

Captains' Guide

Everything a captain needs for match night. Questions to the Fixtures Secretary, Friar Tuck.

Before the match

1. Check the fixture on the league site: the date, the start time and the venue. The venue page has a map for away teams.
2. Make sure your players are on your team's squad. You can add new players yourself from your captain's page.
3. If you can't raise a team, tell the Fixtures Secretary at least 48 hours beforehand. See the League Rules on postponements.

On the night

1. Sign in to the league site on your phone. Your match is at the top of your captain's page.
2. Agree the order of play with the other captain. The home captain names their five players first.
3. Enter each frame as it finishes: who played and who won. Doubles frames take two players a side.
4. Each frame is saved as you go. Players and supporters can follow the score on the Live page.
5. If a player wins a frame without their opponent potting a ball, record the dish.

After the match

1. Check the final score with the other captain before you leave.
2. The result, the league table and player averages update as soon as the last frame is saved.
3. If something was entered wrongly, let the Fixtures Secretary know within 48 hours.

Knockouts

The knockout draws are on the Competitions page. The home side in a knockout match hosts it, unless the committee has named a venue. Send the score to the Fixtures Secretary on the night.

Useful to know

- The Live link appears at the top of the site on match days.
- News, meetings and documents like this one are on the league site. There's no need to keep a paper copy.
- Please thank the landlord. Without the venues, there is no league.