

## 1. DESCRIPTION OF 'THE LEAGUE'.

- 1.1. This combination of clubs shall be called the "Littlehampton & District World Rules Pool League" or "LDWRPL", and shall consist of such teams formed into divisions or groups that the Executive Committee decide. The LDWRPL shall within these rules be referred to as "The League".

## 2. OBJECT OF 'THE LEAGUE'

- 2.1. The object of 'The League' is to provide a means of enjoyment for all parties concerned, to encourage players to perform to the best of their ability and to reward those that do. It is also expected that "home" venues will provide sandwiches/ snacks for both teams.
- 2.2. The LDWRPL, in order to maintain the close connection to the Landlords of the Littlehampton and District Area, would like to remind all of its members, that without the support of those Landlords, the League could not function correctly. The LDWRPL therefore asks members to ensure that they travel to their matches with sufficient funds as they would with any social engagement that they attend, and to please support the venue they are visiting as they would their own.

## 3. FORMATION OF DIVISIONS OR GROUPS

- 3.1. 'The League' consists of at least two Divisions, who by definition will be known as 'Premier Division' for the top division and then 'Division 1', 'Division 2' etc for the rest. At the conclusion of the season, the top 2 teams in 'Division 1' will be promoted to 'Premier Division' and the bottom 2 teams in the 'Premier Division' will be relegated to 'Division 1'. This same promotion/ relegation will operate throughout the divisions within the LDWRPL as explained within this rule.
- 3.2. The placement of new teams playing world pool will be in the lowest division or at the discretion of the Executive Committee; depending on the players registered within the team.
- 3.3. If enough interest is gained then there may be a separate third Division playing under English Pool Association (EPA) rules, no team will be relegated to or promoted from the EPA Division.
- 3.4. Each Division shall contain no more than 10 teams to prevent any season overrun. The Premier League shall always consist of the greater number of teams within this League structure. For example, if the subscription is for 19 teams then the Premier League will have ten teams and Division One will have nine.

## 4. FORMATION OF TEAMS

- 4.1. Each team shall have a Team Name decided by the captain of said team for which they shall be referred to during the season. Care should be taken when naming a team to make sure that it is in no way offensive to any individual or collective group. It helps the other teams within 'The League' if your venue name or a reference to the venue is within your team name.
- 4.2. Teams shall consist of no less than 5 players per team and each player MUST be pre-registered with 'The League' at least 24 hours prior to them playing for your team in any competitions including Divisional matches.
- 4.3. Each League Entry Fee includes up to 8 players in total included in the fee. The fees for any subsequent players are outlined in rule 5.1.

## 5. SUBSCRIPTIONS

- 5.1. The annual subscription for each team shall be £50.00 to include a minimum of five (5) to eight (8) players. Extra players over and above 8 will be £3.00 initially and £5.00 after a mid-season point, Registration fees and forms shall be returned to the Secretary by the due date as set by the Executive Committee.
- 5.1.1 In the event of there being a balance in the League's bank account, the Executive Committee can allow a one off reduction of the subscription fee. This reduction of the fee can be pro-rata against the balance of the account after taking into account any payments that may be likely to be accrued in the season and will be decided by the Executive Committee.
- 5.2. Teams are reminded that a player must be continually registered for a team throughout the season and any change of team MUST be done via a transfer from one to another (See Rule 16). Therefore even if a player no longer plays for the team, they are still classed as a valid player regardless of their playing status. This rule then allows players to continue in any competitions as they are still registered within 'The League'.

## 6. HEADQUARTERS FOR ALL CORRESPONDENCE

- 6.1. The Headquarters will be at LDWRPL, c/o 64 Norfolk Gardens, Littlehampton, West Sussex, BN17 5PF or as the Executive Committee decide. This is the home address of the secretary and personal callers WILL NOT be accepted.
- 6.2. The Officers of The League shall consist of a Chairman, Vice-Chairman, Secretary, Treasurer, Assistant Treasurer, Hon. President, Minutes Secretary and up to five (5) members from 'The League' teams who shall be elected at the Annual General Meeting or co-opted after the AGM. The minimum number of Executive Committee members will be three (3)
- 6.2.1 There will be a position of Honorary President within the league which is a life time position. The Honorary Life President is to ensure the continuity of The League and can represent the Chairperson or Vice Chairperson in the event of their absence in a meeting. The Honorary Life President must have been a previous Chairperson within The League and must

also have served in that capacity for at least five previous consecutive or non-consecutive years. The position will be held until the HLP steps down or passes away in service.

