



PEEL POOL ASSOCIATION

BY-LAWS

Review 28 February 2025

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1. VENUE RULES AND BOUNDARIES

1.1 Venues will only be permitted to nominate the maximum number of teams the venue can provide at home for. ie: 2 tables – 2 teams, 4 tables – 4 teams, 6 tables – 6 teams. Note: The Committee reserves the right to negotiate a compromise with venues and teams where circumstances arise that necessitates compromise.

1.2 East to Dwellingup, South to Lake Clifton, North to Port Kennedy, North East to Serpentine.

2. MEETINGS

2.1 Any person attending any meeting to be sober.

2.2 Committee members may represent their team at meetings.

3. COMPETITION PLAY

3.1 The Peel Pool Association (Inc.) will abide by the W.A. Eight Ball Federation (Inc.) playing rules with the following additions – (a) Players names to be written on score sheet or by rule 4.7. Automatic selection then applies. Teams break via the predetermined breaks calculated on PoolStat. Home teams will break on every odd frame, away teams will break on even frames. (b). Captains to ensure that continuation of the match is within 2 minutes of the previous game finishing.

3.2 Umpires must use a time piece whilst in control of a game, must stand and try to be in the most advantageous position throughout the game.

3.3 Neat dress must be worn at all times including footwear.

3.4 No gambling on a game or a match is permitted.

3.5 Members may be of either sex. Members can be of any age provided written consent is provided by a parent/guardian before they play and that a parent/guardian is present on the night of playing if the member is under 18 years of age. It is to be noted that some venues may not allow members under 18 to play at their establishment. It is the Committees discretion to not allow a member who is too young to play.

3.6 Members must:

- a. Act with good sportsmanship.
- b. Be sober and not be foul mouthed.
- c. Members must abide by the Code of Conduct at all times.
- d. Association control of a member will commence at the venue 30 minutes prior

to the fixture start time and will cease when the member leaves the premises (ie carpark, premises boundary).

3.7 Where both captains agree an Umpire can be replaced during a game.

3.8 The cue ball shall be 1 7/8" (48mm) and all other balls shall be 2" (51mm).

3.9 Qualifying games are to be played on Tuesday nights or as per fixtures.

3.10 If teams wish to play on nights other than fixture nights, they may do so provided both teams agree to the change and the match is played prior to the following fixture night. The Association to be notified of the change before the scheduled date of play. They must also have permission from the Committee before the scheduled date of the match as shown in the fixtures.

3.11 Where a match is commenced and abandoned before completion, the match is to be rescheduled by the Association.

3.12 Number of teams nominated will determine the number of divisions.

3.13 At the completion of each season and before commencement of the following season the Committee will place teams in appropriate divisions once nominations are received.

3.14 In the event of a team winning two premierships in succession, they will be elevated to the next grade shown if they have more than 4 players from the same team.

3.15 No player can drop more than one division in a single season, which includes summer and winter competitions.

3.16 Mobile phones may be used whilst playing or adjudicating. Mobile phones to be at a volume level that will not disturb players.

3.17 In the event of where the opposition team has only 4 players, then only one game of doubles can commence to ensure that both doubles games have umpires.

4. MATCH RULES

4.1 All Player fees must be paid in full by their 3rd match or that player will forfeit frames (unless have an arrangement with the Treasurer).

4.2 Matches commence at 7.30 pm.

4.3 Names on the score sheet or PoolStat LiveScoring before 7:20pm.

4.4 Not less than four (4) players from each team to be present at the time play is to commence.

4.5 If a team has less than four (4) players at the time of commencement of play they must forfeit. In the interest of sportsmanship, a courtesy time of 15 minutes to be allowed if prior notice is given to opposing teams (e.g. phone call). This may occur maximum of three (3) times per season.

4.6 A team can play out the match with only four (4) players forfeiting one (1) game of singles from all five (5) rounds, total games forfeited is five (5). In the case of finals and both teams have four (4) players, and the match finishes with a draw. Three (3) extra frames played by three (3) separate players to be played to decide match with a win/loss.

