

MMPL Bylaws

Updated February 2024

DEFINITIONS

Team: A divisional representation composing of a minimum of five (5) players. There can be multiple teams, in multiple divisions at the discretion of the MMPL executive committee.

Venue: Place where matches are played. Each Team will have a designated 'home' Venue.

MMPL Member: A member of a team who has paid full MMPL membership fees for the season.

Casual Player: A non MMPL member who plays a match.

Division: A group of teams of similar abilities.

Season: A group of Home & Away rounds played over several weeks, followed by finals.

Round: A group of matches within a division played on a scheduled date according to the fixtures.

Match: An event where two teams play each other at a venue.

Frame: A single game of pool.

Home & away rounds: This is determined by the draw. Each team plays each other at least once in a round robin format to determine the final ladder positions in each division.

Finals: Played after the "Home & Away" rounds have concluded by the teams that finished highest on the ladder, resulting in a Grand Final for each Division.

Playing Rules: The current pool rules adopted by the MMPL to adhere to during season.

Communication Channels: All current email addresses, Poolstat News Feed and Facebook MMPL Group page.

GENERAL REMARKS

- 300 These By-Laws are to be read in conjunction with the Constitution, Standing Orders, and Playing Rules.
- 301 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.
- 302 The Executive (in accordance with the objectives stated in the MMPL Constitution) may create By-Laws to benefit the game.
- 303 All By-Law changes made must be communicated to delegates in writing, or at a delegates meeting.
- 304 Suggestions for changes or additions to these By-Laws should 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

- 305 Each Venue shall provide the minimum equipment requirements as described in the Playing Rules. The Pool Table and Balls must be maintained in good working order. That is, the table must be level, cushions and cloth are dust free and not worn, and the standard, competition sized balls are clean and unchipped. Table lighting must be to a satisfactory standard. The home team must have at least one (1) 'spider' and one (1) 'bridge' for competition nights. These standards are mandatory for any team venue in the MMPL.

- 306 Although not mandatory, it is recommended that each home team co-ordinate with their venue management to provide a small supper for the players of each team participating on competition night.
- 307 Venue management has the right to refuse entry, particularly in relation to behaviour, dress and/or age.

PLAYER CONDUCT

- 308 It is up to each Team 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.
- 309 The game is to be played in a sporting manner.
- a) Teams, and their team captains, are 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. It is the team captain's responsibility to always keep 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 a Venue on competition night will forfeit any game(s) in which they are to take part in.
 - d) Teams and/or team captains, shall bring to the notice of the Executive Committee any complaint, query, or controversial issue raised amongst the players.

DISCIPLINE

- 310 It is up to each Team 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.
- 311 Any member who causes a disturbance or by way of intimidation of any nature, or other breach of the 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 Committee.
- 312 Any member found guilty of maliciously damaging MMPL property, or the property of any fellow member or Venue, shall be liable to make good such damage, at the order of the Executive Committee, and may be subject to further disciplinary measures as decided by the Executive Committee.
- 313 Defence on Inquiry- Notice shall be given by the Executive of its intention to hold an inquiry referred to in By-Laws 311 and 312. 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 be present and entitled to call witnesses on their own behalf.
 - b) If found guilty of the alleged offence, the Executive reserves the right to impose any penalty deemed fit, which may include suspension from the MMPL (see By-Law 313c). 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.

- c) The Executive is responsible for advising the state representative association of any suspended members. Such members shall not be eligible to participate in MMPL events, in addition to any restrictions imposed by the state association.

PLAYER REGISTRATION AND SEASON FEES

- 314 Player Registrations must be submitted, and **season fees paid**, by the date specified at the pre-season Captains and Delegates meeting.
- a) A Team with one or more players who have not met this deadline for registration and season fees shall be penalised by the loss of all points gained by the player(s) for the frames played on the night. These will be awarded to the opposing player in each case.
 - b) A casual player's fee must be paid within the time limit set by the MMPL committee. Over the course of the season, if a casual player has paid sufficient fees that cover the full membership fees, they then become a fully paid MMPL member. The player must then immediately register with the MMPL and become liable to the penalties of By-Law 314.

