

STOCKPORT & DISTRICT POOL LEAGUE '82

PLAYING RULES

SEPTEMBER 2009

1. 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.

2. THE BREAK

- a) 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.
- b) 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)
- c) When breaking off four 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.
- d) If the black ball is potted or goes off the table on the break then the balls are re-racked and the same player will break again.

3. DECIDING COLOURS

- 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) If no ball is potted on the break then it is an open table.
- c) On the first occasion a player legally pockets an object ball, then that ball denotes the players colour (except were rule 3a applies). If object balls of both colours are legally pocketed then the player should verbally nominate their choice of colour and continue to play.
- d) If following a foul and no ball of either colour has been legally potted, the oncoming player has a free table with his first shot. The first legal ball potted will indicate a choice of group as with 3c).
- e) Object balls pocketed on a foul shot are ignored in determining colours.

Guidance Rule 3

- Referee's must be careful to call a ball "in play" only when it has been nominated and potted. If a ball is potted on the break and then that colour is nominated then it is "in play". If the colour that wasn't potted on the break, is nominated, then it can only be "in play" if the player pots a ball of that colour on the shot following nomination. If the colour, that wasn't potted on the break, isn't potted after nomination, then the referee must announce to the oncoming player "Open table".

- When necessary the Referee's should clearly ask the player to nominate a choice of group. The Referee's should then announce "Red/Yellow nominated"

4. PUSH SHOTS

Push shots are allowed

5. TOUCHING BALL

- a) A player may play away from a touching ball of their own colour and be deemed to have played that ball.
- b) If the cue ball is touching an opponent's ball or 8 ball (black), a player may play away without penalty, providing legal contact is made with the players own colour.
- c) If when playing away from a touching ball, the touching ball rocks or moves without being contacted further but simply, because the Cue Ball is no longer there, no penalty will apply.
- d) When re-spotting the Cue Ball/Black Ball away from a touching ball, if the touching ball rocks or moves without being contacted further, but simply, because the Cue Ball/Black Ball is no longer there, no penalty will apply.

6. FOULS - All fouls two shots to opponents except where stated. (see Foul Explanations)

- a) Hitting or pocketing an opponent's ball (except where allowed)
- b) Hitting the 8 ball (black) when not on black. (except where allowed)
- c) Jump Shots.(i.e. Directly or Intentionally jumping any ball)
- d) Cue ball into a pocket
- e) Cue ball or object ball going off the table, and staying off.(except black)
- f) Playing into space. (except where rule 5 applies)
- g) Not playing the ball from within baulk when required to (when breaking or repositioning cue ball after a foul)
- h) Player touching any ball with person or clothing.(except where allowed)
- i) Not playing the shot with at least one foot on the floor. (Any part of foot or footwear, not laces, shall be classed as one foot)
- j) 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.
- k) Using a mobile phone whilst at the table
- l) A player deliberately handling any ball on the table when not allowed. **GAME AWAY**
- m) Black ball off the table. **GAME AWAY** (except where rule 2d applies)
- n) A player deliberately shooting out of turn. **GAME AWAY**
- o) Failure to nominate pocket for Black Ball. **GAME AWAY**

7. FOUL EXPLANATIONS

- a) 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. Shots may be played in any direction from behind the line.
- b) 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 2c. applies).
- c) 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 colour on their second shot, then their break is over. Combination shots are allowed.
- d) 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.
- e) 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.
- f) A player is deemed to have addressed the table when they touch it. A player gains any awards or penalties (such as a ball dropping into a pocket), 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 5 applies. Otherwise a foul 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.

Guidance

- Rule 7a - If a player has a "Free Table" with cue ball in hand, and a ball falls into a pocket as the table is addressed, that is the "Free Table" shot, and there will be only one shot remaining.
- Rule 7b - Referee's should keep players informed of the consecutive number of fouls.
- Rule 7f - Addressing the table, means touching any part of the table, from feet upwards, with body, clothing or cue, etc.
- Rule 7g - If while a player is positioning the Cue ball with the Cue shaft, the Cue tip should touch the cue ball, it is a foul. Players should be discouraged from doing this.
- If during repositioning of the Cue ball, a player were to disturb any other ball, this would be a foul.

8. 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 opponent's 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 is in the jaws of a nominated pocket and the black ball is moved but still in the jaws (when the balls come to rest) following an illegal stroke then the black 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.

Guidance

- Rule 8a - The Referee's should clearly request the player to nominate a choice of pocket for the Black ball once only, the Referee's should touch the nominated pocket to indicate the nomination to players and spectators.
If a player does not nominate a pocket, then it is game away.
- Rule 8e - If the Black ball is illegally placed in the jaws of a pocket, following a foul, the Referee's should use the Official Template to determine whether a player may re spot the ball. The referee should not touch or move the black ball. The player must re-spot the ball.
The long edge of the template is to be used for corner pockets, and the short edge for the centre pockets.

9. DELIBERATE FOUL SHOTS

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

Guidance

- Rule 9 - If a Referee feels that a deliberate foul shot is about to be committed, the referee should verbally warn the player, if the player continues with the shot, then this would be deemed to be Game Away.
- The Referee's should state if a player has committed a deliberate foul shot, and ask the oncoming player whether they accept two shots from where the balls lie, or whether the player wishes to re rack.
 - If a player plays their own ball first, and commits a foul, this is not a deliberate foul.

10. RE RACKS

- a) If a player is put in to a position where it is impossible to play a legal shot.
- b) If the game is not progressing satisfactorily, and the players and Referee's agree.

On any re racks, the player who originally broke is to break again, except where Rule 2c applies.

