

Redhill & District Bar Billiards League Rules



Redhill & District Bar Billiards League

League Rules

1. The league shall be called the Redhill & District Bar Billiards League (RDBBL). The league shall be controlled by a Chairman, Vice Chairman, League Secretary, Competition Secretary, League Administrator, Treasurer and general committee members all of whom shall be elected at the Annual General Meeting (AGM). Extra members may be co-opted by the committee to fill vacant positions.
2. All teams entering the league shall pay a registration fee. The fee will be set at the AGM. Additional players may register at the discretion of the committee.
3.
 - a) All league matches shall be played on Tuesday evenings, starting by 8:15pm.
 - b) Five players shall constitute a team, but not necessarily five different people.
 - c) Three players must be available to start the match by 8:15pm. Reserves may be nominated at the time of the draw for the order of play.
 - d) In the event of a selected player not being available to play by 9:00pm the nominated reserve shall play in his place.
4.
 - a) Should a team be unable to play a match on the stipulated date, the captain should notify both their opponents and the League secretary of the cancellation beforehand and notify the secretary of the revised date.
 - b) It is the sole responsibility of the captain of the team postponing the fixture to rearrange the match for a mutually convenient date. All postponed league matches must be played prior to the stipulated date for the end of the league.
 - c) Any disputes involving competitions shall be referred to the competition secretary. Disputes involving league matters shall be referred to the league secretary. All disputes will be discussed by the committee, whose decision shall be final.
5.
 - a) A team is allowed to register with a minimum of four players.
 - b) If both teams have five or more players, the draw takes place as usual.
 - c) If one or both teams have only four players the first four games are drawn as usual. The fifth game of the match is drawn from players one to four. If any of the four available players has already played as the 'fifth player' under this rule in the current season, the draw for fifth player will be done from the available players who have played as 'fifth player' the fewest number of times in the current season. These records will be kept by the league secretary and distributed to the captains.

- d) The team with only four players forfeits the break. If both teams only have four players, the break sequence is as usual i.e. the away team gets the break in the fifth game.
- e) Where a team has only four players, the 5th team member of the opposing team is entitled to a 5 minute practice before their opponent's game. This game must be paid by the individual taking the practice option.
- f) Only a player's score from their first game will be used for yearly averages and player of the year points.
- g) This rule only applies to teams with four players, if less than four players are available to play a match, then rule 6) c) applies.

6. a) There will be 1 league with 2 divisions (A and B). There will be 6 teams in Division A and 6 in Division B. Divisions will be determined based on where each team finishes at the end of the previous season. In the event the teams finish in the same divisions they started in at the end of the season, the last team in Division A (team that came 6th) will be replaced by the winners of Division B (team that came 7th).

b) Each team shall play all other teams in the league both home and away. Individual games shall be played in all league matches, one point shall be awarded for each game won and half a point for each drawn game, making a total of five points per match.

c) Teams failing to muster a full team of four players shall forfeit to their opponents the points for the games not played.

7. Late arrival of a team shall be noted by the opposing captain on his result card. Consistent lateness may result in a penalty being imposed by the committee.

8. The order of play will be drawn by the two captains before the start of the match. The normal sequence of breaks will be that the away team will break in the 2nd, 3rd and 5th games, with the home team getting the breaks in the 1st and 4th games, with the following exceptions:

a) Where rule 5 d) applies

b) Where a player with an average greater than 3000 is drawn out against a player whose average is less than 3000, the player with an average of less than 3000 will only automatically get the break if the difference in the players averages is greater than 500. Otherwise the break will be based on how the game was drawn out.

Example: previously if player 1 had an average of 2900 and player 2 an average of 3200, player 1 would automatically get the break. However as the difference is less than 500 this will not necessarily be the case and the break will be based on how the game was drawn out.

Averages will be determined by Rule 21.

9. No registered player may play for more than one team. No registered player may transfer from one team to another without the consent of the committee. Any such transfer request shall be referred to the league secretary.

10. No team shall include an unregistered player. The league secretary must be notified of any new player prior to playing in the league.

11. The captains of both teams shall email a completed result card to the league secretary no later than the Thursday following the match or hand delivered no later than Friday following the match. Failure to comply with this rule shall be referred to the committee.

12. It is the captain's responsibility to record on the result card any claims for the highest score home or away and also for the highest break on a neutral table.

