

W.G.E.B.L. – BY-LAWS

1. FEES

- a) Match Fee - \$25.00 per team each round
- b) \$30 player registration - due before the 1st Round. Late player Rego's will be \$40 per player
- c) Teams participating in finals must be fully financial before the finals series or they will not be eligible for the finals.
- d) In the event of a match forfeit the forfeiting team is to pay both teams \$25 match fees (\$50).
- e) If a team is short of players on a night, they have the option to register a 6 point "Fill in Player" for the one (1) match only with NO registration fee payable. The player still needs to complete and sign a Player Registration Form which needs to be sent through with the score sheet for the night. The team's total points must remain within the team's maximum points cap. If the fill in player ends up playing more than the one match with the same team then the appropriate player registration fee is to be paid. This is limited to a maximum of 2 fill in players per team each season and only one fill in player can play per match.

2. TEAMS AND SCORING

- a) A team will consist of four players with up to 2 reserves over the age of 18, total 16 frames
- b) A player is bound to a club after registrations close on the completion of the second round. Players must have played a minimum of a third of the total seasons frames available to qualify to play in finals.
- c) Late registrations or transfers after round 2 at discretion of committee.
- d) If a player moves from one WGEBL team to another they are required to complete a transfer form. This is to ensure the player has paid all their dues to the outgoing team.
- e) Scoring: The scoring system is 4 points for a team win, 2 points for a Draw and 0 points for a loss plus 1 frame for each a win and 0 frames for each loss.
- f) Team Forfeits: In the event of a forfeit (less than 3 players available to play on the night) 4 points and 10 frames will be allocated for the winning team and the 4 players listed on the score sheet of the winning team will receive 2 wins from 2 frames. No individual Frames or Team Points will be allocated for the forfeiting team or in the event of a Bye.
Any team who forfeits on 2(two) or more occasions during a season needs to write to the Executive Committee (14) days prior to the AGM of the following season requesting permission to field a team for the new season. This letter is to detail the circumstances which resulted in the forfeits and what the team has changed to ensure this will not occur again.

g) Captains are to list their full player positions on both they're and the oppositions score sheet prior to the start of the first frame. The first frame is to start at 7.30pm. If the first game has not started by 7.45pm then the team at fault shall forfeit that frame 1-NIL. If the second frame has not started by 8pm then the team at fault shall forfeit the match. If a player is not present at the time their frame is ready to commence they will forfeit that frame. (Once a frame has commenced the Normal 2 minutes between frame rule applies). Individual Captains do not have the right to agree to have frames played out of turn to give a player time to turn up for their frame. If a player forfeits a frame due to being late they can still play their remaining frames if they arrive in time for their other frames.

h) Substitutes - If a team captain wants to substitute a player, they are to advise the opposing Captain within 2 minutes of the conclusion of the previous frame in which the substitution is to occur. Player substitutions can occur during all rounds.

i) Any "NEW" 6 Point player has the option to ask for their Captain/Vic-Captain "up to 3 Times" during any Home & Away Frame for clarification on a "Rule or Strategic Advice" on the frame being played at the time. The Player must ask the Umpire to call their Captain/Vic-Captain. The player still only has 60 seconds to complete their shot. The Captain & Vice Captain for the night are to be listed on the Score Sheets with a "C" and "VC" before the frames commence.

j) If a venue is closed or needs to close before the end of a match between two teams the following is to occur; -

- Before halfway point of the match both team Captains need to reschedule the remainder of the match to a different date within the next 2 weeks or if a date and time cannot be agreed upon it will be deemed as a draw.
- Over halfway point of the match if a team is 2 or more frames in front, they win the match or if the match is within 2 frames it is a draw. (Individual player frames will be based on the frames played at the time)

k) Dress Code. Home and Away – Uniformed shirts with collar are to be worn. Fill in Players are not required to wear a team shirt. If a team does not have team shirts after round 4 a \$50 fine will be payable by the team. If a player could not get their shirt due to work commitments or other instances outside their control a fine will not be forced. All teams are representing their venues and should support their venues with the wearing of their team shirts. Shirts being forgotten or not being worn consistently by any team will result in a fine which will be enforced.

- l) Final Sides to have uniformed shirts with collar and black slacks (no denim) and black shoes (no runners). Players not adhering to dress code in finals will be ineligible to play.
- m) A player must play a minimum of half the season's total frames plus one frame to qualify for any League or Team Trophy.
- n) Mobile Telephones. Players and Umpires involved in a frame in the playing area are required to have their mobile phones turned 'off' during the actual period of the frame. Also, phone ear pieces of any kind are not permitted in the playing area whilst the player/umpire is involved in a frame.
If a mobile phone is used in any way other than turning the phone off (e.g. making a call, texting or answering a call) during this period the following penalty will apply: -
 - Player in control - Penalty - loses control of table (1 visit opponent)
 - Opposing player not in control - Penalty - 1 additional visit to player in control
 - Umpire from team in control - Penalty - players loses control of table (1 visit to opponent)
 - Umpire from opposing team not in control - Penalty - 1 additional visit to the player in control.
- o) Both Team Captains must sms a clear copy of the completed and signed score sheet to the administrator by 5pm the following day. Failure to do so will incur a \$50 fine payable to any executive member within 14 days of offence.

3. FINALS TABLE PRACTICE

Table practice prior to each final. The higher ranked team shall have possession of the table for practice between 7.00pm and 7.10pm. The lower ranked team shall also have possession between 7.10pm and 7.20pm. Each final shall start at 7.30pm sharp.

4. W.G.E.B.L Interleague Team Selections

- a) An Interleague Team of 9(nine) players is to be selected to represents the League at both the Warragul Interleague day and the Pool Vic Interleague day.
- b) The Captain of the Team is the previous seasons Best Player.
- c) In the event where the Captain is not available the Runner-Up Best Player from the previous season will be Captain
- d) A maximum of 2(two) players from any team can be selected to play.
- e) The administrator is to supply an up to date list of the top 20 Players of the League at the time of selection along with their results and contact details.
- f) The Captain is to select their preferred team from the best players at the time of the interleague match and put it forward to the executive committee for approval.
- g) The Captain is to contact the players to confirm their participation
- h) If any player cannot play the Captain can choose a replacement player from the top 20 players at the time. (If this results in more than 2 players per team it is acceptable at this stage)
- i) The League will supply shirts for the team and \$20 per player to be used for food and drinks if not supplied by the venue hosting the event.