

Viking Pool League - General Rules & Constitution – December 2025 Update

1. Constitution

- 1.1. The organisation shall be known as the Viking Pool League.
- 1.2. The purpose of the Viking Pool League is:
 - 1.2.1. To foster sportsmanship, provide competitive opportunities for participants, and build community among players.
 - 1.2.2. Support the sport of blackball pool in Market Weighton, Pocklington, and surrounding villages.
 - 1.2.3. Promote and support the local pubs and clubs in Market Weighton, Pocklington, and surrounding villages.
- 1.3. The Membership of the Viking Pool League is as follows:
 - 1.3.1. Any pub or club with a pool table available on Wednesday evenings within the Market Weighton, Pocklington, and surrounding area can join the league.
 - 1.3.2. For multiple teams entering from the same establishment, a maximum of two teams can enter per available pool table.
 - 1.3.3. When joining the league all teams must provide the name of a team captain, vice-captain and a minimum of six players.
 - 1.3.4. All players added to the entry forms at the start of the season are ‘signed’ to that team. If they wish to move mid-season, £5 must be paid to the committee before they can play for their new team.
 - 1.3.5. Membership is open to individuals who join a team and agree to abide by these General Rules and Constitution.
- 1.4. Governance
 - 1.4.1. The league is governed by a committee, currently comprising Chris Sparrow, Phil Green, and John Baker.
 - 1.4.2. The committee acts as a point of resolution for any issues that cannot be resolved by teams / captains.
 - 1.4.3. Changes to these rules and constitution are determined at the AGM for each season.

- 1.4.4. Items for the agenda must be delivered in writing to a committee member no later than seven days before the AGM. Each letter must contain a clear indication of the vote being requested, for a binding Yes/No vote to be conducted at the AGM.
- 1.4.5. Attendance at the AGM is mandatory for all teams with one member of each team expected to be present for the meeting and any votes.
- 1.4.6. All members of the league are entitled to a vote.
- 1.4.7. Only in the case of a tie will the committee cast a deciding vote.

2. League Fixtures

- 2.1. All fixtures to be played using the current "UK BLACKBALL POOL RULES".
- 2.2. All fixtures to be played on or before the designated dates as set out by the committee each season, unless they cannot be played under exceptional circumstances i.e., bad weather, emergencies etc. In which case the committee and opposing team must be informed ASAP.
- 2.3. All matches to be played by playing twelve individual frames, resulting in one point per frame to the winning team.
 - 2.3.1. Players are randomly drawn by the opposition Captain before the start of the match, for the first six players, and again at the midway point for the second six.
 - 2.3.2. If a team has six or more players, any player can be selected to play for a second time after the first six frames, or halfway point if more than six players initially selected.
 - 2.3.3. If a team only has five players, they are permitted to have the opposition Captain draw two of their players, from their list of five players, to play frames eleven and twelve. This is known as the 'five player rule'.
 - 2.3.4. The 'five player rule' can only be used for 40% of matches. For the 2025/26 season this is a maximum of 14 league games.
 - 2.3.5. Teams are not permitted to draw a third time if they start with six or more players, but some subsequently leave before they have played their frames.
 - 2.3.6. However, if a team commences with five and a sixth joins later, they can draw their initial five, then draw from the full six, and finally draw again for one player to play the twelfth and final frame. This does not count towards the 'five player rule'.
 - 2.3.7. If a team only has four players, they may draw all four in the first half, giving away frames five and six. Then draw from their four players for frames seven to ten and

undertake a third draw for frames eleven and twelve. This does count towards the ‘five player rule’.

- 2.4. All fixtures to commence on or before 8.00pm on the designated dates.
- 2.5. Any matches cancelled due to exceptional circumstances must be rearranged by both parties agreeing the nearest available date and informing a committee member.
- 2.6. All League Matches, including those rescheduled, to be completed before the end of season AGM.
- 2.7. If a team fails to turn up at the designated venue to start the match by 8.00pm then each frame may be claimed every five minutes (e.g., 8.05pm - 1/0, 8.10pm 2/0 etc.) until a winning score has been reached then all the remaining games will be claimed.
- 2.8. Failure to turn up for any league fixture will result in a team fine of £10 and must be paid before the next league fixture. It will result in a 12-0 loss.
- 2.9. Failure to turn up to two league fixtures during any one season will result in that team being removed from the league and all points will be removed if still in the first half of the season. If in the second half of the season, only the second half points will be removed.
- 2.10. If a player is selected but fails to turn up at the designated venue to start their frame by the halfway point (after the first six frames / halfway point if more than six players initially selected), then their frame may be claimed. The home and away captain can agree beforehand to waive this rule, if both parties agree.
- 2.11. The Captain’s WhatsApp group must be informed of all league fixture results within 24 hours. Failure to do so will result in both teams involved receiving six points each.

3. Knock Out Fixtures

3.1. Team KO competition

- 3.1.1. For all team KO matches the matches are played according to the league rules, with the exception of now ‘five man rule’, meaning a team will lose two frames (six and twelve) if they only have five players
- 3.1.2. All team members playing in the Team KO competition must make sure they have played a minimum of three separate matches in the league to qualify playing in the semi-finals or finals. Failure to do so will result in that team being removed from the competition and the opposing team going through to the final.
- 3.1.3. In the case of a 6-6 draw, a decider is played.

3.1.4. All semi-finals and finals are to be played on neutral venues as selected by the committee.

3.2. Single / Pairs / U30 / O45 competitions

3.2.1. All matches are best of five frames, quarter-finals and semi-finals are the best of seven frames, and the finals are the best of nine frames.

3.2.2. All individuals playing in any KO competition must make sure they have played a minimum of three separate matches in the league to qualify playing in the semi-finals. Failure to do so will result in that individual/pair being removed from the competition and the opposing team going through to the final.

3.2.3. If two or more matches are designated at the same venue, then each match must be played ASAP after each other. All players involved must be at the venue for 8.00pm.

3.2.4. If an individual fails to turn up by 8.00pm on the designated date Rule 2.7 of the league rules applies.

3.2.5. Any match that has been rearranged and agreed to by both parties has a new "designated date" and can be played after 8.00pm (only if the time has been agreed by both parties). Failure to turn up at the agreed time can result in Rule 2.7 of the league rules applying.

3.2.6. Failure to turn up to any individual / pairs match unless you have informed your opponent before-hand or in exceptional circumstances, will result in the player not allowed to enter that KO competition in the next season.

3.2.7. If for any reason, in any match both parties cannot agree on a new "designated date" then the committee should be informed ASAP and they will try and resolve the situation.

3.2.8. The Captain's WhatsApp group must be informed of all KO fixture results within 24 hours. Failure to do so could result in both parties being removed from the competition.

4. **Miscellaneous Points**

4.1. All rules are subject to change by the committee or AGM.

4.2. Updated December 2025