



# Wath & West Melton

## Pool League

### 1. THE GAME

The game shall be known as 8 Ball Pool and referred to in these rules as "The Game". It is intended that players and teams should play 8 Ball Pool 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 will take whatever action is necessary to ensure that these rules are observed.

The league format consists of 5 Singles games and 2 Standard Doubles games. No talking between shots whilst in control of the table in the doubles game (played a shot in this visit). Games are to start at 8pm, with at least 3 players, present from each team at this time. The remaining players must be in the venue for 9pm at the latest. Frames can be claimed for players not being present at the above times unless prior agreement between both participating teams. End of season payout based on £1.00 per point with bonus money for top 2 teams.

Deadline for signing new players (not transfers) will be April 30th

Two team knockout cups Dennis Mountain Memorial Trophy & David "Banty" Harrison Memorial

An annual award will be presented to the individual who finishes at the top of the averages for League 1 & League 2. (Games won initially then percentage wins to decide the winner should this be a stalemate)

There will be a Singles and Doubles competition run alongside the league, this will carry a £2.00 entry fee per player per event.

Subscriptions are to be set at £20.00 per meeting.

All players registered to be charged at £1.00 per person.

The committee's decision is final in all matters concerning the league and associated knockout competitions.

**No games to be cancelled unless extreme circumstances.**

**These will be dealt with at an extraordinary meeting.**

### 2. REQUIREMENTS OF THE GAME

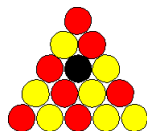
The game is played on a rectangular 6-pocket table with 15 balls plus a cue ball. Balls comprise of two numbered groups, 1-7 which are solid coloured balls, 9-15 are striped coloured balls, the 8 ball is a solid colour black. Alternatively, the numerical groups 1-7 and 9-15 may be represented by two different sets of 7 coloured balls. Usually red replaces stripes (9-15), yellow replace solid (1-7). Balls in the two groups are known as object balls.

### 3. OBJECT OF THE GAME

The player or team pocketing all their group of object balls in any order, and then legally pocketing the 8 ball, wins the game.

#### 4. COMMENCEMENT OF THE GAME (OR RE-START)

- A. The balls are racked as illustrated on the rule sheet with the 8 ball (black) on the 8-ball spot, which is at the intersection of the centre and corner pockets.



- B. Order of play is Home team break off frames 2, 4 & 6. Away team break off frames 1,3,5 & 7
- C. The opening player plays at the triangle of object balls by striking the cue ball from any position on, or behind, the baulk line. An object ball must be pocketed, or at least TWO object balls hit any cushion. Failure to do so is a foul break, the incoming player then has a choice;
1. The balls can be re-racked as per rule sheet and cue ball returned to baulk area. The game is re-started with incoming player having two visits. If the black ball is potted on the re-start then the balls are re-racked and the same player breaks again, with the two visits.
  2. Play the balls from where the balls lay.
  3. Ask the referee to move the cue ball to the baulk area and play the balls from where they lay.
- D. From the **Break**, if a player legally pockets an object ball the player must nominate either Red or Yellow. Should the player choose to stay on the same-coloured balls as pocketed then this is the chosen colour. If the player chooses to switch colours, then a ball of the nominated colour must be pocketed for the colours to be decided. If the player pockets a ball of each colour then the player can nominate Red or Yellow to determine the colour they wish to play
- E. Break Off shot. White ball down the pocket results in 1 shot penalty unless the white ball comes to rest off the bed of the table where 2 shot penalty awarded. Foul break results in 2 shots (2 balls not hitting a cushion)
- F. If the 8 ball (black) is pocketed from the break shot, the balls will be re-racked, the frame will be restarted by the same player. No penalty will be incurred. This applies even if other balls, including the cue ball, are pocketed, or leave the playing surface ("off the table").
- G. On the first occasion a player legally pockets an object ball, including following a foul, then that ball denotes their group, unless one or more of both groups are pocketed, the player MUST then nominate a group before play continues.
- H. If no object ball is pocketed from a legal break, then the players continue alternatively playing at either group until such a time as a legal pot is made, which decides the player's group.
- I. If a ball, or balls, are legally pocketed, this entitles the player to one additional shot and this continues until the player either:
1. Fails to pocket one of their own set of allocated balls, or;
  2. Commits a foul at any time.
- J. Combination shots are allowed, providing the player hits one of their own group first, or any ball with the first shot following any foul. See rule 6C.
- K. Doubles: On the break off shot, should the team that breaks pot a ball, they are allowed to confer prior to nominating the colour of preference.

