

STOCKPORT & DISTRICT **POOL** LEAGUE '82

PLAYING RULES - 1 -

1. Seven players in each team.
2. All tables must be level and playable, and marked with a D line.
3. The numbered (or coloured) balls are racked alternatively in the triangle, with the 8 ball (black) being the centre. Back row of rack to be approximately 6" from cushion.
4. When breaking off, two balls must hit any cushion, two scoring balls, not the cue ball, otherwise the opponent has the choice of :-
 - a) Making the opponent re break.
 - b) Taking two shots.
 - c) Break themselves.

Until groups are sorted, when a player pockets a legal object ball, then that ball denotes his group. If object balls of both groups are legally pocketed, then the player should verbally nominate his choice of group, and continue to play.

Foul Explanation - If object ball (or balls) and white are pocketed - two shots to opponent, with choice of group when first legal ball pocketed after his free shot.

5. Black going off table, or being pocketed from the break, game to be restarted.
6. Choice of the two Referee's is for the Captains to decide. The same Referee may be used more than once. If the Captain is refereeing or playing, the nominated Vice Captain will take over the Captains responsibilities.
7. In matchplay, the home team breaks all games. (Except K/O's, playoffs, etc.)
8. The opening player plays at the triangle of object balls, using the cue ball from any position in the D. (Definition of the white ball in the D. The point at the bottom of the ball must be on the D line, or within the D.)
9. Referee's must ensure players do not play out of turn, and take the correct number of legal shots, and inform players of the legality of any situation. (Definition - Referee's must state - two shots, black in jaws, free table, foul etc.)
10. Push shots are allowed.
11. No such thing as a touching ball. (A BALL MUST BE SEEN TO MOVE)
12. FOULS
 - a) No jump shots allowed. (i.e. Directly jumping any ball)
 - b) When the white ball goes into a pocket.
 - c) When a player hits or pockets one of his opponents balls. (Except where allowed)
 - d) If a player touches any ball.
 - e) White ball going off the table.
 - f) If a scoring ball leaves the table. (Except black)
 - g) If the black ball leaves the table, Game Away. (Except where rule 5 applies)
 - h) Any player shooting out of turn. Game Away.
 - i) A player must have -t all times at least one foot on the floor. (Any part of foot or footwear (not laces) shall be classed as one foot.

ALL FOULS TWO SHOTS TO OPPONENT EXCEPT WHERE STATED. (FOUL EXPLANATIONS - RULE 13)

J. Shuttleworth,
Chairman.

M. Matthews,
General Secretary.
494 1173

M. Thornton,
Fixture Secretary.

J. Austin,
Public Relations.

R. Ainscough,
Treasurer.
456 0631

A. Taylor,
Chief Referee.
430 2310

I. Gill,
Executive Member.
494 1689

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PLAYING RULES « 2 »

13. FOUL EXPLANATIONS

- a) When two shots are given following a foul, it is a free table for the first shot only. The oncoming player may play any ball on the table without nomination, or pot any ball on the table, except black, with his first shot only. A player will then carry on with his second shot. If he fails to pot a ball of his own group on the second shot, then his break is over. Combination shots are allowed. If a player with a free table pockets his opponents last ball, the opponent does not nominate his pocket for black, until the player has completed his visit to the table.
- b) If the white ball goes off the table, it is to be respotted in the D. Shots may be played in any direction from the D.
- c) If a coloured ball goes off the table, (except black), it is to be put back on the table at the nearest spot to the front of the triangle.
- d) If a player pots white ball and his opponent makes him play again, then he has only one shot from the D.
- e) When a player commits a foul at any time during the game, his opponent may either take the award on the foul, or make his opponent play again from where the balls lie. An opponent may be made to play again up to two times, during a single visit to the table, thereafter game away.
- f) 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.
- g) If a player touches any ball, it is two shots to his opponent. A player may only touch, during a visit to the table, the cue ball with the cue tip. If a player touches any ball with his body, clothing, cue shaft etc, it is a foul.

14. BLACK BALL

- a) The Referee's must clearly request the player to nominate his choice of pocket for black, and the Referee's should touch the pocket to indicate the nomination to the players and spectators. If the player does not nominate his pocket when clearly requested to do so by the Referee's - Game Away. No penalty to be incurred by the players for the failure of the Referee's in performing their duties.
- b) Two players cannot nominate the same pocket for black.
- c) If a player pots his last ball, and in doing so commits a foul stroke, he must then nominate his pocket for black, prior to his opponent taking his shot. The opponent may respot the black prior to or after the offending player has nominated his pocket. (The black ball need not be over a pocket)
- d) Black going into any pocket other than nominated pocket. Game Away.
- e) If the black ball is over a pocket, and a player is given two shots, with no advantage, because the end result is that he has to get the black ball out of a pocket, it is up to that player to either take two shots from where the balls lie, or to respot the black and still take two shots. (see note below)

NOTE - If the black ball was put in the jaws of a pocket on a legal stroke, then it may not be respotted, unless it is pushed further into the jaws illegally. A player being snookered on black will be penalised by two shots only.

To determine whether the black ball is in the jaws of a pocket, use the official template supplied.

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PLAYING RULES "3"

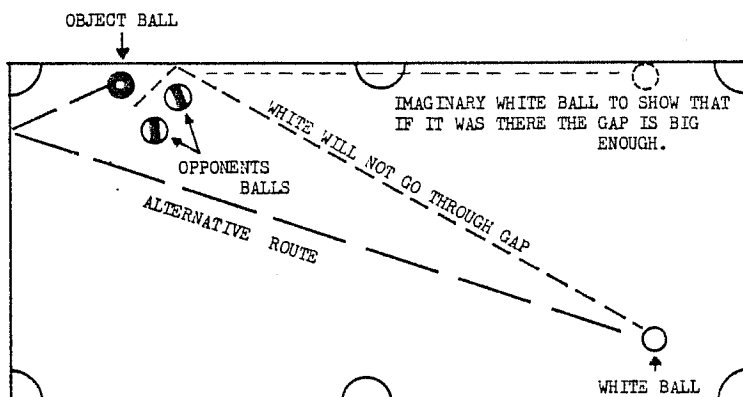
15. FOUL SNOOKER

When foul snookered in the jaws of a pocket with the white ball, i.e. when a player cannot hit a full ball after a foul has been committed, after agreement with the Referee's, the white ball may be removed and replaced in the D, still with two shots against opponent.

NOTE - A full ball is being able to strike the centre of the object ball with the centre of the cue ball.

16. DELIBERATE FOUL SHOTS - GAME AWAY

- Directly hitting another players, or black ball, with the white ball only. (Except where allowed - Rules 13 & 14)
- Playing for a gap when the white ball is at an angle where it will not go through, when an alternative route is open. (See example diagram below)



17. RE RACKS

- Black going off the table or being pocketed. From the break only.
- If a player is put in a position that he has to commit a foul stroke to hit his next ball.
- If a player pots his ball in such a manner that he has to commit a foul to hit his next ball.
- If a game is not progressing satisfactorily, and the players and Referee's agree.

THE CAPTAIN OR REFEREE OF THE HOME TEAM MUST KEEP ALL NON PLAYERS AWAY FROM THE TABLE. ANY INTERFERENCE ON THE TABLE AND THE HOME TEAM LOSES THE GAME BUT NOT THE MATCH.

CAPTAINS (OR VICE CAPTAINS IF THE CAPTAIN IS PLAYING OR REFEREEING) ARE ALLOWED TO INTRUDE ON THE GAME, IF THEY THINK AN INCORRECT DECISION IS GIVEN BY THE REFEREE'S.