11. COACHING

- a) During a frame a player is required to play without receiving advice from other persons relating to the playing of the frame. Therefore, at the start of a match, the home referee will issue a final warning to all players and supporters. Should a team member or supporter of a player (playing the frame), direct a comment towards the game/offer advice, the referee will penalise the offending player (team) with a foul. Please note: Because it may not always be possible for a Referee to hear if a statement made to a player is advice, please refrain from entering in conversation with your player whilst the frame is in progress (other than general supportive comments/barracking) as a referee could deem any statement as 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).
- c) If during game, a third party calls out, for example "that's a foul" this can be deemed as coaching the referee and player involved and will invoke a penalty against their team player involved in the frame.
- d) A referee cannot interfere with play/coach the player into nominating a pocket for the black (after asking in the first instance as per the referee's guidance). If a referee does so then it will be deemed a foul against that referee's team.

12. REFEREE'S GENERAL GUIDELINES

- a) Two Referees' per frame, one from each team, in standard league matches.
- b) The choice of Referee's is for the Captains to decide, and the same Referee may be used more than once. A Captain and Vice Captain should not be both refereeing and playing together, thus enabling the Vice Captain to take over the Captain's duties, if the Captain is refereeing or playing, and vice versa.
- c) In an effort to ensure fair play and sportsmanship, Captains are asked to give serious consideration to using Referee's who are conversant with the playing rules.
- d) Captains are expected to keep non-players away from the table at all times.
- e) Both Referees' must agree on any decisions. If the Referee's cannot agree, then the Captains must be consulted. If a Captain does not agree with a referee's decision, then the game must be stopped. If both Referee's and Captain's can reach no agreement, then a League Official must be contacted.
- f) Any discussions or Referee's disputes must only involve the players on the frame in dispute, Referee's and Captain's. (or Vice Captain's if the Captain is a player or Referee)
- g) All other persons must stay well away from the match table.
- h) If any player wilfully interferes with play, then the player's team will concede the frame. (NOTE - This includes stopping any ball going into a pocket.) The player should always ask the Referee's before handling any ball on the table.
- i) If a player is unsure of a rule, the player must audibly ask both Referees' for an interpretation. To approach a Captain or team member during a frame may be misconstrued as coaching. **It is the player's responsibility to conform to the rules.**
- j) **NOTE:** Coaching is not allowed - the committee will vigorously deal with Complaints of coaching.

13. REFEREE'S DUTIES

- a) The Referee's should ensure the game is played according to the playing rules, and to announce shots as needed for the benefit of players and spectators alike. **Special attention should be made by the referee's to the correct calling procedures.**
- b) In order to carry out these duties, the Referee's will be in such a position that a clear view of the player and table is available, without obstruction or distraction to the player, also bearing the viewing of spectators in mind.
- c) Referees should not handle any ball on the table. Handling of an object ball or cue ball should only be done by the player addressing the table, with Referee's consent.
- d) If a Referee does handle any ball during a frame, then the frame will be awarded against the Referee's team. Except when handling the spare white ball (see rule 9b playing rules).
- e) The Referee should inform the oncoming player of the legality of any situation, before the player addresses the table, by clearly stating all the options.

It is intended that all games should be played in accordance with these rules, in a sportsmanlike manner and in the true spirit of the game.

VERBAL CALLING PROCEDURES - for the benefit of players and spectators alike.

FOUL BREAK - "Foul break, opponent to restart frame with two shots"

BLACK OFF TABLE OR POTTED, ON BREAK - "Re rack, player who broke to restart the frame without penalty"

FOUL WHEN GROUP NOT ESTABLISHED - "Foul, 2 shots, free table with 1st shot, open table, Cue ball may be re spotted "

ANY FOUL DURING FRAME - "Foul, 2 shots, free table with 1st shot, Cue ball may be re spotted"

FOUL ON BLACK (RULE 8c & 8e & 8f ONLY) - "Foul, 2 shots, free table with 1st shot, black may be re spotted, Cue ball may be re spotted"

FOUL ON BLACK (RULE 8g ONLY - 1st FOUL) - "Foul, 2 shots, free table with 1st shot, 1st foul"

FOUL ON BLACK (RULE 8g ONLY - 2nd FOUL) - "Foul, 2 shots, free table with 1st shot, 2nd foul, black may be re spotted"

BALL/S POTTED ON BREAK (RULE 3a) – "Red/Yellow ball potted, please nominate colour" (After nomination without further prompting from the Referee), "Red/Yellow ball nominated". If the colour nominated has already been potted on the break then "Red/Yellow ball in play", If the nominated colour wasn't potted on the break, then no further call until - If the nominated colour (not potted on the break), is potted "Red/Yellow ball in play" and after shots are over, repeat to the oncoming player. If the nominated colour (not potted on the break), is not potted "Open table"

WHEN FIRST LEGAL BALL POTTED (RULE 3c ONLY) - "Red/Yellow ball in play" - after the shots are over, repeat to the oncoming player. **After this point no further mention of groups should be made, unless a player in control requests clarification.**

BOTH RED/YELLOW BALLS POTTED ON OPEN TABLE (RULE 3c ONLY) - "Red/Yellow balls potted, please nominate group" (After nomination without further prompting from the Referee), "Red/Yellow ball in play."

CUE BALL TOUCHING AN OBJECT BALL - "Touching ball" then point to the ball that the cue ball is touching.

GAME AWAY - "Game away" explaining reason

THE LEAGUE COMMITTEE RESERVES THE RIGHT TO AMMEND THIS REFEREE'S GUIDANCE WITHOUT NOTICE, DEPENDANT ON THE CIRCUMSTANCES AS THEY ARISE.

THE LEAGUE COMMITTEE WILL ENDEAVOUR TO NOTIFY MEMBERS AS SOON AS POSSIBLE FOLLOWING ANY AMMENDMENT.

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