

MACCLESFIELD POOL LEAGUE

GENERAL RULES



1. SUITABLE FACILITIES FOR PLAYING 8-BALL POOL

1.1 Team venues must have suitable facilities for playing pool. The minimum facilities for playing 8-ball pool are as follows:-

- a) The pool table must be situated in a position so as to give reasonable access for play on all four sides.
- b) The size of pool tables which will be accepted by the league shall be a standard 6ft x 3ft or standard 7ft x 4ft with a single coloured green or blue cloth (other coloured cloths are no longer acceptable).
- c) The playing surface must be kept in a reasonable state of repair and be level, so as to avoid an irregular deviation in the motion of the ball.
- d) The pool table is to be clearly marked with a baulk line and 8-ball spot.
- e) The match balls must be of the red/yellow type (spots and striped balls are no longer acceptable) and in a clean and reasonable condition. Pro Cup Balls are allowed for World Rules.
- f) A suitable sized cue must be available if your table has a hazard, like a wall or post etc, which does not allow for a normal sized cue to be used.
- g) A rest/spider must be provided.
- h) Tables must have a suitable lighting canopy or equivalent means of lighting above and central to the table providing adequate light source to ensure there are no shadows or “dark spots” on the table surface.
- i) An up to date copy of the playing rules should be displayed near the table.
- j) The home team should provide match cards.

Please note, should these conditions not be met, teams can refuse to play on the night.

- 1.2 The committee reserve the right to inspect new venues, or existing venues that have cause for concern as part of the acceptance process. Other than the aforementioned, team venues will be accepted on a “good will” basis. Any team not providing a venue meeting the minimum requirements will be deemed to breach the “good will” and any breaches will be dealt with at the discretion of the Committee. Minor breaches may be dealt with by a simple verbal communication to the team captain/licensee, or both. More serious breaches will be dealt with in writing to both the licensee and team captain. Failure to carry out the necessary improvements within the given timescale may result in teams asked to play from an alternative venue or in extreme circumstances result in expulsion from the league.

2. LEAGUE FORMATIONS

- 2.1 The formation for the Summer League (MPL Rules) and all associated team competitions will be 5 singles and 2 doubles. The order of play will be singles, singles, doubles, singles, singles, doubles, singles. Teams can consist of all men, all ladies or a mixture of both. This league is played on Wednesday nights, with a start time of 8.15pm.

- 2.2 The formation for the Summer League (World Rules) and all associated team competitions will be 10 singles and 1 scotch pairs. The order of play will be 5 singles, 1 scotch pairs, 5 singles. Players are allowed to play twice. Teams can consist of all men, all ladies or a mixture of both. This league is played on Wednesday nights, with a start time of 8.15pm.
- 2.3 The formation for the Winter League (MPL Rules) and all associated team competitions will be 5 singles and 2 doubles. The order of play will be singles, singles, doubles, singles, singles, doubles, singles. Teams can consist of all men, all ladies or a mixture of both. This league is played on Thursday nights, with a start time of 8.15pm
- 2.4 The formation for the Winter League (World Rules) and all associated team competitions will be 10 singles and 1 scotch pairs. The order of play will be 5 singles, 1 scotch pairs, 5 singles. Players are allowed to play twice. Teams can consist of all men, all ladies or a mixture of both. This league is played on Thursday nights, with a start time of 8.15pm.
- 2.5 In the Summer & Winter League (MPL Rules) a player may play in one singles and one doubles game only. Any player playing in two doubles or two singles in a match will be fined £5.00 and will lose the points for the second games.

3. MATCH RULES (GENERAL)

- 3.1 In both the Summer and Winter League matches, one point will be awarded for each game won and two bonus points for the winning team (i.e. the team winning a minimum of four games). Please note, no bonus points will be awarded if the match is drawn or if four games have not been won by the winning team, i.e. a team winning 3-2 (both teams have only enough players to play five games) will be awarded 3 points and 2 points respectively. In addition, one extra point will be awarded and added to a teams league points for every legitimate 8-ball clearance recorded on the official match result card.
- 3.2 In the World Rules League, one point will be awarded for each game won and two bonus points for the winning team (i.e. the team winning a minimum of six games). Please note, no bonus points will be awarded for an 8-ball clearance, however they are noted for personal achievement purposes only.
- 3.3 Unless mutually agreed otherwise, team captains/representatives to write the first players name on the match result card at 8.15pm. The home team captain should write the homes players name down first then fold the card (thus hiding the players identity) and hand it to the opposing team captain/representative who will write down their player without revealing the home players identity. On completion of the first game, captains to write down the names of the second players, this procedure should continue throughout the match until the match is concluded or a team has insufficient players to finish the match.
- 3.3.1 World Rules captains/representatives should write all 5 players names on the match result card at 8.15pm The home team captain/representative should write their

