

Farndon & District Pool League

Rules and Bylaws

Winter League

Version Control.

Version	Date	Update	Updated by
Winter league 2008/2009	08 June 2008	General revisions and definition changes	John Fenlon
Winter league 2010/2011	26 August 10	Add Francis Drake	John Fenlon
Winter league 2011/2012	05 August 11	Bylaw 4 updated.	John Fenlon
Winter league 2011/2012	05 August 11	Amended 4(e) to clarify free ball / open table after foul	John Fenlon
Winter league 2013/2014	08 August 13	Amended by law 8 to reduce required players from 7 to 6	John Fenlon
Winter league 2015/2016	01 September 15	Included AGM amendments and agreements	John Fenlon
Winter league 2018/2019	13 September 18	<ol style="list-style-type: none"> 1. Addition of Scotch Doubles 2. Amendment of rule 8(a) (touching ball) 3. Clarification – by law 8 (6 player rule) 4. Amendment to rule 4(h) Changing what happens next if a ball is potted off the break: 	John Fenlon
Winter league 2018/2019	25 July 2019	Restore rule 4(h) to previous version	John Fenlon
Winter League 2022/2023	01 September 2022	<ol style="list-style-type: none"> 1. Change ruleset to WPA Blackball rules, pages 4 through 11 2. Increase games per match to 9 and amend by laws to reflect 3. Remove by law 5 – home team breaks 4. Amend by law 8 as matches are 9 frames 5. Remove by law 20 – covered in 7c deliberate fouls. 6. Remove bylaw 21 – covered in 6. PENALTY AFTER A FOUL 7. Remove by law 22 – covered in 4j COMBINATION SHOTS 8. Amend Cup games – General as first break is determined by lag 	John Fenlon
Winter League 2024/2025	29 August 2024	<ol style="list-style-type: none"> 1. Addition of definitions 2. Reformat rules to make more readable 3. Bylaw 4 – clarification 4. Competition player requirements 5. Cups, player requirements 6. Change Singles to best of 5 for all rounds 7. Bylaw 25 competition no-shows 	John Fenlon

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Definitions

1. **Shot:**
A shot is a strike on the cue ball with the tip of a cue. A 'shot' ends when all balls have come to rest.
2. **Play:**
To 'play' an object ball is to strike the cue ball with the tip of the cue and the cue ball then makes contact with an object ball.
3. **Ball On:**
At any time during a frame, a ball 'on' is any object ball that the player may play without incurring a penalty.
4. **Pot:**
A ball is 'potted' when it leaves the bed of the table, enters a pocket and remains in that pocket.
5. **Free shot:**
A free shot means that, with the first shot after a foul has been committed, a player may play any ball on the table and still be in control of the table, whether the player pots the object ball or not. The player may even play the black ball, but may not pot the black ball unless it is the ball "on".
6. **Turn:**
A player's 'turn' at the table consists of one visit or, after most fouls committed by an opponent, a free shot plus one visit.
7. **Visit:**
A visit comprises a shot or a series of shots.
8. **Frame:**
A frame is one game of blackball between two players or two pairs of players or two teams of players. A frame begins with the opening break and usually ends when the black ball is potted. (Note: there are other ways that a frame may end – (see Rule 7 'loss of frame' fouls).
9. **Match:**
A match is a predetermined number of frames between two players, two pairs of players or two teams of players e.g. a race to 7 (the player who reaches 7 frames first is declared the winner of the match).
10. **Player in Control:**
A player (and the player's partner in doubles) is deemed to be 'in control' of the frame from the time that the balls stop moving after the final shot of an opponent's turn until the balls stop moving after the final shot of the player's turn. There can be no instance, once a frame has commenced, that someone is not in control.
11. **Legal Shot:**
On all shots played the cue ball must make contact with a ball 'on' and then either pot the ball 'on' or play the cue ball onto an object ball for either of the balls to touch a cushion. When snookered, a player in control of the table only needs to make contact with a ball(s) 'on' to execute a legal shot, even without touching a cushion.
12. **Playing Surface:**
The playing surface on a pool table is the flat part of the table between the cushions.

1. BLACKBALL

The Game shall be known as 'Blackball' and referred to in these rules as "the game". It is intended that players and teams should play Blackball in the true spirit of the game and in a sportsmanlike manner. It should be clearly understood that the referee is the sole judge of what is fair and unfair play. The referee shall take whatever action is necessary to ensure that these rules are observed.