4.7 To enable the captain to complete score sheet in correct manner when forfeits are involved, refer Bylaw 8.3.

4.8 If using PoolStat's LiveScoring the Home team are responsible for filling in the electronic form. Login codes will be supplied by the PPA's PoolStat Registrar to the captains. A protest can be lodged when the captains are signing off the electronic sheet. Any mobile device data used is the responsibility of the player. If you go over your data plan limits, Peel Pool Association will not cover the mobile fee.

4.9 Matches consist of five (5) rounds of singles consisting of five (5) games in each round, totalling 25 games in all unless any match fits the criteria of 4.6 Summer competitions may vary (Committee discretion).

4.10 The maximum games of singles any one player is permitted on a playing night is five (5), which is only once in each set of five (5) singles. Summer competitions may vary (Committee discretion).

4.11 A team consists of a minimum of five (5) players and a maximum of 10 registered players in all divisions. Only eight (8) players are allowed to play on any given match night.

4.12 No team can register any new players in the last five (5) weeks of the fixture season without accompany player fee.

4.13 Any team forfeiting more than two (2) matches in a round shall be disqualified for the remainder of the season. The results of completed rounds stand and the results of in completed rounds are altered to give the same effect as a bye.

4.14 All teams must notify opposing teams and playing venue of a known forfeit prior to 6 pm on night of scheduled match.

4.15 Only Ordinary, Honorary and Life Members to take part in competition play.

4.16 All playing members must register with Association.

4.17 No player under suspension by the Association or owing monies directly to the Association shall take part in any Association event.

4.18 The Association pool ball sets are only to be used for Association competition play. The Home team is responsible for the balls on the night. On championship nights it will be the tournament director's responsibility.

5. TRANSFERS

5.1 Any application for a transfer must be received via the electronic form on the Association's website or paper base form before half of the qualifying rounds have been played. If a player wishes to transfer after this period, they must obtain permission from the Committee before playing for a new team.

5.2 Any player who has played in five (5) matches with a higher division may not be transferred to a lower division.

5.3 Any person transferring teams can play for the new team provided the transfer form accompanies the score sheet from that night's play. If it is found that the player cannot be transferred due to any breach of the Bylaws, then the penalties for playing a player not transferred apply. See Fines and Penalties.

5.4 Any application for transfer shall be made on the Association standard form and signed by both Captains.

5.5 The Committee has the right to refuse any transfer if it is deemed that the transfer will have a detrimental effect on the competition. In the case where a transfer is refused the player has the right to appeal the decision in accordance with Bylaw 7 (Protests and Disputes).

6. FINALS

6.1 Preliminary and Semi-Finals: The first team to 14 wins is deemed the winner (exemption if rule 4.6 (a) used).

6.2 Teams that finish higher on the home and away ladder will be the home side for finals and the selection of venues and tables will be at the Committees' discretion and respecting the home side's priorities.

6.3 Grand Final to be played on one (1) or two (2) tables at committee's discretion observing bylaw 3.1 (c) and the first team to 14 deemed the winner.

6.4 To qualify to play in finals a player must have competed with that team in not less than five (5) playing weeks including byes and tournaments. Double games not included. If a player de-registers, his/her matches/games are erased.

6.5 No team shall play in any final round unless all fees, fines and other charges have been paid. If the team fees are not paid by the end of the qualifying rounds the team members cannot play in any events, finals or have member prices at windup until fees are paid in full.

6.6 During Grand Final matches adjudicators will be assigned to each table to adjudicate games. They must be sober and will not smoke or drink whilst adjudicating.

7. PROTESTS AND DISPUTES

7.1 Any complaints, protests, disputes, charges and other action by members are to be in writing and in the hands of the Association President or Secretary within 72 hours of the event occurring accompanied.

7.2 The Association must give not less than seven (7) days written notice of place, time and date of hearing to all parties involved. If a hearing is called during the finals, notice of place, time and date is at the Committee's discretion.

