



LEAGUE RULES IN BRIEF

(SUMMARY OF RULES)

Start of the Game

Order of play is decided by the flip of a coin for frame 1. The winner of the flip (the Opening Player) has the option of breaking, or requesting their opponent to break, frames will be broken alternately thereafter.

The Opening Player plays towards the triangle from any position behind the baulk line. An object ball must be potted, or at least 2 object balls hit any cushion. Failure to do 1 of these is a foul break and will result in the balls being re-racked **or** played from where they land with two shots to the opponent either way.

If the black is potted on the break, the balls will be re-racked and the game will be restarted by the same player. No penalty will be incurred. This applies whatever else happens.

If the white is potted on the break, it is a foul.

If one colour is potted on the break then the player may nominate to play the other colour. If the player nominates in this way the player **must pot** the nominated colour to secure them.

If both colours are potted, player **must** nominate or incur a foul, colour chosen is retained whether a ball is potted or not (so long as nominated before taking the shot).

The choice of colour can only be decided by a ball of that colour being legally potted

Snookers

Snookers are allowed but only if at least one ball (any ball) has reached a cushion during that shot, otherwise it is a foul.

Balls already touching a cushion do not count, ask the referee to check before playing.

An accidental or unintentional snooker can still be a foul.

A snooker is defined as being unable to play the thinnest cut on both sides of any of the players own balls, see below.

A player's own ball cannot be claimed as an obstruction contributing to a snooker, pretend it is not there.

The cushions cannot be an obstruction, pretend they are not there.

You cannot be snookered if you are touching one of your own balls.

Touching ball

Cue ball must be played away from any touching ball[s], If touching ball moves as a result of the white moving away it is not a foul. If the touching ball moves as a result of the white being hit into it at any angle, this will be deemed to be a foul.

If player is touching their own ball, player does not need to touch another ball of his own (and can, if he opts, hit an opponent ball, the black ball, or nothing at all).

Ball drops in by itself

If a ball drops in after having come to a stop for more than a few moments, it will be replaced as it was, this applies to any ball, pretend it never happened whether or not the opponent has control of the table or has touched the table to take their shot.

Doubles

Discussion between partners is permitted immediately after the break shot **and** before the start of each players visit **but not** between the same players shots.

Players may touch the table whilst conferring (as above) so long as only the oncoming player touches or addresses the table when ready to take the shot.

Foul Shots

Normal pub rules apply, potting cue ball or opponents ball, hitting the wrong colour, not hitting your own ball, touching any ball with hand or clothing, playing out of turn, both feet off the floor, playing before balls have stopped, are all fouls, so are the following:

Jump shot – defined as when the cue ball jumps over any part of any ball before contacting player's ball

Any ball leaving the table and coming to rest anywhere other than the bed of the table. Object Ball to be returned to the black spot or as near as possible to that spot without touching any other ball, on the centre line of the table. If white ball, then ball to be played from behind the baulk line.

Touching with the cue any ball other than the cue ball. **Only the cue tip** may be used.

Push shot – defined as where the cue tip remains in contact with the cue ball for more than the immediate moment needed to play a shot.

Cue touches the cue ball twice. **Plus** any other foul described elsewhere in these rules.

The penalty for any of these fouls is **2 visits** starting from where the cue ball lies or moving the ball behind the line. **Also, a 'free ball'**, for the first shot only, any ball can be hit, any ball can be potted, black can only be legally potted if player is 'on' the black.

'Loss of frame' fouls

Potting the black while still having your own colour balls on the table.

Potting any other ball at the same time as the black (apart from when the player is on the black and has a free ball. Only at this time may he pot the black and opponents ball[s]).

Deliberate fouls are an immediate loss of frame.

Stalemate

Stalemate is where a legal shot is physically impossible, any gap wide enough to pass the cue ball will do, however impossible to reach. The game shall be abandoned and restarted immediately by the same players. The player who broke originally will do so again. This stalemate situation can be produced by accident or deliberately.

No progress

If no ball is potted for over 5 minutes, the referee should start a 10 minute timer and inform both players of this. If no ball is potted in this time, the frame will be stopped and immediately replayed, same player breaking.

After a ball is potted, the timer will be reset, resetting with every pot.

Players are not expected to take more than **60 seconds per shot**, the referee may choose to enforce a strict 60 seconds time limit if this expectation is abused.

Coaching

Persons not playing in the frame may not make suggestions to the players [however disguised] as this will be regarded as coaching. One warning will be given, the next will result in a foul being given against the team involved. If it continues then the next one will be the loss of the frame.

Refereeing

The primary role of the referee is to help players to avoid penalties, not to punish them. Calls such as 'please nominate a colour', 'touching ball – please play away' are to be encouraged as a warning. However no tactical or shot selection advice should be given.