

POOL RULES

REGISTRATION FEE

THESE SHALL BE COLLECTED WHEN THE TEAM PLAY FIRST & LAST THE FIRST TIME TO AVOID CHASING ROUND AT THE END OF THE SEASON COLLECTING FEES

A PLAYER MAY TRANSFER PROVIDING BOTH TEAM CAPTAINS AGREE AND THE LEAGUE ARE INFORMED AND HAVE AGREED TO THE TRANSFER.

How to start the game

1. The balls are racked



2. Order of play is determined by the flip of a coin. The winning player can decide if they wish to break or not. All following games will alternate between the two teams.

2a) The three doubles games are played first, one frame, followed by six singles best of three.(if a player takes the first two frames he is given the third)

2b) One point shall be awarded per game won (doubles one point per game total 3 points and singles one point per game eighteen points) giving a total of 21 points per night.

3. The opening player plays at the object balls from baulk. The object balls must be scattered around the table to be classed as a “fair break”.

- i. Failure to do so is a foul break and will result in the balls being re-racked.**
- ii. The opposing player then starts the game with two visits.**

4. If the black is pocketed from the break shot, the balls will be re-racked and the same player will restart the game. No penalty will be incurred. This applies even if a foul shot is played

5. If the Cue Ball is potted on a fair break it is penalised by the turn passing to the opponent who will have 2 visits.

6. Colours are determined by the first legally potted object ball. If one or more balls of both sets of object balls are potted then that player must nominate his group of object balls before playing their next shot.

7. If a foul is committed, before groups are decided, then those balls are ignored in determining the groups to be played.

8. If a ball, or balls, are legally pocketed, this entitles the player to one additional shot and this continues until the player either:

- i. Fails to pocket one of their own set of allocated balls, or;**
- ii. Commits a foul at any time.**

FOULS

- 1. In off (white pocketed) – except in the case of a fair break**
- 2. Hitting an opponent's ball before hitting one of your own.**
- 3. Failing to hit any ball with the white.**
- 4. Jump Shot.**
- 5. Hitting the black ball before hitting one of your own if there are balls of your own colour remaining.**
- 6. Potting any opponent's ball.**
- 7. Ball off the table.**
 - i. Any object ball or the black ball, shall be returned to the black spot, or as near as possible to that spot without touching any other ball, in direct line between that spot and the centre of the baulk line.**
 - ii. If the white, then the white played from in hand.**
- 8. If a player's body or clothing should touch any ball.**
- 9. Player not having at least part of one foot on the floor.**
- 10. Playing or touching with the cue any ball other than the white.**
- 11. Striking the white with any part of the cue other than the tip.**
- 12. Playing out of turn.**
- 13. Playing before all balls have come to rest.**
- 14. Playing before any ball(s) require re-spotting.**
- 15. Striking the white with the cue more than once.**
- 16. Playing a push shot.**
- 17. Failing to nominate when required to do so.**
- 18. Foul break as defined in rule 3.**

PENALTY

- 1. The offending player loses their next visit to the table, giving their opponent two visits to the table.**
- 2. If the white has come to rest on the playing surface, then the player having two visits may proceed to play from where the white lies, or the white may be played from behind the baulk line. Moving the white to behind the baulk line does not count as a shot, or visit.**
- 3. On the first shot only of the first visit, the oncoming player may, without nomination, play the white on to any ball without penalty, including any opponent's ball, or black ball.**
 - i. If any object ball is pocketed directly, or by combination, the player is deemed to have pocketed a legal ball, and continues with the first visit.**
 - ii. The player must not pot the black ball, unless they are on the black ball.**
- 4. When the player fails to pot a ball on the first or subsequent shot of the first visit, play then continues with the second visit.**

Finishing a Game

- 1. If a player pockets the black ball before all the balls in their own group, the player loses the game.**
- 2. A player going in off the black ball when the black ball is pocketed loses the game.**

WHEN TWO SHOTS AWARDED ON THE BLACK THE ONLY FOUL SHOT THAT CAN OCCUR IS MISSING THE BLACK AND THE WHITE GOING IN OFF OR LEAVING THE TABLE.

- 3. A player pocketing the black ball and any other ball on the same shot will lose the game. Except following a foul when only the black ball and ball(s) of the opponents group are on the table, then with the first shot of the first visit, the player may legally pocket the black ball as well as ball(s) of the opponent's group by any combination and in any order.**
- 4. A player who clearly fails to make any attempt to play a ball of their own group will lose the game.**
- 5. If a player seeks to gain advantage by deliberately touching a moving ball or retrieving a ball dropping into the pocket he/she shall lose the game.**

Touching ball

- 1. Touching opponent's ball or black ball - the player MUST play a ball of their own group.**

1.1A Away team be given 10/15 minutes practice providing they arrive in a time allowing the game to start on time.

1.1B An area is to be reserved for away team (6-8 seats)

2. Touching any ball the player is legally entitled to play - the player must play away from the touching ball, and be deemed to have played that ball.

Player in control

IN DOUBLES A PLAYER MAY TALK TO HIS PARTNER AFTER EACH SHOT PROVIDING THEY HAVE NOT TOUCHED THE TABLE WITH ANYTHING PRIOR TO TAKING THEIR NEXT SHOT AFTER POTTING A BALL

In singles a player is said to be in control of the table from the time their body, cue, or clothing touches the table prior to their shot, throughout the visit, and up until the opponent does likewise prior to their visit. Any balls falling in when a player is in control shall be deemed to have been part of that players visit.

THERE HAVE BEEN INSTANCES WHERE NON PLAYING PLAYERS HAVE CALLED OUT AND PUT OFF THE PLAYERS AT THE TABLE. PLAYERS ARE REQUESTED TO ALLOW THE PLAYERS AT THE TABLE TO PLAY THEIR MATCH WITHOUT ANY COMMENTS AND ALSO TO ALLOW THEM UNOBSTRUCTED ACCESS TO THE TABLE THROUGHOUT THEIR MATCH.

A GAME MAY BE POSTPONED DUE TO E.G.:- A RELIGIOUS REASON IF NOTIFIED THE OPPONENT AND LEAGUE SEVEN DAYS BEFORE THE PROPOSED MATCH WAS DUE TO TAKE PLACE. THE REARRANGED MATCH MUST TAKE PLACE WITHIN TWENTY EIGHT DAYS OF THE ORIGINAL MATCH.

THE HOME TEAM SHALL SUPPLY A REFEREE FOR POOL MATCHES

A MINIMUM OF 24 HOURS MUST BE GIVEN FOR ANY MATCH CANCELLED. A TEAM THAT FAILS TO ARRIVE SHALL HAVE THE GAME RESCHEDULED AT A MUTUALLY AGREED DATE AND LOSE THE THREE DOUBLES GAMES. SHOULD THE TEAM NOT ARRIVE FOR THE MUTUALLY AGREED DATE THEN THE OPPOSING TEAM SHALL RECEIVE A TOTAL OF 14 POINTS THIS BEING THE AVERAGE OF THE WINNERS OF THE WINTER 2014 AND SUMMER 2015 LEAGUES.

N.B NO INDIVIDUAL POINTS SHALL BE AWARDED FOR ANY GAME NOT PLAYED AGAINST AN OPPONENT.

The Referee will follow the above rules and their decision will be final.