



BY-LAWS & DEFINITIONS

Venue: Place where matches are played

Club: Social group at a venue. A club may comprise a number of teams.

Team: A divisional representation of each club. Only one team, per division, per club.

Rubber: As part of a match between two teams, a predetermined number of frames in a singles, doubles, or the "tiebreaker" between two players, or two pairs of players. See match format in schedule.

300 To be read in conjunction with the Constitution, Standing Orders, and Playing Rules.

- (a) Ignorance of the By-Laws will not constitute grounds for appeal. Breaches of the By-Laws will incur penalties at the discretion of the Executive Committee.
- (b) The Executive in accordance with the objectives stated in our Constitution may make By-Laws. Changes made after the commencement of the winter season must be communicated to delegates in writing, or at a delegate meeting.
- (c) By-Law(s) to be added or amended to is to be sent in writing to the Secretary twenty-one (21) days prior to a Delegate meeting. All members are invited to make suggestions, but the final decision shall be at the discretion of the Executive Committee.

RESPONSIBILITY OF CLUBS AND VENUE MANAGEMENT

301 In conjunction with Club Captains, Members, Supporters and Umpires, it is the duty of Venue Management to promote the "Spirit of the Game" among those present on competition nights.

302 Each Venue shall provide the minimum equipment requirements as described under "Equipment" in the WORLD RULES. The Pool Table and Balls must be maintained in good working order, that is the table must be level, cushions and cloth dust free and not worn and the balls clean and unchipped.

- (a) Further to the minimum requirements described above, the MMPL shall ensure that Clubs/Venues improve playing conditions and environment to a standard deemed fit for play.
- (b) The MMPL shall make league property (scoreboards, scorebooks, handbooks, timepieces, etc) available to improve the quality of the game and playing conditions where possible.

303 Each Venue and/or Club should also provide a small supper, including two (2) jugs of Beer for the players of each Team participating on competition night.

304 Venue management has the right to refuse entry, particularly in relation to behaviour, dress and/or age.

PLAYER CONDUCT

305 It is up to each Club to keep a good relationship with Venue Management and visitors, for the well being of the members, the Venue, the League, and the Game alike.

306 The game is to be played in a sportsman-like manner.

- (a) Clubs and the Club/Team Captain shall be responsible for the discipline and general conduct of their team and will report any incidents likely to reflect on the good name of the MMPL. Clubs must realise that the team is their responsibility, not the Umpires, and it is their duty to keep the team in order.
- (b) It shall be the duty of all members to cooperate with all appointed officers and officials of the MMPL in the lawful carrying out of their duties.
- (c) Any Member(s) asked to leave the Venue on competition night will forfeit any game(s) in which they are yet to participate in.
- (d) Clubs shall also bring to the notice of the Executive Committee any complaint, query, or controversial issue raised amongst the players.
- (e) All Players are expected to promote the MMPL objectives, particularly in relation to Rule 102 (a), (b), and (c).

DISCIPLINE

307 Any member who causes a disturbance or by way of intimidation of any nature, or other breach of spirit of the game during home and away games, finals, meetings or any other function organised by the MMPL, will be brought before the Executive Committee, as soon as possible after notification has been received by the Executive.

308 Any member found guilty of maliciously damaging MMPL property, or the property of any fellow member, or Venue/Club, shall be liable to make good such damage, at the order of the Executive, and may be subject to further disciplinary measures as decided by the Executive.

309 Defence on Inquiry- Notice shall be given by the MMPL Executive of the Executive's intention to hold an inquiry referred to in Rules 307 and 308. The member will be notified of the specific charge(s) alleged.

- (a) At the inquiry, witnesses to the alleged conduct shall be called to give evidence and the person charged will be given the opportunity to cross-examine or question those witnesses in relating to their evidence. The member charged is entitled to present and also entitled to call witnesses on his own behalf.
- (b) Fines and/or suspensions imposed on a member by their own Club shall not be read out prior to any inquiry conducted by the MMPL Executive Committee.
- (c) If found guilty of the alleged offence, the Executive reserves the right to impose any penalty they deem fit. Although there is no right of appeal, the decision may be reviewed by members of the Executive (that do not have a conflict of interest), if new information comes to light.
- (d) The Executive is responsible for advising the state representative association of any suspended members. Any members currently suspended shall not be eligible to participate in any affiliated competition within the association and the state association shall maintain a register of all currently suspended members (across all affiliated leagues).