## 5. FOULS

- A. In off (cue ball pocketed).
  - B. Hitting an opponent's ball(s) with the cue ball on first impact of the cue ball, except with the first shot following any foul.
  - C. Failing to hit any ball with the cue ball, except where rule 8C applies.
  - D. Jump shot - defined as when the cue ball jumps over any part of any ball before contacting anyball, that would have been contacted, should a jump shot not have occurred. Whether this be accidental or not.
  - E. Hitting the 8 ball (black) with the cue ball on first impact of the cue ball before all their own group are pocketed, except with the first shot following any foul.
  - F. Potting any opponent's ball, except with the first shot following any foul.
  - G. Ball off the table.
    - 1. Any object ball or the 8 ball (black), shall be returned to the 8-ball spot See rule 4A, or as near as possible to that spot without touching any other ball, in direct line between that spot and the center of the string line. In the order or red, yellow from the black spot.
    - 2. If the cue ball, then the cue ball played from in hand or behind the baulk line. See rule 8B.
- A ball shall be deemed "off the table" if it comes to rest anywhere other than on the bed of the table.
- H. If a player's body or clothing should touch any ball. Except the cue ball after the referee calls a "foul", when the player is entitled to the cue ball being placed behind the baulk line. This is to be moved by the referee. See rule 6B.
  - I. Player not having at least part of one foot on the floor.
  - J. Playing or touching with the cue any ball other than the cue ball.
  - K. Striking the cue ball with any part of the cue other than the tip.
  - L. Playing out of turn.
  - M. Playing before all balls have come to rest.
  - N. Playing before any ball(s) require re-spotting.
  - O. Striking the cue ball with the cue more than once.
  - P. Push shot - defined as where the cue tip remains in contact with the cue ball for more than the momentary time commensurate with a normal stroked shot, or the cue tip remains in contact with the cue ball once it has commenced it's forward motion.
  - Q. Failing to nominate when balls of both groups are pocketed with the first legal pot.
  - R. Foul break, failing to pot an object ball or drive at least two object balls to hit any cushions.

## 6. PENALTY FOLLOWING ANY FOUL

- A. Following any foul the offending player loses their next visit to the table, giving their opponent two consecutive visits to the table
- B. If the cue ball has come to rest on the playing surface.
  - 1. Option One – Play from the current resting position and play two visits.
  - 2. Ask the referee to move the ball behind the baulk line and play two visits.
  - 3. Ask the referee for ball in hand and play one visit from any position on the table.

**The player must advise the referee on which method they intend to play, the cue ball in the first instance must only be moved by the referee. Moving the cue ball in this manner does not count as a shot, or visit. If a player moves the cueball and doesn't ask the referee this will result in a foul shot awarded to the opponent.**

- C. On the first visit, the incoming player may, without nomination, play the cue ball on to any ball without penalty, including any opponent's ball(s), or 8 ball (black). If any object ball(s) is pocketed directly, or by combination, the player is deemed to have pocketed a legal ball(s), continues with the first visit. However, the player must not pot the 8 ball (black), which would mean loss of game. Except if the player is on the 8 ball (black), then the game would be won. When the player fails to pot a ball on the first or subsequent shot of the first visit, play then continues with the second visit. **(Unless the player has chosen ball in hand anywhere on the table, as the player then only has one visit)** The second visit is deemed to have started when the cue ball is struck on the first shot of the second visit.

## 7. LOSS OF GAME

- A. If a player pockets the 8 ball (black) before all the balls in their own group, except on the initial break. See rule 4F the player loses the game.
- B. A player going in off the 8 ball (black) when the 8 ball (black) is pocketed, loses the game.
- C. A player pocketing the 8 ball (black) and any other ball on the same shot will lose the game. Except following a foul when only the 8 ball (black) and ball(s) of the opponents' group are on the table, then with the first shot of the first visit, the player may legally pocket the 8 ball (black) as well as ball(s) of the opponent's group by any combination and in any order.
- D. A player who clearly fails to make any attempt to play a ball of their own group will lose the game.

## 8. GENERAL

### A. Touching ball.

1. Touching opponent's ball or 8 ball (black), the player **MUST** play a ball of their own group. Except on the first shot of the first visit following any foul, this entitles the player to any ball.
2. Touching any ball, the player is legally entitled to play. The player may choose either.
  - a. Play away from the touching ball and be deemed to have played that ball. Should the cue ball fail to contact any ball, or strike the opponents ball, or 8 ball (black), then the shot is fair, no foul.
  - b. Play to move the touching ball, but great care should be taken not to play a push shot, see rule 5P, or contact the cue ball twice, see rule 5, O. (Moving the object ball is not automatically a foul).

### B. Cue ball in hand

When a player has the cue ball in hand, the ball is played from anywhere behind the baulk line or anywhere on the table and in any direction. See rule 8B.

### C. Player in control:

A player (and player's partner in doubles) is said to be "In control" of the table from the time that the balls stop moving from the final shot of an opponent's turn until the balls stop moving from the final shot of the player's turn (5 Second rule for balls on the cusp of falling into the pocket). There can be no instance, once a frame has commenced, that someone is not in control.

### D. Ball/Balls being potted without contact:

Any ball that falls into a pocket at any time, without being struck, shall be replaced by the referee to its original position. No penalty will be incurred.

