

NORWICH POOL LEAGUE

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VENUE

LEAGUE RULES Commencing September 2026

1. General.

1.1. The competition shall be called the Norwich Pool League.

2. Registration.

2.1. All Players must be registered, when a player registers, they are not part of a team until they play a frame, after that they may have one transfer in the Winter League before December 31st, and one transfer in the Summer League before the second league stage.

2.2. New players must be registered on Form N6.

2.3. New player registration may be made on the night of the match provided the registration is received by the League Secretary by 1-00pm on the Tuesday following the match.

2.4. Players may register for only one team at any one time.

2.5. Transfers must be registered using Form N6 at least 48 hours before a player is eligible to play for their new team.

2.6. Licensees may play for any of their House teams, but only for one team on any one night.

2.7. Any team playing an unregistered player will lose the match 19-0 in the Winter Season, and 18-0 in the Summer Season.

2.8. The League agrees there is no age limit to who can play in the league, but Landlords may refuse permission for players under 18.

2.9. If a team withdraws before playing all other teams in the division, all their results will be deleted. If the team has played all other teams, those results will stand.

3. League Rules.

- 3.1.** The International Rules of play apply. The Timing Rule applies in all matches. The Timer will also act as Referee, starting with the home team, then alternating frames. After the balls are racked, the referee hands the cue ball to the player, and starts the clock, calling "Time Running".
- 3.2.** Each player has 45 seconds per shot. The cue tip must contact the cue ball within this time, or a foul will be given to the opponent.
- 3.3.** The 45 second shot clock starts once all balls come to rest.
- 3.4.** The Timekeeper will count down verbally from 40 seconds (5 4 3 2 1).
- 3.5.** One 15 second extension per frame is allowed at the player's request.
- 3.6.** All tables must be 6' x 3' or 7' x 4' with sufficient clear space round the table.
- 3.7.** Captains must agree the table is playable before the match begins.
- 3.8.** Home teams must provide the visitors with at least one standard cue in good condition, and cue chalk.
- 3.9.** A team may have between 5 and 19 players in the winter league, and 5 and 18 players in the summer league. A match cannot proceed with fewer than four
3.9.1. players.
- 3.10.** If a team only have Four Players, the fifth frame in each set must be the forfeit frame, and must be against a different player in each section.
- 3.11.** The Home team breaks in the first frame, then the break alternates throughout the match.
- 3.12.** The winter league consists of 19 single frames, in three sections of five frames, and one section of four frames. A player may play one frame per section, maximum of four frames per match.
- 3.13.** The summer league consists of 18 frames, 5 singles, and one scotch doubles then 5 singles, and one scotch doubles, then 5 singles, and one single frame. The final frame cannot be played by any player that has played in either doubles frame.
- 3.14.** Players may only play a maximum of FOUR frames per match.
- 3.15.** Before each of the first three sections, the playing order (initials and surname) must be entered on a scoreboard visible to all players, with the home team entering first.
- 3.16.** One reserve may be named per section, and can play once at any time during that section.
- 3.17.** During the final section, players may be nominated before each frame begins with the HOME team nominating first.
- 3.18.** Matches must commence by 8-00pm.
- 3.19.** Result cards must include players initials, and surname.
- 3.20.** Alterations to the result card or scoreboard are not allowed after the match starts.
- 3.21.** If a player's opponent is not present when the frame is due to start, the player may claim the frame. Additional frames may be claimed at Ten-minute intervals until the opponent arrives.
- 3.22.** Every player must play their own game without advice from captains, players, or spectators.
- 3.23.** Each team must supply a referee. The Home team referees the first frame, then referees alternate. If a team does not supply a referee, and a dispute arises in that frame they will lose that frame.
- 3.24.** If a player refuses to accept a referee's decision the referee should abandon the frame, and report to the committee. Remaining frames should be completed.
- 3.25.** Two points are awarded for winning a match, one point for a draw.

