

LIVERPOOL INVITATION POOL LEAGUE LEAGUE CONSTITUTION

1. Introduction

There are two documents that all member teams of the Liverpool Invitation Pool League must be familiar with.

- A. Liverpool Invitation Pool League Constitution (this document), referred to as 'The League Constitution'.
- B. Liverpool Invitation Pool League Match Rules, referred to as 'The Match Rules'.¹

¹ The Match Rules document is the definitive ruling for the conduct of play in any and all pool matches played within the Liverpool Invitation Pool League, and should not be confused with this document.

2. The League Constitution

The League Constitution must be adhered to at all times, and is considered the definitive ruling for the behaviour and conduct of all member teams of the Liverpool Invitation Pool League.

There may be times when the League Committee is called upon to give a ruling, e.g. match dispute. At such times, the decision of the League Committee is final with no possibility of appeal. Furthermore, all pool teams in the league agree to abide by all decisions made by the League Committee.

“It is the League Committees aim to ensure that the League Constitution is applied to all teams without discrimination and without prejudice.”

3. The League Committee & The AGM

3.1 The League Committee

The League Committee has three members, and is the governing body of the Liverpool Invitation Pool League. League Committee members are selected from the member pool teams of the League.

The League Committee comprises of the following persons;

- A. Chairperson
- B. Secretary
- C. Committee Member

The League Committee has the following restriction;

- i. No pool team is allowed more than one member on the League Committee.

The Governing Body is responsible for the day-to-day running of the League.

At any time when a League Committee member(s) cannot attend a League Meeting (due to personal circumstances or holidays, etc.), the remaining League Committee members may nominate a proxy Committee member(s) from the League Secretaries present in order to process any league matters that may have arisen (such as match disputes, etc.). **The above restriction must be adhered to.**

3.2 The AGM

The League Committee will not be allowed to vote on any Constitutional or Match Rule changes. However, the Chairperson will have a casting vote should a “deadlock” situation arise.

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4. League Meetings

Meeting Headquarters – Farmers Arms, 212 Longmoor Lane, Aintree, Liverpool, Merseyside, L9 0EN

League Meetings will generally be held on the first Sunday of every month at 12:00pm promptly, or unless otherwise advised.

All communications should be addressed to the League Secretary. All clubs must be represented.

- In the interest of efficiency and order, only club secretaries or their representative (who must be a registered member of the respective pool team) are allowed to attend League meetings.
- Teams failing to have a representative at any League Meeting will incur a 4 point deduction from their league score, as detailed in section '9. Penalty Point Deductions'. (Apologies will not be accepted).
- If any team(s) fails to hand in any League Score Sheets at the appropriate meeting, incur a 4 point deduction (per sheet) from their league score, as detailed in section '9. Penalty Point Deductions'.

5. Fees

5.1 League Fees:

The annual League Fee is £300.00 per year per team. This can be paid in a number of ways:

- Pay a £30.00 fee each month over a 10 month period at each League Meeting (tba).
- The League Fee balance can be paid in full at any time.
- New Teams Only:** Pay a £60.00 non-refundable deposit at the beginning of the season which will be used against months 9 and 10. Therefore, a new team would have to pay £90.00* in their first month and then £30.00 from months 2 to 8 inclusive.

5.2 Player Registration Fee:

A registration fee of £5 per player must be paid.

Example 1: If a team has 10 players registered, they will have to pay £50.

Example 2: if a team has 20 players registered, they will have to pay £100.

5.3 Team Cup Fees:

Teams will be advised of the fee for each Cup Competition at the start of a season. All applicable fees must be paid in full when a team registers its Cup Squads. Failure to pay any applicable Cup Fees in full upon registration will result in any unpaid squads or individuals being withdrawn from the respective Competition.

5.4 Singles, Doubles, Scotch Doubles Fees:

To enter any of these competitions a fee of £3 per player required. Once this fee has been paid, the player is eligible for all three competitions.

i.e. If a player pay £3, he can enter one of, two of, or all three competitions.

