary before the AGM and shall cease to have any claim upon any League property
2. Any club holding trophies shall be held responsible for any loss or damage whilst same are in their possession.
3. All clubs prepared to accommodate the presentation night and having the essential facilities shall be placed on a rota.
4. Any team failing to turn up, or turning up with less than 5 players for snooker or billiards shall be fined £5.00
5. Any team lodging an objection against another shall deposit with such protest £10.00 which shall be forfeited if the Committee consider the protest frivolous. All objections must reach the League Secretary, in writing, no later than the Monday morning following the match. In case of any dispute or protest, the Delegates of the teams concerned shall not be eligible to sit on the Committee whilst such protest is considered.
6. Clubs not attending any meeting without an apology shall be fined £10.
7. In case any question should arise in connection with the League, which is not covered within these rules, the General Committee shall have the power to inflict such penalties, either of fine, deduction of points, or both as they decide fit, and their decision shall be final and binding.
8. No alteration shall be made to these rules except at the AGM or a meeting called especially for this purpose, and the Secretary shall give two weeks clear notice of such a meeting, giving all particulars of proposed alterations.
9. Anyone unable to collect a prize on presentation night must nominate a person to collect on their behalf, otherwise money shall be forfeited.
10. Only winners of silverware shall receive prize money

BILLIARDS

1. The game shall be played strictly according to the latest rules of Billiards and Snooker Association. All matches to be played on Two full sized tables must be played with the approved balls as supplied by the league. In all cases of dispute the marker's decision is final. The home team will start each game with the white ball. No member of the visiting team shall be allowed to play on the home team tables on the match day before his game has been played.

2. Each team to consist of a minimum of FOUR players and a maximum of SIX. All games to last 45 minutes, starting off handicaps

3. Only registered players are allowed to play.

4. Matches to commence no later than 8pm (under penalty).

5. The Captain of the HOME team shall make a list of his players and the visiting captain shall place his team against this, in ANY ORDER.

In the event of any team not having SIX players then they shall forfeit any advantage. The captain of the incomplete team must list his players leaving the captain of the FULL team to choose their opponents.

The full team captain will then select a member(s) of the opposition to play twice, and then complete his team accordingly.

6. Any team with less than FOUR players will complete the number of games relevant to the number of players, and then forfeit the remaining games 200 - 0 each.

SNOOKER

1. As Billiard rule 1 except the AWAY team has the choice of break

2. Each team to consist of a minimum of FOUR players and a maximum of SIX. The player scoring the higher number of points, including handicaps, shall score 1 point for his team, and the team with the highest total score shall score an additional aggregate point. In addition the team which registers the highest total aggregate in each completed match (home and away combined) shall score an additional point.

3. Only registered players are allowed to play.

4. Matches to commence no later than 8.00pm (Under penalty).

5. As per Billiard rule 5.

6. As per billiard rule 6 but forfeit to be 147-0 each game.

7. Where the frame ends in a tie, a black ball is respotted.

DOMINOES

1. Any member of the club, or steward, is entitled to play, but must have been a paid member or appointed steward of the club before July 1st.

2. Each team to consist of a minimum of FOUR players and a maximum of SIX. The first player to score 7 chinks shall score 1 point for his team and the team with the highest total score shall score an additional aggregate point. In addition the team which registers the highest aggregate in each completed match (home and away combined) shall score an additional point.

3. Each player to have 9 dominoes, with the home player to drop first.

4. Matches to commence no later than 8.30pm (Under penalty).

5. Should a player play a wrong domino, or knock where he can play, his opponent is entitled to claim the hand.

6. As per Billiard/Snooker rule 6 but forfeit 7-0 each game.

7. Fixtures and venues to be the same as the billiards.