Haverhill Pool

2026/27 Season Rules

1. CONSTITUTION

1.1. The name of the Association shall be called the (The Haverhill Pool League), hereafter known as the League.

1.2. The League is formed for the purpose of promoting the game of Pool amongst all players who wish to participate, in and around Haverhill, Suffolk, and to organise competitions according to an agreed set of rules of the game of Pool as decided at an Annual General Meeting (AGM).

1.3. The League will be managed by a minimum of one League Manager, but preferably by a Committee.

1.4. Where a Committee is elected, it will contain a Chairman, Secretary, Treasurer, Results Secretary, Fixtures Secretary, Rules Secretary and a Web Master, provided persons stand for the positions at the AGM. Additional positions agreed at the AGM may also be included once the positions listed previously are filled.

1.5. In all Committee votes, each person on the Committee will have one (1) vote only. Non-present members will have no vote. The Chairman or acting Chairman will not vote unless there is a tie, in which case they will have the deciding vote.

1.6. The representatives of the teams present at the AGM will elect the League Manager/Committee for the forthcoming season.

1.7. Where a Committee is in place, a quorum of five (5) Committee members are required to make any decision that affects the rules of the league. A majority vote is required to add, remove or change any league rules at any time.

1.8. Where a Committee is in place, and for the purposes of all cup draws, a minimum of any two Committee members plus one named independent observer must be present to make the draw(s). The observer's name, the date and the location of the draw will be appended to relevant published league documents. If a league management application is being used by the league, and if the facility exists, this can be carried out by automated systems.

1.9. The League Manager/Committee shall have the right to alter or amend any fixture that they deem is necessary.

1.10. The Treasurer shall provide the details of all bank account activity at the AGM and at any league Committee meetings as required.

1.11. The League will endeavour to be non-profit making in any one season unless a specific provision is agreed at the previous AGM to raise extra funds for a detailed cause, thereby returning the majority of the League's income back to the teams and players in the League by way of prizes.

1.12. All Committee meetings will be written into minutes with records taken and actions recorded by the league Secretary. All minutes will be distributed to Committee members, agreed and actions taken discussed at the following meeting.

1.13. The League Manager/Committee will be reimbursed with all reasonable costs relating to the running of the League, from the League's funds.

1.14. The Committee are elected to run The League according to this Constitution by the members of The League, according to its wording, its intent and to precedent where considered appropriate.

2. MEMBERSHIP

2.1. Membership of the League will be open to all the teams who wish to participate and will commence as soon as they have paid the agreed registration fee for that season.

2.2. Individual membership of a team will be open to any individual who wishes to participate, and individual players will be deemed to be a member of a team after they have played one frame for that team in any

league event.

2.3. The transfer of individuals between teams in the league is not permitted, except in exceptional circumstances as agreed at a Committee meeting according to due process.

2.4. The League Manager/Committee reserves the right to expel any team or individual from the League for any appropriate reason, with no refund of any entry fees.

2.5. Team entry fees into the league will be set by the Committee prior to the start of the new season and will not include any discounted rate for more than one team per table at a single venue.

3. ANNUAL GENERAL MEETINGS

3.1. The AGM of the League for the next season will take place as soon after the finals night of the current season as is reasonably possible.

3.2. All prospective teams for the forthcoming season MUST attend the AGM for the forthcoming season, plus the incumbent League Manager/Committee. Failure to attend the AGM may result in the team(s) concerned not being allowed to join the new season's league.

3.3. Voting at the AGM is: one (1) per team present plus one (1) per Officer of the Committee excluding the Chairman or acting Chairman (see also rule 3.4). No person shall have more than one (1) vote. Where there are 2 (two) or more committee officers from the same team, they will collectively have one (1) vote only on all issues.

3.4. The Chairman or acting Chairman will not vote on motions at the AGM. In the event of a voting tie the Chairman or acting Chairman will having a single casting vote.

3.5. At the AGM, any person present may require any Officer of the League to make a full and proper account of any actions taken by them during the previous season.