5.5 Overdue League Fees:

Teams that fall one month behind must pay their arrears and current monthly fee in full at the next League Meeting. Any team(s) that fall two months behind will not be awarded any points in any league matches they play in the second month. If outstanding fees are not forthcoming, then the offending team(s) will be considered for expulsion from the league.

(* This £90 comprises of the £60 deposit and £30 for the first month)

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6. About the League

6.1 General:

The Liverpool Invitation Pool League (LIPL) plays a full League Fixture List and a series of Cup Competitions that typically run from mid-March each year.

The League runs a Handicap scoring system. If two teams are level on points at the end of the season (regardless of their respective handicap), then they will play off for the title.

All teams will be given a handicap after the first round of fixtures (i.e. after every team has played each other once), and this will be reviewed at the half-way stage.

No team will be allowed to sign new players after the handicap has been applied unless there are exceptional circumstances. Exceptional circumstance may be judged on a case by case basis by the League Committee.

6.2 League Fixture List:

These fixtures comprise the league matches between all teams in a given season. The duration of the League Fixture List is dependent upon the number of teams in the League for that year.

6.3 Cup Competitions:

There are a number of Cup Competitions run each year by the League. They are as follows:

- i. Secretaries Cup – A singles competition open to all team secretaries and League Committee members.
- ii. Captain and Secretaries Cup – A doubles competition open to all team captains and secretaries.
- iii. Singles Cup – A singles competition open to all members of each team of the League.
- iv. Doubles Cup – A doubles competition open to all members of each team of the League.
- v. Scotch Doubles Cup – A doubles competition open to all members of each team of the League.
- vi. 3-A-Side Cup – A cup competition open to all member teams of the League.
- vii. 5-A-Side Cup – A cup competition open to all member teams of the League.
- viii. 6-A-Side Cup – A cup competition open to all member teams of the League.
- ix. Eddie Bradley Snr. Memorial Cup – A cup competition open to all member teams of the League.

(N.B. All cup squads must be drawn from the respective pool teams).

7. Team Registration Record

7.1 General:

This document lists the team name, address, contact details, all registered players, and all cup squads that a team wishes to register with the Liverpool Invitation Pool League for the current season. Only players registered with their respective pool team are allowed to compete in the League and Cup competitions.

The **Initial Deadline** for the Registration Record to be handed in will be specified by the League Committee at the beginning of a season. An Initial Deadline time is necessary in order for the Cup Competitions to be drawn.

7.2 Player Registration:

This is a complete list of all players who have registered for a given team.

- i. There is a registration fee of £5 per player.
- ii. League Teams will be allowed to sign a **maximum** of 20 players up until the cut-off point in a season (tba at League Meeting)
- iii. There is a cut-off point for registering new players. Teams will be advised accordingly of this date.

7.3 Team Changes / New Players:

- i. For new players, at least 48 hours' notice must be given to the League Secretary - or another member of the League Committee (see Section 3.) if the League Secretary is not available.
- ii. New players will be eligible for any cup team before the first round has been played, and at least 24 hours' notice must be given to the League Secretary - or another member of the League Committee (see Section 3.) if the League Secretary is not available. If the first round of a given competition has been played, then a new player will be eligible for the Second Chance competition so long as that first round has not been played.

7.4 Cup Squads:

This is a complete list of Cup Squads, and their respective squad members, that a pool team has entered into the various Cup Competitions. All Cup Squads **must** meet the following criteria:

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- i. It is recommended that, wherever possible, all Cup Squads (except Singles and Doubles) include a minimum of 1 reserve player.
- ii. Once the first round of a respective cup competition has been drawn, teams **cannot** move players from one squad to another regardless of whether a squad has played or not (i.e. got a bye). **However**, they will be allowed to add new players subject to the restrictions in Section 7.3 ii above.
- iii. 3-A-Side squads can consist of up to 6 players.
- iv. 5-A-Side and 6-A-Side squads can be drawn for an entire team unless the multiple squads have been submitted to the respective competitions. In this case the players in each squad must be named. Again, once a cup competition is drawn players cannot be moved from one squad to another, and new players subject to the restrictions in Section 7.3 ii above.

