



Econ Fuengirola winter pool league guidelines - 2010/2011 season

League guidelines for 2010/2011, updated as of the league general meeting at Amistad on October 7th, 2010.

1. **RULES** - Games rules will be based on the Old EPA Pool Rules, a copy of these will be supplied to each team entered in the league.
2. **FRAMES** - Each tournament will consist of 9 games (6 singles and 3 doubles). Teams should consist of a minimum of 6 players but it is advised to have more. (See guideline 6 - Number of players).
3. **START TIMES** - Matches must be played according to the fixture list. First match should start by 8:30 (20:30) latest 'unless otherwise arranged or decided between those teams'. Teams that arrive after 8:30 (20:30) will loose a frame for every 10 minutes late 'unless otherwise arranged or home team has been advised of late arrival in advance', if a player is available then he/she should start the match and not wait until the captain arrives unless agreed to by both teams.

If you are going to be late arriving at the match venue then let the home team captain know as soon as possible! (See guideline 12 - Fines)

4. **NUMBER OF PLAYERS** - For **ALL** 9 frames to be played a minimum of 4 players will be needed: 4 singles to be played by each player while the remaining singles matches must de played with 2 names drawn from a glass using those the 4 players names plus 2 doubles frames (the remaining doubles match or doubles partner must de played with a player or players using all the other players names being drawn from a glass or by any other means as long as agreed to by both teams) otherwise the matches are forfeited as under guideline 9.

(a) Doubles can be played using any of the singles players but can also be played using other members of your team if the team consists of more than 6 players. **A maximum of 3 frames can only be played per player and when there is less than sufficient players but when no less than 4 players.**

(b) **A fixture can be played if there at least 2 players available...**in the case of 2 players available then 2 singles and 1 double match can be played (Poss 3 points). In the case of 3 players available then 3 singles and 1 double can be played (Poss 4 points). In the case of 4 players then 6 singles and 3 doubles **but remembering that any one player can only play a maximum of 3 frames in total and only when there are 4 players available.**

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5. RE ARRANGED FIXTURES

(a) Any fixtures that are re-arranged must be arranged to be played within a maximum of 14 days after the original fixture date but not exceeding the final fixture of the league except in exceptional circumstances otherwise the team requesting the re-arrange will be deemed to have lost the match 7-0 (6 points + 1 win - 0).

(b) Any fixtures that are re-arranged must be done with a reasonable warning on fixture date, not less than 5 days would be considered reasonable unless both teams agree.

(c) If 2 options of dates cannot be agreed on then the re-scheduling team will be deemed to have lost 7-0 (6 points + 1 win - 0).

Note: Any re arranged fixture should preferably be played at the venue that they where originally drawn unless agreed to by both teams taking part. The landlord of that venue must be made aware of any change as early as possible before the day of the mixture, as well as (Econ) Mike.

6. **CANCELLING** – If a fixture needs to be cancelled then the cancelling team captain or acting captain must be notify the other team captain or venue. It does not class as a cancellation if the opposing team has not been notified so just calling Mike or Jason does not mean a successful cancellation. **The actual team venue or captain must be notified and it is the cancelling team captains responsibility to do this.** Telephone numbers will be show on the website and be handed out in the league paperwork.

(a) Due notice for cancellation needs to be given, if a fixture needs to be cancelled or rearranged it needs to be done 24 hours before the fixture or a fine of 20 € will be made against that teams deposit. This fine will be paid to the bar of the team that was let down, this can be used to cover any snacks that might have been prepared or spent on giving the team players a beer... for example.

You need to speak to the bar owner or team captain for a cancellation to be accepted as that.

7. **POINTS** - Scoring will be 1 point per game won, plus 1 bonus point for the winning team unless the opposing team fails to show.

If a team cancels or mails to show then the other team will be awarded 7 points (6 points plus 1 win point) and the defaulting team zero points.

8. **PLAYER** - Once a player has played a frame for an individual team, they are deemed to be registered to that team for the duration of the league (See guideline 9 – Player transfers).

9. **PLAYER TRANSFERS** - The transferring of players to another team will be allowed under the following circumstances, these are:

(a) In the event of the venue either closing, ceasing to trade or ceasing to function as a pool venue (*no longer has a pool table*). It will be the responsibility of the team to try and re-locate. Econ pool must be informed as soon as possible if a venue will be no longer available, any deposit will be lost if the team does not continue.

(b) When there is no objection from more than 50% of the teams playing in the league (within 3 days of posting), to object the player/s objection needs to be raised with Econ Mike: 609 504 427.

Note: It may take up to 14 days to get clearance on a transfer request, a transfer request can be done verbally by calling 'Econ' Mike, no paperwork is involved for application.