UNREGISTERED PLAYERS

310 Player Registrations are required to be paid by the Friday after competition night, but certainly no later than close of business (5PM) on the following Friday. Teams found guilty of playing an unregistered player shall be penalised as follows:

- (a) The loss of all points gained for the frames played on the night, which will be awarded to the unregistered player's opponent.
- (b) The deduction of two- (2) premiership points for each night concerned. If a winning team, the initial four- (4) premiership points gained will be reduced by two (2) premiership points. If a losing team, two (2) premiership points will be deducted. No bonus premiership points will be awarded to the opposition team.

MATCH PROCEDURES

311 The fixture of games setting out the teams, dates, and venues for matches MUST be adhered to, unless the MMPL Executive notifies a change. Clubs must communicate with the Statistician if difficulties are foreseen.

312 Competition night will be TUESDAY and matches, conforming to "WORLD RULES" will commence at the starting time as designated by the Executive, usually 7 p.m.

313 Matches will consist of a game format designated by the Executive Committee.

- (a) In accordance with the current structure of match format: No individual may play more than two rubbers during any match night. Only one of those two rubbers may be a singles rubber.
- (b) If teams are level on points at the conclusion of games, a "tiebreaker" rubber (consisting of one frame) will be played by player(s) nominated at any stage of play during the match night.

314 Tables must be clean and level. Balls must be of standard competition size. The home team must have at least one (1) 'spider' and one (1) 'bridge' for competition nights.

- (a) It is the Clubs responsibility to ensure that environmental noise, table lighting, thoroughfares, and space around the table are acceptable to the MMPL executive for the proper conduct of the game. These high standards are a mandatory pre-requisite for Clubs participating in Premier Division.

315 Full Team Lists must be written up before the first game and shall include the names(s) of, at maximum, two (2) reserves.

- (a) Status of Reserves: A reserve may be a non-MMPL member during the home-and-away season, but must register as soon as he/she plays. During the finals, all nominated reserves MUST be registered MMPL members who have also qualified to play in the finals (see Rule 328 (a)).
- (b) If no reserves are available, another player listed can substitute a player. The replacement player cannot play in more than two rubbers; see Rule 313 (a) above. Note: Simply replacing a player with a substitute does not constitute "changing the team order".

(c) Player Substitution: A player may be replaced by a substitute at any stage of the match (exception: see Rule 316).

(d) Both Captains on both score sheets must initial any change of playing order substitution.

(e) Substitutions should be applied in the spirit of the game and not applied to gain unscrupulous competitive advantage.

316 Any player(s) asked to leave the premises will forfeit any game(s) in which they were to participate. Substitutes cannot be used in this situation.

317 If a Club has not written up their team list and/or the first game has not commenced within fifteen (15) minutes of the designated starting time, the first frame shall be forfeited. Each subsequent frame shall be forfeit on the expiration of five (5) minutes. On the forfeit of fifty percent (50%) of the frames, the other team will be awarded all points.

- (a) Score Sheets must be completed for all frames as if the frame had been played and forwarded to the Statistician in the usual manner. The requirement for sign-off by the opposing Captain under Rule 323 (b) may not be possible under these circumstances and an official protest should be lodged.

- (b) Clubs are strongly reminded of Rules 102 (b), 305 and 311 and the need for consistent and continuous communication between Captains on competition night.
- (c) To finish the night the Captains should invite each Team to come together for a brief speech by each side.

UNFINISHED MATCHES

- 318 If a match is not completed on the date listed, the unfinished game(s) are to be played at the same venue on the following night, providing the MMPL Executive is first notified.
- (a) Scores must be phoned through immediately the game(s) are completed. The non-appearance by players involved will result in the forfeiture of game(s). Substitute players cannot be used and results can only be determined by the playing of games and not by the toss of a coin etc.
 - (b) To avoid the occurrence of unfinished matches, a second table should be used, where possible.
 - (c) A match where both opponents forfeit their rubber shall be considered as an unfinished match.
 - (d) The Executive shall decide upon the appropriate course of action in the matter of unfinished matches.

