

# STOCKPORT & DISTRICT POOL LEAGUE '82

## PLAYING RULES 1

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 Head spot.
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 ball must be on the D line, or within the D.)
3. When breaking off, two balls must hit any cushion, two object balls, not the cue ball, otherwise the opponent has the choice of :
  - a) Making the opponent re break.
  - b) Taking two shots from where the balls lie.
  - c) Break themselves.
4. Until groups are sorted, when a player pockets a legal object ball, 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. The oncoming player may pocket any object ball (except Black), with their 'Free Table' shot and then must nominate choice of group. Failure to pot a ball on 'Free Table' shot will leave 'Open Table' on second shot. (see No.4)
6. Push shots are allowed, but when playing **away** from a touching ball, legal contact must be made with **another** ball.
7. **FOULS - All fouls two shots to opponents except where stated.** (See Foul Explanations)
  - a) No jump shots allowed. (i.e. Directly or Intentionally jumping any ball)
  - b) When the cue ball goes into a pocket.
  - c) When a player hits or pockets one of their opponents balls. (Except where allowed)
  - d) If a player touches any ball. (Except where allowed)
  - e) Cue ball going off the table.
  - f) If an object ball leaves the table. (Except Black) (See rule 10c)
  - g) If the Black ball leaves the table, **GAME AWAY.** (Except where rule 12a applies)
  - h) Any 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.
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 on the table, 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 the 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.

## PLAYING RULES 2

### 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 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., (except when positioning the cue ball whilst 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. If the player does not nominate his pocket when clearly requested to do so by the Referee's, then **Game Away**.
- 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 or after the offending player has nominated his pocket. (The black need not be over a pocket.)
- d) Black going into any pocket other than nominated pocket - **Game Away**
- e) If the black ball is placed in the jaws of a pocket on an illegal stroke, (or pushed further into the jaws illegally), then it 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 in a position that he has to commit a foul stroke to hit his next ball. (Where allowed).
- c) If a game is not progressing satisfactorily, and the players and Referee's agree.

IT IS INTENDED THAT THE GAME SHOULD BE PLAYED 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.