

# STOCKPORT & DISTRICT POOL LEAGUE '82

Unless stated - All correspondence to the General Secretary, 2, Highfield Avenue, Romiley, Stockport, SK6 3DA

## PLAYING RULES MARCH 1993

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 located on the headspot.
2. The opening player plays at the triangle of object balls, using the cue ball from any position in the D. (Definition of the cue ball in the D, The point at the bottom of the cue ball must be on the D line, or within the D, otherwise a Foul)
3. When breaking off two balls must hit any cushion, or a legal pot must be made, otherwise the opponent will re break with two shots.
4. On the first occasion a player legally pockets an object ball, including following a foul, then that ball denotes the players group.  
If object balls of both groups are legally pocketed, then the player should verbally nominate their choice of group and continue to play.
5. Object balls pocketed on a foul shot are ignored in determining groups.
6. Push shots are allowed, but a player may play away from a touching ball of their own group and be deemed to have played that ball.  
If the cue ball is touching an opponents ball, or 8 ball (black), a player may play away without penalty, providing legal contact is made with the players own group.  
Where rule 8a applies, a player may play away from any touching ball, and be deemed to have played that ball.
7. **FOULS - All fouls two shots to opponents except where stated.** (see Foul Explanations)
  - a) Jump shots, (i.e. Directly or Intentionally jumping any ball)
  - b) Cue ball into a pocket.
  - c) Hitting or pocketing an opponents ball, (except where allowed)
  - d) Player touching any ball, (except where allowed)
  - e) Cue ball off the table.
  - f) Object ball off the table, (except black) - (see rule 8c)
  - g) Black ball off the table, **GAME AWAY** (except where rule 12a applies)
  - h) A 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, (except where rule 6 applies).
  - l) Foul break (see rule 3).
8. **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 except black, with their first shot only. A player will then carry on with their second shot. If the player fails to pot a ball of their own group on their second shot, then their break is over. Combination shots are allowed.  
If a player with a 'Free Table' pockets their opponents last ball, their opponent does not nominate a pocket for black, until the player has completed their visit to the table.
  - b) If the cue 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 head spot, in a direct line with the centre of the D, without contacting another ball.
  - d) If a player pockets the cue ball, and their opponent makes them play again, then the player has only one shot from the D.

cont.

### 8. FOUL EXPLANATIONS cont.

- 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 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 touches 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 while positioning the cue ball while the cue ball is in hand), it is a foul.

### 9. 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.

### 10. 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. After the Referee has touched the nominated pocket, the player may not change pocket.
- b) Two players cannot nominate the same pocket.
- 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 ball prior to or after the offending player has nominated his choice of pocket. (The black need not be over a pocket) When a player pockets his last ball and also his opponents last ball, the oncoming player has the first choice of pocket, and not the player committing the foul.
- d) Black ball going into any pocket other than nominated pocket - **GAME AWAY**
- e) If the black ball is placed into the jaws of a pocket on an illegal stroke, (or pushed further into the jaws illegally), then the ball may be respotted. To determine whether the black ball is in the jaws of a pocket, use the official S&DPL '82 template supplied.

### 11. DELIBERATE FOUL SHOTS

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

### 12. RE RACKS - (see also rule 11)

- a) Black going off the table, or being pocketed, (from the break only)
- b) If a player is put into a position that he has to commit a foul stroke to hit his next ball, (where allowed)
- c) If the game is not progressing satisfactorily, and the players and Referee's agree.
- d) Foul Break (see rule 3)

IT IS INTENDED THAT THE GAME SHOULD BE 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.

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