

# STOCKPORT & DISTRICT POOL LEAGUE '82



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Fixture Secretary  
456 8496

J. SHUTTLEWORTH  
Chairman  
494 8179

I. GILL  
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494 1689

A. BETTS  
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480 2848

M. MATHEWS  
General Secretary  
429 6998

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A. SMITH  
Executive Member

## PLAYING RULES

(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 a 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 the opponent re break.
  - b) Taking two shots.
  - c) Break themselves.The first ball going into a pocket, if not seen by the Referee's, the first ball in the window, will be that player's choice of group.
- 5) Black going off the table or being pocketed from the break, game restarted.
- 6) Choice of the two referee's is for the captains to decide. (The same referee may be used more than once)
- 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).
- 9) Referee's must ensure players do not play out of turn, and take the 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 opponent.
- b) When more than one group of balls are pocketed from the break. (See Rule 4)
- c) No jump shots allowed. (Directly jumping any ball - two shots to opponent)
- d) When the white ball goes into a pocket. (Two shots to opponent)
- e) When a player pockets one of his opponent's balls. (Two shots to opponent)
- f) If a player touches any ball. (Two shots to opponent) See Rule 13g.
- g) White ball going off the table. (Two shots to opponent)
- h) If a scoring ball leaves the table. (Except Black) (Two shots to opponent)
- i) If the black ball leaves the table. (Game Away) Except where Rule 5 applies.
- j) Any player shooting out of turn. (Game Away)
- k) 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.
- l) 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.)

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## PLAYING RULES

(2)

### 13) FOUL EXPLANATIONS

- a) 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.
- b) When striking off after a foul shot, all shots can 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 the white ball goes off the table, it is to be respotted in the (D).
- e) 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 the balls lie. An opponent can be made to play again up to three 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) When a player is down to black ball, he must nominate his choice of pocket, and keep to it. (See 14c part ii)
- b) Two players cannot nominate the same pocket for black.
- c)
  - i) If a player pots his last ball, and goes in off with the white ball, he must then nominate his pocket for black, before his opponent takes his shot.
  - ii) If a player pots his last ball, and in doing so pots his opponents last ball, the opponent may respot the black, prior to the offending player nominating 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 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.
  - i) If the black ball was put in the jaws of the pocket on a legal stroke then it may not be respotted.
  - ii) A player being snookered on black will be penalised by two shots only.
  - iii) To determine whether the black ball is in the jaws of a pocket :- if the white ball cannot pass on either side of the black ball, (Not both sides) then the black ball is deemed to be in the jaws.

### 15) FOUL SNOOKERS

- a) A foul snooker is when a person cannot hit a full ball after a foul has been committed. (Not both sides)  
See diagram below.

#### HOW TO DETERMINE A FOUL SNOOKER



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## PLAYING RULES

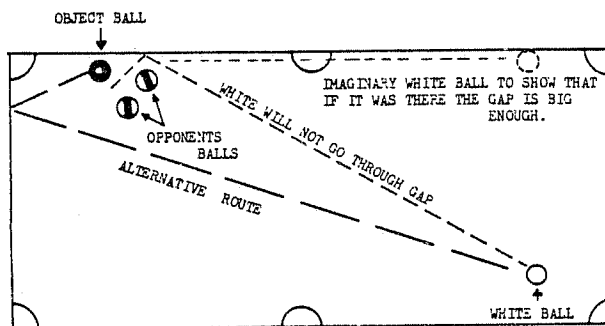
(3)

### 15) FOUL SNOOKERS cont.

- b) 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.
- c) 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.
- d) When foul snookered in the jaws of a pocket with white ball, after agreement with the referee's, it may be removed and replaced in the (D), still with two shots against opponent.

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

- a) Directly hitting another player's, or Black ball, with white ball only.
- b) 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 facing.



### 17) RE - RACKS

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

2 POINTS PER MATCH

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 REFEREE'S.