



League and Cup housekeeping rules – Nov '24

1. Team registrations

- a. Team registration fees are £45 per season
- b. Team squads are limited to 10 registered players at a time
 - i. Players may only play for the team they are registered with, even if their pub/club has multiple teams
 - ii. Any unregistered players will forfeit their frames, which will be awarded to the opponent
- c. New players can be registered, and existing players may transfer teams during the season
 - i. Only one transfer per player per season is allowed, subject to committee approval
 - ii. A £5 fee applies for new registrations or transfers

2. Match format and scheduling

- a. Matches are scheduled for Monday nights at 8pm (excluding bank holidays)
 - i. Away teams should arrive by 7:45pm
 - ii. At least one player from each team must be ready to start by 8pm
 - iii. Teams not ready by 8:15pm may forfeit the first frame at the home captain's discretion
 - iv. If a team cannot start by 8:45pm, the opposing captain may claim a win
- b. Matches are played 5 vs 5, over 10 frames in two halves
 - i. A minimum of three players is required to play
 - ii. A maximum of eight players per team in a match
- c. Captains record scores on league-issued scorecards
 - i. Home captains list players first for the first half; away captains list players first for the second half
 - ii. Players may not face the same opponent more than once, including in 'bye' legs
 - iii. Changes to the player order require opposing captain approval
- d. A 5-minute break is allowed between frames
- e. Teams must provide food for both teams during the match

3. Refereeing

- a. Players from each team alternate as referees, determined by a lag to decide who referees and breaks first
- b. Matches follow Blackball pool rules
- c. The losing player in each frame buys a half pint (or equivalent) for the winner
- d. Slow play is unsporting and not allowed. If a referee deems play too slow, they may enforce timed shots:
 - i. Players have 60 seconds per shot, starting when balls stop moving. Failure to play within 60 seconds results in a foul and a free shot to the opponent
 - ii. After 30 seconds, the referee will announce "30 seconds" as a warning
 - iii. Delays in retrieving the cue ball will not extend the shot clock
- e. Coaching, barracking, or unsportsmanlike conduct may result in a forfeited frame
- f. Permission is required to leave the playing area during a frame
- g. Only referees may handle the cue ball for a "free shot." Players handling it themselves commit a foul
- h. Referee decisions are final and must be respected

4. Match results and standings

- a. The winning captain (or home captain in a draw) must photograph the scorecard and post it on the NNPL Facebook page or website (www.nnpl.org.uk).

- i. The deadline is 24 hours following the match – posting on match night is preferred
- b. Points are awarded as follows:
 - i. 2 points for a home win
 - ii. 3 points for an away win
 - iii. 1 point for a draw
- c. The player with the most frame wins during the season earns the 'Top Potter' award.
 - i. Ties are decided by win percentage, and if still tied, a playoff match will determine the winner

5. Match rearrangements

- a. Teams unable to play due to extreme circumstances (e.g., weather or venue issues) must notify the opposing team, the pub landlord, and the committee by 10:30pm on the Sunday before the match
- b. Failure to notify by the deadline results in:
 - i. A 6-0 match forfeit
 - ii. A two-point league deduction
 - iii. A £10 fine for food costs
- c. The postponing team must propose three alternative dates and notify the committee of the confirmed reschedule
- d. All league matches must be completed before the cup and plate finals
 - i. Catch-up weeks will be scheduled into the season
 - ii. If a match cannot be rearranged, then it should be referred to the committee for a decision

6. Cup and plate competitions

- a. All teams are entered into the cup group stage
- b. Groups are regionalised into two 'North' and two 'South' groups, drawn at random
- c. Group matches must have a winner. If tied, an 11th leg decider is played, with each captain nominating a player
 - i. Two points are awarded for a win, with a bonus point for a 7-3 or better victory
- d. The top two teams from each group advance to the cup knockout stages. Eliminated teams enter the plate competition
 - i. Ties in points are resolved by leg difference. If still tied, a 3-frame playoff decides
- e. Cup knockout stages are drawn as follows:
 - i. **Quarter finals**
 - QF1 North – 1st place group 1 vs 2nd place group 2
 - QF2 North – 2nd place group 1 vs 1st place group 2
 - QF3 South – 1st place group 3 vs 2nd place group 4
 - QF4 South – 2nd place group 3 vs 1st place group 4
 - (Group winners will play at home)*
 - ii. **Semi-finals**
 - QF1 North winner vs QF3 South winner
 - QF2 North winner vs QF4 South winner
 - Teams will be drawn to decide who has a home match for both the Semis and the Final
 - (Random draw to decide home team for each match)*
 - iii. **Final**
 - Played over two legs, home and away, with a random draw for the first leg venue
- f. Plate knockout matches are drawn randomly
- g. Only players who have played at least 10 frames during the season are eligible for quarterfinals and beyond
 - i. Teams fielding ineligible players will be disqualified