3.26. Result cards must arrive at the League Secretary's office by 1-00pm on the Tuesday following the match. Result cards may be emailed to (perkyatnorfolk@yahoo.co.uk) or texted to (07795 310837). Late cards will incur a two- point deduction for the home team.

3.27. If a venue wishes to close before a match is completed, the League Secretary must be informed. The away team should offer two alternative dates to complete the remaining frames. Failure by the home team to accept either date, results in the outstanding frames being awarded to the away team.

League Rule: Team Continuation, Breakups, and Division Placement.

1. Captain's Right to Retain Division Place.

If a team's membership changes, but the current registered captain can form a new squad that meets league eligibility requirements, that captain retains the team's existing division place for the following season.

The captain must confirm their intention, and submit their player list to the league by the registration deadline. Failure to do so will be treated as inability to form a team.

2. Where the Captain Cannot Continue.

If the registered captain cannot form a new squad, both,

the captain (or their representative) and
any breakaway group of former team members intending to form a new team

must each submit a written proposal to the League Committee.

Proposals must be submitted within 14 days of notification by the league that the team cannot continue.

Each proposal must include.

A full list of players, and their previous registrations.

A written case explaining why the team should retain the existing division place.

3. Committee Decision.

The League committee will review both proposals, and decide by majority vote one of the following outcomes:

Award the division place to the breakaway group.

Leave the place vacant, and apply the standard promotion/relegation adjustments.

Require the breakaway group to be treated as a new team.

Decision Criteria

The committee must consider,

a. Proportion of Original Team Retained- whether the applying group contains a majority

- of last season's registered players.
- b. Team Continuity- whether the applying group intends to operate under substantially the same name, management, and ethos as the original team.
 - c. Impact on the League- whether awarding the place maintains competitive balance and fairness for all divisions.
 - d. Reason for the split- where relevant, the circumstances surrounding the split, and whether they were avoidable or caused by misconduct.

The committee must provide a brief written statement summarising its reasons for the decision, which shall be made available to both applicants.

The committee's decision is final, and binding. No appeals will be accepted.

4. Application of New Team Rule.

Any team not awarded an existing division place under sections 1-3 will be treated as a new team, and will be placed by the committee in the most appropriate division.

Postponements.

- If a team wishes to postpone a match, they must contact their opponents first to see if they agree to the postponement, if they do the postponing team must inform the League secretary.
- The non postponing team must give the postponing team two dates to play the match within 14 days of the original date of the match or arrange to play the match on the spare date set on the fixture list for rearranged matches.
- If the match is not played on one of these dates, the postponing team will lose the match 10-0.
- If a match is postponed on the day, the postponing team will lose the match 14-0 plus a 2-point deduction.
- If a team doesn't turn up to play a match, and have made no contact with their opponents they will lose the match 14-0, and be deducted 4 Points.

3.28. No player may participate in the quarter-finals or beyond of any competition unless they have played in at least one quarter of the qualifying matches, unless otherwise agreed by the committee.

3.29. No semi-final or final match may be rearranged unless agreed by the committee.

3.30. Any team not playing in the first leg of a cup match will lose the tie. Their opponents do not need to play the second leg. Any team not playing in either leg of the first round of a knockout cup match will not be entered into any subsidiary competition.

3.31. In Pairs competitions, players must maintain the same playing order throughout the match. The break must alternate between each member of the Pair.

4. PROTESTS.

4.1. All protests must be submitted in writing to the League Secretary within 48 hours of the match, accompanied by a £5.00 fee.

4.2. Any protest will be heard by three members of the committee.

4.3. An appeal may be lodged to the full committee by writing to the League Secretary within 48 hours of the initial hearing, enclosing a £10.00 fee.

4.4. Where a protest or appeal is upheld, any fees will be refunded.

4.5. The decision of the full committee is final.

5. FINALS NIGHT

5.1. Referees will be supplied.

5.2. A smart casual dress code is required for all playing finalists, trousers/smart jeans, collared shirt, shoes/smart trainers. No T-shirts or shorts.

Where necessary, the committee reserves the right to move matches onto multiple tables to ensure the evening finishes on time.