

# STOCKPORT & DISTRICT POOL LEAGUE '82

J. AUSTIN  
joint sec.  
430 7064

J. SHUTTLEWORTH  
chairman  
494 8179

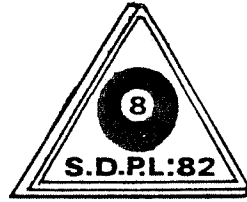
A. BETTS  
chief ref.  
480 2848

M. PAYNE  
joint sec.  
456 8496

P. SCHOFIELD  
treasurer  
483 7937

I. GILL  
exec. member  
494 1689

M. MATHEWS  
exec. member  
429 6998



## 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 (two scoring balls not the Cue Ball), otherwise the opponent has the choice of:-
  - a) Making opponent re-break.
  - b) Taking two shots.
  - c) Break themselves.

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) Black going off the table or being pocketed from the Break - Game to be re-started.
- 6) Choice of two referees is for the captains to decide.
- 7) In matchplay, home team breaks all games (except k/o's, play off's etc).
- 8) The opening player plays at the triangle of object balls using the cue ball from any position in the (D).
- 9) Referees must ensure players do not play out of turn and take correct number of legal shots.
- 10) Push shots are allowed.
- 11) No such thing as a "Touching Ball" (A BALL MUST BE SEEN TO MOVE).

### 12) FOULS

- a) All foul strokes, two shots to the opponent.
- b) When more than one group of Balls are pocketed from the break this is a foul (see Rule 4).
- c) No jump shots allowed (Directly jumping any Ball).
- d) When the White Ball goes into a pocket, this is two shots to the Opponent.
- e) When a player pockets one of his opponents balls, the opponent has two shots.
- f) If a player touches any ball, the opponent has two shots.
- g) White ball going off the table is two shots to the opponent.
- h) If a scoring ball leaves the table it is two shots to the opponent (except Black).
- i) If the Black ball leaves the table the opponent is awarded the game, except where Rule 5 applies.
- j) Any player shooting out of turn, commits a foul and submits the game to the opponent.
- k) A player is deemed to have addressed the table when he touches it (excepting Pairs and Triples Competitions). A player gains any awards or penalties until such time as his opponent addresses the table.

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## 13) FOUL EXPLANATIONS

- When two shots are given if a player pots with his first shot he carries on as normal, if he does not pot a ball he still has one shot left.
- When striking off after a foul shot, all shots can be played in any direction from the (D).
- 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.
- If white ball goes off the table it is re-spotted in the (D).
- 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 from where balls lie.
- A Player is deemed to have addressed the table when he touches it (excepting pairs and Triples competitions). A Player gains any awards or penalties until such time as his opponent addresses the table.

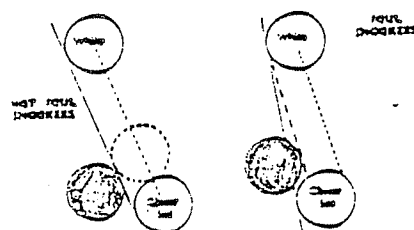
## 14) BLACK BALL

- When players are down to the black ball, the striker must nominate his choice of pocket and keep to it.
- Two players cannot nominate the same pocket for the black.
- 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.
- Black ball going in any pocket, other than nominated pocket, game awarded to opponent.
- If 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 re-spot the black and still take two shots.

## 15) FOUL SNOOKERS

- A foul snooker is when a person cannot hit a full ball after a foul has been committed (Not both sides)  
See Diagram facing:-

### HOW TO DETERMINE A FOUL SNOOKER



- 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.
- If a player is foul snookered he is allowed to hit any ball that is a direct obstruction to pot his own ball (including Black).
- When foul snookered in jaws of pocket with white ball, after agreement with referees it may be removed and replaced in the (D) with still two shots against the opponent.

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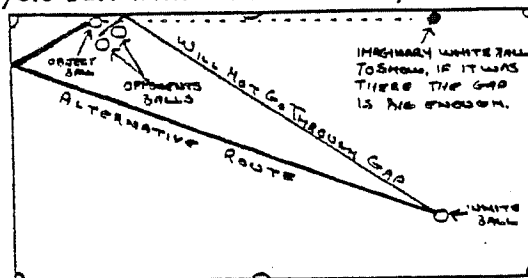


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## 16) DELIBERATE FOUL SHOTS :- GAME AWAY.

a) Directly hitting another players Ball with white ball only.

b) Play 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 facing:-



c) If a player pots his ball in such a manner that knowingly he has to commit a foul to hit his next ball.

## 17) RE-RACKS:-

a) Black going off the table or being pocketed from the break.

b) If a player is put in a position that he has to commit a foul stroke to hit his ball.

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2 POINTS PER MATCH

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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.