

LEWES AND DISTRICT BAR BILLIARDS LEAGUE - RULES

Playing Conditions / Rules of Play

1. All games should be played according to the Playing Conditions and Rules of Play of the All England Bar Billiards Association. A link to the latest AEBBA rules will be maintained on the LDBBL website.
2. Any dispute must be referred to the League Secretary in writing within three days of the point of dispute if captains cannot agree. Any decision made by the committee will be final and binding.

Match Rules

3. Each team shall consist of 5 players; a draw to be made before the start of the match to decide order of play. If one or both teams have fewer than 5 players, then the available players' names shall be drawn until exhausted, to complete games as far as possible. The remaining player names shall then be completed using the '3/4 player rule' (rule 7). A match cannot be played if a team has fewer than 3 players available. The home team shall have the second and fourth break with the away team having first, third and fifth break - home team to supply table fee.

Games should normally be played as drawn; but may be played in a different order if both captains agree, but see also Rule 7. Allocation of breaks shall relate to the drawn order, not the order actually played.

4. The number of players a team may register is unlimited, but new players must be notified to the League Secretary no later than midnight on the day before playing for a team. Similar notice is required before any player may transfer from one team to another. No registration/transfers shall be accepted after the first half of the season has been completed unless specifically authorised by the committee. Players may only play in the team for which they are registered. No player having played in a team competition may play for another team in that competition. No player may play more than one game in any team match, except as prescribed in rule 7. Any team which plays an unregistered player shall have one point deducted from their score on each occasion this happens. Should that player win his/her game, the point for the win shall automatically be awarded to the opposition.
5. Any pub/club entering two teams or more in the League may have floating reserves who must be registered as such. At least six players must be signed on for each team. A reserve may not play for any team more than twice in one half of the season. If he/she does, then he/she shall be deemed a registered player of that team and may not play for the other team for the rest of that season.
6. All players should arrive by 8.30pm. The first game must commence by 8.40pm, thereafter play to be continuous. In the event of the match not being started by 8.40pm, then all games incomplete or unplayed by 15 minutes prior to closing time shall be automatically awarded to the opposing team.
7. **3/4 Player Rule.**

If one or both teams have fewer than 5 players then after the initial draw (rule 3) the remaining names shall be provided as follows:

- For each team with fewer than 5 players available, the player drawn in game 1 will play again; in game 4 in the case of the home team, or in game 5 if the away team.
- For each team with only 3 players available, the player drawn in game 2 will also play again; in game 5 in the case of the home team, or in game 4 if the away team.
- Players playing twice will be against the break unless both are playing twice in which case normal breaks apply.

Match points will be awarded as normal but the score of any 3/4 player rule players (i.e. second games) will not count towards player stats.

If the actual order of play is changed, as per Rule 3, a player's "second game" must not be played before their first drawn game, unless there are extenuating circumstances. Should this occur, the

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circumstances must be reported to the Results Secretary, and the committee will decide which, if any, of the two games should count towards the player's statistics.

[Note: This rule meets the two criteria:

1. No two players will play each other twice.
2. A 'short' team (against a full team) will always lose one of their breaks.]

8. *Rule deleted* [coaching of players now covered by All England rules].
9. Match results must be notified to the League within 48 hours, i.e. before midnight on the second day following the match date. The captains of both teams are equally responsible for notifying the result, using one of the methods approved by the committee. Details of notification methods, along with relevant telephone numbers and email/website addresses, will be distributed to teams at the beginning of the season. Any postponements or changes of date must likewise be notified to the results secretary within 48 hours. If neither team submits a result within the allotted period, except in exceptional circumstances approved by the committee, the match shall be recorded as a 0-0 score and no points shall accrue to either team.

Scores for each game must be reported in the order drawn. If the actual order of play is different, this should be recorded in accompanying report or notes.

10. Unplayed matches/games.
 - a) League matches should be played on the date given in the fixture list. If, for any reason, the match cannot be played on the due date, the captains of the two teams shall try to reach an agreement for the fixture to be completed. Rearranged games should be completed within 28 days of the original fixture date or before finals night, whichever is sooner. Both captains shall be responsible for notifying the Results Secretary within 3 days of the arrangements. If the two Captains are unable to reach an agreement, then both Captains must contact the Results Secretary within 3 days, who will report the facts to the Management Committee for their decision. A team failing to notify their opponents of a cancellation shall forfeit the match which will be awarded to their opponents 5-0.
 - b) If, during a match, a game cannot be completed for any unforeseen reason, such as power cut, equipment failure or medical situation, the captains of the two team shall try to agree a resolution. If the two captains are unable to reach agreement, then both captains must contact the League Secretary within 3 days, who will report the facts to the Management Committee for their decision. Note that failure of personal playing equipment, such as loss of a cue tip, is not sufficient grounds for stopping a game.
11. When a Club has more than one table in use, only one of these tables may be used in any one match and the choice of table shall be that of the home Captain.
12. Each team shall play home and away matches with each other team. One point will be awarded for each game won, and $\frac{1}{2}$ point for each game tied. Points may be deducted, at the discretion of the committee, for infringements defined in these rules. In the event of a team withdrawing from the League before the season has been completed, all league results pertaining to that team shall be expunged from the league table.
13. If two or more teams are equal on points at the end of the season, the following criteria are applied in the order given to determine their rankings:
 1. Total league matches won;
 2. Total league matches drawn;
 3. Points obtained in the matches played between the teams in question;
 4. Matches won in the matches played between the teams in question;
 5. Replay(s) on neutral table(s) to be nominated by the Management Committee.