### E. Completion of game.

The game is completed when the 8 ball (black) is pocketed legally in any pocket, and all the remaining balls have come to rest, except on the break. See rule 4D.

### F. Force Majeure

If any ball is moved or foul committed as result of third-party interference, act of God, then the balls are replaced back to their original position by the referee, prior to them being moved. No foul is incurred for this.

## 9. STALEMATE

Should any situation arise whereby a legal shot is **IMPOSSIBLE** to play (the players ability is not considered when making this decision) then the game shall be restarted by the player who started that frame, whether this situation has been arrived at by accident or design.

If in the opinion of the referee neither player is allowing the game to progress, or a stalemate situation has arisen, then the game shall be restarted by the player who started that frame. The referee shall not allow numerous visits with neither player making any attempt to make the opening pot which decides the playing groups (unless it is felt that progress is being made). If the player who started that frame did so by virtue of their opponent making a foul break, that player will break on any restart, not the opponent who made the foul break.

## GUIDANCE

- A. The term "SHOT" means striking the cue ball once.
- B. The term "VISIT" refers to the one turn at the table comprising of one or a series of shots.
- C. The term "BREAK" refers to the first shot of a game, or the first shot of a game being restarted.
- D. Coaching is deemed unsportsmanlike behaviour.

Coaching: - During a frame, a player is required to play without receiving any advice from other persons relating to the playing of the frame. Should a team member or bone-fide supporter of a player offer advice, the referee will issue a "First and Final Warning" to that person that a repetition will result in the player being penalised via a Foul. Because it may not always be possible for the Referee to hear if a statement made to a player is advice, the referee may issue the First and Final Warning on the grounds that any statement made to a player, other than general barracking, is deemed to be coaching. In a tournament setting, a First and Final warning may be given once only, before the commencement of the play as a block warning to all players and spectators.

- E. A referee may, only if requested, advise on the rules of the game.
- F. The league winners will be determined by the team that accrues the most number of points through the season, should a tie occur then the result will be determined in order as follows:
  - Head to Head – Wins (then frame aggregate)
  - 7-0, 6-1, 5-2
  - If all the above are equal then a playoff at a Neutral venue will occur over a best of 7 frames

## COMMITTEE

Chairman	Phil Chappell	07835781458
Secretary	Lee Harrison	07772477189
Treasurer	Thomas Sykes	07717326936
Website	Alan Cocking	07738478192
Committee	Michael Cowdell	07771543768
Committee	Jason Cowdell	07742917300
Committee	Brian Gibson	07927174538
Committee	Ryan Hooley	07488364479

## MONTHLY MEETING

Monthly meetings are to be held with a 7pm start prompt.

The team delegate/representative for each team must be present at each meeting and stay until the meeting is closed by the committee. If no team delegate/representative is present at the time of closing the meeting, then a £10 fine will be incurred, with the home points accrued for that month lost.

## LEAGUE COMPLIANCE

1. Any pub wishing to enter a team into the league must not owe any monies to the league from past seasons. Any money that is outstanding must be paid in full to the league official at the time of registering a team to said pub. Failure to comply with the above will result in non-acceptance of entry to the league.
2. Should a team that folds during the season owe any monies to the league, the players involved with that team will be subject to paying their share of any outstanding amount. The outstanding amount will be divided equally amongst that teams' players. All players that are part of that team will be suspended from the league until there share is paid in full; the suspension applies to all league competitions and knockouts competitions.
3. If a team folds before the half way point of the season, then all points that have been played for will be removed from all teams. If a team folds after the half way point, then only games that have been played after this point will be removed.
4. A team must have a player in attendance at the presentation evening to collect any prize money for their team. Failure to comply with this, will result in any monies being forfeited and donated to charity.
5. All new teams entering the league must pay a £50.00 bond. This will be returned at the end of the season providing all fixtures are completed and no funds owed to the league are outstanding.

## DISCIPLINE

Any player that uses threatening behavior or deemed to have stepped out of line will be brought in front of the leagues committee. They will have a personal hearing and a judgement will then be made accordingly by the league officials.

## TEAM, SINGLES & DOUBLES KNOCKOUT

Team knockouts to be played at the set venue on the nominated date.

Any singles or doubles match to be played on or before stated date at the nominated venue.

Failure to play at nominated venue will result in both players/teams being eliminated from the event.

Current format early rounds Best of 5 frames, Qtr-final Best of 5, Semi-final Best of 7, Final Best of 9

## TRANSFERS

Any player can transfer between any team at any point throughout the season. However, each player can only be transferred once throughout the season. A £10.00 fee is payable to the league at the next scheduled meeting.

## FRIENDLIES

Friendly games on stand down week, these games must be played as per the agreed league rules.

Any team failing to turn up for these games will be fined £10.00 and pay towards the costs of refreshments that have been provided by the home team.

