

Falkirk District Pool League Constitution for season 2013-2014 V1.2

(Last Updated 22/08/13)

General

1. The organisation shall be known as the Falkirk District Pool League, thereafter referred to as 'the League'. The League will adhere to the current Scottish Pool League Association, thereafter referred to as 'SPA', rules and regulations.
2. The aims of the League are to the sport of pool, thereafter referred to as 'the Game' within Falkirk and its associated districts, as a competitive sport, and to support the sport nationally with competition outside Falkirk.
3. An Executive Committee, thereafter referred to as 'the Committee', shall administer the League. The Committee will consist of the following:
 - Chairperson
 - Secretary
 - Treasurer
 - Results Convenor
 - SPA Representative
 - SPA Representative's Assistant
 - Any other members the Committee deems necessary
4. There will be an entry fee to register with the League, this figure to be decided prior to the start of each season by the Committee. Previous season's outstanding fines must be paid before any team may enter the league. Outstanding fines are carried by the premises, except where a team folds during or after a season and at least 4 players move to other premises the following season, then the new team is held responsible for outstanding fines.

Committee

5. The Executive Committee shall manage all the business appertaining to the League. The SPA Representative and the assistant will be responsible for the following to ensure the promotion of SPA events applicable to members of the League:-
 - Currently IM's, Scottish Singles, Scottish Doubles and any other event as called by the SPA.
 - They will ensure all entries and monies received from entrants are paid to the SPA within the correct timeframe.
 - Organise venues and sponsorship for these events to be played.
 - Ensure the smooth running of the League's entries to SPA team events, i.e. Super 11's & Super 15's
 - Help the appointed Team Captains of the above with any grievances, problems and selection worries. Superleague Team Captains will hold their post for a period of one year running from the start of the month following the super 11's and will be voted in by appropriate players at a special league

meeting to be held for this purpose. The committee will be present at this meeting to ensure the league's interests are preserved. The aforementioned Team Captains will appoint a Vice Captain to help with the selection each team. Superleague players must take all grievances in the first instance to their respective Team Captain. If the player is still not appeased he then has the right to take it to the SPA representative who will either speak to the Team Captain or take it to a league meeting.

6. The Executive Committee the names and contact details of Committee members can be found on the league website.
7. The Committee may co-opt any person onto The Committee at anytime.
8. Should any situation arise which is not covered by the Constitution, the decision of The Committee shall be final and binding.
9. Once elected to The Committee, neither The Committee nor individual Committee members have the power to:
 - Make any decision that is likely to violate the Constitution of the League.
 - Make any decision that is detrimental to the well-being of the League or its members.

Any such act would mean immediate dismissal from The Committee.

10. The Executive Committee are empowered to seek and negotiate such finance/sponsorship/credits as may be required for the administration for the League, provided that any financial decisions are authorised by a majority vote of the Executive Committee, who may authorise individuals to act on their behalf.
11. The Committee shall hold a meeting at intervals conducive to the efficient management of League business.

Annual General Meetings

12. Any registered team of the League can propose a motion to the AGM. All proposals must be submitted to the Committee 21 days before the scheduled AGM, and must be seconded by a **separate** registered team of the League. The Committee will inform all team captains of the content of any proposals.
13. The AGM agenda will be as follows:
 - a. Chairman's Report
 - b. Secretary's Report
 - c. Treasurer's Report
 - d. Motions
 - e. Any Other Business

14. The following people will be entitled to one vote each at a General Meeting- Any registered team in attendance. In the event of a tie, the Chair shall have the casting vote.
15. Proposals that would result to a change to the Constitution can only be made at either an AGM or an EGM. Any registered team of the League can call and propose a motion for an EGM.

All proposals must be submitted to the Committee at least 21 days before an EGM will be scheduled, and must be seconded by a **separate** registered team of the League. The Committee will inform all team captains of the content of any proposals.

Discipline

16. The Committee reserve the right to refuse membership to any team or individual if for any reason they consider that granting membership shall be detrimental to the League.
17. All players are expected to behave in a sportsmanlike manner at all matches under the jurisdiction of the League. Any person(s) registered as members of the League, who as a result of their actions whilst attending matches organised by the League, are guilty of bringing the game into disrepute will face severe disciplinary action.
18. Any disciplinary complaints must be made to a member of the committee within 24 hours of any alleged incident. This must be by the team captain. The Committee will convene a meeting of an Appeals Committee. The Committee shall comprise of the members of the Executive Committee, unless the complaint affects the impartiality of any Committee member. In this instance, impartial Team Captain(s) will be co-opted onto the Appeals Committee to decide the issue, with the majority decision ruling. Offenders will be notified in writing, and failing to comply with the request to appear will result in the complaint being heard in their absence.
19. The Committee reserve the right to suspend, fine or expel any individual or team for breach of these rules, or any other rule that the Committee makes at any time in the future, for any act deemed to have brought the League into disrepute. Any member / team will be afforded every opportunity to defend themselves and explain themselves to the Committee.