MATCH PROCEDURES

- 315 The fixture (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.
- 316 Unless otherwise advised by the MMPL Executive and specified in a published fixture, matches will commence at 7pm on a Tuesday night.
- 317 Unless otherwise advised by the MMPL Executive, the Playing Rules in use will be International Eightball Pool Rules.
- 318 Unless otherwise advised by the MMPL Executive, matches will adhere to the following format:
- a) One team will be the Home Team and one team will be the Away Team, as designated in the fixture.
 - b) Teams will select five (5) starting players in a specified playing order, and up to three (3) reserves. The Home Team's selected players will be designated 1 through 8, and the Away Team's selected players will be designated A through H.
 - c) Before the first frame, the captain of each team will be informed of the selections made under By-Law 318b by their opponent. Thereafter, these selections cannot be changed.
 - d) Twenty (20) frames will be played in each match, divided into four (4) rounds of five (5) frames each. The order of play (before any substitutions) will be as given in Figure 1.

Round 1	1 v A
	2 v B
	3 v C
	4 v D
	5 v E
Round 2	B v 1
	C v 2
	D v 3
	E v 4
	A v 5
Round 3	1 v C
	2 v D
	3 v E
	4 v A
	5 v B
Round 4	D v 1
	E v 2
	A v 3
	B v 4
	C v 5

Figure 1

- e) In Round 1 and Round 3, the Home Team will provide an umpire, and the player representing the Home Team will be the player breaking. In Round 2 and Round 4, the Away Team will provide an umpire, and the player representing the Away Team will be the player breaking.
- f) Prior to each numbered round, team captains can make substitutions of any player from any of the reserves that they specified under 318b. Each reserve may replace any one of the starting players in that round. No player may play more than one frame in a single round.
- g) The winner of the match shall be the team with the most frames won. During Home & Away matches, tied matches are permitted.
- h) During Finals matches, if scores are tied at the end of regular play, a tiebreak series will be played. Each team will nominate three (3) players in a specified playing order from among their starting players and/or their reserves for the match. Three (3) additional frames will be played, using the playing orders specified. The winner of the match shall be the first team to win two (2) frames in the tiebreak series.

319 Status of Reserves: A reserve may be a non-MMPL member during the home-and-away season but must follow By-Laws regarding Casual Players. During the finals, all nominated reserves MUST be registered MMPL members who have also qualified to play in the finals (see By-Law 332a).

320 Any player(s) asked to leave the premises shall:

- a) Forfeit any frame(s) in which they were to take part. Substitutes cannot be used in this situation.

- b) Be required to email a report of the incident to the Secretary of the MMPL within forty-eight (48) hours of the occurrence. Failure to meet this requirement will incur immediate suspension from the MMPL (see By-Law 313c).
- 321 If a Team has not provided their player selections as specified in 318b and/or have not provided a player to play in the first frame within fifteen (15) minutes of the designated starting time, the first frame shall be forfeited. Each subsequent frame shall be forfeited at the expiration of five (5) additional minutes. Once the forfeit of fifty percent (50%) of the frames is reached, the other team will be awarded all points. In this situation, results must be recorded for all frames as if the frame had been played.
- 322 Poolstat LiveScore is the preferred match recording system. Paper scoresheets may be used as an emergency alternative.
- a) Regardless of the match recording system used, these By-Laws and any communications from the MMPL Executive must be adhered to.
 - b) Regardless of the match recording system used, it is the responsibility of both teams to make sure that the scores recorded are accurately provided to the Statistician. If Poolstat is used, both captains should click Accept Result, and provide commentary if necessary. If a paper scoresheet is used, both captains should sign both copies of the scoresheet and promptly send a clear photograph to the Statistician.

UNFINISHED MATCHES

- 323 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) The finished scores must be immediately communicated to the MMPL statistician once 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 decided 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 shall be considered an unfinished match.
 - d) The Executive shall decide upon the appropriate course of action in the matter of unfinished matches.

SCORING

- 324 During the Home and Away rounds four (4) premiership points shall be awarded to the winning team in each match, or two (2) premiership points to each team in the case of a tie. Percentage shall be determined by dividing 'frames for' by 'frames against' and multiplying this total by 100, $(FF/FA)*100$.
- 325 When teams have an identical number of premiership points, the team that has the higher Percentage shall be placed in a higher position on the Premiership ladder.
- 326 Player statistics shall be determined by dividing 'frames for' by 'total frames', multiplied by "frames for" and multiplying that result by 100, $(FF/TF) * (FF * 100)$.

