

APFSCIL POOL LEAGUE RULES

1. Each team shall comprise of 6 players.
2. Matches shall consist of 6 singles and 3 pairs.
3. Matches will commence at 8pm but no later than 8.30pm.
4. The order of play will be agreed by team captains before the start.
- 5 (i). A team may on occasions comprise of 5 players. On such occasions players will 'double' up to ensure that all game are completed. **The substitute 'singles' player will be nominated by the opposing captain.** The 'doubles' player will be decided by a draw supervised by the two captains. No player may 'double up' more than once in any match.
- 5 (ii). A team may on occasions comprise of 4 players. On such occasions players will 'double' up to ensure that all game are completed. The substitute 'singles' players will be decided by a draw supervised by the two captains. The remaining two players will play 'doubles'.
- 5 (iii) A team fielding three players shall forfeit 4 points. The 'offending' team will only be able to score points on the first three singles and two doubles games. The opposing captain shall nominate the player to complete the 2nd pairing. However, to ensure that everyone gets to play, 'dead' games should still be played.
6. Up to three substitutes may be used. Substitutes can only be introduced between the Singles and the Doubles. The Opposing captain must be notified of any changes prior to the commencement of the Doubles.
7. The first 'break off' will be decided by a toss of a coin. The winner of the toss will have the option to put their opponent in first. Subsequently the 'break off' will alternate
8. The team not breaking off will provide a referee. Alternatively, captains may agree that games be 'self-refereed'.
9. The home club will pay for all games. Except for cup matches when all costs (including food) will be split 50-50.
10. The APFSCIL Pool League will operate under EPA (old) rules.
11. In the event of both sides fielding less than 5 players, rules 1 - 6 may be varied/alterd/suspended with the prior agreement of both captains.
- 12 Coaching during games is not permitted. However during doubles games the two participating players may discuss tactics/strategies only between themselves and only between breaks.
13. One point is awarded for each frame won and a further three points are awarded to the match winner.
14. Players must be fully paid up members of the Club they represent.

15. In the event of a team withdrawing from the League during the season and failing to complete their fixtures.

(i) In the event of playing two or less fixtures the defaulting club will have their record expunged.

(ii) In the event of the defaulting club having completed three or more matches they will forfeit any unplayed fixtures by a margin of 6-0.

16 (i). Published fixture dates are guides only. However matches should ideally be played within 3 weeks of said dates. Any matches not played within 6 weeks of said dates may be forfeited or declared void.

16 (ii) Once a match is arranged the home captain should advise the League organiser of the confirmed date.

17. Clubs competing in the League and Cup will pay an annual fee of £16. Clubs competing in the League only or the Cup only will pay an annual fee of £10. Failure to pay will result in expulsion from the League.

Revised October 2012