2. EQUIPMENT AND TABLE LAYOUT

The game is played on a six-pocket rectangular table with six cushions.

Equipment permitted

- (a) A white ball called the 'cue ball'.
- (b) Two groups of object balls consisting of seven red (or blue) and seven yellow balls.
Alternatively use balls numbered 1 to 7 and 9 to 15.
- (c) A black ball (8ball).
- (d) Spider rest, goose-neck rest, cross rest.
- (e) Prescribed cues.

No other equipment is permitted unless ratified by the WPA.

- (f) The Pool Table :
The playing surface is the flat part of the table bordered by cushions. The surface should be marked with a **black spot** at the intersection of two imaginary diagonal lines joining centre and corner pockets. The cloth is marked with a baulk line. A straight line drawn from cushion to cushion 1/5th of the length of the table parallel to the face of the cushion which lies at the greatest distance from the black spot. Baulk is the rectangular area bordered by the baulk line and three cushions.

3. OBJECT OF THE GAME

The player or team pocketing their group of object balls first in any order and then legally potting the black ball wins the game.

4. COMMENCEMENT OF THE GAME OR A RE-START

The opening break shot is determined by lag. The player winning the lag decides who breaks. Opening breaks alternate in subsequent frames. The exception is a re-rack for slow or negative play (rule 8g).

LAGGING PROCEDURE Balls should be of equal size and weight. Ideally use two cue balls, but when unavailable two object balls.

With 'ball in hand' behind the baulk line, one player to the left and one to the right of the table, balls are struck simultaneously towards the top cushion to return as close as possible to the baulk cushion. The player whose ball comes to rest closest to the edge of the baulk cushion wins.

It is automatic loss of lag if a ball

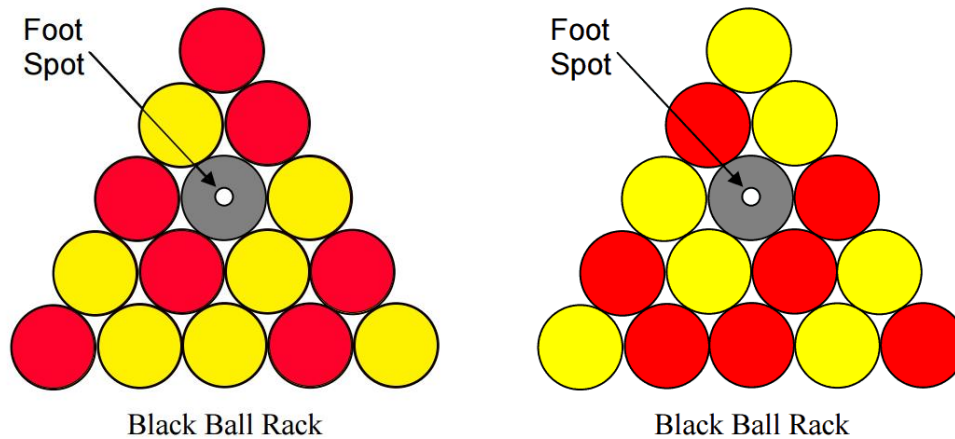
- (a) Crosses into the opponent's half of the table
- (b) Fails to contact the top cushion.
- (c) Drops into a pocket.

- (d) Jumps from the table.
- (e) Touches a side cushion.
- (f) Comes to rest on the playing surface within the area of a pocket past the nose of the baulk cushion.

Players will lag again if both players fall victim to automatic loss of lag rules or the referee is unable to determine which ball is closer.

(a) The Rack

Arrange as shown with the black ball on the black spot.



(b) The Break

The first shot of a frame is the break. To 'break', the cue ball is played from baulk at the triangle of object balls.

Frames commence when a player's cue tip contacts the cue ball.

- (a) The break is legal if a ball is potted, OR at least two object balls fully pass an imaginary line joining the middle of the centre pockets.
- (b) If it is an illegal break the opponent is awarded a free shot plus one visit. The cue ball can be played from where it lies OR from baulk OR there is a re-rack, the player still has a visit after the break shot.

(c) Playing from Baulk

Baulk is the rectangular area of the table that is bordered by the baulk line and the three cushions at that end of the table.