3.6. Persons unable to attend the AGM and wishing to stand for an Officer's position may do so by proxy if required. A written statement of intent must be received by the Chairman or acting Chairman not less than one (1) week before the AGM, or they must notify the Chairman or acting Chairman of the name of their proxy who will stand and answer questions on their behalf to the best of their abilities.

3.7. All Officers of the Committee will stand down at the AGM and may stand for re-election if desired. If more than one person stands for a post, there will be hustings at the AGM where each candidate is allowed three (3) minutes to present their case to the members at the meeting, followed by a vote.

3.8. Motions for debate at the AGM must be received by the Committee in writing no less than 14 days before the AGM date.

4. RULES OF THE LEAGUE

4.1. All individual players should endeavour at all times to play to the rules of the game agreed at the previous AGM and in a sportsmanlike and courteous manner.

4.2. Each team will name its Captain and Vice-Captain to the League Manager/Committee at the beginning of the season and will give the League Manager/Committee a reliable telephone number, which will be used to distribute among the other teams in the league for contact purposes.

4.3. The order of play for team matches will be (i) an 'Open' table for the visiting team (or both teams if a neutral venue), (ii) the Match, and (iii) a deciding frame if required.

4.4. The 'Open' table is the opportunity for all players present to assess and adjust the condition of the playing surface prior to the match. The 'Open' table period is expected to commence at 7:55pm for a duration of 5 minutes. During this time the visiting team can play whatever shots they would like or however many frames they can fit into the 5-minute period. The League

Manager/Committee will not accept complaints about table performance after the match has started.

4.5. If a team does not turn up for any league events including singles and doubles, the opposition must submit a fully completed and signed result card to prove that they had players available to claim the win. If no prior verbal agreement is in place between the two teams, the team waiting may claim (at their discretion) one frame every 10 minutes after the scheduled start of the match, until the offending team turns up or the match is lost by default.

4.6. All teams will gain automatic entry into all the appropriate cup tournaments.

4.7. Each venue will submit registration fee(s) for its team(s) as agreed at the AGM, payable by the deadline set at the AGM.

4.8. Teams and players either being dismissed from or leaving the league during the playing season will not claim any monies back.

4.9. If a team withdraws from the league during the playing season, then any players entered in the Singles, Doubles and Threes individual competitions will be allowed to continue in those competitions.

4.10. All players and guests will be invited to the Finals & Presentation night at the end of the season. The venue for the finals night will be agreed at the AGM preceding the event where all venues in the league for the season are invited to bid to host the event.

4.11. All league event matches will be scheduled to start at 8pm on Thursdays unless mutually agreed otherwise by the players or team Captains concerned.

4.12. A 'Finals & Presentation Night' will be organised by the League Manager/Committee at the end of each season to return prize monies and/or trophies to the event winners and runners up etc. as agreed at the previous AGM. The 'Finals & Presentation Night' will also include in order; the Rankings Cup final, League Rankings play-off if required, total clearance play-off if required, the Singles Plate final (best of 5 frames), the Doubles Cup final (best of 5 frames) and the Singles Cup Final (best of 5 frames).

4.13. The use of mobile phones and similar devices by all directly involved in a league frame is forbidden while the frame is in progress other than for time keeping. If it were to take place, this would be considered unsportsmanlike conduct. If the offender is a player involved in the frame, the referee may offer a 'first and final' warning, followed by awarding the frame to their opponent(s). If the offender is the referee, the team Captains may agree to have the referee replaced for the duration of the frame.

4.14. One named representative from any league sponsor may gain automatic entry into any event that they promote, provided they are not already taking part in that event as a player.

4.15. Where any player or doubles pair are unable to fulfil a fixture at the Finals & Presentation night, the finalists may arrange to play their match before the Finals & Presentation night but not after, with prior arrangement with the Committee and appointment of a match Referee.

4.16. Players playing in a team cup semi-final must have played at least one frame for their chosen team in a league match (i.e. does not include Singles, Doubles or Threes).

4.17. Players playing in a team cup final must have played in at least three matches for their chosen team in a league match (i.e. does not include Singles, Doubles or Threes).