7.5 County Player Limitations Rule:

(This applies to ALL County Pool teams regardless of the rules played)

No team is allowed to play more than 2 'A Team' county players in a given league or cup match.

A player is deemed to be an 'A Team' county player if he has played at that level within the last two years.

However, there is an exception to this rule (see **Exemption Clause** below):

Exemption Clause:

If an 'A Team' county player has played for the Liverpool Invitation Pool League for three or more consecutive years, they are exempt from the '**County Player Limitations Rule**' above.

8. Unregistered Players

If any team suspects that an opposing team has played any unregistered players (**or more than 2 'A Team' county players – subject to Exemption Clause**) in any match, **they must raise it as a protest on the night** (see section '**17. Match Protest**'), inform the League Secretary as soon as possible, and present their claim at the earliest possible League Meeting. **If they fail to do this, and they sign the score sheet without indicating a protest, the match result will stand as recorded on the night with no possibility of appeal.**

In **League** matches, if a protest has been raised and upheld, then the offending team will forfeit all frames where applicable and will have an additional **4 points deducted** from their League Score **for each unregistered player they play**.

In **Cup** matches, if a protest has been raised, and upheld then the offending team will be disqualified and the team they were playing will progress to the next round.

9. Penalty Point Deductions

This section gives the reason why a point deduction may be awarded, and the penalty incurred.

- Failure to sign a 'Score Sheet' (League match) - **4 points deducted from league score per instance.**
- Failure to sign a 'Score Sheet' (Cup match) - **£5.00 fine per instance, and the offending player(s) cannot play in any competition until all applicable fines have been paid.**
- Failure to phone in a result as directed (League Match) - **4 points deducted from league score per instance.**
- Failure to phone in a result as directed (Cup Match) - **£5.00 fine per instance.**
- Failure to hand in all appropriate 'Score Sheet' (League Match) - **4 points deducted from league score per instance.**
- Failure to hand in all appropriate 'Score Sheet' (Cup Match) - **£5.00 fine per instance.**
- Failure to attend League Meeting (see section '**4. League Meetings**') - **4 points deducted from league score.**
- Playing an un-registered player - the offending team will forfeit all frames where applicable and will have an additional **4 points deducted** from their League Score **for each unregistered player they play.** (See section '**8. Unregistered Players**')

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10. League Match Format

The Liverpool Invitation Pool League is a 9 frame league that requires between 6 and 12 players to complete a match. Each match is played out in the 'Match Format' below.

LEAGUE MATCH FORMAT		
HOME TEAM		AWAY TEAM
Singles	-vs-	Singles
Singles	-vs-	Singles
Scotch Doubles	-vs-	Scotch Doubles
Singles	-vs-	Singles
Singles	-vs-	Singles
Scotch Doubles	-vs-	Scotch Doubles
Singles	-vs-	Singles
Singles	-vs-	Singles
Scotch Doubles	-vs-	Scotch Doubles

With this format, the following rules apply:

- A player **can** play one 'Singles' frame and/or one Scotch Doubles frame in one match (the player does not necessarily have to play both).
- A player **cannot** play two 'Singles' frames or two Scotch Doubles frames in one match.

11. Match Fixtures

11.1 General:

League and Cup Matches are played on Wednesday nights. The first frame of a match must commence no later than 8:30pm (**NOTE:** The match balls must be set up and ready to play at 8:30pm).

If the opposing team has failed to arrive by 8:45pm, the first frame may be claimed. Additional frames may be claimed every 15 minutes thereafter. If there are not any players available to play by 9:45pm, all remaining frames are abandoned and the points are awarded to the players present.

In league matches, a **minimum of 4 players** is required in order for a match to be considered as valid.

If a team turns up with less than 4 players, this will be recorded as a 'Fail to Attend' (fta).

