

RULES (Latest Changes are Highlighted in Yellow)

1. COMMENCEMENT OF THE GAME (OR RESTART)

1. All matches will consist of twelve singles matches. Minimum of four players to enter a team into the league, minimum of 2 required at any league match. (N.B. turning up with 2 will mean you can only draw or lose) In the event a team turns up with only 2 or 3 players, the opposing team must play all their players at least once.

1a. Both Team Captains must write down their first 6 players and present these to their opponent at the beginning of the match. An individual player may play a maximum of 3 games, however no player can play more than 2 games consecutively. At the end of the first half, both teams will again choose the next 6 players and present them to the opposing team.

2. Order of play is: Referee to toss a coin before games 1 and 7; Home team Captain calls heads or tails for game 1, away team Captain calls for game 7. If he/she wins the toss they choose if they wish to break or not. The Home team will referee all home games. The break will alternate between teams following the first and seventh frames.

3. The opening player plays at the triangle of object balls by striking the cue ball from any position on or behind the line. He/she must pocket a ball or cause at least three balls to hit a cushion. Failure to do so is a foul break and will result in the incoming player having the option of playing from that position with one shot; re-rack with one shot; re-rack and ask the opening player to break with one shot. If from a re-rack the eight ball is potted, the game is lost. A Foul break will only result in ONE shot being given to the opponent, except where any ball leaves the table which will result in the standard two shots being called.

4. On the break if a player legally pockets a red and a yellow, the player MUST nominate their chosen colour to continue with. Regardless of if another ball is then potted they remain the nominated colour. Failure to nominate will result in a foul being called and his/her opponent will have two shots on a free table the first shot will be a free ball. It will remain a free table until a red or yellow is legally potted. If a red or yellow is potted as a free ball the next ball hit will be the players' chosen colour regardless of if they pot it or not. (N.B. the referee should NOT prompt you to nominate)

5. If a player pots only a red off the break he/she will then be on reds (if only a yellow is potted he/she will be on yellows), his/her opponent will then be on the opposite colour.

6. If a foul is committed on the break, any balls pocketed are ignored in determining colour.

7. If the player pockets the eight ball from his/her first break, the game shall be restarted by the same player. No penalty will be incurred and the balls are to be re-racked, this applies even if the other balls, including the cue ball, are pocketed as well.

8. If a ball or balls are legally pocketed this entitles the player to one additional shot and this continues until the player fails to pocket one ball of his/her colour, or commits a foul.

2. FOULS

1. In off. (Cue ball pocketed)

2. Hitting opponents colour before his/her own colour, except when two shot rule applies.

3. Failure to hit any ball with the cue ball.

4. Jump shots – Defined as when the cue ball jumps over any part of any ball before making contact with their chosen colour.
5. If a player hits the eight ball with the cue ball before his/her own colour have been pocketed, except when the two shot rule applies.
6. Pocketing any opponent's colour, except when two shot rule applies.
7. Ball off the table – shall be defined as when any ball comes to rest anywhere other than the bed of the table. Ball defined as illegally pocketed.
8. The cue ball shall be played from on or behind the baulk line.
9. If a players body or clothing should touch any ball.
10. Player not having at least one foot on the floor.
11. Playing or touching, with the cue, any ball other than the cue ball.
12. Playing out of turn.
13. Playing before the balls come to rest.
14. Playing before the ball or balls has been re-spotted.
15. Striking the cue ball with any part of the cue other than the tip.
16. Striking the cue ball with the cue more than once.
17. Failing to nominate a colour when both colours are pocketed off the break.
18. Foul Break. (See 1.3)
19. Push Shot. (See 5.3)
20. Moving an object ball or the eight ball when playing away from touching ball situation.
21. After the cue ball has made contact with an object ball, at least one ball MUST hit a cushion except when a ball is potted. Failure to do so will result in a foul being called.
22. If a player is totally snookered, he/she must query a "total snooker" with the referee. If confirmed by the referee, then the player will not need to hit a cushion after contact with an object ball. NB: A Player CANNOT call a "Total Snooker" following his/her own shot, only when immediately following his/her opponents shot. (N.B. The referee should NOT prompt as to if it is a total or not)
23. Potting the Eight Ball without correctly nominating which pocket you will pot it in, or failing to nominate which pocket at all.