4.18. All Thursday Pool league fixtures will be published and diarised on Thursday nights.

4.19. Where possible, teams will not be drawn in more than one cup preliminary round.

5. LEAGUE MATCH FORMAT

5.1. The league fixtures will be drawn up at the beginning of the season by the League Manager/Fixtures Secretary and will be distributed to the teams in the league in good time before the start of the season. All venues are expected to clearly display the league fixtures on their team notice board.

5.2. League games will be played over 3 sections and 12 frames; 4 singles followed by 3 doubles (Scotch style), followed by 5 singles, where players can play once in each section (except where a 'wildcard' is in play see point 5.3). The Captains will nominate their chosen players for each frame in the first and second sections and the players will be drawn against each other from a hat in the third section. Any number of players from a team may go into the hat.

5.3. If, for any reason, a team has only 5 players the Captains will select a wildcard by picking a name (from all those team members present) from a hat. The name drawn out will play in twice in the doubles leg and not at all in the first singles leg. When the wildcard is drawn, the player that is being replaced must be named by the Captain to the opposing Captain. If that named player then arrives after the start of the match and before the wildcard frame has been played, then the named player must play, and the wildcard is null and void. There can only be ONE wildcard in the match so if a team arrives with only four players, then one frame will be forfeit in both the second and third legs or until the named missing player turns up.

5.4. For the league table, the following points system will apply;

Win: 3 Points to the Winning Team
Draw: 1 Point to Each Team

5.5. Frame difference will not be used for calculating league table positions. In the event of a tie at the end of the season for first or second place, or a relegation place, the teams concerned will 'play off' over 13 frames at a neutral venue, using the same format as a League Cup match. The conditions of eligibility of a player are the same as for a cup final fixture (see point 4.15).

5.6. If two divisions are in operation, promotion and relegation will operate on a no-more-than 2 up, and no-more- than 2 down basis. If there are an odd number of teams in the league division two always has the 'bye(s)'.

5.7. All games in league matches must be played, providing enough players are present.

5.8. The player ranking system will be based primarily on the percentage of league frames won, with a condition that at least 50% of the available frames must be played, in order to qualify for a position on the ranking table. There will be separate rankings lists for each division being used. Wins by players in doubles frames will be counted in a separate ranking list using the same criteria. All players must be present at the start of the frame for it to count towards the ranking system.

5.9. The home side shall nominate their own players first in all league matches.

5.10. Any team that fails to turn-up to TWO league match fixtures during a league season without prior arrangement with the League Manager/Committee may be removed from the league.

5.11. The winning team is responsible for emailing the result card to the Results Secretary. In the event of a match draw, the home team will be responsible for sending the result card. The card should be sent as an attachment in the form of a scanned document or photo to results@haverhillpool.co.uk. If the card is not received by the Monday after the match, then the team responsible for the card will be deducted points from the league table.

5.12. A prize will be awarded at the end of the season for the player who records the greatest number of total clearances in the season. The clearance must include seven (7) similar colours and the black and must be made during the player's first visit to the table.

5.13. When frames are drawn from a hat, they shall be played in the correct order except in exceptional circumstances as agreed by the Captains.

5.14. The team breaking any one frame will also referee the frame. The non- breaking team will appoint a single member of their team to referee the time rule.

5.15. Where two divisions are in play and there are twelve (12) or less teams in the league, the league structure will be such that each team in each division will play each other 4 times during the season, twice at home and twice away.

5.16. Where one division is in play, the league structure will be such that each team in each division will play each other twice during the season, once at home and once away.

6. LEAGUE CUP, DIVISIONAL CUP AND PLATE MATCHES FORMAT

6.1. The League Cup and League Plate will be played across the entire league.

6.2. The Divisional Cups will be played within each division where applicable. If only one division is being used, there will be no Divisional Cup event.

6.3. The venues for these cup matches will be as per a home draw except the semi-finals and final which will be drawn on neutral tables as appointed by the Committee.

6.4. League Cup matches will be played over 13 frames in one leg, at the nominated venue according to the fixtures. The first twelve (12) frames will be played using the standard League match format. In the event of a 6-6 draw after these frames, each Captain will nominate a player to play one deciding frame, regardless of whether or not they have already played three times in the match.

6.5. All losing first round League Cup teams will be automatically entered into the League Plate competition. The normal League Cup format applies to Plate events (see above).