6.2.2 When the Officers/Executive Committee are required to vote on a matter of "The League", then the President and the Chairperson cannot vote. They are there in an advisory capacity. However, if in the event of a tied vote, the Chairperson IS entitled to a carrying vote. During the casting of votes, an AYE, NAY and ABSTENTION are permitted. If an abstention is given then a reason for the abstention (if given) will be noted in the minutes.

## **7. GENERAL MEETINGS**

7.1. The Annual General Meeting (AGM) shall ideally be held at the discretion of the Executive Committee and twenty eight (28) days notice shall be given to all clubs and officers.

7.2. The LDWRPL AGM will be on the FIRST MONDAY of October each year.

## **8. SPECIAL GENERAL MEETINGS AND SEASON START**

8.1. A Special General Meeting may be called by the Executive Committee or by ten (10) member clubs. Seven (7) days notice of a Special General Meeting and of all resolutions to be proposed shall be given and no other business shall be transacted at that meeting.

8.2. The LDWRPL SGM will be on the SECOND MONDAY of October each year.

8.3. The LDWRPL Season will start on the THIRD WEDNESDAY of October each year.

## **9. AMENDMENTS TO RULES**

9.1. Any proposed alteration to the Rules, must be approved at the AGM or SGM. Notice of any alteration shall be sent to the secretary, to arrive no later than seven (7) days before the meeting.

## **10. CAPTAINS MEETINGS**

10.1. At least three Captains Meetings will be held during the course of a season at the discretion of the Secretary. All teams will be notified via text/email or via the Website/Facebook. This information is also published in 'The League' Website throughout the season and Captains/Players are reminded to check these dates on a regular basis under the "Calendar" section of the website.

10.2. Each team must send a representative to all meetings, who together with the Executive Committee shall have full voting powers. Any team failing to send a representative shall have ONE LEAGUE POINT deducted from their current points total for that season so far. Apologies will not be accepted as any person may represent one team at a meeting, although signed players/captain/vic captain are preferred.

## **11. MATCH RESULTS**

11.1. All team results must be submitted by text message to the mobile phone number provided on the scorecard. As this is the personal mobile number of the Secretary, players are reminded not to give the number to people outside of the LDWRPL. All results must be received within 24 hours following the match to enable the formulating of 'The League' table.

## **12. MATCH DISCREPANCIES**

12.1. Teams are reminded that during a frame, the referees decision is final and any question regarding a referees decision must be made as per Rule 12.3.

12.2. Any non-refereeing problems occurring on match nights are to be resolved amicably by each teams' captain on the night in question. If this cannot be done then either or both teams have the option of making an official complaint to 'The League'. This complaint must be made according to rule 12.3.

12.3. The complaint may be heard by the Executive Committee. The protester(s) should submit their complaint in writing, stating the nature of the protest. This must be sent to the Secretary (at the address in Rule 6.1) and shall be accompanied by a £5.00 fee. This fee will be returned if the complaint is deemed valid by the Executive Committee, but will be withheld if the complaint is considered trivial.

12.4. If the match involving the discrepancy did not have a referee for the frame or frames in question then the complaint will not be heard by the committee as the frame(s) did not comply with the EPA regulations of being refereed. Therefore it is in the interest of all teams to referee their matches accordingly.

12.5. Any written complaint will be heard by the committee within 10 days of the complaint and either or both parties may be requested to make a written statement and/or a personal appearance in front of the committee to clarify their situation. The committee shall then make a ruling which will be binding to both parties.

## **13. MATCH ETIQUETTE**

13.1. The conduct of all players attending matches should be of the highest level, in particular, remarks that are considered sexist, racial, rude or intimidating, should not be made, captains will be held responsible for their players' behaviour as stated in the World Rules.