names down first, then fold the card (thus hiding the player's identity) and hand it to the opposing team captain/representative who will write down their players without revealing the home player's identity.

- 3.4 If a team has insufficient players to finish the match they should play all available team members first and then complete the card by writing "No Player" in the remaining spaces. Should neither team have a player available then "No Player" should be written on both sides of the card and neither team is entitled to claim the points.
- 3.5 Once a match has started, games should be played consecutively without unnecessary delays. Toilet and cigarette breaks are obvious exceptions, but apart from these and other minor delays, players should be ready to play their game once the preceding game has finished. If a team does not have a player available within a short period of time after the previous frame has finished, they ultimately forfeit that game and any subsequent games still remaining. Once a player's name has been written on the card, the player must be available to play, if the player is not available to play, the game is awarded to the opposing player and the player's name changed to "No Player".

HOWEVER, in the true spirit of the game, discretion should be observed in cases where a player is only a few minutes away from the venue.

- 3.6 Games are to be refereed alternately starting with the home team. The games should be refereed in accordance with MPL playing rules. Team captains should ensure that the players they appoint to referee matches are fully acquainted with the playing rules, and are able to referee matches in a fit and proper manner.
- 3.7 The home team must pay for any table fees for the duration of the match.
- 3.8 All matches are asked to be completed by 11.00pm where possible. Play may continue beyond this time only after the licensee has given permission. All matches unfinished on the night should be concluded on the following night, unless another time is mutually agreed, but no later than 3:00pm on the Saturday. Please note: The card must still be delivered as detailed in rule 4.5. Any games/frames not completed shall remain null and void. Rearrangements will not normally be permitted in order to complete the match. In exceptional circumstances players/teams may appeal to the Committee who will judge each case on merit. Please note: Only players present on the night of the original match are eligible to play in the conclusion of the match on a date thereafter.

4. MATCH RESULT CARD

- 4.1 Only the official match result cards provided by the league are to be used for recording the match results.
- 4.2 League Tables will be compiled from match result cards only.
- 4.3 Captains/players should complete all the required information on the match result card in clear capital letters i.e. date, team names, league, player names, score etc.

Player's names should include the first name followed by the surname (avoid nicknames). If the name of a player cannot be identified, the player in question shall be deemed unregistered and therefore subject to a fine and lost points as outlined in rule 12.1.

4.3.1 Unidentified players are defined as:-

- a) A name on a match result card that is unreadable due to unclear writing or is unclear due to things being crossed out.
- b) An ambiguous name, for example if a team has a Dave Jones and a Daniel Jones playing for them, and the card is filled in as D Jones – the league cannot identify who has played.
- c) Any card such that the order has been changed beyond comprehension.

4.4 At the conclusion of the match, both captains must sign the match result card. Please note, in signing the match result card, captains are deemed to be accepting the result. If there is a dispute, do not sign the card and follow the procedure for disputes as detailed in rule 10.

4.5 Falsifying match result cards, i.e. putting a player's name on the card as though he/she had played that game when in reality they were NOT present when it was played or falsely adjusting the result to gain advantage will not be tolerated under any circumstances. The Committee as identified in section 10 of the leagues Constitution will deal with offences of this nature

4.6 The match result card is to be retained by the Winning Captain, or in the event of a draw, the Home Captain should retain the card. All match result cards must be delivered to the Fixture Secretary c/o Sunderland Street Sporting Club, Sunderland Street, Macclesfield no later than 3.00pm on the Saturday following the match. Where the match result card is pertaining to non-team matches i.e. individuals, pairs, 3 a side etc., the winning player(s) in effect become the Winning Captain. Please note: If a member of the opposing team, opponent or Committee member (other than the Fixture Secretary) offers to take the card for you, and it is handed in late, you will be fined for a late card. Any cards received late via the postal service will be regarded as late, even if proof of postage is provided. Post at your peril!