6.6. An individual player may play up to three times in the first 12 frames of a League or Cup Match (once only in each section). In the case of a 6-6 draw in a Cup Match and when a 'wildcard' is in play (see point 5.3) the Captain is permitted to select the wildcard player to play the deciding frame.

6.7. The home side shall nominate their own players first in all league Cup and Plate matches except where the match is played on a neutral table.

6.7.1. The team breaking the first frame will also have first 'put-down' on the result card, and one of their own teammates will referee the frame. Breaks and referees will then alternate between the two teams for the remainder of the match. 'Put-downs' will alternate for the first half of the match and players will be drawn against each other from a hat in the second half. The home team will be decided by the toss of a coin.

6.8. There will be no 'draw' situation in all League Cup and Plate matches. First team to seven (7) frames wins.

6.9. When frames are drawn from a hat, they shall be played in the correct, order except in exceptional circumstances as agreed by the Captains.

6.10. Frames played in the league cup, divisional cup, doubles cup and plate matches will NOT count towards a player's ranking.

6.11. Where Doubles frames are included in a fixture format, please refer to Section 12.3 for guidance on coaching rules.

7. DOUBLES TEAM CUP FORMAT

7.1. Doubles Team Cup matches will be played over 9 frames in one leg and the venues for these cup matches will be as per a home draw except the semi-finals and final which will be drawn on neutral tables as appointed by the Committee.

7.2. The venues for these cup matches will be as per a home draw except the semi-finals and final which will be drawn on neutral tables as appointed by the Committee.

7.3. Each team will submit their three doubles pairs as pair 1, pair 2 and pair 3 before the beginning of the match. The pairs will then play against each other on the following order: 1v1, 2v2, 3v3, 1v2, 2v3, 3v1, 2v1, 1v3, 3v2 (same playing order as the Threes Cup).

7.4. Player substitutions may be made at the start of frames 4 and 7. Once a player has been substituted out of the match, they may not be called back in to play.

7.5. The home side shall nominate their own players first in all Doubles Cup matches. Where the match is played on a neutral table the home team will be decided by the toss of a coin.

7.5.1. The team breaking the first frame will also referee the frame. Breaks and referees will then alternate between the two teams for the remainder of the match.

7.6. There will be no 'draw' situation in all Doubles Cup matches. First team to five (5) frames wins the match.

7.7. Doubles pairs will play alternate shots throughout the entire frame, including during break-building and when 2 shots are in play. In this cup only, playing out of turn shall be penalised by a standard foul.

8. THREES CUP FORMAT

8.1. Threes Cup teams may nominate up to 4 players per team. All 4 nominated players may play in a match but the player substitution can only be made at the start of frames 4 or 7. Once a player has been substituted out of the match, they may not be called back in to play.

8.2. The players in each Threes team may be selected from any regular league players from any venue. The result of this means that teams in the Threes Cup do not have a home venue, although for the purposes of fixtures, teams maybe drawn as the home team or the away team.

8.3. The venues for these cup matches will be drawn from the venues available. The quarter and semi-finals and final will be drawn on neutral tables as appointed by the Committee.

8.4. Threes Cup match Format (Best of 9 frames): 1v1, 2v2, 3v3, 1v2, 2v3, 3v1, 2v1, 1v3, 3v2.

8.5. Where the league fixture season is not long enough to include Threes Cup matches on Thursday nights, the home drawn team will have choice of venue, and is also responsible for arranging the match at a mutually agreeable time and date.

8.6. The home drawn side shall nominate their own players first in all Threes Cup matches. Where the match is played on a neutral table the home drawn team will be decided by the toss of a coin.

8.6.1. The breaking team will also referee the frame.

8.7. There will be no 'draw' situation in all Threes Cup matches. First team to five (5) frames wins the match.

8.8. Individual entries to the Threes Cup will be at a cost of £5 per player.

8.9. Revenue gained from Threes competition will be distributed as prize money as decided at a Committee meeting.

9. SINGLES & DOUBLES INDIVIDUAL CUP FORMATS

9.1. Singles and Doubles Cup matches will all be played on or before the given fixture date and at the given venue.

9.1.1. The finals of the Singles and Doubles will be played at the annual Finals & Presentation Night as published in the league fixtures.

