

STOCKPORT & DISTRICT **POOL** LEAGUE '82

PLAYING RULES - 1 -

1. The numbered (or coloured) balls are racked alternatively in the triangle, with the 8 ball (black) being the centre. The front ball to be on the head spot.
2. 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.
3. 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 from where the balls lie.
 - 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 - Object balls pocketed on a foul shot are ignored in determining groups. The oncoming player may pocket any object ball (except black), with his 'free table' shot, and then nominate any choice of group.

4. Push shots are allowed, but when playing away from a touching ball, legal contact must be made with another ball.
5. FOULS - All fouls two shots to opponents except where stated. (See Foul Explanations)
 - a) No jump shots allowed. (i.e. Directly or intentionally 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, see ⁵ 42g)
 - g) If the black ball leaves the table, Game Away. (Except where rule 19a applies)
 - h) Any player deliberately shooting out of turn, Game Away.
 - i) A player must have at all times at least one foot on the floor. (Any part of foot or footwear, not laces, shall be classed as one foot.
 - j) Indirectly pocketing an opponents ball.
 - k) Playing into space.

6. 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 as close as possible to the headspot, in a direct line with the centre of the D, without contacting another ball.
- d) If a player pots white ball and his opponent makes him play again, then he has only one shot from the D.

D. Morley
Chairman.
432 7217

M. Matthews,
General Secretary.
494 1173

M. Thornton,
Fixture Secretary.
456 3772

J. Austin,
Public Relations.
429 6093

R. Ainscough,
Treasurer.
456 0631

A. Taylor,
Chief Referee.
430 2310

I. Gill,
Executive Member.
494 1689

STOCKPORT & DISTRICT **POOL** LEAGUE '82

PLAYING RULES "2"

6. FOUL EXPLANATIONS - continued

- e) When a player committs 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 can 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., (except when positioning the cue ball whilst the cue ball is in hand), it is a foul.

7. FOUL SNOOKERS

When foul snookered, i.e. when a player cannot hit a full ball of his own group after a foul has been committed, the cue ball may be removed and placed in the D, still with two shots against the opponent.

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

8. 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, then Game Away.
- b) Two players cannot nominate the same pocket for black.
- c) If a player pots his last ball, and in doing so committs 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 need not be over a pocket.)
- d) Black going into any pocket other than nominated pocket. Game Away.
- e) If the black ball is placed in the jaws of a pocket on an illegal stroke, (or pushed further into the jaws illegally), then it may be respotted. To determine whether the black is in the jaws of a pocket, use the official S&DPL'82 template supplied.

9. DELIBERATE FOUL SHOTS

The oncoming player has the option of taking two shots, or a re rack.

10. RERACKS - (See also Rule 9)

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

IT IS INTENDED THAT THE GAME SHALL BE PLAYED ACCORDING TO THESE RULES IN THE TRUE SPIRIT AND IN A SPORTSMANLIKE MANNER. IF THE EXECUTIVE COMMITTEE FEEL THAT A TEAM OR INDIVIDUAL DO NOT PLAY IN SUCH A MANNER, THE EXECUTIVE COMMITTEE WILL TAKE THE STRONGEST ACTION POSSIBLE AGAINST SUCH TEAMS OR INDIVIDUALS.

MARCH 1987

D. Morley
Chairman.
432 7217

M. Matthews,
General Secretary.
494 1173

M. Thornton,
Fixture Secretary.
456 3772

J. Austin,
Public Relations.
429 6093

R. Ainscough,
Treasurer.
456 0631

A. Taylor,
Chief Referee.
430 2310

I. Gill,
Executive Member.
494 1689