- (a) The cue ball must be in baulk when a shot is played. If the centre of the cue ball is on the baulk line this is deemed in baulk.
- (b) The cue ball must be moved only by hand. Not with the shaft of the cue. The player may continue to adjust the position of the cue ball by hand until a shot is played. If the cue ball is touched with the tip of the cue a shot is deemed to have been played and it is a foul if it does not meet the requirements of a legal shot. Rule 5d.

- (c) The cue ball may be played in any direction. After a foul, if the player decides to play from baulk, position the cue ball without touching any other ball. It is a foul, if during placement, the cue ball touches another ball.

(d) Black Ball Potted on the Break or a re-rack

The balls are re-racked and the same player breaks again.

No penalty is incurred. This still applies if any other balls are potted, or leave the playing surface.

(e) Deciding Groups on an Open Table

Groups are NOT decided, and the table remains open ...

- (a) On a break shot.
- (b) On a foul shot.
- (c) If taking a 'free' shot after a foul.
- (d) In a 'combination' shot in which balls from both groups are potted.

After the break the table is open and players may play balls from either group. The black ball cannot be used as an 'on' ball to pot an object ball, unless a foul has been committed and it is a free shot.

Given these exceptions, if a player pots a ball or balls from a single group the player is 'on' that group for the duration of the frame. The opposing player is designated the opposite group.

(f) Deciding Groups After a Foul Shot

If a foul is committed on an open table and one or more object balls are potted, then those balls are **ignored** in determining groups. The oncoming player then faces an open table and has a free shot playable from where the cue ball came to rest OR from baulk. A player may play any ball on a free shot and the table remains open.

(g) Continuing Play

In the course of play, if balls are potted and a legal shot is played then players are entitled to an additional shot. This continues until a player either :

- (a) Fails to pocket one or more of the allotted balls OR
- (b) Commits a foul.

(h) Cue Ball in Hand

With 'cue ball in hand', play from anywhere within baulk in any direction. Legal placement is described in rule 4c.

(i) Touching Balls

Play away from any touching balls.

If the touching ball is an 'on' ball. The player is deemed to have played that ball. To play a legal shot,

the player need only pot a ball from his/her own group OR cause any ball, including the cue ball, to strike a cushion.

If the touching ball is not 'on'. The player must play away and meet all of the normal requirements of a legal shot. See rule 5d.

On playing away from two or more touching balls. All requirements of a legal shot must be met. If not possible the game is a stalemate. See 4r.

Should a touching ball move while 'playing away' then this is a foul.

(j) Combination Shots

Two or more object balls can be potted without penalty in a single 'skill shot'. The potted balls may drop into pockets in any order.

In combination shots you may

- (a) Contact a ball from your group first and pot balls from both groups.
- (b) Play to pot your remaining group ball(s) and the black to win a frame provided initial contact is with a ball of your group and all balls are potted.
- (c) Play the black ball (when the black ball is a ball 'on') onto an opponent's object ball and pot both balls to win the frame.
- (d) In combination shots after a foul, use a free shot to make initial contact with any ball. For example you may play an opponent's ball onto the black ball to pocket the black and win the frame, provided you are 'on' the black. In this instance it is not necessary to pot the opponent's ball (see rule 6b).

(k) Balls Off the Table

It is a foul if a ball leaves the playing surface, does not return by its own means and remains off the playing surface (other than when potted).

Balls are returned to the table as follows ...

- (a) If a cue ball, it is played from baulk.
- (b) Object balls are re-spotted.

If a ball returns to the table 'by its own means' then :

- (a) It is not a foul if a ball leaves the playing surface runs along a cushion and drops back onto the surface before coming to rest or falling into a pocket, provided other requirements of a legal shot are fulfilled.
- (b) It is a foul if a ball leaves the playing surface and contacts a person, or an object that is not part of the table (such as a block of chalk) and then returns to the surface.

(l) Re-Spotting and Returning Balls to the Table

- If a cue ball, it is returned to the table and played from baulk.

- An object ball is re-spotted with its centre point on the black spot or as near as possible to that spot in a direct line between the spot and the centre point of the cushion which lies furthest from the baulk line.

Object balls are re-spotted in the following order

1. Black ball.
2. Red (or blue or solid 1-7) balls.
3. Yellow (or striped 9-15) balls.

Return balls as close as possible to other balls but without touching.

(m) Interference and Marking the Table

There is NO penalty if balls are moved in these circumstances

- (a) By persons other than the players taking part in the frame OR
- (b) As a result of players being bumped OR
- (c) Events deemed not within a player's control.

The referee will return balls as closely as possible to their original positions.