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14. The Highest Break cup is awarded to the player making the highest break on an away table in a league match. No competition games are eligible for the award.
15. The Player of the Year cup shall be awarded to the player with the highest number of League wins during the season. In the event of a tie, the lowest number of losses shall decide the competition, and if there is still a tie, the highest average score will decide.
16. Players are expected to conduct themselves in a gentlemanly manner at all times. Discourteous/disruptive behaviour reported to the Committee may result in the outcome of the game been overturned.

Additional Rules for Competitions

17. Individual competitions will be the best of three games, the player who wins the toss has the choice of breaking first or second, in the event of the third game, both the players will have the break, the balls being respotted after the first break. Players will toss again for choice of break. In the event of the games still being level, a fourth game will have to be played in the same manner as the third.
18. In a doubles match, only one player from each pair shall have the break in each game; players who take the break in the first or second game shall NOT take the break in the third game. This does not affect the Mixed Doubles; in this competition, the lady player must take the first turn for their pair in every game.
19. In team competitions on neutral tables (Knockout Cup) the Captains shall toss a coin; winners shall have the break in the second and fourth games and the losers in the first and third games. In the fifth game both players will have the break, and will toss a coin for choice of break. In the event of a draw, the Captains will have nominated a player before the match starts who will play a sixth game; rules as for the fifth game.
20. Short teams.
 - a) If one or both teams are short handed, and the numbers are uneven, the '3/4 player rule' (rule 7) shall apply to Knockout Cup matches. In this case, no coin is tossed for breaks. The team with fewer players will take breaks 1 and 3, and be considered the 'away' team when applying the '3/4 player rule'. The other team will take breaks 2, 4 and 5 (which will no longer be even break).
 - b) If both teams are short handed but the numbers are even - both have 4 or both have 3 players - the match will be decided on the results of the 4 or 3 games only. Breaks will be decided by coin toss as above and in the case of 3 games, the third will be even break. If a decider is required, the two players from games 1 and 2 who did not have the break will play again in an even break game.
21. All competition games will be played on neutral tables as nominated by the Committee.
22. No player, having played in any team competition, will be allowed to play for another team in the same competition.
23. Players may only play in a competition under the name of the team for which they are registered.
24. In any doubles competition, should there be only one player available, the match can still proceed. However, the single player will only have one shot to his/her opponents two.
25. In all even break games, if the second break player is still on their first break when the bar drops the player shall be entitled to insert extra coins in an attempt to equal or exceed the first break player's opening break. If the first break player is still on the table when the bar drops or has played the table out during the opening break, the second break player shall be entitled to insert extra coins in an attempt to equal or exceed the first break player's opening break.
26. On receiving notification of individual or team competitions entrants are responsible for arranging matches promptly. Both parties are equally responsible; not just the first named. In case of difficulty

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contacting the opponent, entrants should first contact the appropriate coordinator. If no satisfactory contact has been made the competitions secretary will be notified immediately, and in any event within two weeks of the published draw date, for an agreement to be reached.

27. All players who fail to play their matches or submit their result to the Competitions Secretary by the closing dates specified will be automatically disqualified from the competition.
28. All results to be submitted to the Competitions Secretary by email, phone or text.
29. **Sprackling Cup.**

This trophy shall be awarded for a knockout competition for team champions. Each Team shall be entitled to nominate one representative, whose name must be submitted to the Competitions Secretary by the closing date specified by the committee. Any team failing to submit the name of their representative by the specified date will forfeit their right to enter the competition.
- 30 **Captains' Cup.**
 - a) The Captains' Cup shall be played during the season on a date and at a venue decided by the committee.
 - b) This will be a knockout competition between all team captains, as registered at the start of the season.
 - c) The format of the competition shall be determined by the committee and published in advance of the competition.

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Change Log

August 2024

- Rule 3 - Captains may agree changes in playing order.
- Rule 7 - A player's "second game", under the 3/4 Player Rule must not be played before their first drawn game.
- Rule 9 - Match scores must be reported in the order drawn.

August 2023

- All rules renumbered as 1 to 30.
- Rule 10 (prev. 35viii) - clarify rules related to games started but not completed due to medical reasons.
- Rule 12 (prev. 35x) - Clarify points allocation.
- Rule 13 (prev. 35xi) - To resolve teams finishing level on points and matches, avoiding recourse to a play-off.

August 2022

- Rule 35v (now rule 7) - 3/4 player rule.