



# League & Cup Housekeeping Rules

*Updated - April 2024*

## **1. TEAM REGISTRATIONS**

- a. Team registration fees are £45 to enrol for the new season.
- b. Team squads cannot exceed 8 players being registered at any given time.
  - i. If a pub/club has more than one team, then a player can only play for the one team that they are registered for.
  - ii. Any unregistered players will have their frames voided and awarded to their opponent.
- c. Unregistered players may join a team during the season and existing players are able to transfer to another team following a £5 registration / transfer fee being paid to the league. The committee needs to formally approve the registration/transfer.

## **2. MATCH FORMAT & SCHEDULING**

- a. Fixtures are scheduled to be played on Monday nights at 8pm (excluding bank holidays)
  - i. Away teams must aim to arrive for 7:45pm.
  - ii. One member of each team must be ready to play the first frame at 8pm prompt.
  - iii. If a team is not ready to play its first frame at 8:15pm, then they will lose their first frame (at the discretion of the home team captain).
  - iv. If a team hasn't arrived and cannot play the first frame by 8:45pm, then the match can be claimed as win by the opposing captain.
- b. Matches are played on a 5 v 5 aside format, across 10 frames split into two halves.
  - i. A minimum 3 players are needed to play a match.
- c. Match scoring is recorded by the captains using a scorecard issued by the league committee.
  - i. Order of play is firstly decided by the home team captain, who submits their player's names first for the first half of 5 frames. Followed by the away captain listing their players names for the first half of 5 frames. Then vice versa for the second half, where the away team submits their player names first for the final 5 frames.
  - ii. Players cannot play each other twice during a match. This includes listing a player against a "bye" leg (in the instance an opposing team has a shortage of players).
  - iii. Order of names cannot be altered unless accepted by the opposing team captain.
- d. A maximum break interval of 5 minutes is allowed in between frames.

- e. All teams must provide sufficient food for all players on both teams during the evening.

### **3. REFEREEING**

- a. Matches refereed between alternating players from the home and away teams, following a lag to decide which team breaks/referees the first frame.
- b. Matches played in accordance to Blackball pool rules.
- c. The losing player in each frame buys half a pint, or equivalent, for the winner.
- d. Deliberate slow play is unsporting behaviour and not tolerated. Should a referee consider that a player is taking an excessive amount of time to play their shot during the visit, then the player will be advised of such and informed that shots will be timed in accordance with the below ruling;
  - i. A player has a maximum of 60 seconds to play each shot, including the break and 'ball in hand'.
  - ii. The referee will start timing when all balls have come to rest from the previous shot. If a player has not played a shot within 60 seconds, it is a foul and the opposing player will be awarded a free shot.
  - iii. If the first 30 seconds elapses before a player has played his/her shot, the referee will announce; '30 seconds' as a warning to the player. The call must be made the instant the 30 seconds has expired. The referee should not postpone the call because it appears that the player is about to play a shot, even if it means speaking while a player is addressing the cue ball.
  - iv. Following an 'in-off', the player or referee may recover the cue ball from the pocket. If the player takes their time in recovering the cue ball, the referee will recover the cue ball and hand to the player who is in control of the table. As soon as the cue ball is passed to the player, or the player retrieves the cue ball himself/herself, the referee will start timing and the player has a maximum of 60 seconds to play his/her shot.
- e. Coaching, barracking or any unsportsmanlike conduct by any player is breaching the 'spirit of the game', and a frame can be awarded to the opponent.
- f. If a player has to leave the playing area during a frame, then they must require permission from the referee.
- g. If a player has a "free shot", following a foul by an opponent, and requires the cue ball to be moved then it can only be picked up by the referee.
  - i. If a player picks-up the cueball themselves, then a foul and ball in-hand is awarded to the opponent.
- h. The referee's decisions will be final, and respected !!!

### **4. MATCH RESULTS & STANDINGS**

- a. The captain of the winning team, or the home team captain if the match is a draw, are responsible for recording the result by taking a photograph of the completed match scorecard.
- b. Copies of match scorecards must be posted on the NNPL Facebook page and/or uploaded on the NNPL website ([www.nnpl.org.uk](http://www.nnpl.org.uk)).

- i. The deadline for posting scorecards is the following Friday after the match has been played.
- c. League points are awarded as follows: 2 points home win, 3 points away win, 1 point draw.
- d. The player who wins the most legs throughout the season wins the “Top Potter” award. If there are players tied at the end of the season, then the winner shall be decided by the best win %. However, if this still results in a tie, then a playoff match is played.

## **5. MATCH RE-ARRANGEMENTS**

- a. If a team cannot play due to extreme circumstances (E.g. adverse weather conditions) or there is a problem with their pub/location, they must inform the other team and pub landlord by 10.30pm on the Sunday before the match is due to be played. The league committee must also be notified.
- b. Failure to inform, and receive acknowledgement, from the opposing team/landlord by the Sunday 10:30pm deadline will result in the following penalties;
  - i. Match forfeited as a 6-0 defeat.
  - ii. A two point deduction in the league standings.
  - iii. A £10 fine towards the cost of food prepared by home team hosts.
- c. The team that postpones a match are responsible for rearrangement. They must propose 3 best possible dates, and the confirmed rearranged match date must be communicated to the league committee.
- d. All league matches must be played before the scheduled Cup & Plate final weeks.
  - i. Catch-up weeks shall be scheduled into the season.
  - ii. If the match cannot be rearranged, then it should be referred to the league committee for resolution and decision.

## **6. CUP & PLATE COMPETITIONS**

- a. All registered teams will be included in the first round of the cup group stage.
- b. The group stages will be regionalised into two “North” and two “South” groups, to reduce travel times and cost. These groups will be drawn at random.
- c. All group matches are played to determine a winner. Therefore, if a match is drawn, an 11<sup>th</sup> leg decider is played between a player from each team as nominated by the team captains.
  - i. Two points awarded for a win during the group stage, with a bonus point awarded to teams who win 7-3 or better.
- d. Top two teams from each group progress into the knockout stages. All eliminated teams will enter a plate knockout competition.
  - i. If teams tie on points, then leg difference shall decide. If teams are still tied on leg difference, then a 3-frame play-off is played to decide.
- e. The knockout stages of the cup competition will be drawn as follows;
  - i. Quarter final:
    - QF1 North - 1st place Group 1 plays 2nd place Group 2
    - QF2 North - 2nd place Group 1 plays 1st place Group 2
    - QF3 South - 1st place Group 3 plays 2nd place Group 4

QF4 South - 2nd place Group 3 plays 1st place Group 4  
*(Group winners will play at home)*

ii. Semi Final:

QF1 North winner v the winner of QF3 South

QF2 North winner v winner of QF4 South.

*(Random draw to decide home team for each match)*

iii. Final:

Played across two legs, at home and away venues.

*(Random draw to decide home team for first leg)*

- f. The knockout stages of the plate competition drawn at random for each round.
- g. Players will only be eligible to play in the Quarter finals, Semi-Final and Final stages if they have played least 10 frames during any previous league or cup matches in the season so far.
- h. Any ineligible players used during the Quarter finals, semi-final or final will have their frames withdrawn and awarded to their opponent(s).