3. PENALTY FOLLOWING ANY FOUL

1. Following any foul the oncoming player may play the cue ball from where it lies or he/she may move it or request that it be moved by the referee, to anywhere on or behind the baulk line. (See 5.4)

2. Following any foul the oncoming player is entitled to one free shot with which he/she may, without nomination, play the cue ball onto any ball including the opponent's colour or the eight ball. However, he/she may not pocket the eight ball, which would mean the loss of the game.

N.B. If a free ball is used, it automatically becomes whatever colour that player was on, so it cannot be used to "plant" the black. (If the black ball is covered and the player cannot hit it, a re-rack should normally be called).

3. Following the single free shot described above, the player will commence his/her normal visit carrying the second shot until failing to pocket his/her coloured ball.

4. WIN/LOSS OF GAME

1. If the player pockets the eight ball before he/she pockets all balls of his/her own colour, he/she loses the game except from a break shot.

2. A player potting any other ball at the same time as the eight ball is pocketed loses the game.

3. A player who clearly fails to make any attempt to play a ball of his/her colour will lose the game.

4. If a player seeks to gain an advantage by deliberately touching a moving ball or retrieving a ball dropping into a pocket, he/she will lose the game.

5a. Eight Ball rule : An eight ball clearance can be achieved by the person who breaks, or by his/her opponent on their FIRST visit to the table **when no other balls have been potted**. If the person who breaks commits a foul, then an eight ball clearance can only be claimed by his/her opponent if they clear EIGHT balls without the use of two shots.

N.B. if the person who breaks pots both a yellow and a red and commits a foul, the proceeding player CANNOT claim an eight ball clearance, even if they clear their remaining choice of colour and the black.

In short - an eight ball clearance is ONLY claimed if a player clears 7 colours and the black at his/her FIRST visit to the table without the use of two shots, leaving 7 of the opposite colour on the table.

5b. 8 Balls are counted in all league games, cup games and competitions. These should be advised by whoever is running the event in which an 8 ball is made to the league on the night.

6. You must nominate which pocket you will pot the black ball in – even if it is obvious. If you fail to do so, even if you pot the black the game is lost. Also, if you nominate a pocket and the black is potted in a different pocket you forfeit the game. In the event you have two shots on the black and you nominate and miss on your first shot, you can select a different pocket for your second shot if you wish.

(N.B. the referee must NOT prompt you to nominate your choice, nor must any other player or spectator from either team)

5. GENERAL

1. Each League match will consist of 12 singles games. **Each team must field at least 2 players, and any player may play up to 3 games per match.**

In the event that a team turns up with 2 players, 6 games will automatically be declared forfeit. Turning up with 3 players, 3 games will automatically be declared forfeit. (In short when only two or three players are available all players must play three games). Where a team only fields 2 or 3 players, the opposing team must play all their available players at least once.

2. Any player entering a competition or cup game must have already played at the least one league match.
 3. Push Strokes-Defined as when the tip of the cue remains in contact with the cue ball once it has commenced its forward motion.
 4. When a player has the cue ball in hand, he/she plays from any position from behind the baulk line, in any direction.
 5. The player in control – A player is said to be in control of the table from the time his/her body, cue or clothing touches the table prior to his/her visit, through his/her visit and up to when his/her opponent does likewise prior to his/her visit. Any ball which falls into a pocket during this period, he/she is said to have pocketed and he/she is liable to any penalties or benefits normally awarded to him/her for the pocketing of that ball or balls.
 6. The game is completed when the eight ball is pocketed and all remaining balls including the cue ball have come to rest.
 7. A player must play away from any touching ball, which must not move. (See fouls). If the touching ball is one of the player's own colour he/she is deemed to have played that ball.
 8. Coaching is deemed to be un-sportsman-like behaviour.
 9. A referee, if requested, may advise on the rules.
 - 10a. Score Cards – The HOME team will fill in the card and be responsible for its delivery. These should reach the League compiler no later than the Saturday following the game. ANY LATE CARDS or INCOMPLETE CARDS will result in a 1 point penalty deduction.