A player may not use chalk or other objects as a marker. It is not a foul to place chalk on the table while in control, but it should be removed before an opponent addresses the table.

Intentional marking, such as positioning chalk to aid a shot, is a foul.

(n) Balls Falling into a Pocket without Being Hit

- (a) If a ball falls into a pocket without being hit by another ball, having been motionless for five seconds or longer, and being no part of any stroke in progress, it is replaced and play continues.
- (b) If a ball falls into a pocket 'by itself' during a shot, so that it would have been hit by another ball were it still there, then it is replaced and all balls that moved during the shot are returned to their former positions prior to the next shot. The player may then play the same shot OR chooses a different shot.
- (c) If a ball balances momentarily on the edge of a pocket and then falls it counts as in the pocket and will not be replaced.

(o) Object Ball Frozen to a Cushion. (Touching a Cushion)

When the cue ball makes first contact with an 'on' object ball which is 'frozen' to a cushion it is a foul if the shot does not result in

- (a) A ball being potted OR
- (b) The cue ball contacting a cushion OR
- (c) The frozen ball contacting a cushion attached to a 'separate' rail OR
- (d) Any other object ball contacting a cushion with which it was not already in contact before the shot was played.

- (e) A ball touching a cushion at the start of a shot which is forced into the same cushion is not considered to have struck that cushion unless it leaves the cushion, strikes another ball, and then contacts the cushion again.

An object ball is not considered frozen to a cushion unless this is announced by a referee or player prior to a shot being played.

(p) Stalemate

If a situation arises where no legal shot is playable, see rule 5d, whether by accident or design, the frame is re-started.

If a re-rack is caused by accident, the original 'breaking' player breaks again.

If due to slow or negative play, or by design, players lag to see who breaks. Re-racks may involve reduced numbers of balls. Rule 8g.

(q) Completion of Frame or Game

A frame is over when the black is potted on a legal shot (rule 5d) and all balls come to rest OR in a 'loss of frame' situation (rule 7).

The referee waits for the balls to stop moving and announces frame, game or match awarded to a player or team.

If the referee has not made this announcement and the balls are still moving, then a player will be penalized by loss of frame if a further shot is played OR the player interferes with the remaining balls.

5. FOULS

Fouls are to be called by the referee as soon as they occur and the player, who had committed the foul, immediately loses control of the table. The referee then awards a free shot plus one visit to opponent. Under serious circumstances, the referee awards a loss of frame.

(a) Potting the cue ball 'in-off'

This includes the break shot. Following an 'in-off' shot the player or referee may recover the cue ball from the basket (see rule 7e, preventing a ball going in-off).

(b) Playing outside baulk when obliged to play within baulk.

(c) Potting an opponent's ball

without potting a ball from your own group (or the black if the 'on' ball) except when the table is open.

(d) Failing to perform a legal shot.

Legal Shot Defined :

To play a legal shot the player must cause the cue ball's initial contact to be with an 'on' ball and THEN must either

Pot any 'on' ball or balls (see rule 6b) OR

Cause the cue ball or any object ball to contact a cushion (see exception, rule 5g, snookers).

(e) Jump Shots

The cue ball jumps over another ball. If the cue ball leaves the bed of the table and does not strike an object ball that would have been struck had the cue ball not left the table on an

otherwise identical shot then the cue ball is deemed to have jumped over that ball. This is a foul.

(f) Push Shots

Defined as the tip of the cue remaining in contact with the cue ball after it has commenced forward motion.

(g) Failure to escape SNOOKERS by striking an 'on' ball.

A player is considered snookered when it is deemed impossible to hit any part of a ball 'on' by way of a straight line shot.

In escaping from a snooker the player need only cause the cue ball to contact an 'on' ball. It is NOT necessary to pot a ball OR to cause any ball to contact a cushion AFTER escaping a snooker. Players should seek confirmation of the snooker from an opponent, referee or official before playing a shot.

(h) Striking the cue ball with any part of the cue than the tip.

(i) Playing before balls have come to rest from previous shot.

(j) Playing before balls that require re-spotting are re-spotted.

(k) Playing out of turn.

(l) Playing a double hit

The cue tip contacts the cue ball more than once in the same shot. If the tip of the cue strikes the cue ball twice and the referee clearly sees or hears each contact, then it is a foul.

(m) Playing a shot while not having at least one foot on the floor.

The exception is physical disability or other special needs.