4.7 A list of late match result cards, missing match result cards, playing un-registered players or teams failing to fulfil a fixture will be compiled by the Fixture Secretary and displayed on the leagues Website under "Fixture Report".

4.8 On all occasions each late match result card will be subject to a £5.00 fine.

4.9 In the case of league matches during the same season no points will be deducted for the first and second late cards, but if a team should continue to delay match result cards they will lose the winning points on the third and each subsequent occasion.

4.10 In the case of competitions, a team or player(s) will be fined £5.00 for the first and second late cards, and will be disqualified on the third occasion.

- 4.11 In the case of league matches, fines must be paid by the date specified or the team will forfeit the points for the match and still owe the fine.
- 4.12 In the case of competitions, fines must be paid by the date specified or the team or player(s) will not progress to the next round. Should the latter occur then the fine is disregarded, i.e. *either pay the fine and go through to the next round or don't pay the fine and don't play on any further.*

5. CLAIMING GAMES

- 5.1 In the event that a team has not arrived by the designated start time of 8.15pm, the first game can be claimed at 8.25pm, the second game can be claimed at 8.35pm, and the match at 8.45pm (except in competitions i.e. individuals, pairs and 3's, where the match can be claimed at 8.35pm due to the score being 2-0). **HOWEVER**, teams are asked to show reasonable levels of sportsmanship in respect of exceptional circumstances. (Bad weather, travelling distance, prior warning of late arrival, etc.). In addition, prior to claiming the first game (8.25pm) a Committee member (preferably the Fixture Secretary) should be contacted to see if the opposing team can be contacted and that the times stated are accurate.

6 8-BALL CLEARANCE

- 6.1 An official 8-ball clearance is potting all YOUR own colour plus the 8-ball in one visit, should this be after a foul where two visits are awarded then it **MUST** be on the first visit.
- 6.2 An official 8-ball clearance in **Macc Rules** can only be achieved either off the break or on your very first visit.
- 6.2.1 An official 8-ball clearance in **World Rules** can only be achieved from a break and dish.
- 6.3 In any pairs match an official 8-ball clearance can only be achieved by the first player of each pair's team.
- 6.4 8-ball clearances must be ratified by the opponent and the referee on the result card. Failure to do so will result in the 8-ball clearance being void.
- 6.5 8-ball clearances **will not count** in any competition matches after the winning result has been achieved (i.e. 4-0 *when best out of 7* or 2-0 *when best out of 3*).
- 6.6 8-ball clearances **will not count** in any game that has been re-started due to a stalemate situation arising.
- 6.7 8-ball clearances **will not count** in any game that is part of a "play off" process, i.e. teams tied for winners or runners up in the league or players tied in the merits
- 6.8 8-ball clearances **will not count** in a "decider" in the Men's Summer League 7-a-side KO competitions (Sam Cooke & Alf Wood) i.e. where the match is tied after all the games have been played, each team will nominate a player to play in a "decider" with the winning player's team winning the tie

- 6.9 The player with the most 8-ball clearances during a specific season wins the 8-ball trophy (if tied a play off will decide the winner).
- 6.10 All 8-ball clearances will be published on the MPL website.

7. CAPTAINS' MEETINGS

- 7.1 To help balance the league funds, the league will hold 'Captains Meetings', teams will pay £25.00 at each meeting. The dates are advertised on the fixtures list/planner/web site.
- 7.2 Captains Meetings will open for business 30 mins prior to the notified scheduled meeting time (available on the website) to enable payment of subs, registration fees etc.
- 7.3 Teams failing to send a representative (a registered player for that team) to any Captains Meeting (paid for or not) will be fined/penalised as follows:
- a) Teams not attending a captains meeting for the first time during a league season will be fined £20.00 and still owe their subscriptions.
 - b) Teams not attending the second captains meeting during the same league season will be fined £20.00 and still owe their subscriptions. In addition they may also be expelled from the league and all registered players banned for the following season.
- 7.4 Only teams that have paid their fee prior to the start of the captains meetings will be eligible for prizes. If a team member is not present to claim their prize, that prize will be re-drawn. This includes teams who leave early after paying their fee, teams who turn up late or turn up after the meeting has finished.
- 7.5 There will be 8 cash prizes at each of the Captains Meetings - £100.00 x 2 - £75.00 x 2 - £50.00 x 2 - £25.00 x 2.