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|***** Econ Gombra Services SC *****|

29640 Fuengirola, Malaga. CIF: J92524214

Movil: 609 504 427 -:- Fax: 952 667 206 -:- Web: www.econpool.com -:- E-mail: info@econpool.com

10. **GAME COST** - Pool games should be paid for, it is generally accepted that the home team will pay for the games. Price per game must not exceed 1 Euro, if this situation exists then it should be discussed with the landlord or table operator to compensate.
11. **REFEREES** - Referee/s can be selected on the mixture night, it is the home teams responsibility to supply any referees although members of the visitors team or spectators can be used if they are happy to do so, this is left to the teams to suit themselves.
12. **FINES** – If a 'team' cancels, defaults on turnout or does not notify the opposing team the day before a fixture then that team will be fined 20 €. This fine will be paid to the bar of the team that was let down and can be used to compensate for any snacks that might have been prepared or used at the bar owners discretion.

The above fines will be enforced without question. Fines will be paid from a teams deposit payment, any team that uses up their deposit has the option of renewing their deposit fund by 60 € or be expelled from the league.

Most people understand that it is disrespectful to let other team players and bars down, bar owners go out of their way to prepare snacks and this costs them money while some players may make arrangements and book babysitters so they can play.

13. **CONFERRING** - No conferring is allowed after the break through until the end of a frame unless between two doubles partners of the frame being played, if conferring takes place other than this after a referees warning it will be classed as coaching. (*See guideline 14 - Coaching*).
14. **COACHING** - Coaching is not allowed during a game and can result in the playing rules being strictly adhered to if coaching persists after a referees warning. A player is permitted to consult with a referee as regards to the rules, even during his match.
15. **SLOW PLAY** - Referees will warn a player who is in his opinion taking too long between shots and will be asked to make progress (*1.5 to 2 minutes would be deemed as slow play*). If the player does not play within several seconds after a slow play warning then the referee can award a foul. (*There are very few incidents within the league where players are penalised for slow play, referees are urged to apply the rules only in severe circumstances so as to maintain the very good playing spirit that is evident within the league*).
16. **DISPUTE** - In the case of any dispute the referees decision is final. (*It is to be remembered that this league is for sporting purposes and matches should be played in a sportsman like manner*).

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17. SCORE SHEETS

(a) One score sheets will be supplied and must be returned signed by both team captains. Frame player names should be drawn from a hat before that frame is played, this then provides total transparency on team opponents and so pairing one player against another cannot take place.

(b) It is important to enter players FULL NAMES on score sheets, otherwise player ranking will not be taken into consideration. It will not be possible to come back later and say that a Christian name on a score sheet should be a such and such player, the full name needs to be written on the score sheet

(c) Each score sheet needs to be presented with subs of 4€ per team (8€ total). These will be picked up by Mike from the home teams venue the day after the match.

If you are interested in your player ranking status then make sure your full name has been use on the score sheets!

18. MATCHES SCHEDULE - The schedule of play on league match evenings would be:

8:00 p.m. to 8:20 (20:00 to 20:20) Away team players expected to turn up at venue.

8:30 p.m. (20:30) First game of singles to start and continue over 6 frames, if both teams are present and want to start before 8:30 p.m. then that is not a problem.

After 8:30 p.m. (20:30) 10 minutes will be allowed per player to turn up, 1 point will be awarded to the opposite team each time after this deadline passes.

E.g: Say 3 players turn up by 8:40, if no other player has turned up by 9:00 and there is a frame due to be played then 1 point will be awarded to the opposing team, if by 9:10 no other player has turned up then another 1 point will be awarded to the other team etc.)

A 15 to 20 minute snack break (Sandwiches, pizza or other to be supplied by home team).

First of 3 doubles frames should start approximately 15 to 20 minutes after the snack break starts.

After the end of the matches the score sheet should be signed by both captains and left with the home team along with a total of 8€ (4€ + 4€), this will then be picked up by Econ.

Econ pool web site is at: www.econpool.com

19. PRIZES – There will be the following prizes:

1st - Winners | Venue € payment, team trophy & individual player trophies.

2nd - Runners up | Team trophy & individual player trophies.

3rd - Runners up | Team trophy & individual player medals.

Runners up play off:

Winners | Small € payment & team trophy.

Runners up | Small € payment & team trophy.

Top ranking player prize (8 ball pool cue and case worth 125 €, sponsored by Econ pool).

Best snacks award. | Trophy

Raffle for a 2 piece snooker cue.

20. DRAW - If for any reason there is a draw after the last fixture has been played then a (6 single matches) play-off will be played over the following 2 weeks after the last fixture at both team venues and then finally a 3 match singles best of 1 frame knock out if a draw still exists.

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21. **BEHAVIOR** - Teams not attending meetings, failing to fulfil their fixtures or being reported to the league for rowdy or unfriendly behaviour may be expelled from the league and their deposit lost.
22. **SPONSORS** – We are interested in sponsors, anyone with a business wishing to sponsor the league for Fuengirola or La Cala should contact Mike, there are many benefits in sponsorship & it doesn't cost a fortune.
23. **IMPORTANT** - Last but not least: **THIS IS A FUN LEAGUE..... It is to enjoy yourselves.**

(Econ) Mike's contact details:

Tel: 609504427

Email: info@econpool.com