



Lewisham Wednesday Pool League Constitution

1. **Formation**

The Lewisham Wednesday Pool League was formed in 1993 as a friendly League consisting of teams within a minimum cab fare from the Lewisham Clock Tower.

The original sponsor of the League was Lewisham Leisure.

At the start of the League Teams consisted of 8 players. This was subsequently changed to 6 by a majority decision at the Summer 1996 AGM.

2. **Management**

The League, is managed by a Committee which is elected for one year. Every member of the Committee, except for such Honorary positions as may from time to time be created, shall be elected at the AGM.

The Committee shall consist of a Chairman, Treasurer, Secretary and 2 representatives from each Division. The Committee may co-opt extra members during the season should that prove necessary.

3. **Meetings**

At AGMs and other League Meetings all motions should be notified to the Committee in advance in writing and must be proposed and seconded before they are discussed and voted on.

Each Team shall be allowed one vote. In the event of a tie the Chairman shall have the casting vote.

It shall take a 2/3rds majority to overturn a previous decision.

4. **Disputes**

Any disputes should be made in writing to the League Secretary. The Committee will discuss the dispute allowing representations from all relevant parties. The Committee's decision shall be final, however they may elect to put the matter before the whole League, with a recommendation, in which case the League Meeting's decision shall be final.

5. **Rules of the Game**

The Rules of the Game of Pool may only be varied at an AGM.

All venues should have an up to date set of rules and constitution on display.

6. **Registration**



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Players can be signed in the first two weeks of the season. They do not need to be present to be signed on in this period.

No more than 14 players, including Captain and Vice-Captain can be actively registered at any one time.

Registration Sheet Signatures are not required before the player plays their first game.

Special dispensation is required for signing a player after the first half of league games has been completed. No further signings can be made at all two weeks after the first half of league games are completed.

“Special dispensation” may be granted if:

You don't have 4 players; you can sign players in this instance if you can notify the secretary at least 24 hours before the games.

You can replace a player who has never played a frame

After 2 weeks of the second half of the season no new players signed on at all.

7. **Transfers**

Players may only transfer between teams before the first scheduled match in the second half of the Season and only with the written consent of both Captains. The transfer must also be approved by the Committee, such approval not being unreasonably withheld.

8. **Teams dropping out**

If a Team drops out then all scores against them are null and void and remaining fixtures involving that Team are treated as byes

9. **Match Night**

The Match is to consist of 3 sessions of 5 Singles. A Team winning with 8 or more frames will receive 3 points. If the match ends up 8-7 then the losing Team will get one point.

The table should be made available to the visiting team at 7:45 pm. At 7:55 pm the balls should be racked ready for the match to start at 8:00 pm. A team arriving after 7:45 is not allowed any warm up time on the table.

Names for the first session will be written separately by each team then combined on the Results Sheet, by 8:00.

If a Team has less than 5 players then the Blank or Blanks must come at the end. The Team that is short may not choose which of the opposing players does not have a game.

If a player is not available when their frame is due to start the two captains should agree to switch frames and/or players around rather than forfeit frames. Captains should not



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seek to take the point for a frame on account of a player being a few moments away in the toilet, at the bar, vaping or any combination thereof. Common sense should prevail.

The opposing team must produce at least 3 players by 8:30 pm or forfeit the entire match.

The Home Team is responsible for making the balls available for play for each frame, including re-racks.

The order of play may only be varied by the agreement of both Captains.

Break is decided by the toss of a coin or, if both Captains agree, by lag. Break for the next 14 frames alternates. Each frame will be refereed by a member of the Team that isn't breaking in that frame with a second referee observing from the breaking team.

After the completion of the first session the names for the second session are written down separately by each Team and combined on the Results Sheet as for the first session. The same applies to the third session after completion of the second.

After the match the two Captains will play each other the break being decided by toss of a coin or a lag. At the end of the season the captain with most wins will get a trophy. If one captain isn't there the one who is will get the point. If neither captain is there then no points are scored. There is no possibility of postponement of the Captains' frame.

If a team leaves without completing a match this shall be deemed to be a "No Show". This is to prevent a team leaving as soon as they have won 8 frames in a League match which is considered to be unfair to the home landlord. (This does not include the situation where a team is unable to play a game because a player is missing.)

10. No Show

If the Team does not show up for a match then the Opposing Team will be given a 10-0 win.

In the event of a team failing to turn up for a match without giving 24 hours notice to their opponents a fine of £20 will be imposed. If away team the fine is paid to the home team to cover the cost of food. If the home team then the fine is to be paid to the League Treasurer.

Any team that "No Shows" twice in the same half of the season may be expelled from the League.

11. League Table

A Team will receive 3 points for a win of 8 or more points. A Team losing 8-7 shall receive 1 point.

The order of the League Table shall be by the number of Points followed by the number of wins followed by number of frames won. When these are equal then the order will be



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determined alphabetically by name except at the end of the season when the aggregate points from when the two teams played each other shall be taken into account. If this is still equal and a trophy is at stake then the committee may order a play off to resolve the situation.

12. Results Notification

Both Teams should notify the League of the result by the Thursday following the Match on the WhatsApp Group. The Winning Team should send a photo of the results sheet to the WhatsApp Group.

13. Singles & Doubles Knockout

Singles and Doubles knockout matches before the Semi-Finals will be played at a time and venue to be decided between the players. The League Schedule will show the date by which the matches must be played

The venues for the Semi-Finals and Finals will be decided by the Committee.

Both players in a Doubles Team must be registered to the same Team. To avoid problems with transfers the Doubles Knockout will not start until after the transfer deadline.

Doubles will be “Scotch Doubles”.

14. Team Knockout

All Team Knockout matches will be played at Neutral Venues. From the Quarter Finals onwards only Venues with satisfactory tables and playing areas will be considered. The Team Knockout will not start until after the transfer deadline.

Both Teams write their singles names on separate sheets and combine them on the Results Sheet.

15. Discipline

Threats made to League Officials acting in the course of their duties, or opposing players will not be tolerated. The Committee shall take appropriate action should such threats be made including the expulsion of an individual or, in extreme cases, an entire team.

16. Additional Deposit

Any team that has dropped out in a previous season or failed to send in registration sheets or failed to phone in results or send in results sheets may be asked, at the Committee’s discretion, for an additional deposit, not to exceed the entry fee, refundable at the end of the season dependant on observing the League’s requirements.

Note: A new publican, Captain or Representative should not be penalised for the behaviour of the previous incumbent, neither should someone who has behaved badly in



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the past be given a fresh start simply because they have moved venue.

17. Postponement

Matches should be played when they are scheduled. In exceptional circumstances a match may be postponed with the agreement of the opposing Captain provided at least 48 hours notice is given. **Note:** The opposing Captain is under no obligation to agree but if a postponement is agreed then the opposing Captain cannot later claim a No Show.

A spare date will be allocated at the end of the League Season for unplayed matches.

18. Shields

A number of shields have gone missing which reduces the amount of money available for trophies. It is the responsibility of the Player to ensure that the shield reaches the Venue. Thereafter it is the Publican's responsibility. If a shield is lost the League will ask the Player or Publican, as appropriate, to pay for the replacement.