(n) Touching a ball.

(o) A player's body, clothing, jewelry or accessory, or part of a cue, with the exception of the tip in a legal shot, touches a ball.

A tip falling off a cue, or chalk dropped, is a player's responsibility. Should these contact any ball on the table it is a foul. A player is responsible for equipment brought to the table but not that supplied at the tournament. If the end falls off a rest that has been provided for a tournament and it contacts a ball this is not a foul. This is 'supplied' equipment. Only if it is a player's own equipment is it a foul.

6. PENALTY AFTER A FOUL

(a) Loss of control of table.

After any foul the offending player loses his or her next visit and the opponent has a free shot plus one visit.

(b) On a Free Shot after a foul

The table is 'OPEN' and the oncoming player may take a free shot without nomination. On the first shot only, play the cue ball onto any ball without penalty.

On a free shot a player may

- i. Play or pot any of the opponent's balls.
- ii. Play combination shots by playing directly onto an opponent's balls and thereby pot his/her own group of balls OR : play onto his/her own group balls and thereby pot any of the opponent's balls.
- iii. Play the black ball onto, and pot, the opponent's balls OR : play the black ball onto, and pot, any balls from his/her own group.
- iv. Play the black ball, but not pot it, unless it is the ball 'on'. The black can be potted in combination shots as described in rule 4j.

(c) Following any foul the cue ball may be

Placed in baulk OR played from where it lies on the bed of the table. Proceed as in rules 6(a) and 6(b). Moving the cue ball to and within baulk does not count as a shot or visit.

7. LOSS OF FRAME FOULS ARE AS FOLLOWS

- (a) Committing a foul in a shot in which the black is potted.
- (b) Potting the black when any balls of the player's own group remain on the table after the shot has been played.
- (c) Deliberate foul.
 - i. A player who clearly and intentionally plays a ball not 'on' has committed a deliberate foul resulting in loss of frame.
 - ii. A player who clearly and intentionally fails to attempt to play a ball from his/her own group, or play an 'on' ball after a foul, will lose the frame.
 - iii. Failing to make a bona fide attempt to play a legal shot is a deliberate foul and will result in loss of frame.
- (d) Deliberately touching or picking up a ball on the surface of the table without permission results in loss of frame.

Except when positioning the cue ball in baulk (rule 4c) only the referee can deliberately touch a ball on the bed of the table. If a referee is unavailable, ask an opponent to pick up the cue ball.
- (e) Catching or preventing a ball going 'in-off'.

If the cue ball is going 'in-off' and the player catches that ball, preventing it from dropping into the pocket and entering the table mechanism, then it is loss of frame.
- (f) Deliberately by word or action disrupting opponent's play.

8. GENERAL TOURNAMENT AND LEAGUE GUIDELINES

(Playing with a referee)

(a) Timed Shots and Fouls

Players have 60 seconds to play a shot, including the break shot or a shot with 'ball in hand'. The referee starts timing when all balls come to rest from the previous shot (but see below, recovering an 'in-off' cue ball).

If a player has not played within 60 seconds it is a foul. If 30 seconds elapse before a player has played a shot, the referee announces "thirty seconds".

The call must be made the instant that time has elapsed and not postponed because a player is about to play a shot.

The referee may recover the cue ball from the basket if a player is slow in doing so. The referee will hand the ball to the player in control. As soon as the cue ball is handed over, or the player recovers the ball, the referee starts timing. The player has 60 seconds to play a shot.

A 'Time Out' is called for the following reasons

- a. Player requests a rest or bridge.
- b. Something or someone is obstructing the player.
- c. There is a 'touching ball' decision.
- d. There is a Snooker decision

(b) Unsportsmanlike Conduct

The 'Spirit of the Game' is breached and a frame or match is awarded to an opponent.

Unsportsmanlike conduct may be regarded as (but not only) :

- i. Foul language.
- ii. Throwing a cue around or unscrewing it as if to concede.
- iii. Arguing with an opponent, spectator or referee.
- iv. Continuously disagreeing with a referee's rulings.
- v. Interfering while an opponent is playing a shot.
- vi. Not moving away from the table or out of an opponent's way after a visit.

(c) Coaching.

If, in the opinion of the referee, the result has been compromised in some way, it may be decided to award the frame to the opponent.

(d) Leaving the Playing Area

If a player has to leave the playing area during a match, the player must have the referee's permission. This should happen only under exceptional circumstances. With no referee, players should take bathroom breaks between frames.

