

## **Econ Fuengirola winter pool league 2018/2019 season - How the League operates**

### **1. NUMBER OF GAMES and PLAYERS**

- 1.a. Each league match will consist of 9 games (6 singles and 3 doubles).
- 1.b. A team consists of 6 players.
- 1.c. A match shall be considered valid as long as four (4) players are available.
- 1.d. In the event of a team being less than six players, that team can, if it so wishes, forfeit a game or games.
- 1.e. Any player can only play a maximum of three games in one match.
- 1.f. If a player plays more than one singles frame, then it is the first game that is used for player ranking purposes, even if they are playing to replace another team player that is not available. 1. In the case of two players being available then two singles and one doubles match can be played, with a 2 point penalty.
- 1.g.1. In the case of four players being available then six singles and three doubles shall be played, with 1 point penalty. The remaining two singles games shall be played by drawing the player's names from a glass that holds those four players names or other fair method agreed by both teams. (See 1.e)
- 1.g.2. In the case of five players being available then six singles and three doubles shall be played, with 1 point penalty. The remaining singles and doubles games shall be played by drawing the player's names from a glass that holds those five players names or other fair method agreed between both teams.
- 1.g.3. If less than 4 players are available then the game needs to be reorganised. It is important to understand that a 20 hour notice needs to be given to the opposing team or a returnable deposit deduction of between 20€ and 30€ will be made.
- 1.g.4. Additional players can be added to the team, even at the last moment, excluding any player who has played for another team in the ECON league this season. If a team is short players then a customer from the bar can play for a team as long as that customer has not played for any other team in the same league that season.

### **2. WHO PLAYS WHO - DRAW**

- 2.a. In order to give equal opportunity to all members of all teams, player v's player "who plays who" shall be entered in a fair manner.
- 2.b. The home team shall write the names of its players on the score sheet.
- 2.c. The score sheet should then be folded over so the home team player list cannot be seen and the away team shall then write the names of its players on the score sheet.
- 2.d. The away team players should select their players and order by using playing cards or a draw only if the home team prefer this method.
- 2.e. This draw shall be conducted in the presence of at least one player from both teams. This system applies to both singles and doubles matches, the visiting team having previously nominated their doubles partners.

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### 3. PLAYING ORDER

- 3.a. Taking into account that a player or players might have limited time, the order of playing games shall be determined by the captains, and is therefore not based on the order of players on the score sheet.
- 3.b. In the event that such an arrangement has been made to accommodate a limited time player, and his/her opponent does not agree to play in the order decided, then that opponent shall forfeit the game.

### 4. STARTING TIME

- 4.a. First match should start at 8:30 (20:30).
- 4.b. Teams that arrive after 8:30 (20:30) can lose a frame for every 10 minutes they are late, unless otherwise arranged by both teams, or home team has been advised of late arrival in advance.
- 4.c. If one player is available then if possible he/she should start the match "relative to a valid draw having been made as in point 2.a" and not wait until the captain or other players arrive, unless previously agreed by both teams.

### 5. PRACTICE FOR VISITING TEAM

The pool table should be free for visiting player practice, the latest time being 8:15.

### 6. REARRANGED FIXTURES

- 6.a. Any fixtures that are rearranged should be organised to be played within a maximum of 21 days after the original date of the fixture but not exceeding the week before the final fixture of the league. Otherwise the team requesting the rearrangement will be deemed to have lost the match 7-0 (6 points + 1 win)
- 6.b. If 2 options of dates cannot be agreed for any reason, then the match can be claimed by the opposing team 7-0 (6 points + 1 win)
- 6.c. If there is a continued dispute with a rearranged match then that match will be deemed to be null and void with a score of 0-0
- 6.d. Any rearranged fixture should be played at the venue where it was originally drawn, unless agreed 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 fixture, as well as Mike.

### 7. CANCELLING OR NOT TURNING UP

- 7.a. If a fixture needs to be cancelled, then the cancelling team captain or acting captain must notify the other team captain or venue. It does not class as a cancellation if the opposing team has not been notified.
- 7.b. Contacting Mike does not mean a successful cancellation.
- 7.c. If a fixture needs to be cancelled or rearranged it shall be notified a minimum of 20 hours before the fixture. In the event that this is not the case, a deduction of 20 € will be made against that teams deposit and a 1 point penalty will be deducted from the team's points.
- 7.d. This amount shall be paid to the bar of the team that was let down from that teams deposit.
- 7.e. If a team does not arrive without informing the opposing team captain then a 30 € deduction will be made from that team s deposit, or as much as is left if less than 30 € remains, and paid to the team bar that was let down, as in 5.d. A 3 point deduction will also be incurred.

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## 8. POINTS

8.a. Scoring will be 1 point per game won, plus 1 bonus point for the winning team unless the opposing team fails to show.

8.b. In single, round robin Cup games an away game win will be awarded only 1 point.

## 9. PLAYER REGISTRATION and TRANSFER

9.a. 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 season.

9.b. The transferring of players to another team will be allowed in the event of a venue either ceasing to trade or ceasing to function as a pool venue.

9.c. Notice of transfer needs to be made on or before the previous Thursday to get clearance for playing in the following Thursday s game. To get clearance for a transfer request, the request can be done verbally by calling Econ Mike, written application not being necessary.

9.d. The deposit paid by the venue will be lost if the team does not continue to play in the league.