Matches

20. All matches will be played to current League Rules.
21. A league match consists of 8 frames of singles matches and 4 frames of doubles matches. Players can play in both singles and doubles.

22. Matches are to start at 8.00pm prompt. A team **must** have four players in attendance at 8 pm to a start match. A team may claim one frame for every **ten minutes** that their opponents are unavailable to field a valid player / team (if doubles) starting at 8 pm.
23. After 8.30pm, the time in point 22 reduces to five minutes per frame. Therefore, after 8.30pm, a team may claim one frame every **five minutes** where their opponents are unavailable to field a valid player / team (if doubles).
24. The break will alternate throughout the match. The first break will be determined by lagging off.
25. Matches will be refereed alternately, with the home team refereeing the first frame.
26. Teams will be awarded two points for a win and one point for a draw.
27. Teams will be ranked in the league table according to most points. In the event of a tie, a play-off will be played at a neutral venue where this makes a difference to the league.

Teams and Players

28. All players must be registered 48 hours before playing in their first scheduled match. The deadline for player registrations is 48 hours before the final league match. All registrations must have the players name, address and signature, and should be on original registration forms. Subsequent registrations must be made on paper which is at least A5 in size, otherwise registration will not be valid. Registrations should be made in duplicate so the team can have a copy of registered players.
29. A player can play for another league **ONLY** if the other leagues League night is not the same as FDPL. A player is **not** allowed to play in more than one competition on the same night.
30. Any team playing an unregistered player may be fined an amount not greater than the total team registration fee, and be deducted two points in any match played by the particular player(s). The opposing team will be awarded the Match.

31. **Player Restriction Categories**

To try to keep the league as competitive as possible and to prevent obvious “Super teams” forming, there will be a restriction on the number of “recognised” players that any team can play during a single match. Players will be “**categorised**” if they fall into any of the following groups:-

- All Scotland (Or any other country) “A” Team International players - past or present.
- All current Scotland (Or any other country) “B” International players.
- Any cue sport international – past or present.
- Any player who has represented Scotland (Or any other country) at “B” International level for the past three years (from the date when the FDPL season starts).
- Any player ranked within the top 32 in the Scotland IM (from the date when the FDPL season starts).
- All players that play in other area IM's.
- All players that play for other areas 11's / 15's superleague teams.

Teams can register **any** number of categorised players for a season.

Teams will be able to play a **maximum** of any **two** registered categorised players in the singles frames and any **two** registered categorised players in the doubles frames.

32. There is no restriction on where a player lives in regard to their eligibility to play in the League.
33. The League does not wish to place a limit on the age of League participants. It does however require that players that are under 18 must contact away venues to ensure they can enter the premises. It is completely at the licensee's discretion, not the Leagues.
34. All players, having joined the League are deemed to have read and understood both the League constitution and the playing rules. Ignorance will not constitute a defence in the event of a complaint.
35. Gambling is prohibited during matches as this brings the game into disrepute and players doing so will be suspended from the league until the next meeting when punishment will be decided by the members.
36. No team can cancel a game by themselves (See rules 41/42). There will be a fine of £25 for any team who fails to appear for a game. The entire £25 fine will go to the injured team as compensation.

Transfers

37. Having played for one team, a player may not play for another team in the same season except where a team has disbanded. Transfer requests where the

teams have not disbanded *may* be approved by the Committee where there are exceptional circumstances involved.

38. All transfer requests are to be made to the Committee, detailing the player and the team to which he/she wishes to transfer. The Committee must approve any transfer request which must be made at the next available meeting.
39. Transferring players that have already played in any Cup competition for another team will not be eligible to play for their new team in the same competition.
40. There would be a maximum of 2 players allowed to go to an existing team. There is no cut-off date for this.

Re-arranging matches

41. The Committee will only grant late postponements in extreme circumstances and where doing so would not be against the best interests of the League.
42. If a team wishes to cancel a particular fixture, the following criteria must be met:
 - Both team captains must be in agreement to postpone a match.
 - Teams must arrange with their opponents to play the match within a reasonable timescale.
 - Teams must give their opponents 3 alternative non-consecutive dates on which to play the match. The Committee will set a date if an agreement cannot be reached by the teams.

Any team failing to attend the arranged fixture will forfeit that match.

43. The captain of the team requesting the re-arrangement must advise a member of the Executive Committee of the time and date agreed with the opposition at the earliest opportunity.
44. No re-arranged games may be played alongside scheduled matches.

Venues

45. This is not a central venue league. All matches must take place at the home team's designated venue. The Committee must be informed if there is any reason that makes this impossible, e.g., refurbishment.
46. All venues that wish to participate in the League must have an FK postcode. If a venue has more than one league approved table and more than one team in the league, then they will be able to play as many matches as approved tables and teams.
47. Tables must be of the required sizes as set down by the SPA league rules.

48. Tables must be marked correctly, they must be brushed and in good condition. Sufficient cues and lighting must be provided as well as a rest and a spider. Tables that have been passed by the league but have restricted cueing must have a short cue available to allow the player to play a normal stance shot.
- Restricted cueing - a table will only be passed as fit to play on if the restricted cueing is available to play with a short cue
 - A short cue length is 36 inches. This rule does not apply to existing teams unless they have moved their table from where it was previously.