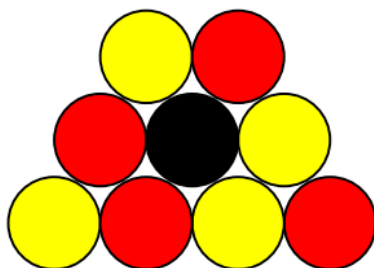
(e) Rule Clarification by Referee

A referee may on request advise on the rules of the game. The referee will explain the rule to the best of his ability. The referee must not provide any subjective opinion that would affect play, such as whether a legal shot can be played.

Referees cannot be held responsible for giving incorrect information. It is the player's duty to be aware of the rules.

(f) Time Wastage

The referee ensures excessive time is not taken on a shot. This will be in accordance with local competition rules and guidance and is necessary when an event doesn't apply the 'time rule' described in rule 8a.



(g) 9 Ball Re-racks

In the event of slow or negative play, the balls are re-racked using only 9 balls. Rack the 15 balls and then remove the first ball and the last row of five balls. The players must also re-lag to determine who will break in this situation. RE-RACKS with nine balls following slow or negative play.

(h) Doubles Matches

when a player approaches the table, conversation with others including a partner is unsporting and dealt with under competition rules.

(i) Playing Without a Referee

Disputes between players should be referred to tournament officials. Play stops to allow an official to be called, as protests must be made prior to any further shot being taken.

Otherwise, protests cannot be considered. If players fail to take this action no foul is considered to have occurred. Players must honour an opponent's request to halt play and summon an official.

Failure to do so may result in forfeiture of a frame or match.

Bylaws

1. It is the responsibility of the winning team to WhatsApp the result through to the secretary on the Tuesday evening after the game. (Please message before 11:00PM). Results cards to be messaged by the winning team. Failure to send the result through will result in the loss of any points gained in that match by the winning team.
2. All matches shall start at 8:00 PM. It is the team captain's responsibility to have players available at this time. In the event of no player being available to play at 8:00PM then that game can be claimed and so on at 10-minute intervals up to 8:30PM when the match may be claimed (result 9-0). Should a team not show up then they may be removed from the league. This bylaw applies to both league and cup games. In the case of doubles, both players must be available to play at 8:00PM.
3. Team doubles can be played with 8 players, as two players may play twice if needed (example 1+2, 3+4, 5+6, 7+1, 8+5).
4. Cancellation (not rearrangement) of any game is unacceptable under any circumstance. Teams who want to rearrange a game can do so, however if no date which is agreeable to both teams can be found then the secretary would assess the requirement and he would assign a date. TWO weeks notice must be given to rearrange a game.
5. Teams will take it in turn to referee league matches.
6. Cup matches are to be played on Tuesday and Sunday nights. Finals to be played at a neutral venue.
7. League games will consist of **NINE** frames played by at least **SIX** different players.
 - 6 Players required (9 frames) three can play twice.
 - **Players can be nominated by their captain to play a second time (but not a third) and only after six different players have already played.**
 - Merit will be awarded on a player's first frame only.
 - This rule will include all applicable cup games (9 frames of singles) note: This rule does not count in doubles formats or Francis Drake.
8. League matches to be played on Tuesday nights.
9. Players are only allowed to play for one team.
10. Player transfers can occur at any point in the season. Any points gained by the player transferring will not be lost. After giving the required notice, a registration form must be completed and posted/WhatsApp to the secretary.
11. The games must be played in a competitive yet friendly manner.

Cups / Trophies

12. A trophy will be presented to any player who from their first visit to the table clears all seven of their group of balls plus the black. In the case of scotch doubles a trophy will be awarded to both players.
13. Players cannot swap partners in doubles and mixed doubles cup matches after the first round has been played. Players in singles cup matches cannot be changed after the first round has been drawn.
14. Any cup game results that have not been communicated directly to the secretary within 7 days of the scheduled date will result in both teams/players being eliminated from the competition. The secretary should be informed of any cancellation to avoid this bylaw being invoked.