(PLEASE NOTE: A match **CANNOT START** unless there are 4 players present, and frames may be claimed in accordance with the above, until such a time as there are 4 players present.)

If any team fails to attend a match, they will be fined £25.00 per instance (the total amount a team accumulates will be deducted from their end of year pay-out). The attending team will be awarded **6 points** for the match, unless the average score over a full season is more against the non-attending team. In this case, the attending team will receive the extra points asap (e.g. 6.50 and under = 6 points, 6.51 and over = 7 points and so on up to a maximum of 10).

If any team fails to attend successive match fixtures, and fails to notify the League Committee, then the Committee reserve the right to withdraw that team from the League (and amend all League scores as necessary).

11.2 Cup Draws:

The Venue for cup matches will announced at the League meeting when the draw is made.

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12. Order of Play

12.1 General:

The Home Team must supply a rest (and/or spider) and small cue if needed. Failure to comply will result in loss of frame (maximum of 1 frame per match).

12.1 League Matches:

For all League Matches, the Home Team will indicate who is playing each frame first.

The Away Team will break **and** referee the first frame. The break and referee will then alternate between the Home and Away teams for each subsequent frame - **a coin toss is not required**.

12.2 Cup Matches:

In Cup matches, the order of play varies slightly from League Matches.

For all Cup Matches, **it will be alternate names, breaks, and referees**.

A coin toss will decide the following:

- The team that puts their players name down first.
- The team that will have the first break.
- The team that will referee the first frame.

To summarise, if a team wins the coin toss, they will have the **option** of going first or putting the opposing team in to play. This means which ever team breaks first will also ref first.

For each subsequent frame, the teams will then **alternate name, break, and referee - a coin toss is not required**.

12.3 Singles Play (League and Cup Matches)

For the duration of each frame, the player cannot discuss the progress of the frame with their team mates between visits. This will be deemed to be coaching, and a foul shot may be called against the offending player, and two visits awarded to their opponent.

12.3 Doubles Play (League and Cup Matches)

For the duration of each frame, the players may only discuss the progress of the frame with their partner between visits. If they discuss the progress of the frame with any of their other team mates, then this will be deemed to be coaching, and a foul shot may be called against the offending player, and two visits awarded to their opponent.

13. The Scoring System

13.1 League Matches:

One point is awarded for each frame, and one point is awarded for winning the match.

e.g.

- If a team wins a game 6 frames to 3, then the match score is recorded as **7 - 3**.
- If a team wins a game 9 frames to 0, then the match score is recorded as **10 - 0**.

13.2 Cup Matches:

These are knock-out competitions, and are played as directed in '**Appendix A – Cup Competition Format**'.

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14. Filling out a Score Sheet (and recording attendance)

All players in attendance, either those who played or did not play, must complete and sign the Score Sheet for all League and Cup matches except the Singles and Doubles competitions. All frames become official after the Score Sheet is signed in ink.

Any players in attendance who did not play and do not sign the Score Sheet will be regarded as not being in attendance. This attendance counts towards the 40% threshold required for the Singles and Doubles competitions. Players failing to meet this attendance threshold will be eliminated from the Singles and Doubles competitions.

The team that puts their players down first (this would normally be the home team in league matches, but alternates for cup matches), must sign the score sheet before the second team puts their players names on the score sheet. This will ensure that the first teams player(s) are present and ready to play.

Once a name has gone down and has been signed, it cannot be changed.

A player **must** sign the 'Score Sheet' for every frame played in the match, be that singles and/or doubles. Any players, who have played any frame(s), who do not sign the 'Score Sheet' in any applicable match (league or cup), will incur penalties for their team as detailed in section '**9. Penalty Point Deductions**'.

A player must sign the 'Score Sheet' even in the event of a Match Protest. The procedure for a Match Protest is detailed in section '**17. Match Protest**'.

The captain of each team (or their representative), signs the 'Score Sheet' after all match frames have been completed. By signing the 'Score Sheet', the captain of each team confirms that the score recorded is a true representation of the match played. The captain of each team must sign the 'Score Sheet' even in the event of a Match Protest. The procedure for a Match Protest is detailed in section '**17. Match Protest**'.