7.3 Any teams involved in a hearing who are not represented will lose the protest and will have no right of appeal.

7.4 Any club/team may appeal against any finding of the Committee by lodging notice in writing to the Association President or Secretary within 14 days of the finding.

7.5 Where any appeal is lodged the imposition of the penalty is stayed until the appeal is heard by the Committee.

8. SCORE SHEETS AND RESULTS

8.1 The results shall be recorded or via PoolStat's LiveScoring by the home team.

8.2 PoolStat is a prima facie evidence of the results of all games, matches and individual performances subject to any ruling by the protests and disputes committee. The results must be verified by both captains regardless of any protests.

8.3 In the event of a team forfeiting the points awarded will be two (2) points (as is normal for a win) plus a 14 – 0 win for percentage. The team that has forfeited the match will receive no points and a 0-14 lose.

8.4 Where a team forfeits the captain of the team must notify the opposition team and the Registrar that the forfeit is occurring. The Registrar will register the forfeit in PoolStat. Players on the receiving end of a forfeit will not receive credit for those games when it comes to the Top 16.

8.5 However, if a player fails to qualify for the Top 16 due to a forfeit, then they will receive recognition for those missed games, provided they were available to play that night. This also applies if someone fails to qualify for the team finals due to a forfeit.

8.6 Registration of all new players must be completed online via RevolutioniseSPORT (access through Association's website) before the match commences. This may vary with additional competitions being held.

9. CHAMPIONSHIPS

9.1 In the Association open and division singles and doubles championships the number of frames to be played will be determined prior to the start of each championship, after the number of competitors is known.

9.2 Open championships will be played in more than one venue if the number of competitors make it impracticable to hold the competition in a single event.

9.3 Any member of the Association may play in any open or grade championship providing they are financial and are not under suspension from the Association. With the special events like the mixed doubles and the triples tournament non-registered members will be allowed to play. However, in the mixed doubles there be at least one (1) registered member and in the triples tournament there must be at least two (2) registered members.

9.4 Division championships will be played at dates and times determined by the Association.

9.5 To qualify for the Top 16 the member must have played a minimum of 50% of all games afforded to any single member.

9.6 If a player from the Top 16 decides to not play in the Top 16 singles championship, then position 17 will be invited to take that vacancy. If position 17 declines, then position 18 is invited to play. If position 18 declines, then no other positions are invited to play and the tournament is played with the number of available players who accepted to participate.

9.7 All championship events must commence at a time decided by the Tournament Director/Committee.

10. FINES AND PENALTIES

10.1 Failure to umpire will result in a \$100 fine, loss of all frames won on the night plus loss of one point off team ladder standings.

10.2 Adjudicator using no time piece – (\$10.00).

10.3 Dirty and/or unsatisfactory clothing/footwear – (\$10.00).

10.4 Gambling on game or match – (\$10.00).

10.5. Bad sportsmanship, drunkenness or foul mouthed i.e. Code of Conduct – (Penalty at the discretion of the committee).

10.6 Failure to notify Association of change of playing night – (\$20.00 Home team).

10.7 Player playing more than once in a set of 5 singles – (Loss of match).

10.8 No contact prior to forfeiture – (\$20.00).

10.9 Playing an unregistered player – (\$20.00 + 1 point + loss of all games played by unregistered player).

10.10 Playing a suspended player – (Loss of match).

10.11 Playing a player not transferred – (\$20.00 + 1 point + loss of all games played by un-transferred player + transfer cancelled).

10.12. Unqualified player (finals) – (Loss of match).

10.13 Incomplete PoolStat scoring – (\$20.00 per team).

10.14 Incomplete PoolStat scoring (forfeit) – (Loss of all individual scores).

10.15 Unqualified player (championships) – (\$20.00 + forfeiture of any prize or trophy, prize or trophy relegated down).

10.16 Non-attendance at Delegate Meeting – (\$20.00 per each offense).

10.17 Non-payment of fines and other charges – (Loss of 1 point for each month overdue).