

## Folkestone Singles League 2010/11

### LEAGUE RULES

#### **FORMAT**

- ∞ The league will consist of upto 18 players with fixtures being played at Folkestone Snooker Club. Times of matches will be either 7pm, 8:15pm or 9:30pm. All of this is indicated on your fixture list.
- ∞ All matches are **9 frames** long.
- ∞ Every frame won will earn yourself 1 point, so every frame counts for something. The winner will also get 2 extra bonus points.
- ∞ To have a chance of winning the leagues top prize you must finish in the top 4 places. The prize fund will be split into 2 pots. The top 4 will play for 66% of the pot and the rest will play off for the other 33%. The Winner of the League gets a £50 Bonus before the pots are split.
- ∞ The plate is also seeded with the top 7 players qualifying for the quarter finals. Below that, the remaining players will play prelims to attain that last quarter final place.
- ∞ Players on the same points total will be separated by Matches won then head to head.
- ∞ If you finish in the bottom 2 you may have to retrial. The bottom 2 will have to go in a playoff with all players awaiting to come in the league. If a player above the relegation zone decides to drop out then the league standings will move up for the relegation value. So players in the current league will always be retained.
- ∞ **All games** must be played at Folkestone Snooker Club.
- ∞ Every piece of information you require can be found at [www.poolleague.co.uk](http://www.poolleague.co.uk) on the Folkestone Singles Pool League Link. It is your responsibility to check for updates, catchup week fixtures and match times. No excuses. The Internet is so accessible now. You can even get it on your phone.
- ∞ Entry fee will be £50 still but additional subs of £2.50 per match will be taken from each player. Half will go to The Snooker Club and Half will go into the prize pot. This must be paid before any games are played and signed off by the players. This money will also cover trophies and any amenities. E.g. website fees. All money excluding this will come back as prize money.
- ∞ **SUBS MUST BE PAID BEFORE ANY MATCH.**
- ∞ The final standings in the league will determine your seed for the finals nights. 1 will play 4, 2 will play 3 in the Grand finals night. A prize fund will be decided at the start and confirmed once all the money is in at the end of the season.
- ∞ **AVOID SLOW PLAY.** This league is played to world rules, so play to the 1 minute rule in theory and respect your opponent by applying this to your game.
- ∞ **LATENESS:-** If a player is late for a fixture without a valid genuine reason decided by the committee the following penalty structure will be enforced.
  - 10-19 mins late = -1point
  - 20-29mins late = -2points
  - 30mins+ = -3 points and cancellation of game.
- ∞ **It is imperative that this is applied to avoid the match running over its scheduled timeslot.**
- ∞ At no point does a player gain points from a player being late.
- ∞ If a player gives a frame away without playing and it is reported to the committee (by anyone) then a 1 point penalty will be incurred per frame thrown. In serious incidents that may affect the league the player may be withdrawn and banned from future participation. Please respect everyone in the league.
- ∞ If a player drops out of the league then all results will be voided and no money will be refunded. The missing subs will affect the prize fund.
- ∞ **CANCELLATION:-** A player can only cancel a fixture if a valid genuine reason is given. We've looked at the amount of games being cancelled and the following rule is going to be implied. Any cancelled game must be played by the catch-up night preceding it. 24 hours notice must be given on all cancelled matches. Failure to do this will incur a 3 point penalty. Committee decisions are final.

**If sufficient notice is not given to a player regarding cancellation, a 3 point penalty will be incurred. To cancel a match in accordance to the rules you must text**

**1) the player AND 2) Jason Herring and 3) Kevin Miles.**

**This will ensure that the tables are Full, the right parties are informed and no one has a wasted trip.**

**YOU MUST ONLY CANCEL A GAME WHEN ABSOLUTELY NECESSARY. A STRONG VALID REASON MUST BE GIVEN.**

- ∞ **PHONING IN RESULT:-**
  - All results must be phoned, text or verbally sent to Kevin by 11:30pm if not played on a Thursday night
- ∞ **NO EXCUSES**
- ∞ Anyone wishing to leave the league will not be refunded any money unless we find a suitable replacement in suitable time.
- ∞ **Games cannot be played more than 1 week in advance.**

- ∞ To play in the Folkestone Singles league you must be a member of Folkestone Snooker Club. This needs to be sorted by you personally. Anyone not willing to do this will be evicted from the league. Your membership card must be brought with you on the night.
- ∞ **THE COMMITTEE:-**  
All committee decisions will be final. There will remain 3 members on this committee. At the end of each season anyone wishing to go on the committee must tell me prior to finals night where a vote will take place. I must reiterate that this league along with the Romney singles league has run very smoothly for the past 7 seasons and the committee members have addressed every problem brought to us. If a player is voted in then someone on the committee has to be replaced. A committee member must be playing in the league. The committee for the forthcoming season is as follows.

**KEVIN MILES**  
**JASON HERRING**  
**JULIAN MILLS - Treasurer**

**There will be promotional trials for people wishing to come into the league. This gives the opportunity to people wanting to join the league a chance to play. The bottom 2 league positions will then playoff against any new contenders on the waiting list. The best two performers from these trials will have a place in the singles league next season. People above this will always be retained with relegation zone moving accordingly. Trials will be held at the end of the season. The Folkestone singles league is an invitational league to players of a high standard. A trial to ensure this may be setup.**