It is the responsibility of the **home team** to text the result in, as directed on the 'Score Sheet', and it is the responsibility of the **winning team** to hand in the 'Score Sheet' in at the monthly League Meetings. Penalty Point Deductions will be incurred if a home and/or winning team fails to do this, as detailed in section '**9. Penalty Point Deductions**'.

All completed League and Cup match Score Sheets must be sent to the League's WhatsApp group on the night. It is advised that this be done in the presence of both team captains to avoid any possible dispute.

15. Re-arranged Fixtures

**A MINIMUM OF 48 HOURS NOTICE IS REQUIRED!!
The League Committee MUST be informed in advance.**

15.1 General:

If a team cannot field the minimum number of players for a fixture, for whatever reason, then they may re-arrange the fixture in agreement with the opposing team. It is expected that the opposing team should agree to this. However, if the opposing team cannot agree, they must notify the League Committee immediately. In this case, the League Committee will then decide upon a date for the fixture to be played that is suitable for both teams.

15.2 Home Venue Unavailable:

If the home team's venue is unavailable (due to refurbishment, function, etc) then the fixture must be reversed or played at an alternative suitable venue if this is not possible to reverse the fixture, for instance if the fixture reversal cannot be reciprocated in that season.

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16. Singles and Doubles Competitions

- All Singles and Doubles competitions are played on a 'Best out of 5' basis, except the final which is played on a 'Best out of 7' basis.
- For these competitions, there is no need for a score sheet to be completed, **but the League Secretary must be notified of the result.**
- The date and venue for all Cup Finals will be specified by the League Committee.
- It is expected that the venue that hosts any of these fixtures, will pay for the matches.
- Any player who wants to enter the singles and/or doubles cup competitions **MUST** provide a contact number, otherwise they will not be entered into the competitions (competition fees are applicable – see Section 5.4)
- It is the responsibility of both players to arrange the match. **A text must be sent to the League Secretary to prove contact was attempted.**
- If a player fails to attend, then their team will be fined £5.00 (per player – therefore £10.00 for a doubles team – this will be deducted from a team's end of season payout).
- 'Scratch Night' no longer exists. A date will be provided by the League when all matches are to be completed by. Therefore, if one player has attempted to arrange a match and the other player has not responded, then they do not need to attend the match (so long as they have previously sent a text message to the League Secretary – see above).
- **In any dispute over fixture, the decision of the League Committee is final.**

17. Match Protest

If any frame is disputed in any given match, only the match referee, the players who were playing the frame that has come into dispute and the respective pool team captains should attempt to resolve the issue. If any other players from either team unduly interfere with this process, they must be warned that if they persist, then they will forfeit that frame for their team.

The general rule is, if the frame in question is continued, any irregularity will be deemed to have been resolved.

However, if a team feels they have been incorrectly advised, they **MUST** notify a member of the league Committee within 24 hours in order to raise a '**Match Protest**'.

If they fail to do so, any irregularity will be deemed to have been resolved on the night and the result of that frame will stand with no possibility of further appeal.

(The remaining frames of the match will continue to be played out normally).

If the matter cannot be resolved, play must stop immediately and the frame is to be abandoned – this is deemed to be a '**Match Protest**'. The following procedure **must** be adhered to:

- The frame score will be recorded with the letter 'P', indicating Protest.
- Both players must sign the score sheet as usual.
- A photo of the position of the balls on the match table at the time of the protest **must** be taken. **This is essential.**
- The League Secretary **must** be advised of a 'Match Protest' within 24 hours by both teams.
- The 'Match Protest' will be considered by the League Committee at the earliest possible meeting, and the teams affected will be informed of the decision reached by the League Committee accordingly.

In the event of a protest being raised due to unregistered players (or more than 2 'A Team' county players) being played, the procedure above should be adhered to.

