

TENERIFE 8BALL

League Rules

CONSTITUTION

1 TITLE

1.1 The League shall be known as, and all official documentation shall be in the name of, Tenerife 8Ball and will be referred to as such here after (as known as Oasis FM Tenerife 8Ball).

1.2 The League is Partnered by Oasis FM, who as a partner will make up the league management with a repetitive of the company along with the Tenerife 8Ball league manager.

1.3 The League is sponsored by Lupain Properties S.L.

2 OBJECTIVES

2.1 The main aim of Tenerife 8Ball is to create, develop and sustain an annual blackball pub pool league at an enjoyable and competitive level, and to become the primary league of its kind, for Tenerife.

2.2 Tenerife 8Ball will maintain a website for all members carrying information, news, results, etc. and keep members apprised of relevant alterations and amendments.

2.3 Tenerife 8Ball will conduct its business, and interact with its members, in a manner which demonstrates respect, courtesy, fairness and equality and would welcome the same in return from all teams and players.

3 MEMBERSHIP

3.1 Membership will not be restricted, but entry will be at the discretion of the Tenerife 8Ball Management.

3.2 Teams will be required to pay an annual registration charge for each season, set by the Tenerife 8Ball Management of which will remain property of the league (refer to 6.2). These funds will be used for all necessary payments for the league such as trophies and website maintenance etc.

4 MANAGEMENT STRUCTURE

4.1 The Management shall comprise of: President / League Manager and a representative of the partnering company Oasis FM. In addition all Team Captains, will have a voice, at the Managements discretion that shall have 1 voting right on behalf of their team at the AGM.

4.2 The founder member and Management are at present: Tenerife 8Ball League Manager (Aaron) and Partner Oasis FM representative (Roscoe). However, in addition teams shall have right of representation at meetings in accordance with the league's Management structure as detailed in paragraph 4.1 above.

5 AGM

5.1 The Annual General Meeting (AGM) shall be held before the commencement of the forthcoming season. All teams that are current member to the Tenerife 8Ball league are at liberty to attend, along with any future or prospective members who wish to attend.

6 FINANCE

6.1 The Leagues's financial year shall run from the start of a season to the end of the season and accounts shall be brought to balance sheet stage prior to the AGM.

6.2 Any Profit made in a season will remain property of the League and if the league dissolves then funds will be given to

charity in accordance with point 8.1.

7 COMPETITIVE RULES AND TEAMS

Tenerife 8Ball team rulings

7.1 Eligible players to participate in any IBA event will be monitored and selected at the discretion of the Tenerife 8Ball Management, in accordance with the IBA selection process, to be able to stand up to IBA scrutiny and is designed to select the BEST AVAILABLE players. No player shall be recognised at a professional or semi-professional standard in cue sports and are expressly prohibited from participating in the IBA events.

7.2 Players will ONLY be able to participate under the following criteria:

- Player must be a current resident or full-time worker of that particular island/nation
- Player must be a current up-to-date member of the island/nation's pool association
- Player does not have to be of origin nature of that island/nation
- Player of origin nature, but NOT a current player of that nation's Pool League shall be deemed INELIGIBLE for participation in any IBA event.

7.3 All infringements by players or officials, under the jurisdiction of Tenerife 8Ball, shall be bound by the IBA Code of Conduct and any deviations therein shall be considered and dealt with by the Management under the terms of IBA Disciplinary Procedures.

8 MISCELLANEOUS

8.1 The income and property of the League are applied solely to the League, on dissolution, any income or property remaining to the League will not be distributed among the member teams, but will be devoted to a society or societies with similar aims, or philanthropic or charitable societies.

LEAGUE RULES

0 PROCEDURAL RULES

0.1 The league would like the game of pool to be played in a sportsmanlike manner (in accordance with IBA and WPA Playing Rules). As such, these rules should be treated as a guidance, (although every effort should be made to abide by them) In the case of a breach of these rules, the captain of the non-offending team may agree to overlook it (for example the case of late arrival by a few minutes). If the two captains cannot agree, the league will uphold these rules.

1 TEAMS AND PLAYING FORMAT

1.1 Valid team registration is to be completed with all team member names and the full entry fee paid by the closing date set by the league manager.

1.2 Matches will be played on a format of ten games, each of one frame. One point will be awarded for each frame won and the overall match result will be awarded 3 points for a win and 1 point for a draw.