9.2. To play in the Singles and Doubles Cups, every player must have previously played one frame for their registered chosen league team.

9.3. All players in the Doubles Individual Cup may be selected from any regular league players from any venue. The result of this means that the pairs do not have a home venue.

9.4. The venues for these cup matches will be drawn from the venues available. The quarter and semi-finals and final will be drawn on neutral tables as appointed by the Committee where possible.

9.5. All matches will be played over 3 frames except for the semi-finals and final, which will be played over 5 frames.

9.6. The first round of Singles and Doubles will be played according to a 'Group Stage' structure. Failure to turn up to the group stage will result in automatic removal from the competition.

9.7. Four players will progress through the group stage of the singles cup. The winners of the last two matches

will progress to the next round of the singles cup. The two runners-up will be entered into the singles plate.

9.8. Individual entries to the Singles and Doubles competitions will be at a cost of £5 per player.

9.9. Revenue gained from the Singles and Doubles competitions will be distributed as prize money as decided at a Committee meeting.

9.10. Please also refer to the Section 12.3 regarding coaching protocol during Doubles matches.

9.11. Doubles pairs will play alternate shots throughout the entire frame, including during break-building. Playing out of turn shall be penalised by a standard foul.

9.12. The timing rule applies to all singles & doubles individual cup matches. A time rule referee should be appointed from any spectating players present before each frame commences.

9.13. All singles and doubles matches will subject to an 8pm registration deadline at the event venue by the venue organiser. Any player not present will be eliminated from the event.

10. RANKINGS CUP FORMAT

10.1. Once the final rankings positions are published towards the end of the season, the event sponsor (preferred) or League will organise the Rankings Cup. This Cup event is open to Sponsorship for prize funds and/or trophies from interested parties and any reasonable requests by the Sponsor will be considered by the Committee.

10.2. The Rankings Cup will be a simple seeded singles knock-out competition for the top players in each division that is operation. The number of players invited to play in each divisional event will be decided between the Committee and the Sponsor (if one exists) prior to the event, but consideration should be made that the event can be completed to the finalists in one evening where possible.

10.3. Once the number of players has been agreed, the Committee will invite those players into the event starting at the top of the rankings list for that division and working downwards continuously until the required number of places have been filled.

10.4. Prizes will be awarded to the winner of the event for each division in play. In the absence of any dedicated Sponsorship funds for this event, the Committee may ask the invited players to pay a nominal entry fee prior to the start of the event to create an event prize fund.

10.5. The final of this event will be played at the Finals & Presentation Night.

11. SINGLES LEAGUE

11.1. The Committee will endeavour to organise an 8 Ball Singles League at least once a year for the members of the Haverhill Pool League, usually but not exclusively during the summer months.

11.2. The Singles League final format will be agreed amongst the interested players prior to the start of the event and will be funded by the interested players at an agreed rate.

11.3. The event may include any number of divisions depending on interest levels from players and where more than one division is in play, there may be a randomly selected qualifying round to ascertain who goes into which division.

11.4. Pool players who are not normally involved in the Haverhill Pool League may not be welcome in this event, at the discretion of the Committee.

11.5. Revenue raised from the entry fees will be entirely distributed as prize funds amongst the divisions in use with the exception of any costs incurred for trophy engraving.

12. RULES OF THE GAME

12.1. The game of pool will play to the currently published IEPF International Eightball Pool Rules on the English Pool Association website (www.epa.org.uk), which are linked on the Haverhill Pool website Downloads page (www.haverhillpool.co.uk/pages/downloads). Additional supporting documents including the Referee's Guidelines and Official Calling procedures are also available.

12.2. The Playing Rules and the League Rules must be clearly displayed at all participating venues in the league.

12.3. Coaching – players are advised to refer to the International Eightball Pool Rules regarding coaching etiquette. When players are at the table, all direct coaching is forbidden. To summarise from the playing rules - if the referee considers that coaching is taking place, they must make a verbal 'first and final warning' (this warning may be given to both teams at the beginning of the match if desired). If the coaching continues, the frame penalty is standard foul against the player/team being coached.