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18. Abusive Behaviour

Racist and Violent abusive behaviour of any description will not be tolerated.

- **Racism** - Any players using racist abuse will result in forfeit of that match for their team, and that individual **will** be banned from the league and all cup competitions.
- **Violence** - Any player using threat of violence or actual violence towards any other player or licensee will result in forfeit of that match for their team, and that individual **will** be banned from the league and all cup competitions.
- **Verbal Abuse** - This is deemed to be un-sportsman like conduct, and will be dealt with accordingly.

19. Unsportsmanlike Conduct

If, in the opinion of the League Committee, any pool team, or member of, behaves in an unsportsmanlike manner, appropriate action will be taken.

20. Unforeseen and Exceptional Circumstances

With all the rules and regulations covered in the League Constitution, there may come a time when something totally unexpected happens. Indeed as the name for this section suggest, 'Unforeseen and Exceptional Circumstances' are circumstances that cannot be planned for in any way, shape or form.

Should any team, or individual, be affected by such circumstances, they must advise the League Committee of the problem(s) they have encountered. The League Committee, will try where ever possible to reach an accommodation with the affected team, or individual. If such an accommodation cannot be reached, then the affected team, or individual, will be advised accordingly.

21. Disclaimer

The League Committee reserves the right to amend any, and all, rules and regulations that govern the Liverpool Invitation Pool League, at any time. All member teams will be advised accordingly in such a case.

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Appendix A - Cup Competition Format

7-A-SIDE

- This competition is the best of 7 frames – first to 4 wins.
- The playing format is shown opposite (this is the same for all 7 frames).

Eddie Bradley Snr. Memorial Cup FORMAT		
HOME TEAM		AWAY TEAM
Singles	-vs-	Singles

6-A-SIDE

- This competition is the best of 9 frames – first to 5 wins.
- Only 6 players from each squad may compete, but they can be drawn from the entire team if needed (if there is only 1 squad).
- If a player plays a ‘Singles’ frame they must play a ‘Doubles’ frame.
- Players can be played in any order so long as the above rule is adhered to.
- The playing format is shown opposite.

6-A-SIDE MATCH FORMAT		
HOME TEAM		AWAY TEAM
Singles	-vs-	Singles
Singles	-vs-	Singles
Doubles	-vs-	Doubles
Singles	-vs-	Singles
Singles	-vs-	Singles
Doubles	-vs-	Doubles
Singles	-vs-	Singles
Singles	-vs-	Singles
Doubles	-vs-	Doubles

5-A-SIDE

- This competition is the best of 7 frames – first to 4 wins.
- Only 5 players from each squad may compete, but they can be drawn from the entire team if needed (if there is only 1 squad).
- The playing format is shown opposite.

5-A-SIDE MATCH FORMAT		
HOME TEAM		AWAY TEAM
Scotch Doubles	-vs-	Scotch Doubles
Singles	-vs-	Singles
Singles	-vs-	Singles
Singles	-vs-	Singles
Singles	-vs-	Singles
Singles	-vs-	Singles
Scotch Doubles	-vs-	Scotch Doubles

3-A-SIDE

- This competition is best of 9 frames – first to 5 wins.
- A maximum of 6 players from each squad may compete.
- If a team uses their 4th, 5th and/or 6th player, then the player(s) they replace cannot be used again in that match.
- No player can play two consecutive frames.
- The playing format is shown opposite.
- **In the example opposite**, the Home Team replaces Player 2 with Player 4. Thus Player 2 cannot be played again later in that match.
- If a player gets “dropped” at any stage in a match, they cannot be played later in that same match.

3-A-SIDE MATCH FORMAT		
HOME TEAM		AWAY TEAM
Player 1	-vs-	Player 1
Player 2	-vs-	Player 2
Player 3	-vs-	Player 3
Player 1	-vs-	Player 2
Player 4	-vs-	Player 3
Player 3	-vs-	Player 1
Player 1	-vs-	Player 3
Player 4	-vs-	Player 1
Player 3	-vs-	Player 2