

STOCKPORT & DISTRICT **POOL** LEAGUE '82

- 1) Seven players in each team.
 - 2) All tables must be level and playable , and marked with a (D) line.
 - 3) The numbered (or coloured) balls are racked alternatively in the 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 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.
 - c) Break themselves.
- Until groups are sorted , when a player pockets an 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 explanations - Object ball + white pocketed - players group with two shots to opponent.
 More than one object ball and white pocketed - two shots to opponent with choice of group when first legal ball pocketed.
- 5) Black going off the table , or being pocketed from the break , game to be 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). 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).)
 - 9) Referee's must ensure players do not play out of turn , and take the correct number of legal shots , and inform players of the legality of any situation. (Definition - Referee must state - two shots , Black in jaws , Foul , etc.)
 - 10) Push shots are allowed.
 - 11) No such thing as a 'touching ball'. (A BALL MUST BE SEEN TO MOVE)
 - 12) FOULS
 - a) When more than one group of balls are pocketed from the break. (See Rule 4)
 - b) No jump shots allowed. (Directly jumping any ball - two shots to opponent)
 - c) When the white ball goes into a pocket. (Two shots to opponent)
 - d) When a player pockets one of his opponets balls. (Two shots to opponent)
 - e) If a player touches any ball. (Two shots to opponent). See Rule 13 g.
 - f) White ball going off the table. (Two shots to opponent)
 - g) If a scoring ball leaves the table. (Except Black) (Two shots to opponent)
 - h) If the black ball leaves the table. (Game away). Except where Rule 5 applies.
 - i) Any player shooting out of turn. (Game Away)
 - j) 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.
 - k) 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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13) FOUL EXPLANATIONS

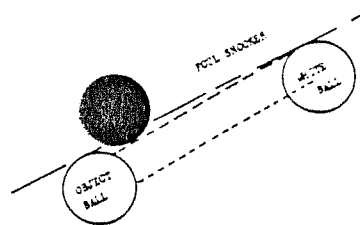
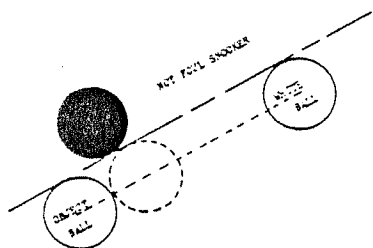
- a) When two shots are given , if a player pots with his first shot , he carries on as normal , if he does not pot a ball he still has one shot left .
- b) When striking off after a foul shot , all shots can be played in any direction from the (D) .
- c) If a coloured ball goes off the table (except 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 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 . , it is a foul .

14) 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. No penalty to be incurred by the player for the failure of the referee's in performing their duties.
- b) Two players cannot nominate the same pocket for black.
- 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 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 the 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 , unless it is pushed further into the jaws illegally .
 - 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 , use the official template supplied .

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 .



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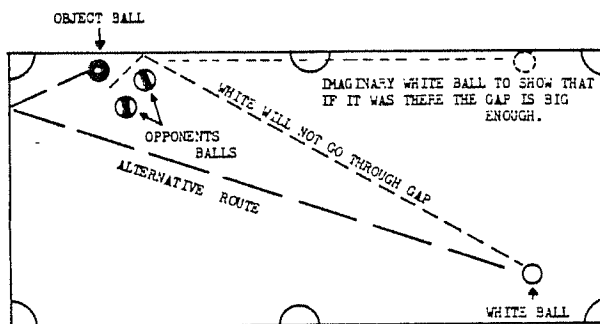
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15) FOUL SNOOKERS cont.

- 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. NOTE - obstructing ball need not be nominated. **

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.

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.

	J. SHUTTLEWORTH Chairman 494 8179	M. MATHEWS General Secretary 429 6998	
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