Rules

15. Coaching of players while a game is in progress is not permitted. If coaching of a player takes place, the referee will, on the first occasion warn the team captains. Any further coaching during the rest of the match will result in the loss of the frame where the coaching takes place.
16. If a player makes no attempt to play a shot the referee has the option to give the player a warning after one minute, if no progress has been made after a further 30 seconds then the referee will call a foul. A foul can only be called if the warning has been given first. If time is called on the same player again, it will result in the loss of the frame. This bylaw applies to both league and cup.
17. The referee may consult the team captains before making a decision. No other players should be involved in the discussion. The decision made by the referee is final.
18. Players are NOT allowed to move the cue ball, they must ask the referee to place the cue ball behind the baulk line. If a player moves the cue ball it will result in a foul. If a player is prompted to ask the referee to move the cue ball then it will be regarded as coaching
19. If a player cannot complete a frame for whatever reason, the frame is lost. This includes league and cup games.

Other

20. Any dispute, which is not resolved on the night between the teams or players, must be put in writing to the chairman. The team or player bringing the dispute to the committee must pay a £10 fee. The letter will be read out at the next meeting and the committee will decide the outcome. If the team who raised the dispute wins the case then the £10 will be returned, if not the league will retain the money.

21. The committee will deal with any teams or players found cheating in any way.
22. Teams or players involved in fighting may result in the closure of the league.
23. If a player or team abuse a referee during the course of a game then the referee will issue a warning. If the abuse continues or happens again then the frame may be awarded to the other player.
24. If a player or team abuse any of the committee members during the course of a season, the player or team could be eliminated from the league.
25. If a player or players does not notify their opponent that they will not be attending a competition they will be barred for a 12 month period.

Registrations

- Player registration and knockout application forms will be distributed prior to the AGM.
- Forms and fees are to be returned at the AGM. Failure to do so will result in ineligibility for the league.
- Player registrations may still be made after the AGM by going directly to the secretary. Players must be registered with the team 24 hours before playing. A registration form must subsequently be sent to the secretary.
- Extra trophies must be paid for when ordered.

Cup Games

General

The matches are played on a Tuesday night.

The first game to commence at 20:00hrs.

The order of nomination is decided by the toss of a coin, the team who nominates will also referee.

The break in each frame is decided by lag.

A card should be marked with competition name and date, filled in and signed by both captains with any 8 ball clearances clearly indicated before being sent to the league secretary.

Players need to play at least 1 league game before the first round and 3 league games before the semi final.

Team Doubles

This competition is to be played regardless of league divisions.

The match is best of 5 games of doubles.

Two players from each team can play twice but **only once** with each other.
Players can confer with each other only up to the point when a player becomes in control of the table.

Scotch Doubles

This competition is to be played regardless of league divisions

The match is best of 5 games of doubles

Two players from each team can play twice but **only once** with each other.

Scotch doubles is exactly the same as Team Doubles except that each player will take a turn within a break. So, if player 1 pots a ball then it is player 2's turn followed by player 1 again and so on until no ball is potted and control goes to the other team

Players can confer with each other only up to the point when a player becomes in control of the table.

Division Knockouts

This competition is played within the divisions of the league

The match is best of 9 games of singles

Glen McCarter

This competition is played regardless of the league divisions

The match is best of 9 games of singles

Francis Drake

This competition is played regardless of the league divisions.

The match is best of 5 games 3 of singles two of doubles.

No players can play more than once.

Competition Games

General

The matches are played on or **before** the nominated Sunday night

All players must be available to start at 20:00hrs.

The opening break shot is determined by lag. The player winning the lag decides who breaks. Opening breaks alternate in subsequent frames.

Winners must notify the secretary of the result and any 8 ball clearances.

Players need to play at least 1 league game before the first round and 3 league games before the semi final.

Doubles

Only registered players may enter

Winners will receive two thirds of the entry fees plus a trophy.

Runners up will receive one third of the entry fees plus a trophy.

Players can confer with each other only up to the point when a player becomes in control of the table.

All rounds best of three frames. Final best of five frames.

Mixed Doubles

Only one of the pair needs to be a registered player.

Winners will receive two thirds of the entry fees plus a trophy.

Runners up will receive one third of the entry fees plus a trophy.

Players can confer with each other only up to the point when a player becomes in control of the table.

All rounds best of three frames. Final best of five frames.

Singles

Only registered players may enter.

Winner will receive two thirds of the entry fees plus a trophy.

Runner up will receive one third of the entry fees plus a trophy.

All rounds best of five frames. Final best of seven frames.

Ladies Singles

Only registered players may enter.

Winner will receive two thirds of the entry fees plus a trophy.

Runner up will receive one third of the entry fees plus a trophy.

All rounds best of five frames. Final best of seven frames.