8 POSTPONING / RE-ARRANGING FIXTURES

- 8.1 It is expected that all matches are played on the original date of the fixture as identified on the fixture list. However, where there is good reason and more than 48 hours' notice has been given, fixtures may be re-arranged and played at a mutually convenient time to suit both teams provided they seek the agreement of the Fixtures or Competitions Secretary (whichever applies). However **rearranged games must be played within three weeks** after the original date. Failure to do this, then the committee will set the date.

Please note: Teams may only re-arrange a maximum of THREE league matches and ONE cup match during a season, and only then where good reason exists and when sanctioned by the Committee.

- 8.2 A reasonable time of more than 48 hours must be given to the opposition when rearranging matches.

If any team cancels a match on the scheduled match day because they don't have a minimum of 3 players, that team will be fined £30.00 and 50% of the fine will be used to reimburse the home venue to cover the food they have prepared.

However, in fairness to the rest of the teams in the league and league integrity, this match must be played but the cancelling team must be available on a day suitable to the opposing team to play the match.

Should a team cancel after 6.00pm on the day of the match, then the opposing team will be awarded 7-0 in Macc Rules or 11-0 in World Rules but not the extra two points. The offending team will be fined £30.00 and 50% of this will be used to reimburse the home venue to cover the food they have prepared.

- 8.3 All league matches **MUST** be completed by the last Wednesday (Summer), Thursday (Winter) of the season. Only in exceptional circumstances will matches be allowed to be played after this date and only then, when sanctioned by the Committee.
- 8.4 Matches can be arranged in the last two weeks of the season. However, these **MUST** be played before their due date.
- 8.5 If teams/players cannot agree on a suitable date for the re-arranged match, the committee will arbitrate to ultimately fix a date for the reply.
- 8.6 Please note, the onus is on the team/player who want to re-arrange to inform the correct officer of the league of the re-arranged match. Failure to do so may result in a fine for the guilty party.
- 8.7 The committee reserve the right to ensure that all league and competition matches are played, even if this means re-arranging the match at a later date.
- 9.0 PLAYER TRANSFERS**
- 9.1 Players wishing to transfer must submit their request in writing or email to the Fixtures Secretary. The committee will decide all transfer requests on a strictly individual basis.
- 9.2 Transferring players must stand down for the next two league matches on the fixture list. For the purpose of the standing down period, any byes on the fixture list will count as matches.
- 9.3 The transferring player will not be eligible to play in games that are re-arranged from before the transfer date.
- 9.4 Transfers in the last 6 weeks of the season are at the discretion of the Committee.
- 9.5 No transferred player may play in competition matches for their new team if they transfer after the competition has started, even if they did not play in the first round.

9.6 When a player transfers from one team to another team, the players' wins (for merit purposes) are carried with them (if in the same league).

