

## Econ Fuengirola winter pool league 2022/2023 - How the League operates

**Foreword:** This seasons league will be run by Alan Craine 665 329 678 An image of the results need to be sent by whatsapp to this mobile number after a game has been played. Results not received 'for whatever reason' by 8am the following morning after a game may result in a 1pt penalty against the home team! **Make sure your results have been sent... it is home teams responsibility!**

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

- 1.a. Each league and cup 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 when a team is short.
- 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 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 and paid to the team let down.
- 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 except in the situation were the game being played is the last game of the season 'scheduled or re-scheduled', where a minimum of 4 players must be actually players who have played for both teams before that season.
- 1.h. Players in Semi and Final games must have played 2 previous games throughout the league or cup of the same season, any player who has not already played 2 games will have their frames marked as LOST.

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## **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.

## **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. If a date is not arranged then 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 Alan Craine.
- 6.e.** Any frames from a LEAGUE game that has been rearranged, must all be played or that game may result in a null and void result.

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## **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.

## **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 unless they transfer.

**9.b.** The transferring of players to another team will be allowed once, unless 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 made verbally by calling Alan Craine, written application not being necessary.

**9.d.** The deposit paid by a team will be lost if the team does not continue to play in the league or leaves any game unplayed..

## **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 the league shall be deducted from the team deposit.

**11.b.** In the event that a team 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 fulfill all of their 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 21 days without dispute, then the match may be declared null and void with both teams receiving 0 points.

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### **13. SCORE SHEETS**

- 13.a. PLAYERS FULL NAMES MUST BE USED**, decided as in Section 2, names should be entered into 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 classed as void.**
- 13.d. After the end of the matches both score sheets should be signed by both captains, photographed and sent to ALAN CRAINE by whatsapp on 665 329 678** then the sheet left with the home venue and kept in the league folder for future reference.
- 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)****

### **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 time permitting, this could be done as 1 set of games over 1 evening.
- 15.b.** In the event that a draw still exists, a 6 singles and 3 doubles, at a neutral venue.

### **16. 8 BALL CLEARANCE**

Any player who pots all his own balls and then the Black in one visit (2 if having 2 shots) 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 (within 2 if having 2 shots/visits).

### **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. TIME LIMIT ON PLAYING A SHOT**

- 18.a.** Referees will warn a player who is in their opinion taking too long between shots and will be asked to make progress, more than 1 minute for thinking about playing a shot would be deemed as slow play.
- 18.b.** If the player does not play their shot within 15 seconds after a slow play warning then the referee can award a foul.
- 18.c.** The referee must alert the player that a foul will be called if the shot in not played within the next 15 seconds when they are warned of slow play.

*(There are very few incidents within the league where players should be 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).*

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## **19. DISCUSSION BETWEEN PLAYERS**

**19.a.** Discussion **between singles players and team or others** excluding referee is not permitted once a player has started his visit until that visit ends, once a visit starts no discussion is permitted.

**19.b.** Discussion **between doubles players** is permitted between shots and before the player starts his visit or restarts his visit after a shot, once a visit starts 'PLAYER TOUCHES TABLE' no discussion is permitted.

## **20. 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.

## **21. UNCOMPLETED MATCH**

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

## **22. TEAM FOULS**

**22.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.

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

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

## **23. WHITE BALL AFTER A FOUL**

**23.a.** If the referee calls a foul and the player wishes to move the white ball to behind the baulk line then it is recommended for the player to ask the referee to hand him the white/cue ball.

**23.b.** **If the referee has called a foul, then a player touches or lifts the white ball, it is not deemed a foul** (See 23.a.)

**23.c.** If a player thinks a foul has been committed and that player touches the white/cue ball before the referee calls a foul, then that will be deemed a foul and 2 shots will be awarded to the opposing player... the referee must deem and call a foul first

## **24. CUP GAMES**

**24.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.

**24.b.** If both semi finals select the same table, then it is the first to give notice to **ALAN CRAINE** that takes preference.

**24.c.** CUP games have 1 point per frame and no point for the win.

**24.d.** Players need to have played 2 games for their team in the season to be able to play legally in any **CUP FINAL** game that team is involved in, a 1 point penalty will be incurred and any win point for that player will be removed for that player.

**24.e.** If there is a draw in a CUP final game because any penalty point deduction through point **24.d.** favour will be given to the team with all legitimate players and they will be deemed to have won.

**24.f.** If there is a draw in a CUP final game because BOTH teams incurred ANY penalty point deduction through point **24.d.** then a final playoff of 1 player from each team player having their name drawn from a glass, will be used as a decider.

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## **25. TABLE & CLOTH TYPE**

**25.a.** English pool tables sizes 6 foot and 7 foot can be used in the league.

**25.b.** Cloth can be napped cloth such as 6811, worsted 681 Pro cloth or equivalent.

## **26. LEAGUE PRESENTATION**

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

## **27. 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 by download as a PDF on the [fuengirolapoolleague.com](http://fuengirolapoolleague.com) web site as are these 'How the league operates' sheets.

**Contact details & whatsapp: ALAN CRAINE 665 329 678**

## **Websites**

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

Fuengirola pool league mobile friendly: [www.fuengirolapoolleague.com/resultsmobile.php](http://www.fuengirolapoolleague.com/resultsmobile.php)