

COUNTRY HOUSE POOL LEAGUE RULES

1. **CANCELLING/REARRANGING:** A game must be cancelled or rearranged within 24 hours or more, or the game will be awarded to the other team. The cancelling team will be fined £10 which goes to the other team to pay for food. The **ONLY** time a game is to be rearranged is for Adverse Weather Conditions. If you cannot get a team, then the opposing team will claim 6-0 win (plus bonus point for winning). There will be rare circumstances that if both teams agree and are made aware within reasonable time, it will be replayed (example, funerals).
2. All games that are rearranged must be done through the secretary, and not through the other team or players. All games that are not rearranged this way may be void.
3. **MISSING AND WRONG RESULTS:** Should you notice there is a missing or wrong result in the league or individual standings, please let the league know within 7 working days of the fixtures release. Any discrepancies after this time will not be adjusted.
4. The minimum amount of players to start a league match is four players per team, you need four players to be able to win match, failing to turn up with four players or more will result in your team losing the match. (See rule 11)
5. When playing doubles in a league or knock out match, you only have 1 min talk time at the beginning of each visit (not shot, visit), talking after 1 min may be classed as coaching. (See rule 10)
6. All games **MUST** have a ref.
7. **LATE TEAMS:** All games start at 8:30pm. In the event that a team is running late, there will be a 15 minute wait before games can start to be claimed, 1 game for every 5 minutes up until 9:00pm, and then the match can be claimed with a 6-0 plus 1 bonus point for winning.
8. If the final league table is tied, there will be a play-off.
9. If a team has underage player(s) they must phone and check with landlords that it is ok to use the player(s) when playing away.
10. Coaching in the middle of a game is unsporting, and could result in a foul or loss of game.
11. All claimed games must still have a card filled in and sent in with a text for result. (See rules 14 & 15)
12. All players must sign cards clearly or game could be rewarded to opposing player.
13. All captains must sign the result sheet when completed.
14. All scores must be texted through within 24 hours, failing to do so could lead to game being void and not added to league table at later date. All scores must be texted through by both captains.
15. All result cards must be sent in within 6 days of the game being played by the **HOME** team, failing to do so could lead to 2 points being deducted to the home team and the wins/losses not being added on to individual standings at a later date. (see rule 3)
16. If a team pulls out of the league before the halfway stage of the league fixtures then all points (points for and against) will be void.
17. If a team pulls out after the halfway stage of the league fixtures, all remaining games will be awarded 6-0 plus 1 bonus point for winning.
18. If a team cancels or fails to attend up to 3 or more games, then the team may be disqualified from the league. (see rules 16 & 17)
19. All complaints must be sent in, in writing, within 48 hours to secretary or committee member. If a complaint is made then the complaining team must not sign the card. If the captain signs the card then he/she is agreeing that all the above result/information on result card is ok and valid.