13. Any Team wishing to register a player under the age of 18 years must inform the committee at the time of registration. Anyone under the age of 16 years may only be registered with prior permission of the committee.

14. Due to the wide disparity of playing times it is strongly recommended that tables run from 17 to 20 minutes.

15. The division winners will be determined by the points accumulated over all the league games based on:

1. Team points
2. Games won
3. Average score

16. The Player of the Year (POY) will be determined as follows:

- A player with an average of greater than 3500 will be eligible for the A division POY
- A player with an average of 3500 or less will be eligible for the B division POY

The Player of the Year will be played over all league games with awards for the highest A and B division players and the same for the Ladies.

Points will be awarded as follows:

- 2 points for a win (home or away)
- 1 point for a draw (home or away)
- 0 points for a loss (home or away)

The winner will be decided by:

1. POY points
2. Games won
3. Average score

17. The highest scores / breaks will be determined as follows:

- A player with an average of greater than 3500 will be eligible for the A division high scores / breaks
- A player with an average of 3500 or less will be eligible for the B division high scores / breaks
- For all A and B division players, highest scores / breaks are played for over all the league games

Note: a player can decide to opt out of any B division high scores / breaks and POY, and opt into the A division high scores / breaks and POY if they so wish to. Anybody wishing to do so should inform the Committee prior to the start of the season.

18. The team which wins the A division will be offered the chance to represent our league at the All England Team Championships. If the A division winning team is unable to attend, the runner up in the A division will be invited. If neither can play, the representative will be chosen by the committee. A guest player is allowed as long as they play regularly for any team in the league.

19. Proposals for all new rules and amendments to the rules must be put in writing and must reach the committee two weeks before the commencement of the AGM. All proposals must be seconded.

20. The Redhill and District Bar billiards League shall play under the playing conditions and rules of play of the All England Bar Billiards association.

21. Anywhere averages are to be used, for example to determine handicaps, competition eligibility, etc, these will be calculated using the players overall average over the last 3 years excluding games where the players score was zero. If sufficient data is not available, the average will be decided by the committee.

Competition Rules

Presidents Cup

1. Players must be registered with the RDBBL and may only play for the team for which they are registered.
2. Matches shall be played on a five game knockout basis. Matches shall be played on a neutral table.
3. A coin will be spun by one of the captains to decide the break sequence. The captain winning the toss may decide whether to break in the first, third and fifth games or the second and fourth games.
4. In the event of games being level at 2 - 2, the last game will be played over two legs. The game will be decided by aggregate score over the two legs. In the event of the games being 2.5 to 1.5 after the fourth game the last game will be played as normal, should the match finish 2.5 to 2.5 the highest team aggregate score shall decide the winners. In the rare event the aggregate scores are equal refer to General Competition rule 4.
5. Rule 5) of the league rules does not apply. Teams with only 4 players forfeit the last game. If both teams only have 4 players and the score is 2 - 2 the match will be decided by the highest team aggregate score. In the rare event the aggregate scores are equal refer to General Competition rule 4.
6. Matches other than those to be played on the fixed nights shall be arranged by mutual consent.
7. Entry fee per team will be decided at the AGM

Bill Burwood Handicap Cup

1. Matches to be played on a five game handicap basis.
2. The handicap applies in each game and shall be recorded on the scoreboard at the beginning of each game. This applies to both teams.
3. Any player incurring the black peg penalty shall lose their entire score including any handicap due to them at the start of the game.
4. All teams entering the league will receive free entry to this cup.
5. The first team drawn will be the home team.
6. The handicaps will be based on the previous year's league position, but may be revised at the discretion of the committee.
7. The away team shall break in all the five games.
8. Should the match finish 2.5 to 2.5 the highest team aggregate score shall decide the winners. In the rare event the aggregate scores are equal the match will have to be replayed at a later date.

9. The final shall be played over two nights, both home and away. The first drawn team shall be the home team in the first match and the away team in the second match. As rule 7 above the away team shall have all 5 breaks. The winner will be the team who wins the most games over the two matches, should there be a 5 - 5 draw, the highest team aggregate score over both matches shall decide the winners. In the rare event the aggregate scores are equal the match will have to be replayed at a later date.

10. Rule 5) of the league rules does not apply. Teams with only 4 players forfeit the last game. If both teams only have 4 players and the score is 2 - 2 the match will be decided by the highest team aggregate score. In the rare event the aggregate scores are equal the match will have to be replayed at a later date.