## 14. COACHING

- 14.1. No coaching will be permitted in any singles game at any time. Coaching is CHEATING and is not allowed, as the purpose of any match is a test of skill between players and not observers, and Captains will be held responsible for the conduct of their players.
- 14.2. Coaching in any doubles match is permitted between the two players, but can only consist of verbal discussion and must cease the second the oncoming player starts his/her visit to the table i.e. when the 'playing' touches the table the 'non-playing' player must withdraw from the table and cease discussions. A time limit of thirty (30) seconds discussion is permitted between visits. If there is abuse of the time given, the Referee will warn the players concerned. A second offence will result in two visits being awarded to the opponents and a third offence will result in loss of the frame. Further discussion can only be given at the end of that particular turn of play only between participating players.

## 15. RESULT CARDS

- 15.1. Please note that it is an EPA and Inter-League requirement for our league to provide written proof of results and the members that play in each match, otherwise entry to their competitions may be denied.
- 15.2. A result card must be made out by each team.
- 15.3. Each card must be filled in correctly, which means that player's names shall be printed (in BLOCK CAPITALS), giving the first name as an initial and the surname spelt in full. The captain's signatures are required on both cards.
- 15.4. The cards must be recognisable as having come from a particular team, so each team shall circle its team name on its own card.
- 15.5. Match scorecards must be submitted for all League games within 4 days following the match otherwise the offending team will be deducted ONE LEAGUE POINT. Such submissions must be made by one or more of the following ways:-
- 15.5.1 By email to cards@ldwrpl.co.uk in a compressed picture format of either TIF, JPG, or GIF. Uncompressed BITMAP files will NOT be accepted as their native format makes them too big to receive lots of these by email. The filename MUST follow the pattern of YYYY-MM-DD\_TeamName.ext. ie 2010-01-12\_Candlewicks.tif An email will be returned to the sender confirming that their scorecard has been accepted.
- 15.5.2 By camera phone upload to the LDWRPL Facebook account or picture message to the secretary.
- 15.5.3 By electronic posting to the LDWRPL Forum.
- 15.5.4 By post to LDWRPL, c/o 64 Norfolk Gardens, Littlehampton, West Sussex, BN17 5PF. This is the home address of the secretary and personal callers WILL NOT be accepted.
- 15.5.5 Late cards will NOT be accepted.
- 15.5.6 Hand delivered cards to Executive Committee members will NOT be accepted.
- 15.5.7 Failure to comply with this rule will result in the loss of one point.
- 15.6. Regardless of the medium used in 15.5 to submit your scorecards, these original cards MUST be produced at the next Captains Meeting to be kept for possible production as evidence by 'The League' to the relevant affiliated authorities.

## 16. TRANSFER OF PLAYERS AND REGISTRATION

- 16.1. No player may have more than one transfer per season. All transfers and new registrations must be submitted in writing, using the 'Sign-On/ Transfer' slip in the Captains Handbook. The cost will be £3.00 per registration pre-mid-season and £5.00 per player after mid-season. Player transfers are £10.00 per player at any point during the season. Players will be permitted to play once the monies and paperwork have been received by the Secretary. This MUST be at least 24 hours prior to the player being eligible to play.
- 16.2. Transferred players that have previously played in a team competition will remain cup-tied to the team they have played for and therefore can play no further part in that particular team competition.

## 17. ELECTION TO 'THE LEAGUE'

- 17.1. All teams seeking election to play in 'The League' must return all forms and monies as soon as possible, to the Secretary, and no later than the AGM.

## 18. INELIGIBLE PLAYERS

- 18.1. All players entering the 'LDWRPL' must be a minimum of 16 years old before they can register for a particular team. Whether a player under 18 years can play at a venue will be at the discretion of the owner / landlord / landlady of the match venue.
- 18.2. If a player is found to be under 16 and has played for a particular team then that team shall be removed from 'The League'.
- 18.3. Any team who have played an ineligible player will have those frames marked as losses for the match(es) in question and will also be deducted one league point from their total for the season for each match that was affected.
- 18.4. In the case of a player who has played for a team and is not registered for that team, or who is registered for another team, then the player in question will be expelled from the league for the remainder of the season. Playing between teams is not allowed and is classed as cheating, so harsh punishment is all that can be applied.
- 16.5. Players under the age of 18 are now allowed to play within the League, it is the discretion of the venue as to what time they are allowed to play until. If there is a certain time under 18's have to be out by then their matches are to be played earlier.