12.3.1. Doubles frames – players may converse at will throughout the frame, but only with their playing partner (i.e. not with spectators or other team members). Players are reminded that the shot-clock may be in use and the timing will not be suspended for this purpose.

12.3.2. Asking the Referee – in line with the International Eightball Pool Rules supporting documents named above, the referee is not advised to answer a question regarding the rules from a player at the table that might affect the player's future decision-making process. This would be considered coaching.

13. FIXTURE CANCELLATIONS

13.1. No rearrangements of league games are allowed as voted in at the AGM 2025, unless venue closure or extreme weather. The committee can advise on any extreme circumstances.

13.2. Cup matches must be played on the fixture date.

13.3. If a team fails to fulfil a league fixture, then they will be deducted 10 points. The other team shall receive 3 points for a walkover win.

14. DISPUTES PROCESS

14.1. In the event of any dispute concerning the rules of the game of pool, the match must first be stopped immediately, before any further shots are taken:

14.1.1. The referee must attempt to find a resolution by referring directly to the International Eightball Pool Rules as displayed at the venue and on the website.

14.1.2. The referee may consult with the time keeper of the frame for a second opinion, but nobody else. This does not mean that the time keeper can call a foul.

14.1.3. If the rules are not available then the home venue team (all the venue teams if there are more than one at the venue) may be deducted two (2) points from the league table at the discretion of the League Manager/Committee.

14.1.4. In the event that the dispute cannot be resolved by this stage, the referee must seek a conclusion by consulting with the League Manager or a Committee Member, preferably the Rules Secretary wherever possible.

14.1.5. The League Officer's decision will be final.

14.1.6. In the event of playing rules dispute, there will be NO available recourse of action if the frame is allowed to continue after the possible infringement is made.

14.2. In the event of any dispute concerning the running of the pool league, the match must first be

stopped immediately, before any further shots are taken:

14.2.1. The referee must attempt to find a resolution by referring directly to these Constitutional Rules as displayed at the venue or on the website.

14.2.2. The referee may consult with the players involved in the frame, the two team Captains, and anyone else concerned with the dispute.

14.2.3. If a resolution cannot be agreed with reference to these rules, then the team Captains may agree a decision of their own and continue with the match in good faith. They MUST then refer their decision to the Committee, who will consider adding, amending or deleting a part of these rules in accordance with the Constitutional process described herein.

15. COMPLAINTS PROCEDURE

15.1. The League Manager/Committee will only consider complaints from league members or teams if the are submitted using the appropriate online form on the Haverhill Pool website.

15.2. Formal complaints will only be considered if received within seven (7) days of the event.

15.3. When a complaint is received via the website portal, the named person and/or team involved in the complaint will be required to respond using the same online form.

15.4. Once forms have been received from both sides, an appropriate decision will be made by the League Manager/Committee on how to proceed at an arranged Committee meeting. Example procedures (open to flexible interpretation) may include a closed session Committee meeting and final decision or open Committee meeting where the named players/teams and their representatives are invited to argue their case.

15.5. The League Manager's/Committee's decision is final.

15.6. The League Manager/Committee will not consider complaints based on player or team's interpretations of the playing rules. Please refer to Section 14.1 above.

16. LADIES KNOCK OUT CUP

16.1. Played on one (1) night between the end of the league season and the Finals & Presentation Night.

16.2. Entry fee £5.

16.3. Cash prizes and perpetual trophies for winner and runner up.

16.4. Each round drawn from a hat.

16.5. All matches – race to 2 frames.

17. CHAIRMAN'S CHRISTMAS CHARITY EVENT

17.1. Supporting charity – East Anglian Children's Hospice

17.2. Played the last Thursday league night before Christmas.

17.3. 16 entrants taken from league players on the night.

17.4. Single frame matches.

17.5. Entry fee – player's choice, minimum £10.

17.6. Winner receives double their entrance fee, plus a perpetual trophy.

17.7. All remaining funds presented to the nominated charity.

17.8. League Chair may (if they wish) modify the playing rules on the night before the first match begins.