

Bulwell Singles Pool League (BSPL)
Season 3 – Official Rules & Regulations
The Abbey, Bulwell

1. Entry Fee

- 1.1 The entry fee for Season 3 is £20 per player.
- 1.2 All entry fees will be allocated towards the end of season prize pot and league trophies.
- 1.3 Entry fees must be paid before the season begins to secure participation.
- 1.4 Prize distribution will be confirmed once total entries are finalised.

2. League Format

- 2.1 Each player will play every other player twice (Home & Away fixtures).
- 2.2 Fixtures will be issued with deadlines and must be completed before the specified date.
- 2.3 The Home player is responsible for arranging fixtures and communicating with opponents.
- 2.4 Any rescheduled fixtures must be agreed at least 48 hours before the original deadline.
- 2.5 Failure to complete fixtures may result in matches being assigned or recorded as 0-0.
- 2.6 Any fixtures recorded as 0-0 will be treated as unplayed and contribute to an incomplete season record.

3. Match Format

- 3.1 Matches consist of 3 frames.
- 3.2 The Home player will break in all frames.
- 3.3 One point is awarded per frame won.
- 3.4 Maximum points per match is 3 (excluding bonus points).

4. Bonus Points

- 4.1 Golden Break – Potting the 8 ball from the break shot (+3 points).
- 4.2 8 Ball Clearance – Clearing the table from the break and potting the 8 ball (+2 points).
- 4.3 7 Ball – Winning a frame while leaving all 7 opponent balls on the table (+1 point).
- 4.4 Bonus points must be agreed by both players at the time of play.

5. Rule Sets

- 5.1 The league operates under EPA rules by default.
- 5.2 Players selecting Black Ball rules will play under those rules if both players agree via sign-up.
- 5.3 Fixtures will be assigned rule sets based on player selections.
- 5.4 Rule sets cannot be changed once fixtures are published.
- 5.5 The official fixture list determines the rule set in case of disputes.

6. Ball Ghosting Rule

- 6.1 Once Player A has completed their visit and stepped away, Player B is considered in play.
- 6.2 This applies regardless of whether Player B has touched the table.
- 6.3 Any ball dropping after this point is considered a foul against Player B.
- 6.4 Two shots will be awarded to Player A.
- 6.5 Balls will remain pocketed and will not be respotted.
- 6.6 If the black ball drops during this scenario, it results in immediate loss of frame.

7. Rules of Play

- 7.1 Matches are self-refereed unless a referee is requested.
- 7.2 Players must act with honesty and integrity.
- 7.3 Spectator interference is strictly prohibited.

8. Player Availability

- 8.1 Players must remain flexible with scheduling.
- 8.2 A halfway checkpoint will require games to be played across all days of the week.
- 8.3 Failure to meet requirements may result in assigned fixtures or 0-0 results.
- 8.4 NO fixtures are to be played on Mondays or Thursdays at any time.
- 8.5 Any matches played on restricted days will not be recorded.
- 8.6 Pre-specified blackout dates may also apply due to venue requirements.

9. Venue Restrictions

- 9.1 The pool table may be unavailable during events or bookings.
- 9.2 Players must plan ahead and accommodate venue availability.
- 9.3 The league holds no responsibility for missed fixtures due to poor planning.

10. Match Results

- 10.1 BOTH players must record results on the fixture sheet located at the table.
- 10.2 Results must include score and any bonus points.
- 10.3 Unrecorded results will not be uploaded.
- 10.4 It is not the responsibility of the organiser to chase results.

11. Fixture Progress

- 11.1 The league will monitor progress throughout the season.

11.2 Players falling behind may have deadlines imposed.

11.3 Unplayed matches may be recorded as 0-0.

12. Cup & Plate

12.1 All players enter the Cup at Round 1.

12.2 The draw is random and may include byes.

12.3 Players losing in Round 1 enter the Plate competition.

12.4 Both competitions continue as knockout formats until finals.

13. Table Camera

13.1 The overhead camera is for entertainment purposes only.

13.2 Footage cannot be used to review or overturn decisions.

13.3 Players must rely on honesty and mutual agreement.

14. Disputes

14.1 Disputes should first be resolved between players.

14.2 Any unresolved issues must be referred to the organiser.

14.3 The organiser's decision is final.