## 19. INELIGIBILITY TO VOTE

- 19.1. No member shall take part or vote on any issue to which the club he/she is a member of or is directly or indirectly a party to.
- 20. MATCH NIGHT RULES**
- 20.1. Matches will commence at the 'Home' venue at 7:45pm and shall be continuous. Any team failing to supply a nominated player within five (5) minutes of the conclusion of the previous frame shall forfeit that frame.
- 20.1.1. A team not able to have a player ready to start by 8:00pm will forfeit one (1) frame initially, then one (1) frame every ten (10) minutes thereafter.
- 20.1.2. If no play has commenced by 8:30pm the match will be forfeit 9-0 to the team present.
- 20.2. The Captain of each team shall be responsible for allocating players to represent their team, with the 'home' team captain nominating first. This may be done prior to the match starting or at the end of each frame, but in each instance, the 'five minute' rule applies.
- 20.3. Both captains are given the option of using the stopwatch at the start of the match, and as a contingency for a potential late finish have the option of introducing the stopwatch at any point in the match (although not mid-frame) until the beginning of frame 13. The use of stopwatches must be agreed by both Captains. Use of other devices ie Mobile phone applications is not permitted.
- 20.4. A LDWRPL approved stopwatch will be supplied to each Captain, and the fee of £4 will be payable to the League at the first captains meeting. Replacement stopwatches are valued at £6 as the first issue is sponsored.
- 20.5. If the average match lasted 3 hours then each quarter would theoretically last 45 minutes. Teams are therefore advised that if after 90 minutes, frame 9 has not started, it may be prudent to start using stopwatches.
- 20.6. A referee must be appointed for each frame alternately by each team. Teams will referee their own players break. Referees are required to remain standing to be able to pay attention to the frame at all times, which may mean occasionally moving to get a better view of the players shots.
- 20.7. A set of 'World 8 Ball' rules must be made available at all venues and each frame shall be played in accordance to those rules.
- 20.8. Each match will consist of sixteen (16) single frames of pool (4 sets of 4 frames), Players may only play a once in each quarter (unless a re-rack situation occurs).
- 20.9. Both teams to allocate 4 players per 1/4 before that 1/4 starts. The names are to be stated on each card and the cards exchanged.
- 20.10. Individual player averages will be awarded for league games only. This is to comply with EPA competition regulations.
- 20.11. Teams playing a match in the EPA Division shall consist of twelve (12) single frames of pool (3 sets of 4 frames). 20.12 Players may only play once in each third (unless a re-rack situation occurs).
- 20.12. Both teams playing a match in the EPA Division shall allocate 4 players per 1/3 before that 1/3 starts. Names are to be stated on each card and the cards exchanged.
- 20.13. Players can now play more than one fram per quarter to a maximum of 2 frames per quarter with a frame break in between e.g. j.bloggs can play in frames 1-2 but won't be able to play until frame 5 for their next frame, j.bloggs can play in frames 1 and 4 but next frame and can play in frame 5 but wont be able to play until frame 7 and so fourth, a player can only play a maximum of 4 frames throughout the match unless the match goes down to a decider where they will be able to play a 5<sup>th</sup> frame.
- 20.14. **POSTPONEMENTS**
- 20.13.1. Matches can be postponed if a weather/travel warning has been issued by Sussex Police. Postponing of games other than for official weather warnings is NOT permitted unless exceptional circumstances as approved by the committee.
- 20.13.1.1. The committee will then liaise with the opposition to check on what date this postponed game could be played. Once this information is known, The Committee will fix a date for the match.
- 20.13.1.2. If the postponed match is not played on or before the required date then the following will apply:-
- 20.13.1.3. The team requesting the postponement will receive a 1 point penalty on their league points total and the match will be awarded 9-0 to the opposition. No averages frames will be collected for that match.
- 20.15. **MATCH CANCELLATION**
- 20.14.1. If a match is cancelled ie not following Rule 20.13, then the team(s) who have made the cancellation will be deducted one league point from the total and will also receive a warning that a further cancellation within the same season will not be permitted.
- 20.14.2. If a further cancellation occurs, ie not following Rule 20.13, the team(s) who have made the cancellation will be expelled from the League for that season. The following will apply on expulsion:
- 20.14.2.1. If after half way point of league fixtures then all second half league results will be expunged, otherwise all league results will be expunged.
- 20.14.2.2. All cup fixtures currently in schedule will be resulted in the opposition being given a BYE. Any cup results previous to the expulsion will remain in place.
- 20.14.2.3. If cup matches are only in their FIRST ROUND, the committee shall decide whether it is in the best interests of the league to replay those rounds or whether the expelled team will become a BYE in the competition.