SCORING

- 319 All frames are scored at 1 point for a win, nil points for a loss. Winner of the match is the team, on completion, with the highest number of points.
- 320 Four (4) premiership points shall be awarded to the match winning team. Percentage shall be determined by dividing 'frames for' by 'frames against' and multiplying this total by 100, $(FF/FA)*100$. "Tiebreaker" frames shall be included in the percentage.
- 321 When teams have won an identical number of frames, the team that has the higher percentage score shall be placed in a higher position on the Premiership ladder.
- 322 Player statistics shall be determined by dividing 'frames for' by 'total frames', multiplied by "frames for" and multiplying that result by 100, $(FF/TF) * (FF * 100)$. "Tiebreaker" frames shall be included in the statistics.

SCORE SHEETS

- 323 Match scores will be recorded on MMPL Score Sheet Books as supplied by the MMPL.
- (a) Score sheets must be correct in every detail. At the conclusion of matches, they are to be checked by both Captains and signed. Disputes and/or queries are to be stated on the score sheet as a designated protest. The opposing Captain must initial any alterations to the Score Sheets.
- 324 Each Captain must ensure their Team Score Sheet is in the possession of the Statistician by 6 PM the Thursday following the match.
- (a) Team points and frames won, as well as personal statistics, shall not be credited to a team until that team's Score Sheet is received.
 - (b) Any Score Sheet not received by fourteen (14) days after the initial deadline noted in By Law 324 (a) will be permanently void.

RESULTS OF MATCHES

- 325 On receipt of ALL Match Results the Statistician will calculate the 'Ladder' and distribute a copy to each Club.
- 326 In the event of teams being tied on points and percentages at the end of the home and away games, for a position in the Finals, these teams will be played off prior to the Finals, to arrive at the appropriate number of teams required. Such matches will come under the Rules as set out for finals matches (Rules 328 to 330).

PROTESTS

- 327 If the Captain intends lodging a protest, he must inform the Umpire and the opposing Captain when the incident occurs, but complete the Match.
- (a) Captains should always attempt to reach an agreement on the matter under consideration. Those disputes which cannot be resolved by teams in collaboration, should be referred to the MMPL Executive, by forwarding a written protest to the Secretary plus both Score Sheets, indicating the game concerned and the problem /dispute, by 5 p.m. FRIDAY following the match.
 - (b) Protests can only be made on what is considered to be the Umpire's disregard for or lack of knowledge of the Playing Rules and NOT their inability to see every foul.
 - (c) Protests can also be made in regard to a member's conduct in the manner described in Rule 327 (a).

FINALS

- 328 Finals matches are played in the same format as home and away games except for the relevant points listed in Rule 330. The structure of the finals will be at the discretion of the Executive Committee. Finals format shall be dependent upon the size of a division, that is less than or equal to 50% of the number of teams in the division shall be eligible to participate in finals. Refer to the Schedule of Game Formats.
- (a) A player must have played in the minimum number of home and away games as designated by the Executive, to be eligible to play in the finals. Please refer to match format. Current MMPL policy is that greater than or equal to 50% of home and away games are needed to be eligible for finals (these do not include matches where a player is named as an emergency). Byes encountered after a player registers may also count as a "home and away" game for the purpose of determining eligibility.

(b) Matches played in more than one division will be combined to determine finals eligibility.

Please note that eligibility for minor divisional finals may also be constrained by Rule 332 (d).

(c) The Executive will decide upon all officials for the Finals and all matches will have neutral Umpires.

(d) All finals will be played at independent venues and on tables as designated by the Executive.

329 Teams participating in the finals, must give a written list of their players (including up to a maximum of two reserves), in selected order, to the Executive Official fifteen (15) minutes prior to the designated starting time, usually 7 PM.

330 As soon as one team has gained the minimum number of points required to win the night, play will cease and any remaining games will not be played. Please also refer to Rule 336, and 336 (a).

TEAM PROMOTION/RELEGATION

331 Any promotion/relegation of teams between Divisions of the MMPL and composition of Divisions shall be at the discretion of the Executive but shall generally be based on major and minor season grading. The Executive shall also make the final decision upon placement of new teams into our competition. No club shall contain more than one team per division.