1.3 A team shall consist of between 4 and 10 players.

1.4 All matches are divided into three sections; each player can play in each section ONCE only.

1.4.1 Four frames of singles, two frames of doubles and a further four frames of singles.

2 ARRANGEMENT FOR AND COMMENCEMENT OF MATCHES

2.1 Matches will take place weekly on a Tuesday evening as detailed in the fixture list distributed by the league manager and confirmed by the two team captains. The official start time is 9.00pm.

2.1.1 It is the responsibility of the home team captain to ring the away team captain on or before the Saturday prior to the match to confirm the match.

2.1.2 If an agreement cannot be made for the match, then an alternative night can be arranged on or before the Friday of that week (2.4).

2.1.2b If an agreement still cannot be made then ruling 2.1 will take effect and the team that can make the Tuesday night will be awarded the match.

2.1.2B A match may take place on an alternative day (2.1.2) and/or at an alternative time as agreed between the teams involved. 48 hours notice is required to be given to the opposing team to postpone a match otherwise the match will be forfeit.

2.3 The league manager must be informed of any re-arranged/postponed matches within two days of the original match

date.

2.4 All matches to be valid must be completed on or before the Friday night of that week's fixture.

2.5 Teams will be ready to commence within 15 minutes of the start time otherwise the team at fault will forfeit the first frame. (The captain of the non-offending team may agree to overlook the issue and play the match.)

2.6 The first frame having been defaulted, the second frame will be forfeit if the match has not been started 30 minutes after the start time. Also refer to ruling 6.

2.7 Any player not arriving by 1 hour after the start time will not be eligible to play in the match. (In extenuating circumstances and if pre-agreed the captain of the non-offending team may agree to overlook the issue and play the game later in the evening.)

2.8 If, for any reason, a match cannot be completed within the scheduled session, any frames remaining un-played shall be void; they will not be awarded or re-arranged.

2.9 The player to break in the first frame shall be decided by the toss of a coin or lag. Thereafter, teams will break in alternate frames. The opposite team to that which is breaking will provide the referee.

2.10 It shall be the responsibility of the home team to cover table fees

3 QUALIFICATION OF PLAYERS

3.1 To qualify to play for a team in the Tenerife Bar Pool League, a player must be registered with the League for that team and not for any other team in the League (3.2).

3.1.1 One "wildcard" 'tourist' player is allowed for each team, this player does not need to be registered. A wildcard player is only permitted to play in two consecutive weeks, after which they cannot play without registering with that team (3.1).

3.2 Players registered can only play for the team for which they are registered with.

3.3 Any player registration, to be deemed valid, must be received by the league manager no later than the start of the week of that match the player is due to play. This is to be on the full team registration sheet sent to the league manager.

3.4 If a team plays an unregistered or ineligible player, the frame played by that player shall be awarded to the opposing team and the league manager to notify the offending team and request an explanation.

3.5 A player may transfer from a team of one pub/bar to that of another pub/bar if he/she notifies the league manager in writing with the signatures of the two team captains concerned. And must be registered as stated in rule 3.3.

3.6 No player transfers after the half way point, except under rule 11.2. (An appeal can be made to the league manager in exceptional circumstances.)

3.7 Teams not complying with rule 3.3 will be deducted two points.

3.8 According to the Gaming Act, players under the age of 18 may only play on a pool table in a pub/bar with the landlord's express permission. Any captain who has players under the age of 18 is advised to check with the landlord before arriving at away venues.

4 REFEREES AND DISPUTES

4.1 Each team will provide the referee for alternate frames.

4.2 In the event of a dispute the referee shall consult the playing rules before making a decision. If after consulting the rules a dispute still exists, both team captains shall consult privately and agree upon the correct action to be taken. If agreement cannot be reached, the referee's original decision shall stand and the frame shall continue. The two team captains shall make a report in writing to the league manager. On receipt of such a report, the league manager shall rule on the correct course of action.

4.3 Any disputes about individual frames are not in themselves reason enough for a match to be abandoned. Any team refusing to complete a match because of such dispute will forfeit any outstanding frames.

5 REPORTING OF RESULTS

5.1 It is the responsibility of both team captains to complete results and send the information by the online submission to the league manager, separately, to arrive on or before the Thursday of that week the match took place. (This is for newspaper result publishing requirements).

5.2 Teams not complying with rule 5.1 can be deducted two points.

5.3 These rules do not apply to any cup (see rule 12.3).

6 SHORT TEAMS

6.1 In the event that a team is short of players for a match (i.e. having less than four), the opposing team will be awarded any frames for which they have no opposition.

6.2 If both teams are short, meaning that a frame or frames have no players to compete in them, then the points for these frames will not be awarded.

