



The **Southampton Regional Pool League [SRPL]** is a volunteer run 8-ball pool league run for the pubs and clubs in the Southampton area.

Running on a Tuesday and Thursday night, it's an ideal additional resource of income for venues. All that we ask of the venue is to provide food for the players on a match night and to have the pool table on "Free-Play" for all frames of a match. Venues are sometimes also selected to be neutral venues for some competitions.

## Joining the League

Contact us via email on [info@srpl.org.uk](mailto:info@srpl.org.uk). It may be possible to enter a team mid-season, subject to rearranging fixtures.

### 1) Match Timings

- A minimum of 3 players must arrive ready to commence the first frame at 8.30pm.
- Should a team not arrive before 8.45pm the first frame may be claimed.
- Should a team not arrive before 9pm the match may be claimed.
- Should one or two players be delayed, play must still commence at 8.30pm.
- Teams arriving after 8.20pm can not expect the start to be delayed for them to warm up.
- A team with late arriving players must notify the opposition at the start of the match.

### 2) Match Format

- 9 frames split into 3 sections.  
Section 1: 4x singles  
Section 2: 1x scotch doubles  
Section 3: 4x singles
- Each player can play in a maximum of 3 frames in one night.
- No one player can play more than once per section.
- A minimum of 4 players are required to complete a match without forfeiting any frames, but up to 10 players are able to play, if available.
- If a player is not present to sign the card at the start of the section then they cannot play in that section, players arriving late are eligible to play in any sections yet to be started.
- In exceptional circumstances the absolute minimum number of players to complete a fixture and avoid a penalty for a no-show is 2 (as that is the minimum to still achieve a match win).
- Break-off is decided in each frame by a lag.
- The home team must choose their 1st 4 players and complete section one by printing and signing before handing the card to the away team.
- When section 1 has been played, the home team must choose their 2x doubles players and complete section 2 by printing and signing before handing the card to the away team.
- When section 2 has been played, the away team must choose their 4 players and complete section 3 by printing and signing before handing the card to the home team.
- Both captains must ensure the result card is correctly filled out. This includes the **FULL NAME** of all players.
- The winning team captain is responsible for providing the result to the SRPL.
- There is to be a short break for food during the night. Food (e.g. sandwiches) is to be provided by the home team.

### 3) Fixtures

- Match fixtures are delivered to venues before the beginning of the season but are **always** subject to change.
- The website is the only place the fixtures are accurate.
- The SRPL will not be held responsible for any fixture missed due to teams not checking the website regularly.
- Where fixtures change within 24 hours of a match date, the Committee will endeavour to contact the captain.

### 4) Rearrangements

#### Winter Season:

- Teams may request a maximum of two matches to be rearranged. Should an additional request be made, it will be denied and the requesting team will default the match with a 5-0 loss and no penalty, subject to giving 24 hours notice.
- The committee must be made aware of any rearrangements made between team captains.
- There are strict timescales for rearrangements as explained on the **FIXTURES** main page. The last league match of the season is the same for all teams.
- If Captains are unable to negotiate a rearranged date, the committee will allocate a non-negotiable date for you.
- If there are insufficient weeks in which to rearrange a match before the end of the season, neither team will receive a penalty but both are likely to be lower in their division due to playing less matches.
- Cup & Shield matches can be rearranged, but must be played before the originally scheduled date.

#### Summer Season:

- Rearrangements are not permitted in the Summer season.

### 5) No-Shows:

- A match is classed as a "No-Show" if a team haven't shown up or have cancelled a match giving less than 24 hours notice.
- The aggrieved team must produce a completed result card via the usual methods signed by your players to show that you had a team able to play.
- The absent team will then receive a penalty as detailed in rule 11. The score will be recorded as 5-0 (8 points for the winner & -5pts for the offender)
- Three no-shows within one season will result in the team being

removed. See rule 12.

- It is requested that any team giving less than 24 hours notice for cancellation of a game pays £10.00 towards the food, to the venue where they should have played. It will not, however, be the responsibility of the SRPL to collect or distribute such funds.
- Teams that "no-show", or don't provide a photo of their result card, in a Cup or Shield match will receive a penalty just as they would for a league match. The only exception to this rule is for the 1st rounds of the Cup, in which if a team no-shows, they are not entered into the Shield competition.

### 6) Coaching

- There is to be no coaching by any of the players whilst the game is on.
- Doubles: Talking between shots is not allowed but players can briefly discuss their strategy for a maximum of 1 minute (at the referees discretion) before each visit. The only exception is that immediately following the break you can briefly discuss which colours to go for, again only approximately 1 minute. Touching the table is not deemed as having played a shot.
- Courtesy must be shown to away players at all times. Unnecessary noise and excessive movement, especially within a players line of sight during a shot, is unacceptable.
- The referee can deal with coaching by issuing a "first and final warning". If the coaching persists, a foul can be called.

### 7) Contacting the Committee

The league is run by a group of volunteers in their own time. Please respect the fact they have a home life and work full time too. They will endeavour to contact you as soon as possible but due to other commitments this may not be for a day or two. The best contact method is email or Facebook.

### 8) Results

- The League must receive the match result within two weeks. It will be at the Committee's discretion to penalise late results.
- The winning team has until the end of the season (defined as 2 weeks after the last league match) to get proof of the result to us.
- If a result is sent in but not backed up by evidence (ie, photo sent by email etc.), the winners will be docked 1 point at the end of the season.