Match Sheets

49. Winning captains are responsible for getting the match sheet to the League Secretary at the next league meeting Failure to do so will result in a fine and may incur point deductions at the discretion of the Committee.
50. Match sheets should have the players name clearly filled in **BLOCK CAPITALS** by the respective team captains. The home team will sign first for each respective frame - **DO NOT HAVE PLAYERS SIGN THE SHEET** - away team will then complete in the same way.
51. Cup semi-finals and finals will have alternative signing and breaking. This will be determined by a lag. Lag winners will have the choice of either signing the sheet first OR breaking first.
52. Cup formats will be decided by the sponsors - these must be sensible formats.
53. All cup matches will be self refereed by the participating teams EXCEPT for the Cup Final only when a committee representative will oversee. This committee rep will receive £20 to cover expenses.

League Structure and Events

54. Structure of the league will be as follows:-

- Division One- maximum of 16 teams
- Division Two- Maximum of 16 teams.

This structure will ensure that the League will have room to grow for the foreseeable future. All new teams will be eligible to enter all League sponsored events, all cup competitions, all SPA competitions and their players will be eligible for selection for the Super league teams.

55. League singles entries. All entrants must have played one league game in the 1st half of the season. Entrance is £2.50, all profits from this event will be paid to the winners chosen charity. At the finals day all players must be in attendance at 1pm. There will be no exceptions to this. All matches will be best of three frames. The finals day will be self-refereed but the committee

will act as overseers. These will be 2 in total and each will receive £25 to cover their expenses.

56. League doubles entries. All entrants must have played one league game in the 1st half of the season. Entrance is £2.50 per player, all profits from this event will be paid to the winners chosen charity. At the finals day all players must be in attendance at 1pm. There will be no exceptions to this. All matches will be best of three frames. The finals day will be self-refereed but the committee will act as overseers. These will be 2 in total and each will receive £25 to cover their expenses.

General League Points (not previously covered above)

57. League & Cup results must be phoned posted on the website by the home team on the Wednesday/Friday before pm. Any team failing to post their result will be fined £2 for each result that they have not posted. Results posted in Facebook will not be accepted.
58. Cup draws will be made at a league meeting using the software currently available. The full draw will be made and fixtures and dates will be given at the meeting.
59. League & Cup team sheets must be handed in at meetings. Failure to do so will result in a £5 fine per team sheet.
60. Any team not attending a meeting will be fined £5.
61. Fines can only be carried over 2 meetings. If the fine is not paid then the team will be suspended until the fine is paid.
62. If a team misses more than 2 meetings in a season they will be deducted 1 point for every subsequent meeting missed.
63. Debt Suspension – any team with debts over £50 will be suspended from the league until the fine is paid. This applies to team members as well who will be suspended from any official league or SPA event until the debt is paid. All fines will be held until an appropriate timescale has passed. All fine debts owed to the league previous to 19/08/2009 have been written off and all pubs and clubs can now enter the league debt free.
64. Masters Cup. The Masters Cup will take place between the top four teams in the league. 1st will play 4th and 2nd will play 3rd.
65. The following rules apply to doubles frames:-
- Doubles partners must not communicate with each other while in control of the table except after the first break shot.
 - When playing a shot the off player must not be touching the table.
 - In doubles frames a time limit of 1 minute 30 seconds is in place for the first shot of the visit. The referee will give a warning of 30 seconds when 1

minute has passed. Failure to play a shot when 1 minute 30 seconds has passed will result in 2 shots to the opposing team.

- The stopwatch will start as soon as the previous player's visit has been concluded and the balls have come to rest.
66. The referee must lift the white when requested following a foul. If the player lifts the white ball then the frame is lost.
 67. Catching white – any player catching or interfering with the white shall lose the frame.
 68. Any team failing to play a full team in a match will lose the unplayed frames. The opposing team must ensure that their players still sign the teamsheet for the games they intend to claim.
 69. N/A
 70. Players that pay for IM entry will be given priority for superleague teams over other players. i.e. they will be asked first to go.
 71. League will pay £200 to superleague to help with entry fees. Money will be held in a central pot and all monies won at supers 10% will come back into this fund.
 72. N/A
 73. The new website will be located at the URL www.falkirkpool.co.uk

Summary of Fines Structure

- Non attendance at cup or league match: £25 fine – goes to the offended team.
- Non attendance at scheduled meeting £5 fine. If a team misses more than 2 meetings in a season - 1 point deduction for every subsequent meeting missed.
- Turning up late for a scheduled meeting. £5 fine.
- Results not posted on falkirkpool.co.uk website, £2 fine.
- Team sheets not handed in at a meeting £5 per team sheet.
- All fines collected by the league will be paid to charity. The charity will be named by the **previous season's** A league winners. e.g. All fines collected during the 2012-2013 season will be donated to nominated charity of the season 2011-2012 A league winners.