20.14.2.4 The players within the expelled team will also be expelled from the league for the remainder of the season and their individual competition rounds will be decided by the committee for the best interests of the League.

20.16 THE PETE ASHMAN MEMORIAL HANDICAP CUP

20.15.1 The handicap system for the Pete Ashman Memorial Handicap Cup will start at -4 frames for the top premier team(s) lowering to 0 for the bottom placed premier teams at the approximate mid-way point of the season. Similarly the top Division One team(s) shall start the cup with a frame advantage of 0 frames rising to +4 frames for the bottom team(s) in Division One. The maximum handicap for this cup competition will be + or – 6 frames when the draws are made for each round.

20.15.2 Match should start from the frame after the handicap has been allowed for. For example Team A has a +3 start against Team B, the match starts from frame 4 on the card with Team A awarded wins for frames 1, 2, and 3. This means the match runs to frame 16 (or 17) as normal.

## 21. MATCH TABLES

- 21.1 Match tables should be in a condition that allows the players to demonstrate their skills and is the responsibility of the 'home' venue to ensure this is the case.
- 21.2 The tables and venues deemed to offer the best conditions and facilities for play will be used more frequently for competitions. Therefore it is in the best interest of the 'home' venue to ensure that the Match Table is in the best possible condition, to ensure that further revenue is gained later in the season (as per Rule 21.2).
- 21.3 In a cup match, if both captains agree prior to the match being played that the neutral table drawn in the round is unplayable; an alternative venue can be agreed providing it is on the same date and time as the original match. The landlord must be informed of the reason for the change and the committee MUST be notified to allow the committee to be able to give notice to the landlord to improve their table and therefore enabling them to host future competitions.

## 22. COMPETITION RULES

- 22.1 The Team Knock-Out/ Plate competition will be at a 'drawn neutral' venue on a specified date. All other team competition matches will be at HOME venue up to but not including the Semi-Finals of each competition.
- 22.2 Only the licensees or full-time club manager or steward may enter the 'Landlords/Landladies Competition'.
- 22.3 Tables and/or venues considered to be superior will be the ones used in the later stages of all competitions.
- 22.4 It is the responsibility of winning players or teams to telephone the match result through, This MUST be done on the night following the game. Failure to comply with this WILL mean ELIMINATION from the competition.
- 22.5 If an opponent does not turn up for the match, the result must still be phoned through stating clearly that the victory was a 'walkover'.
- 22.6 A fifteen (15) minute waiting time will be given by the player(s) after the allocated start time.
- 22.7 KNOCK OUT CUP/ PLATE MATCHES CANNOT BE POSTPONED without prior agreement of the Secretary.
- 22.8 Players failing to turn up to play a match will be fined the sum of £5.00, which is to be paid at the next League Meeting after notification. Failure to pay the fine will mean that the player will be suspended from taking any further participation in any of 'The League' competitions or League matches until the fine is settled.
- 22.9 Rounds of the competitions may be played on a Tuesday as well as a Wednesday unless stated.
- 22.10.1 Competition entry will carry a fee per person per competition and this will be stated on the competition forms. This must be paid and signed for on the 'Competition Form' and handed in to the Secretary no later than the date stated on the form.
- 22.10.2 The holder of each competition will be entered free of charge into their holding competition if they qualify to do so, ie holder of the captains cup must be a current captain, and if they are currently registered to a team within the LDWRPL.
- 22.11. How to contact opposing players when a competition is drawn:-
- 22.11.1 The home player must offer the away player 3 non-consecutive dates between first contact and the day before the match must be played to the away player and a mutual agreement reached to play the match.
- 22.11.2 The length of time for which this first contact must be made is HALF of the days from the draw being posted on 'The League' website [www.ldwrpl.co.uk](http://www.ldwrpl.co.uk) to the day before the closing date for the match to be played.
- 22.11.3 If the home DRAWN player cannot make contact with the opposing player then they MUST contact the Secretary or another committee member to inform them that they cannot make contact.
- 22.11.4 If the secretary cannot make contact with the originally drawn away player within the remaining time to play the match, then the home drawn player will go through with a walkover.
- 22.11.5 If contact has not been made by the home drawn player within the first 50% of the available match days then the away drawn player becomes the home player and the home drawn player becomes the away player. Contact must then be made as in 21.11.1 and 21.11.2 and 21.11.3.