If you've sent in a result but it's not showing on the website, please go to your division page or league table and click refresh in your browser. This will request the latest version of the page from our servers. If the result still hasn't appeared, give us a day or so and it'll be up there as soon as we're able to. We aim to get all results up within 24 hours of receiving them. Should it not appear 3-4 days after you've submitted it, please resubmit it or contact us.

### 9) League Positions

The positions are calculated by **POINTS**, then **MATCHES WON**, then **FRAME WIN PERCENTAGE**, followed by **HEAD TO HEAD RESULTS**. If these are equal at the end of the season there will be a play-off.

- In a "No-Show" situation the offending team will still be docked 5pts and the aggrieved team awarded 8pts (the equivalent of a 5-0 score) but the frames from the match will not be included in the frame win percentage statistics.
- A minimum of two teams will be promoted.
- The bottom two teams (or BYEs if a team has dropped out mid-season) will always be demoted.

### 10) Points Systems

1pt per frame plus 3pts for a win:	
9-0 win = 12pts	4-5 loss = 4pts
8-1 win = 11pts	3-6 loss = 3pts
7-2 win = 10pts	2-7 loss = 2pts
6-3 win = 9pts	1-8 loss = 1pts
5-4 win = 8pts	0-9 loss = 0pt

### 11) Penalties

- Failing to turn up for a match without giving opposition 24hrs notice: -5pts. Score will be recorded as 5-0.
- Failure to produce result card or play the last match of the season: -10pts this season and at the beginning of the following same-format season.
- False result reported: -3pts
- Failure to provide score evidence before the end of the season/ group stage (defined as 2 weeks after the last league match/1 week after the last group match): -1pt for the winner.

### 12) Teams withdrawing or being removed from the league mid-season

If a team leaves before all teams have had the opportunity to play each other once, results are removed and points reset.  
If a team leaves after all teams have had the opportunity to play each other once, all results stand. All future fixtures become 5-0.  
If a team is removed or withdraw they are barred from registering in the following same-format season (ie. Summer-Summer, Winter-Winter), at the committee's discretion. Following a Winter season ban, the team will start from the bottom division, should they re-register.

## There are two seasons in which teams can play:

- **Summer** (16 weeks: April-July):  
All teams are randomly drawn into groups.  
Teams in each group play each other once home and away.  
Teams then either progress to the Cup or Shield Competitions.
- **Winter** (30 weeks: September-March):  
Teams are placed into divisions of 10. New teams start in the bottom division.  
All teams play each other once home and away.  
All teams are also entered into the Team Knockout Cup & Shield competitions.  
Singles and Doubles competitions are also held throughout the season.

All registered players on any team that withdraws from the league mid-season are not permitted to then join another team for the remainder of the season.

### 13) New Players

- New players can only be signed on via a league match result card and must **play a frame in the match** to be added to the registered players list.
- Any new player must clearly print and sign the result card and a clear photo sent to the SRPL.
- The opposition must be made aware at the beginning of the night that a new player has signed on.

#### Winter season:

- New players can be signed on to a team at any league match during the season excluding the last 4 matches.
- New players can not be signed on during a Team KO Cup or Shield match.

#### Summer season:

- New players can only be signed on during the group stages.

### 14) Transferring Players

#### Winter season:

- Players are only permitted to transfer to another team up to, and including, the last match of the 1st half of the season.
- Players can only transfer to a team in a different division.
- If the player has played in a Team Cup or Shield match for their previous team, they are cup-tied and can not then play in the Cup or Shield for their new team.

#### Summer season:

- Players are not permitted to transfer to another team in the same league once they have played a frame for a team.

### 15) Table Condition

- All venues are requested to ensure their table(s) is of good working condition with the maximum available space around it.

Should you come across a table you believe to be sub-standard and gravely affecting your match, in the first instance please bring it up with the landlord/landlady on the night and ask if they're willing to look into it then let us know you have done so. Should we receive further complaints we will contact the venue and encourage them to have another look to ensure the table is in the best possible playing condition.

### 16) Venue Restrictions on Player Entry

- It is up to the venue to decide who may or may not enter their premises.
  - All venues are considered over 18's only and it is at the discretion of the venue if they allow under 18's entry. Teams must take responsibility for any under 18 players themselves and if in doubt about entry to a venue, call them on the number listed on the **TEAMS** page. Exceptions will not be made by the SRPL Committee.
- Should a player be turned away due their age/dress/inebriation/aggression etc. the team must either: attempt to play the fixture with the remaining players or forfeit the fixture 5-0 with no penalty.

### 17) Teams Changing Venue

Should a current team wish to move venue and keep their league position, the committee will contact their landlord/lady to confirm whether they're happy for them to do so.  
Should the landlord/lady wish to retain their league position, the moving team will start the winter season in the bottom division.  
Should a team split up and some of the players move to a new venue, they will only be entitled to retain their previous league position if their previous venue doesn't wish to retain it AND the new team consists of over half of the original regular team. ie. 1 or 2 players leaving a team doesn't entitle them to retain their league position at a new venue.

### 18) Team League Position (Winter season)

Teams will be able to retain their original league position subject to over half of the original regular team re-registering. Teams not fulfilling this requirement will be classed as new and enter the league in the bottom division, placed relative to the time of their completed registration.

If in doubt, please contact the committee before registering your team.

### 19) Interrupted Matches

If a match is interrupted by an event out of the venues control, ie. power cut; then any completed frames played will stand and the match will be rearranged to a new date, subject to league capacity. Please hold on to the result card to continue the match in the originally decided player order. Players unable to attend the rearranged date will forfeit their frame.