

SUMMER POOL LEAGUE

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LEAGUE RULES

- 1- Players can only **sign on at the first meeting** after the AGM. If there is a problem with a shortage of players (which must be shown to be evident on the match cards) then sign-on of extra players can be requested at any of the meetings.
- 2- Any team playing **unregistered players** will loose the match 7-0 and the Gallon.
- 3- All Players must be aged 16 or over.
- 4- Meetings will be held on the first Thursday each month commencing at 8.30 pm (prompt).
Failure to attend will result in a £10 fine
- 5- One member of the home team will referee the first game. Referees will be nominated alternately from the two teams for the seven games played. The gallon will be refereed by the 'away' team.
- 6- The referee of each game will toss a coin to determine which player has the choice of the breaking or nominating his/her opponent.
- 7- All players must print and sign the Match Cards in their usual signature before each game.
- 8- **Match cards** must be brought to the next meeting so that the players' signatures can be checked.
There will be a £5 fine for WINNING teams failing to bring their match cards to the meeting.
- 9- The **WINNING team** must send results by TEXT MESSAGE/PHONECALL to 07980 639 602 or to IanShaw13@hotmail.com. Results are required on match night from the WINNING TEAM.
Results not received before 12 noon the following day will be awarded 7-0 (& Gallon) to the loosing team.
- 10- Any disputes will be heard by the Committee at the monthly meetings.
Teams must register written disputes at the Cricketers within 48 hours of the match.
- 11- Scoring - 2 Points for the overall winning team
- 12- **Games to commence at 8.30 pm.** If a player from each side is not available to start the first game then the offending side will forfeit the first game and each game thereafter at 15 minute intervals.
- 13- Directly after the referee has tossed a coin to determine the break he will announce the time. This may be from his watch or a clock in the room. If after 20 minutes the game is NOT FINISHED then he will call on the Captain of the opposing side (from the referee) to time all succeeding shots which must be played in less than one minute or the shot will be deemed a foul. Timing of each shot starts when the balls have come to a standstill. (The person timing should indicate when 30 seconds have elapsed.)
- 14- If the referee (who may be prompted by either of the two Captains) decides that a game is not progressing then he will have the power to restart the game. At this point it will be deemed that 20 minutes have elapsed and the timed one minute per shot will apply.
- 15- Both Captains to nominate players in each game.
The home Captain nominates first in each of the seven games.
- 16- Fees : Team registration £15 - Monthly subscription £15 - Sign on fee per player £2
- 17- In the event of a team dropping out, all points will be expunged and all further games null and void. Should this occur later than halfway through the season then only the results up to the halfway point will count for the opposing teams.
- 18- If at the end of a season, teams finish with the same number of points, then the team with the most matches won shall be deemed the winners.