

# STOCKPORT & DISTRICT POOL LEAGUE '82

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## PLAYING RULES

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### OBJECT OF THE GAME

The object of the game is to win by being the first player to pot their group of colours in any order and in any pocket and then pot the 8 ball (black) in their nominated pocket in accordance with these rules.

1. The Yellow/Red balls are racked alternatively in the triangle, with the 8 ball (black) being the centre. The black ball is to be located on the head spot.
2. The opening player plays at the triangle of object balls, using the cue ball from any position behind the line. (Definition of the cue ball behind the line. The point at the bottom of the cue ball must be on the line, or behind the line, otherwise a foul)
3. When breaking off two object balls must hit any cushion, or a legal pot must be made, otherwise the opponent will re break with two shots. Any other foul on the break, two shots to the opponent.
4.
  - a) On breaking, provided one or more object balls have been potted, the player has an open table and should verbally nominate their choice of colour. If the player nominates a colour that was potted on the break, the player is on that colour, regardless of the outcome of the next shot. If the player nominates a colour that was not potted on the break, the player must then pot a ball of that colour on the next shot or the table will be open for the oncoming player.
  - b) On the first occasion a player legally pockets an object ball, including following a foul, then that ball denotes the players colour (except where rule 4a applies). If object balls of both colours are legally pocketed then the player should verbally nominate their choice of colour 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 9a 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, or 8 ball (black). (except where allowed)
  - d) Player touching any ball.(except where allowed)  
**NOTE:** A player deliberately handling any ball on the table without the authority of the Referee's. **GAME AWAY**
  - e) Cue ball off the table.
  - f) Object ball going off the table, and staying off.(except black) - (see rule 9c & Referee's Guidance)
  - 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.)
  - m) Failure to nominate pocket for Black Ball. **GAME AWAY**
  - n) Not playing a shot within 60 seconds (**Super 6/Superleague Division only – See Rule 8**)
  - o) A player placing any object on any part of the table (chalk, coins etc.) will in the first instance be warned by the Referee(s). After the first warning any successive placements will incur a foul.
8. **TIME PENALTY (Super 6/Superleague Division Only)**
  - a) A player has a maximum of 60 seconds to play each shot.
  - b) The timekeeper will start timing when all balls have come to rest from the previous shot.
  - c) If the first thirty seconds elapses before a shot is played, the timekeeper will call "Thirty Seconds Remaining" as a warning to the player. The call must be made the instant the thirty seconds has expired. The call must not be postponed because it appears that the player may be about to take a shot.
  - d) If a shot is not played within 60 seconds, then it is a foul, the timekeeper will call 'Time Foul'. (See foul explanations)

See Referee's Guidance for further interpretation

## 9. 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.
- b) If the cue ball goes off the table it is to be re-spotted behind the line. Shots may be played in any direction from behind the line.
- 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 line, without contacting another ball.
- d) If a player pockets the cue ball, and their opponent makes them play again, then the player only has one shot from behind the line.
- e) When a player commits a foul at any time during the game, their opponent may either take the award on the foul, or make their 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 way. (Except where Rule 3. applies).
- f) A player is deemed to have addressed the table when they touch it. A player gains any awards or penalties, until such time as their opponent touches the table.  
**NOTE:** Once a shot has been played, that is after the cue ball has been contacted by the cue tip, then the cue ball must contact an object ball (or black), except where Rule 6 applies. Otherwise a foul (Rule 7k.) will apply.
- g) If a player touches any ball it is two shots to their 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 their body, clothing, cue shaft, etc., (except while positioning the cue ball while the cue ball is in hand), it is a foul.
- h) Following a foul the oncoming player has the option of playing from where the balls lie, with two shots, or repositioning the cue ball behind the line, with two shots.

## 10. BLACK BALL

- a) The Referee's should clearly request the player to nominate their choice of pocket for black, and the Referee's should touch the pocket to indicate the nomination to players and spectators. After nominating the pocket the player may not change pocket. Failure of the player to nominate a pocket under any circumstances is **Game Away**.
- b) Two players cannot nominate the same pocket.
- c) If a player pots their last ball, and in doing so commits a foul stroke, they must then nominate their pocket for black, prior to their opponent taking their shot.  
The opponent may re-spot the black ball prior to or after the offending player has nominated their choice of pocket. (The black need not be over a pocket).  
When a player pockets their last ball and also their opponents last ball, the oncoming player has the first choice of pocket, and not the player committing the foul. Pocket must be nominated before taking free table shot.
- 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 re-spotted.  
To determine whether the black ball is in the jaws of a pocket, use the official S & D.P.L. '82 template supplied.
- f) If a foul stroke occurs whilst the black ball is in the jaws of a neutral pocket, **at any time during the game**, the oncoming player may re-spot the black ball prior to taking their options of two shots etc.
- g) If a player commits a foul on the black ball in the jaws of their nominated pocket, the opponent may either take the award on the foul or make their opponent 'play again' from where the balls lie. Should the opponent commit a second foul, the black ball may then be re-spotted.

## 11. DELIBERATE FOUL SHOTS

- a) A player failing to make a legitimate attempt to strike a ball of their own group (including black if on black)
- b) Playing the cue ball towards a gap in which it will not pass through.  
**NOTE:-** In this instance the referee is to handle the **SPARE** white ball.
- c) Directly and intentionally playing a ball of the opponents group, or black ball when not on black.

The penalty will be two shots, or a re-rack to the opponent.

If a player is warned prior to playing a deliberate foul shot, then it will be **GAME AWAY**

## 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 in to a position that they have to commit a foul stroke to hit their 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)

### **13. COACHING**

- a) During a frame a player is required to play without receiving advice from other persons relating to the playing of the frame. Should a team member or supporter of a player offer advice, the Referee(s) will issue a final warning that a repetition will result in the player being penalised by a foul. Because it may not always be possible for a Referee to hear if a statement made to a player is advice, the Referee may issue a final warning on the grounds that any statement made to a player, other than general barracking is deemed to be coaching.
- b) No mobile phones will be allowed around the table/ used around the table, whilst the frame is in progress by players/referees involved in that frame. Any player doing so will be penalised with a foul, (any referee doing so, will also invoke a penalty against their player involved in the frame).

**IT IS INTENDED THAT THE GAME SHOULD BE ACCORDING TO THESE RULES IN THE TRUE SPIRIT AND IN A SPORTSMANLIKE MANNER**