10. REFERRES & DISPUTES

- 10.1 Any dispute involving the referee should be dealt with in accordance with Macclesfield Pool League Playing Rules.
- 10.2 If a player feels that the referee has made an error in judgment, the player may ask the referee to reconsider his/her call or lack of call, refer to the playing rules or ask their captains opinion. The referee may change or uphold the decision. Ultimately, the referee's decision is final on the night.
- 10.3 Should a player refuse to accept the referee's decision the player should instruct their captain of the disagreement and the referee should abandon the game (not the match).
- 10.4 The Committee wish to make clear any dispute should, if at all possible, be resolved on the night of the match, as it can be very difficult for the Committee to make a mutually acceptable decision when there are conflicting stories. The two captains may decide to replay the game if all parties are in agreement. If this is not possible then the facts should be reported to the League Secretary by 3.00pm on the Saturday following the match, accompanied by a £5.00 dispute fee. If the dispute is upheld the £5.00 fee will be returned.
- 10.5 Disputes received later than the Saturday following the match or without the £5.00 dispute fee will not be heard.
- 10.6 If a player accepts the referee's decision during the game then the decision is final, and it unlikely to be overturned by the Committee unless duress or threatening behaviour is involved. Please note: If a players continues with the game after the dispute or the incident pertaining to the dispute, the player is deemed to have accepted the referee's decision.
- 10.7 Any disputes about individual games are not in themselves reason enough for a match to be abandoned. Any team refusing to complete a match because of such disputes may forfeit any outstanding games. Unless there exists exceptional mitigating circumstances.
- 10.8 In order for disputes to be dealt with effectively, teams submitting disputes must be represented at the next Committee meeting.
- 10.9 If the Committee considers the rules have deliberately not been applied to correctly or that a frivolous objection was made, the Committee will deal with those concerned at their discretion.
- 10.10 Please be mindful that the outcome of any disputes heard by the Committee may not necessarily be to replay the disputed game, alternatively, the game may be awarded

to either player, or in extreme circumstances the game voided with no points awarded to either player.

- 10.11 Please note: Where a player/team wishes to raise a grievance pertaining to any situations other than detailed in rule 10.4, the procedure as detailed in rule 10.2 of the leagues Constitution Discipline/Grievance procedure should be followed accompanied by a £5.00 grievance fee.

11. FAILURE TO FULFIL A LEAGUE FIXTURE

- 11.1 On becoming a member of MPL both players & teams are wholly committing to fulfil all league fixtures. Failure to do so is deemed unsporting and subsequently may result in the offending team and/or other teams (through no fault of there own) achieving a false position in the league.
- 11.2 Failing to fulfil a fixture is defined as not turning up for a league match with at least three players for all Summer and Winter teams regardless of the Rule Set.
- 11.3 Teams will be fined £30 for not fulfilling a fixture on the first occasion during a season.
- 11.4 Teams will be fined £30 for not fulfilling a fixture on the second occasion during the same season and risk the possibility of been expelled from the league.
- 11.5 In fairness to the rest of the teams in the league, where necessary the Committee will do its utmost to get any games played.
- 11.6 Any team who fails to fulfil a league fixture during the last three weeks of any season risk the possibility of been banned for the following season.
- 11.7 If a team is deemed by the Committee to have deliberately failed to fulfil its fixture(s), then that team and all its players risk the possibility of been banned for the following season or any other action the Committee feel appropriate.
- 11.8 Where a team fails to fulfil a competitions fixture, no action will be taken other than the innocent team progressing to the next round of the competition.

12. PLAYER REGISTRATION

- 12.1 All players must be registered with MPL (as detailed in section 4 of the Constitution). Any team playing an unregistered player will be fined £5.00 and the game pertaining to the unregistered player being awarded to the player from the non-offending team (i.e. the opponent wins the game). In the situation where both teams play an unregistered player in the same game, both teams will be considered to have lost that game.
- 12.2 A registered player is one who is signed on with a named team, and £5 is paid to the Fixtures Secretary.

- 12.3 Deadlines for signing are “on the night” of the scheduled match. However, fees of £5 must be paid without fail to the Fixture Secretary no later than 3.00pm on Saturday following the match for the player to be considered registered to the team.
- 12.4 All signings are subject to the approval of the Committee, i.e. players of a very high standard may not necessarily be allowed to play for a team in the lower leagues when a team has been placed in a particular league based on the players registered on the original registration form. Please note: This also applies to players who transfer from one team to another team.

13. COMPETITIONS

- 13.1 The league will run the following competitions:-

Summer Season

- Men’s Individuals (Macc Rules)
- Open Individuals (World Rules)
- Men’s Pairs (Macc Rules)
- Scotch Pairs (World Rules)
- 7 Aside KO (Sam Cooke)
- 7 Aside KO (Alf Wood)
- World Rules KO Cup
- Ladies Pairs (depending on entries)
- Ladies Individuals (depending on entries)
- League Merit Award (for each League)
- 8 Ball Clearance (person who achieves the most 8 ball clearances during a season).