RESULTS OF MATCHES

- 327 After the receipt of ALL match results the Statistician will calculate and publish the MMPL ladder.

PROTESTS

- 328 If a 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 to be made available, 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 regarding a member's conduct in the manner described in By-Law 328a.

FINALS

- 329 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 By-Laws as set out for finals matches (By-Laws 331 to 333).
- 330 The structure of the finals will be at the discretion of the Executive Committee.
- 331 Unless otherwise advised by the MMPL Executive, finals matches are played in the same format as home and away games except for the relevant points listed in By-Law 318h and By-Law 333.
- 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 for the team that they are qualified to play for. Please refer to match format. Current MMPL policy is that **greater than** 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 but did not play). Byes **do not** count as a "home and away" game for the purpose of determining eligibility.
 - b) Matches played for other teams or in other divisions **will not** count towards finals eligibility.
 - c) The Executive will decide upon all officials for the finals and all matches will have neutral umpires whenever possible.
 - d) All finals will be played at the best available venues and on tables that comply with MMPL standards.
- 332 Teams participating in the finals must submit 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 7pm.
- 333 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.

TEAM PROMOTION/RELEGATION

- 334 Any promotion/relegation of teams between Divisions of the MMPL and composition of Divisions shall be at the discretion of the Executive but generally shall be based on major and minor season grading. The Executive shall also make the final decision upon placement of new teams into our competition.

PLAYER TRANSFER

- 335 A player can request to be transferred from one team to another during the season. The committee will have final discretion regarding all transfers; however, the following guidelines should be applied:
- a) Unreasonable requests will not be considered. For example, requesting in the lead up to finals or changing division when player ability is mismatched.
 - b) A transferring player may only play finals in the team they have qualified in under By-Laws 331a and 331b.
 - c) Opposition teams may challenge a transfer with the executive.

UMPIRES DUTIES

- 336 It is MMPL policy that each Team shall be competent in their understanding of the Playing Rules. To promote this policy, each Team shall successfully qualify **at least one** new Team member to an Australian Eight Ball Federation “D” Class Umpire (or higher) each year. Failure to do so may result in a Team not qualifying to play in the MMPL. Per 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. The aim is for as many players as possible to:
- a) Be thoroughly conversant with the MMPL Playing Rules and their relevant interpretations.
 - b) Know the MMPL By-Laws, particularly those dealing with player conduct, match procedures, protests, and Umpires Duties.
 - c) Be alert and always pay attention to the game and players whilst the match is in progress.
 - d) Make sure that they are always get in the best possible position to see a player’s visit (even if this involves changing viewing position). This helps the umpire to be as correct as possible whilst umpiring.
 - e) Ensure both the ‘rest’ and ‘spider’ are both available and near the table. Umpires should not carry either the ‘rest’ or ‘spider’ whilst umpiring.
 - f) Being courteous when talking to players and spectators, while being decisive with decisions and calls.
- 337 Before the start of the game, it is up to the Umpire to accurately rack the balls and to begin the frame.
- 338 During the normal playing of the game, the Umpire shall communicate to players by following the ‘Referees Calling Procedures’ used in conjunction with the Playing Rules.
- 339 The participating players may substitute umpires during a game by necessity, or at the request of the captains, if they are believed to be carrying out their duties incorrectly.
- a) No Umpire shall leave a game without first, notifying the players concerned, and secondly, introducing the substitute Umpire.

- 340 Prior to all finals matches, the Umpires shall issue a 'block warning' to all members and spectators, addressing the following issues:
- a) The penalties for Coaching
 - b) Players talking to anyone other than their teammates during matches,
 - c) Moving along the line of sight, or beside players who are playing a shot.
 - d) 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.

PROPERTY AND LEAGUE DOCUMENTS

- 341 Where the Executive makes available MMPL property to Teams and/or Venues, all such property shall remain the property of the MMPL.
- a) All such assets become the responsibility of those Teams whose home Venue was provided with them. If they were provided directly to an individual Team they become the responsibility of that Team.
 - b) Such assets are to be used by all Teams for the benefit of the MMPL in general.
 - c) In the event of loss or damage to these assets:
 - i. The Team responsible for the assets under By-Law 341a shall be liable for the damage.
 - ii. Only the MMPL may replace those assets to MMPL specifications. The MMPL shall invoice the Teams, as necessary.

342 to 399 held for future use.