N.B a score card MUST be completed even when a game is cancelled. If a game is postponed, the Home Team must notify the league compiler by telephone, email or text by the Saturday following the game or a penalty will be issued as if it were a late card.
 - 10b. BOTH Team Captains are also responsible for sending the score via Social Media to the league at the end of the match – photos of the score card can be sent via Text(MMS), imessage, WhatsApp Messenger or email. Mobile Number for the league is 07771677801
 11. Teams should be at the venue they are playing at by 8:00 PM when the draw should take place. The first game should commence at 8:15 PM. 1 game can be claimed for every 10 minutes that a team and does not show after 8:15 PM. If a team has not arrived by 8:45 PM the game is claimed 12-0, and the team that didn't show will be docked one penalty point from the league table.
 12. Late players – If a players name has been entered on the card, but he/she is not in attendance by the time of his/her game, then that game is conceded.
 13. Cancelled / Postponed matches – should a team be unable to attend a fixture, that team should give a minimum of 24 hours notice to their opposition. The other team may then provide two dates within two weeks on which they are able to play the fixture. Should a team not provide adequate notice, that team will forfeit the game as a 12-0 defeat, and will incur a 1 point penalty.
- In the event of a postponed match, the home team must notify the league compiler before the Saturday following the original fixture date. If the match is cancelled or forfeit, the home team must still submit a score card (See point 5.10 above)
14. At the end of each game, it is considered sportsman-like to offer to buy the winner a drink.

15. Cup – Should any cup game result in a draw - Captains will designate their "If we Draw" Player at the beginning of the second leg before the draw and play commence.

16. Competition Registration – All Players must register for competitions they wish to participate in on the designated night (See fixtures list)

6. STALE-MATE

1. Should any situation arise where no legal shot can be played, then the game shall be restarted by the same player, whether this situation is arrived at by accident or design.

2. If, in the opinion of both captains, neither player is allowing the game to progress, or a stale-mate situation has arisen, then the game shall be restarted by the same player.

7. TRANSFERS

1. A player is considered registered once he/she plays his/her first game of the season for a team. A player can register at any time in a season (£2 fee payable to the league). Individual players may transfer to another team up to 2 times in one season at a fee of £5. All previously accrued individual stats will be lost.

2. Team transfers, whilst discouraged, may be necessary under certain circumstances (i.e. venue closure). In any event both venue landlords/stewards as well as the league must be informed. In the event of a full team transfer, the transferring team will play under their new venues name. In the event of a team split, the part of the team remaining at the venue will continue to play as per the fixtures, the other players can join an alternative existing team but all individual stats will be reset and each player will be charged the transfer fee of £5

8. REFEREES

1. A referee must be provided for every match. The home team will provide the referee for all home games.

2. Any disputes must be settled between the players at the table and the referee, with the referee's decision being final, based on the rules provided.

3. In the event of a dispute not being resolved at the table all reasonable attempts must be made to contact a league official for a decision. The League Officials' decision will then be final. In the event a decision cannot be met (and if possible) the disputed game will be replayed.

4. Referees should observe the game at all times, and properly.

5. A referee may call a 2 minute warning to any player he/she believes may be taking excessive time to play a shot, (on very difficult shots this rule does not apply).

9. FEES AND FINES

1. Entry to the league is conditional on the entry fee determined at the AGM being paid in full at that meeting. A notification of the amount will be provided in advance (currently £50 per team).

2. Late Cards & incomplete cards will not be penalised by fines - the team(s) involved will be docked 1 point from their league total - points to be deducted will be taken off and shown as deducted on the league table. The team(s) will have the chance to appeal on finals night. The decision of the league organiser(s) shall be final.

3. Any team playing a new player after the initial registration night will be charged a £2 registration fee. This must be paid at the next competition event following registration of the new player. The team captain is responsible for this fee.

10. SCORE CARD COMPLETION

1. As well as completing the scores for the night, you are also asked to vote for a "Player of the Match" from the opposing team and mark the score card with your teams' nomination (Both Teams pick a player from the opponents team). These will be added up throughout the season and a competition for each of the players from each team with the most votes will be held.

11. FIXTURE ISSUES

1. In the event that the league fixtures cause a clash between teams, i.e. too many teams are at the venue to play, then one of the team captains should phone one of the league organizers to find out what action to take. Obviously the league will take every precaution possible to prevent this matter occurring.

These rules supersede all others and take effect from 13/01/2020. IT IS THE RESPONSIBILITY OF EACH TEAM TO PRINT AND DISPLAY THESE RULES IN THEIR VENUE.