11. Matches other than those to be played on fixed nights shall be arranged by mutual consent.

Singles and Pairs Competitions

1. Games to be played on neutral tables.

2. Matches other than those to be played on fixed nights shall be arranged by mutual consent.

3. On set nights for single and pairs competitions, a starting time will be published. In the event of a player failing to appear after the published starting time their opponent(s) may claim the match by default but the ultimate decision will be decided by the committee.

4. Reg Stone singles competition is open to all players with an average of 3500 or less, according to Rule 21 of the league rules. The game shall be played over a 2 leg format. The first break will be decided on the toss of a coin. The winner shall be determined by highest aggregate score. In the rare event the aggregate scores are equal refer to General Competition rule 4.

5. Terry Allen pairs competition is open to all players with an average of 3500 or less, according to Rule 21 of the league rules. For all rounds except the final a 2 leg format will be played. The final shall be played over a 4 leg format. The first break will be decided on the toss of a coin. The winners shall be determined on legs won. If after all the legs the game score is equal, the highest aggregate score will be used. In the rare event the aggregate scores are equal refer to General Competition rule 4.

6. Open Singles / Ladies Singles / Over 50's - The game shall be played over a 2 leg format. The first break will be decided on the toss of a coin. The winner shall be determined by highest aggregate score. In the rare event the aggregate scores are equal refer to General Competition rule 4.

7. The Memorial Cup is open to all players in the league. The game shall be played over a 2 leg format. The first break will be decided on the toss of a coin. The handicap applies in each game and shall be recorded on the scoreboard at the beginning of each game. This applies to both players. Any player incurring the black peg penalty shall lose their entire score including any handicap due to them at the start of the game. The winner shall be determined by highest aggregate score. In the rare event the aggregate scores are equal refer to General Competition rule 4.

8. Open Pairs / Ladies Pairs - For all rounds except the final a 2 leg format will be played. The final shall be played over a 4 leg format. The first break will be decided on the toss of a coin.

The winners shall be determined on legs won. If after all the legs the game is equal, the highest aggregate score will be used. In the rare event the aggregate scores are equal refer to General Competition rule 4.

9. Mixed Pairs Competition - All rounds shall be played over a 2 leg format with the ladies taking the break in both legs. RDBBL will adopt the AEBBA mixed pairs rules where the ladies take first and second turn in both legs. The first break will be decided on the toss of a coin. The winners shall be determined by highest aggregate score. In the rare event the aggregate scores are equal refer to General Competition rule 4.

10. All Pairs Competitions (with the exception of the mixed pairs) - The RDBBL League adopts the AEBBA rule for Pairs Competitions. The players would therefore play in the following sequence:-

2 legs: A, B, C, D in the first game, D, C, B, A in the second game

4 legs: A, B, C, D in the first game, D, C, B, A in the second game, C, D, A, B in the third game and B, A, D, C in the fourth game.

Team 1 = A+C, Team 2 = B+D

11. Entry fee per player will be decided by the committee.

12. All individual and pair handicap competitions (e.g. Mixed Pairs, Memorial cup) will have a handicap allocated to each player / pair. This will be calculated based on their average according to Rule 21 of the league rules.

13. The winners of the open singles and ladies singles will then be offered the chance to represent our league at the All England event. If the winner is unable to attend, the runner up will be invited. If neither can play, the representative will be chosen by the committee.

General Competition rules

1. No player should deliberately practice on a table that has been nominated for a competition two weeks before the arranged date.

2. The closing dates for all rounds in competitions must be adhered to. If an extension is required the Competition secretary must be informed. Failure to comply with this rule may result in players or teams being eliminated from the competition.

3. All competition results must be given to the competition secretary as soon as possible.

4. In the rare event that the game is equal in all aspects (legs won, aggregate score) then the winner will be decided by a Penalty Shoot-out type match with rules as follows: Five alternate shots will be played to the 100 and 200 holes starting with the 100 hole. A toss will determine order of play, with the winner of the toss choosing who goes first. The first 2 attempts will be off the left hand cushion, the second 2 attempts off the right hand cushion and so on. In team or pairs matches one person will be nominated to do all the shots. The order of play will be swapped around after every 2 shots (i.e. when players swap cushions). The winner will be the one who has the most successful attempts after 5 goes each. If still tied further attempts will follow in the same manner where the match will be decided on sudden death. The referee will explain the precise rules before the shoot out takes place. Their ruling is final.