22.11.6 If the secretary cannot make contact with originally drawn home player within the remaining time to play the match, then the originally away drawn player will go through with a walkover.

22.11.7 Individual competitions will be played by the set date - if the match is not played then both players/teams are knocked out. Any issues with contact should be reported to the committee/competition secretary by 7 days before the due date as per 22.11.3.

22.12. All contact numbers supplied must be an active number for the particular player. Amendments must be notified to 'LDWRPL'.

22.13. All contact numbers are for the sole use of 'LDWRPL' in conjunction with league & competition matches. They will not be used for any other purpose.

22.14. A minimum number of eight (8) entries for each competition is required. The Executive Committee may rule for exceptions.

## **23 PAYMENTS FROM (AND OWING TO) THE LEAGUE**

23.1 A list of people who are willing to referee/timekeep Semi Finals and Finals of team and individual competitions (subject to their subsequent non-involvement in the match(es) concerned is to be compiled at the start of the season by the Secretary. Referees must be deemed as competent by the Executive Committee. Due to HMRC income regulations, each referee and timekeeper, although they deserve reward for their services and loss of free time, cannot be paid for their duty. Therefore a Referees/Timekeepers draw will be done at Presentation evening. All those who have performed this service during the season will have one ticket entered into the draw for each match they have refereed/timekept. The draw will then be made and suitable prizes made available as supplied by The League as decided by The Committee.

23.2. Any team owing money at the start of the season will not be allowed to commence their fixtures until their dues are paid in full. Any matches, prior to the fees being received, will be awarded to their opponents.

## **23.3 SUBSISTENCE**

23.3.1 Where a member of the Officers or Executive Committee have to attend an official engagement to represent the LDWRPL, ie County Meeting or Regional Meeting, then that person shall receive a subsistence allowance equivalent to that of a Jury Member of The Courts Service. For 2012/13 that will be 32p per mile, reviewed annually and linked to the amount paid by the Court Service for a Jury member rounded up to the nearest penny.

23.4 The Hon. Secretary shall receive an honorarium of £100 from the League in respect of the work done by them during the season maintaining the league & cup fixtures, website and other electronic mediums as well as the general running of the league.

## **24. TROPHIES and CAPTAINS HANDBOOKS**

24.1. All annual trophies must be returned to 'The League' by the date notified. Any trophies that are lost or not returned by that date, the teams or individuals concerned will be liable for costs of £35 per perpetual trophy. Any trophies that are returned damaged or badly scratched will be repaired or re-plated and the cost levied against the club or individual that were in possession of them.

24.2. 'The League' will provide all Division/ group winners and runners-up with six (6) trophies for their players to keep. Any others required, will be chargeable to those clubs concerned.

24.3 Captains handbooks must be returned in a useable state for the following season or the team captain will be liable for a £5 replacement charge for the handbook. They must be given to the Secretary on the night of the AGM latest otherwise the charge will be levied.

## **25. FINALS NIGHT**

25.1. This will be arranged by the Executive Committee and all teams will be notified.

25.2 Finals night will be held on the third Saturday of May.

## **26. PRESENTATION NIGHT**

26.1. This will be arranged by the Executive Committee and all teams will be notified.

26.2. The Presentation Evening shall be no later than four weeks following the last league match of the LDWRPL. This will also mean that ALL competitions will have to be completed BEFORE the last league match; this includes both team and individual competitions. The only competitions not needing to be finished (if any) are those that the committee decide will be played on Finals Night.

26.3. The Presentation Evening date will be fixed at the First Captains Meeting each year and will have a proposed date and a contingency date following rule 26.2

26.4 Invitations to host the Presentation Evening from member establishments are encouraged, but the final decision will remain with the committee as to the venue and the content of the evening.

## **27. CONTINGENCY PLAN**

27.1. The Executive Committee shall have the power to deal with any contingency plan not provided for in the Constitution.

## **28. DISCIPLINARY MEETING**

28.1. Any disciplinary meeting may incur a fine (refer to rule 23)

## 29. CONSTITUTION

- 29.1. Playing in this league is agreeing to abide by this constitution.