Winter Season

- 3 Aside (World Rules) (can consist of all men, all ladies or mixture of both)
- Vets (must be aged at least 50 on the date of registration)
- Mixed Pairs
- League Merit Award
- 8 Ball Clearance

- 13.2 In league games, all players who win a singles game will be awarded one merit point to be added to their seasonal merit total. Wins in doubles matches will not count as “merit wins”.
- 13.3 All competitions including semi finals and finals will be played when convenient to, and at venues arranged by the committee.
- 13.4 Team KO competition finals will be played at a pre-determined venue set by the committee.
- 13.5 Competition draws will appear on the leagues website.

- 13.6 The format for the Summer League 7-a-side KO competitions (Sam Cooke & Alf Wood) will be as in the league. Please note: To win the match and progress to the next round (if there is one) a team must have at least three players. If neither team have three players then neither team progresses to the next round.

14 CORRESPONDENCE

- 14.1 All correspondence, including result cards, new player registrations, grievances and disputes should be posted in the pool box c/o Sunderland Street Sporting Club, Sunderland Street, Macclesfield. Alternatively, if timescales allow, correspondence (other than result cards) can be delivered at scheduled Committee Meetings or a Captains Meetings.
- 14.2 Sunderland Street Sporting Club, Sunderland Street, Macclesfield are open as follows:
- Monday to Friday 4.00pm – 12.00pm
Saturday 4.00pm – 12.00pm
Sunday 4.00pm – 12.00pm
- 14.3 Correspondence should be delivered in the pool box located inside SSSC.
- 14.4 Correspondence other than result cards or those e-mailed should be placed in a sealed envelope with the relevant recipient clearly written on the front. i.e. “FINES SECRETARY – MACCLESFIELD POOL LEAGUE”. Also if any money is enclosed this should also be clearly written on the front. i.e. £5.00 FINE MONEY ENCLOSED”.
- 14.5 Where correspondence pertaining to a dispute has been e-mailed, the dispute fee will still need to be delivered as detailed in rules 10.4/10.5.
- 14.6 It is strongly advised that any envelopes containing money should be placed in the box INSIDE the club.
- 14.7 For any points, general queries or fixture problems during the season, enquires are to be made to the Fixtures Secretary at either the Captains Meeting or if deemed necessary by ringing **before** 9.00pm in the evening.
- 14.8 The league can be also contacted via the website using the contact us page.

15 GENERAL

- 15.1 Captains who have players and/or supporters under 18 years of age or players who are banned from a particular licence premises are advised to telephone the venue before any away match to ensure the licences approval of his/her admission. **Please be aware that some pubs/clubs do not permit under 18s on their premises.**
- 15.2 All players, having joined the league are deemed to have read and understood both the league constitution and general rules, as ignorance will not constitute a defence in the event of a complaint.

- 15.3 Team captains are responsible for maintaining discipline and sportsmanship; failure to do so will be dealt by the Committee.
- 15.4 Team captains are responsible for maintaining discipline and sportsmanship within their teams; failure to do so will be dealt with by the Committee.
- 15.5 Unless there exists exceptional mitigating circumstances, players of teams that withdraw or are expelled from the league will be removed from all competitions with no refunds issued, and will not be allowed to transfer to another team for the rest of that season.
- 15.6 **PLEASE PLAY IN THE SPIRIT THE GAME WAS MADE FOR. REMEMBER IT IS ONLY A GAME NOT A WAR! A LITTLE ETIQUETTE GOES A LONG WAY.**

GENERAL RULE CHANGES ARCHIVE

DATE	RULE CHANGE	CHANGING TO
AGM – 24.02.13	GENERAL RULES & CONSTITUTION	Both were re-written and made into separate documents.
AGM – 24.02.13	LEAGUE FORMATION Rule 2.1	The formation for the Mens' Summer League and all associated team competitions will be 6 singles and 2 doubles . The order of play will be singles, singles, doubles, singles, singles, doubles, singles, singles. Men only are permitted to play in the Mens' Summer League.
AGM – 24.02.13	MATCH RULES Rule 3.1	In the Mens' Summer League, one point will be awarded for each game won, one point awarded to each team if the match is drawn and three bonus points for the winning team. Please note, points awarded for a draw and bonus points for winning the match can only be achieved if at least one team has a minimum of four players.
AGM – 24.02.13	8 BALL CLEARANCE Rule 6.8	8 ball clearances will not count in a 'decider' in the Mens' Summer League 7 aside KO competitions ie, where the match is tied after all the games have been played, each team will nominate a player to play in a decider with the winning players team winning the tie.
AGM – 24.02.13	COMPETITIONS Rule 13.6	The format of the Mens' Summer League 7 aside KO competitions will be as in the league, 6 singles and 2 doubles .