## 10. PLAYER BANNED BY VENUE

If a player is barred from a bar then that is solely the concern of the bar and the player.

## 11. TEAM DEPOSITS

11.a. Penalties imposed by ECON shall be deducted from the team deposit.

11.b. In the event that a venue that has exhausted its deposit by the payment of penalties, the team shall have the option of renewing their deposit fund by 80€ or otherwise expelled from the league.

11.c. A team failing to fulfil its fixtures will forfeit its deposit

## 12. DISPUTES

12.a. In the event of a dispute all games must still be played.

12.b. Any games not played will be deemed as lost to any player who refuses to play.

12.c. If both players refuse to play then the match will be deemed as null and void.

12.d. If a match is not completed as a result of a dispute then that match shall be replayed or it will be deemed null and void with both teams receiving 0 points.

12.e. In the event that a replay cannot be arranged within 14 days without dispute, then the match may be declared null and void with both teams receiving 0 points.

## 13. SCORE SHEETS

13.a. Players full names must be used, decided as in Section 2, should be entered into both score sheets before the first frame is played.

13.b. Score sheets must be signed by both team captains.

13.c. If a score sheet or the frame results are tampered with or written in an unreadable manner, those frames will be void.

13.d. After the end of the matches both score sheets should be signed by both captains and left with the home venue. These will then be picked up by Mike or other connected with ECON.

13.e. Additional score sheets can be downloaded from the DOWNLOADS menu link on the ECON Fuengirola Pool League web site [fuengirolapoolleague.com](http://fuengirolapoolleague.com)

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#### **14. FAIR PLAY and BEHAVIOUR**

In the event that a team being reported to the league for rowdy, or unfriendly, behaviour that a team may be expelled from the league and forfeit its deposit.

#### **15. TEAM LEAGUE RANKING**

**15.a.** In the event that two teams have the same number of points after the last fixture has been played then a play-off will be played over the following 2 weeks after the last fixture, at both teams venues.

**15.b.** In the event that a draw still exists, a 6 singles and 3 doubles, at a neutral venue.

#### **16. 7 BALLER / 8 BALL CLEARANCE**

Any player who pots all his own balls and then the Black to win the game, leaving all the opponents 7 balls on the table, is accepted as a "7 Baller or 8 ball clearance", even if that player's visit starts by having two shots. The players 7 balls must be potted in one visit to the table.

#### **17. TEAM PULLING OUT / BAR CLOSES**

**17.a.** Econ pool must be informed as soon as possible if a venue will no longer be available

**17.b.** In the event that a team withdraws from the league, ECON will then try to replace that team.

**17.c.** The points for that new team shall be set to the same as the lowest team points in the league.

**17.d.** In the event that the team cannot be replaced within 2 weeks, then all the points won against that team will be deleted from all other team s points.

**17.e.** In the event that a team moves venue for some reason, a point penalty will not be incurred by the team.

#### **18. UNCOMPLETED GAME**

In a dispute all games must still be played. Any game not played shall be deemed as lost by any player who refuses to play it. If both players refuse to play then that match shall be deemed as null and void.

#### **19. UNCOMPLETED MATCH**

If a team refuses to play then that match shall be deemed as being lost by the team refusing to play.

#### **20. TEAM FOULS**

**20.a.** A team that plays an ineligible player, already registered with another team in the ECON league, shall be determined to have committed a team foul.

**20.b.** A team that uses a false name on the score sheet, shall be determined to have committed a team foul.

**20.c.** A team committing a team foul shall have their match points deleted and shall have 2 points deducted from their team total.

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## 21. CUP GAMES

**21.a.** Venues to be used for semi final games shall be decided by the captains of the teams in the semi final, chosen from the venues of either of the other semi final teams, unless decided otherwise between the semi final teams.

**21.b.** If both semi finals select the same table then it is the first to give notice to Mike that takes preference.

**21.c.** Notice shall be given to Mike 7 days before the game. **Tel: 609 504 427**

## 22. LEAGUE PRESENTATION

The ECON league presentation will be held at the winning team's venue.

## 23. 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. These are available in English, Spanish and Finnish, these are also available at [fuengirolapoolleague.com](http://fuengirolapoolleague.com)

## 24. PRIZES

There will be the following prizes provided by ECON pool

**1st - League Winners** / Venue payment Team € payment, Team trophy & Individual player trophies.

**2nd - League Runners up** / Team € payment , Team trophy & Individual player trophies.

**3rd - League Runners up** / Team € payment , Team trophy & Individual player medals.

**1st – Cup Winners** / Team € payment, Team trophy & Individual player trophies.

**2nd – Cup Runners up** / Team € payment, Team trophy.

**Individual competition:** player's trophies and winnings, 1st and 2nd places

**Doubles competition:** player's trophies and winnings, 1st and 2nd places  
1€ per point for players with 5 or more ranking points during the league.

**Top ranking player prize** (2 piece cue and case) There will be a maximum of 3 winners on this, if there are over 3 winners then there will be a playoff between the top ranking players.

**Raffle for a 2 piece snooker cue.**

**Players achieving a 7 ball clearance:** Trophy

**Mike's contact details:**

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**Websites:**

ECON website: [www.econpool.com](http://www.econpool.com)

ECON Fuengirola pool league website: [www.fuengirolapoolleague.com](http://www.fuengirolapoolleague.com)