PLAYER PROMOTION/RELEGATION

332 During any League competition, any club fielding more than one team may “promote” and “relegate” players on a weekly basis between these teams, subject to the conditions set out below:

(a) A maximum of only two registered players (including reserves) can move from one team to another in any one/single round. This By-Law shall be vigorously enforced from the first round of a League fixture until the conclusion of the finals.

(b) A player may only be included in one (1) team Score Sheet per week.

(c) During the home and away season, a member who has played the majority of their matches in a particular division may be promoted more than one division above, but may be relegated only one division below in any one/single round.

(d) During the finals, to qualify for a lower divisional final, a member must have played the majority of their matches in that division. Please note that members must be qualified to participate in the finals in accordance with 328 (a).

(e) A member may participate in only one Grand Final per season.

(f) For the purposes of determining individual player statistics, players contesting in more than one division will have separate records.

UMPIRES DUTIES

333 It is MMPL policy that each Club shall be competent in their understanding of the playing Rules during the course of the winter season. To promote this policy, each club shall successfully qualify at least one new club member to an Australian Eight Ball Federation “D” Class Umpire (or higher) each year. In accordance with this policy, the Executive shall hold at least one (1) “D” Class Clinic annually. “C” class and higher grading clinics may be organised upon application to the Executive.

(a) To be thoroughly conversant with the MMPL Playing Rules, currently “WORLD RULES” and their relevant interpretations.

(b) To know the MMPL By-Laws, particularly those dealing with player conduct, match procedures, protests, and Umpires Duties.

(c) To be alert and pay attention to the game and players at all times whilst the match is in progress. Do not let your attention wander or engage in conversations or arguments.

(d) Make sure that you always get into the best possible position to witness a player’s visit (even if this involves changing viewing position). This helps you to be as accurate as possible while umpiring a frame.

(e) Ensure both the ‘rest’ and ‘spider’ are both available and near the table. Umpires should not carry ‘rest’ or ‘spider’ whilst umpiring, as it tends to cause Umpires to relax and stay in the one spot, by leaning on them.

(f) Being courteous when talking to players and spectators, while being decisive with your decisions and calls.

334 Before the start of the game, it is up to the Umpire to ensure that the table is clean and level

335 During the normal playing of the game, the Umpire shall communicate to players in accordance with the ‘Referees “Calling” Procedures’ used in conjunction with the ‘World Eight-ball Pool Federation Rules’.

336 The participating players may substitute umpires during a game by necessity or at the request of the Captains or if he is deemed to be not carrying out his duties correctly.

(a) No Umpire shall leave a game without first, notifying the players concerned and introducing the substitute Umpire.

337 Prior to the commencement of a competition night, and in particular finals, the Umpires may issue a ‘block warning’ Refer to ‘World Rules’: K (12) to all members and spectators, addressing the following issues:

(a) The penalties for Coaching, refer to ‘World Rules’: K (12)

(b) Player talking to anyone other than their Doubles partner during matches,

(c) Moving along the line of sight or adjacent to players who are playing a shot,

- (d) Exercise restraint over noise and movement given: the number of people, restricted space, and nature of the event.
- (e) Adherence to the Spirit of the Game principles related to barracking and supporting, derogatory comments about the opposition and/or Umpires and general good sportsmanship.

338 Refer also to the WORLD RULES.

PROPERTY AND LEAGUE DOCUMENTS

339 Where the Executive makes available MMPL property to Teams/Clubs and/or Venues, all such property shall remain the property of the MMPL. These items may include MMPL scoreboards, scorebooks, Club/ Team deposit books, stopwatches, umpire aids, and any other property the MMPL deems necessary.

- (a) All such assets become the sole responsibility of any Club they are distributed to, and must be used by all Teams/ Clubs for the benefit of the MMPL in general.
- (b) In the event of loss or damage to these assets:
 - (1) The Club shall be liable for all property used by the teams within that Club.
 - (2) Only the MMPL may replace those assets to MMPL specifications. The MMPL shall invoice the Clubs, as they deem necessary.
- (c) Before any Club/Team may receive their bond refund, they must return all property to the MMPL. Items not returned shall be deducted from the bond as the MMPL see fit.

340 to 399 held for future use.