7 VENUES AND CHANGES OF VENUE

7.1 All teams must register their home venue with the league on the team registration sheet.

7.2 In the event of a team wishing to change its venue midseason, the league manager must be given seven days notice, preferably in writing.

7.3 The minimum desirable requirement for an acceptable venue shall be:

7.3.1 A standard six, seven or eight foot table, a six foot table being the recommended size.

7.3.2 The match table shall have a surface of a reasonable level and quality.

7.3.2 The table shall be clearly marked and maintained in a clean and well presented manner.

7.3.3 Every effort should be made to ensure adequate playing space is available around the table.

7.3.4 An area must be available adjacent to the table for viewing purposes. Note: The league management may refuse to accept any team whose venue does not conform to this standard.

8 AVAILABILITY OF LEAGUE RULES

8.1 A copy of these league rules and current official playing rules (Blackball) shall be made available for all matches by the home team (A copy of which will be issued free to every team on registering, Any further copies will be available at cost price).

9 DETERMINATION OF CHAMPIONSHIP, PROMOTION AND RELEGATION

9.1 If two or more teams are tied in positions affecting the League, promotion or relegation places, the tie shall be broken as follows:

9.1.1 The team having won the greater number of matches shall take precedence.

9.1.2 If there is still a tie, the team having lost the least amount of matches will take precedence.

9.1.2 If there is still a tie, the team having won the greater number of frames shall take precedence.

9.1.3 If there is still a tie, the teams involved shall play off under a format to be decided by the management, at such time and venue as is decided by the management.

10 TROPHIES TO BE AWARDED

10.1 Player trophies will be awarded to up to four players of the winning and runner-up teams in each division. These trophies may be kept. Additional trophies will be made available at cost price, upon request.

10.2 The league will award team trophies to the winning team and runner-up team in each division, to be kept for one season only. These trophies will remain the property of the Tenerife Bar Pool League at all times, and must be surrendered on request by the league.

10.3 A player must have played 50% of his/her teams official league fixtures to qualify for a player trophy.

10.4 Any team in possession of a league trophy will take proper care of it and will bear the cost of replacing or repairing it should it become lost or damaged.

11 TEAMS WITHDRAWING OR FAILING TO FULFILL FIXTURES

11.1 Any team not completing all their fixtures for the current season, (see rule 2.4) will not be awarded any points for that match. All un-played results will be expunged.

11.2 If a team fails to complete 50% of it's fixtures for a season or drops out of the league that team will be expelled from the league and the players from that team may transfer from that team to any other team in any division.(see rule 3.3). Any players wishing to transfer under this rule do not need the signature of their former captains.

12 CUP COMPETITIONS

12.1 Once a player has played in a cup, they cannot play for any other team in the relevant cup for that season, i.e., they are cup tied. (this supersedes rule 3.2)

12.2 In the case of a multi venue Cup, winning captains are responsible for sending results within two days to the league manager or lose their place in the next round. (A written appeal can be made to the league manager in exceptional circumstances) (This supersedes rules 5.1, 5.2 & 5.3).

13 TOURNAMENTS

13.1 The format of the amount of players for the Island Connections Singles Tournament will be made up of the top four players in each team (13.2). If there is any tournament places left players will be picked from the top remaining places in the player standings from any team. I.e. if there is 10 teams 40 places will be given to the top four players in each team. To make up a tournament 24 places will be made up of the remaining top players regardless of their team from the player standings.

13.2 Players eligible to play in the leagues Island Connections Singles Tournament will meet the following;

- Top four players in each team (taken from the player standings)
- Remaining places will be awarded to the top players left in the player standings regardless of their team.

14 LEAGUE BYLAWS

The league has made 'Bylaws' on the blackball playing rules to clarify unclear issues in the rules and where applicable has chosen rule options where these arise.

14.1: Tenerife 8Ball Bylaw applied to playing rule 4n; Chalk on the table is not deemed inappropriate by the league as a pub league and as such will not incur any penalty.

14.2: Tenerife 8Ball bylaw applied to playing rule 8a; This rule is not used instead refer to rule 8f which is the adopted rule for excessive time taken on a shot in the Tenerife 8Ball League. *This is in accordance to the ruling options where 8a or 8f is to be adopted by a league or event.*

15 COACHING

15.1 Coaching is deemed to be unsportsmanlike behaviour and will result in a standard foul being awarded away.

15.2 In Doubles games, conversation with a partner is allowed. However when a player touches the table it is deemed a "Visit", and conversation with a partner is unsporting and dealt with as a standard foul (13.1).



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