AGM – 23.02.14	MATCH RULES RULE 3.1	In the Mens' Summer League matches, one point will be awarded for each game won, one point awarded to each team if the match is drawn and two bonus points for the winning team. Please note, points awarded for a draw and bonus points for winning the match can only be achieved if at least one team has a minimum of four players.
AGM – 23.02.14	COMPETITIONS Rule 13.1	Mixed Pairs competition has moved from the summer season to the Winter Season.

AGM – 22.02.15	LEAGUE FORMATION Rule 2.1	The formation of the Mens' Summer league and all associated team competitions will be 5 singles and 2 doubles . The order of play will be singles, singles,
-------------------	---------------------------	--

		doubles, singles, singles, doubles, singles. Men only are permitted to play in the Mens' Summer league.
AGM – 22.02.15	MATCH RULES Rule 3.1	In the Men's Summer League matches, one point will be awarded for each game won and two bonus points for the winning team (i.e. the team winning a minimum of four games). Please note: No bonus points will be awarded if the match is drawn or if four games have not been won by the winning team, i.e. a team winning 3-2 (both teams have only enough players to play five games) will be awarded 3 points. In addition, one extra point will be awarded, and added to a teams league points for every legitimate 8-ball clearance recorded on the official match result card.

AGM – 28.02.16	LEAGUE FORMATIONS Rules 2.1 – 2.5	To formerly incorporate World Rules into and alongside the current MPL Rules during the Summer and Winter Seasons. The Mens' Summer League became a mixed league and is now known as the "Summer League (Macc) Rules". The World Rules is known as the "Summer League (World Rules)". The Ladies league was suspended due to insufficient teams wanting to enter for 2016.
AGM – 28.02.16	COMPETITIONS RULE 13.1	Scotch Pairs has been added to the Summer Season, the rule set being World Rules. The Open Competition during the Winter Season has been changed to World Rules.

AGM – 26.02.17	CAPTAINS MEETINGS Rule 7	The frequency of the Captains Meeting has been changed to 2 per season and the prize draws will be increased by getting two chances to win £100, £75, £50, £25 at each meeting.
AGM – 26.02.17	PLAYER REGISTRATION Rule 12.3	Deadlines for signing are now "on the night" of the scheduled match. However, fees must be paid without fail to the Fixtures Secretary no later than 3.00pm on Saturday following the match for the player to be considered registered to the team.

AGM – 23.02.20	8 BALL CLEARANCE	In World Rules, Official 8 balls will be only recognised on a Break and Dish.
AGM – 23.02.20	POSTPONING/REARRANGING FIXTURES 8.1	It is expected that all matches are played on the original date of the fixture as identified on the fixture list. However, where there is good reason and more than 48 hours' notice has been given, fixtures may be re-arranged and played at a mutually convenient time to suit both teams provided they seek the agreement of the Fixtures or Competitions Secretary (whichever applies). However rearranged games must be played within three weeks after the original date. Failure to do this, then the committee will set the date.
AGM – 23.02.20	POSTPONING/REARRANGING FIXTURES 8.2	A reasonable time of more than 48 hours must be given to the opposition when rearranging matches. If any team cancels a match on the scheduled match day because they don't have a minimum of 3 players, that team will be fined £30.00 and 50% of the fine will be used to reimburse the home venue to cover the food they have prepared. However, in fairness to the rest of the teams in

		<p>the league and league integrity, this match must be played but the cancelling team must be available on a day suitable to the opposing team to play the match. Should a team cancel after 6.00pm on the day of the match, then the opposing team will be awarded 7-0 in Macc Rules or 11-0 in World Rules but not the extra two points. The offending team will be fined £30.00 and 50% of this will be used to reimburse the home venue to cover the food they have prepared.</p>
--	--	---