

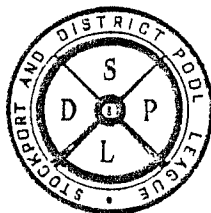
STOCKPORT & DISTRICT POOL LEAGUE

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LEAGUE RULES

RULES & EXPLANATIONS (1).

- 1) Seven players in each team.
- 2) All tables must be level and marked with a (D) line.
- 3) The numbered balls are racked alternatively in triangle with the 8 ball (black) being in the centre, Back row of rack to be approximately 6" from cushion.
- 4) When breaking off, two balls must hit the cushion otherwise the opponent has the choice of ---- making opponent re-break --- taking two shots --- or break themselves (i.e. two scoring balls not the cue ball). The first ball going into a pocket, if not seen by the referees the first in the window will be that players choice of group.
- 5) Choice of two referees is for the captains to decide.
- 6) In matchplay, home team breaks all games (except k/o's, play off's etc).
- 7) The opening player plays at the triangle of object balls using the cue ball from any position in the (D).
- 8) FOULS:-
 - (a) No jump shots allowed (i.e. Directly jumping any ball).
 - (b) When the white ball goes into a pocket this is a foul, two shots to the opponent.
 - (c) When a player pockets one of his opponents balls the opponent has two shots.
 - (d) If a player touches any ball while taking a shot, this is two shots to his opponent.
 - (e) If the black ball goes off the table, the opponent wins the game.
 - (f) If the scoring ball leaves the table it is two shots to his opponent, (except black).
 - (g) Any player shooting out of turn, commits a foul and submits the game to the opponent.
 - (h) All foul strokes are two shots to the opponent.
 - (i) White ball going off the table is two shots to the opponent.
 - (j) A player is deemed to have addressed the table when he touches it. A player gains any awards or penalties until such time as his opponent addresses the table.

Foul Explanations:-

1. When two shots are given if a player pots with his first shot he carries on a normal, if he does not pot a ball he still has one shot left.
2. When striking off after a foul shot, all shots can be played in any direction from the (D).
3. If a coloured ball goes off the table, it is to be put back on the table to the nearest spot to the front of the triangle.
4. If white ball goes off the table it is re-spotted in the (D).
5. When a player commits a foul at any time in the game, his opponent can either take the award on the foul, (i.e. two shots) or make his opponent play again.
6. A player is deemed to have addressed the table when he touches it. A player gains any awards or penalties until such time as his opponent addresses the table.

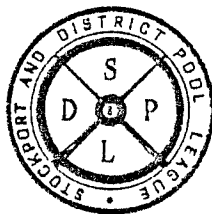
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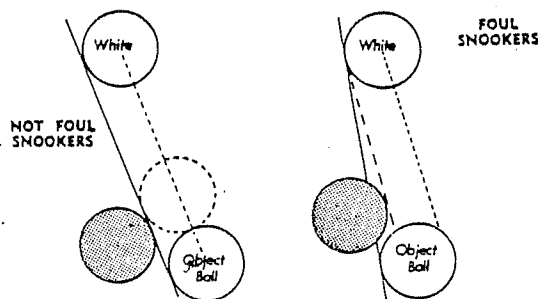
Black Ball

- (a) When players are down to the black ball, the striker must nominate his choice of pocket and keep to it.
- (b) Two players cannot nominate the same pocket for the black.
- (c) If a player pots his last ball and goes in off with white ball, he must then nominate his pocket for black before his opponent takes his shot.
- (d) Black ball going in any pocket, other than nominated pocket, game awarded to opponent.

Foul Snookers

- (a) A foul snooker is when a person cannot hit a full ball after a foul has been committed (i.e. not both sides). See diagram below:-

HOW TO DETERMINE A FOUL SNOOKER



- (b) If a player is foul snookered he is allowed to hit any ball that is a direct obstruction to make a path for his next shot, or to pot his own ball.
- (c) When foul snookered in jaws of pocket with one ball, after agreement with referees it may be removed and replaced in the (D) with still two shots against the opponent.
- (d) Deliberate foul shot game away. (i.e. Directly hitting another players ball, with white ball only). Except where Rule (b) Foul Snookers applies.
- (e) If a player pots his ball in such a manner that knowingly he has to commit a foul to hit his next ball, the game should be awarded to his opponent.
- (f) If a player is put in a position that he has to commit a foul stroke to hit his ball the game should be restarted.

2 points per match.

THE CAPTAIN OR REFEREE OF THE HOME TEAM, MUST KEEP ALL NON-PLAYERS AWAY FROM THE TABLE. ANY INTERFERENCE ON THE TABLE, THE HOME TEAM LOSES THE GAME BUT NOT THE MATCH. CAPTAINS ARE ALLOWED TO INTRUDE THE GAME IF THEY THINK AN INCORRECT DECISION IS GIVEN BY THE REFEREES.

ADDITIONS

- 1) PUSH SHOTS ARE ALLOWED.
- 2) NO SUCH THING AS A "TOUCHING BALL" (A BALL MUST BE SEEN TO MOVE).