

# **Farndon & District Pool League**

Rules and Bylaws

Winter League

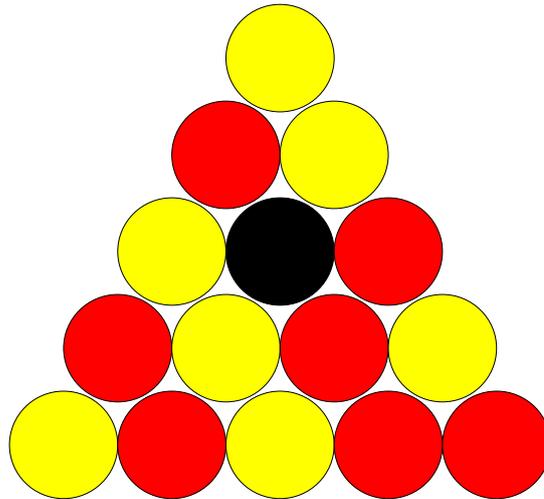
## Version Control.

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

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## The Rack



Farndon & District Pool League

### 1. The game

The game shall be known as 8-ball Pool and be referred to in these rules as “The Game”. It is intended that the players and teams should play 8-ball Pool **in the spirit of the game and in a sportsman like 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 he deems necessary to ensure that these rules are observed.

### 2. Requirements of the game

The game is played on a rectangular 6-pocket table with 15 balls plus the cue ball. Balls comprise of two numbered groups, 1-7, which are solid coloured balls, and 9-15 are striped balls, the 8-ball (black), 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 and yellow replaces solid.

Balls in the two groups are known as object balls.

### 3. The 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 (black), 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 (black) spot, which is at the intersection of the centre and corner pockets.
- b) [{This rule is superseded by bylaw 5}](#)
- 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 and will result in the balls being re-racked. The opposing player then starts the game with two visits.
- d) If the 8-ball (black) is pocketed from the break shot, the balls will be re-racked and the same player will re-start the game. 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”).
- e) On the first occasion a player legally pockets an object ball, including following a foul, then that ball denotes their group (shot is still open table not a free ball after a foul), unless one or more of both groups are pocketed, the player MUST then nominate before play continues.
- f) If no object ball is pocketed from a legal break, then the players continue in order playing at either group until such a time as a legal pot is made, which decides the players group.
- g) If a foul is committed (other than rule 4(d)), and one or more object balls are pocketed before playing groups are decided, then those balls are ignored in determining the groups to be played. The oncoming player may play at any ball on the table, including the 8-ball (black) for the first shot, the first legal pot to determine the group as in rule 4(e).
- h) If a ball or balls are legally pocketed, this entitles the player to one additional shot and this continues until the player either:
  - Fails to pocket one of their own group of allocated balls
  - Commits a foul at any time
- i) [{This rule is superseded by bylaw 22}](#)

#### 5. Fouls

- a) In off (cue ball is pocketed)
- b) Hitting an opponent's ball with the cue ball on first impact of the cue ball, except with the first shot following a foul.
- c) Failing to hit any ball with the cue ball except where rule 8(c) applies.

- d) Jump shot – defined as when the cue ball jumps over any part of any ball before making contact with any ball.
- 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 after a foul.
- f) Pocketing any of the opponent's balls, except with the first shot after a foul.
- g) Ball off the table.  
A ball is deemed "off the table" if it comes to rest anywhere other than on the bed of the table.
  - Any object ball or the 8-ball (black), shall be returned to the 8-ball (black) spot (see rule 4(a)), or as near as possible to that spot without touching any other ball, in direct line with that spot and the centre of the baulk line
  - If the cue ball, then the cue ball played from in hand (see rule 8(b) general).
- h) {This rule in conjunction with bylaw 19} 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 in hand (see rule 6(b)).
- 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 the balls have come to rest.
- n) Playing before any ball(s) which require re-spotting are re-spotted.
- o) Striking the cue ball more than once.
- p) Push shot – defined as where the cue tip remains in contact with the cue ball 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 its forward motion. Generally, any shot played with speed will not be deemed to be a Push Shot regardless of the fact that the cue tip may have come into contact with the Cue Ball more than once
- 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) {This rule is superseded by bylaw 19}
- c) {This rule is superseded by bylaw 21}

## 7. Loss of game

- a) If a player pockets the 8-ball (black) before all the balls in their own group, except on the break (see rule 4(d)), 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 balls 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 balls of the opponents group by any combination and in any order.
- d) {This rule is in addition to bylaw 20} Players who clearly fail to make an attempt to play a ball of their own group will lose the game.

## 8. General

- a) A touching ball.
  - 1 The cue ball touching the opponent's ball or the 8-ball (black): the player MUST play a ball of their own group. Except on the first shot of the first visit following a foul, this entitles the player to play any ball.
  - 2 The cue ball touching any ball the player is legally entitled to play. The player may either:
    - I. Play away from the touching ball, and be deemed to have played that ball. Should the cue ball fail to make contact with any ball or strike the opponent's ball or the 8-ball (black), then the shot is fair, no foul.
    - II. Play to move the touching ball, but great care should be taken not to play a push shot, (see rule 5(p)), or contact the cue ball twice (see rule 5(o)). Moving the object ball is not necessarily a foul.
- b) Cue ball in hand

When a player has the cue ball in hand, the ball is played from any position on, or behind the baulk line and in any direction.
- c) Player in control

A player is said to be in control of the table from the time that their body, cue or clothing touches the table prior to their shot, throughout their visit and up until their opponent does likewise prior to their visit. Any ball(s) that fall into pockets during this period, (including the 8-ball (black) shall be deemed as in play for that visit
- d) 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 4(d))**.

## 9. **Stalemate**

Should any situation arise whereby a legal shot is IMPOSSIBLE to play, then the game shall be re-started by the player who started the frame, whether the situation has been arrived at by accident or design.

If in the referees opinion neither player has allowed the game to progress, or a stalemate situation has arisen, then the player who started the frame shall re-start the game. 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 the frame did so by virtue of their opponent making a foul break, that player will break on any re-start and not the player who made the foul break.

### **Guidance.**

- a) Coaching is deemed as unsportsmanlike behaviour (see rule 1).
- b) A referee, only if requested may advise on the rules of the game.
- c) Break: refers to the first shot of the game, or the first shot of a game being re-started.
- d) Shot: A "Shot" begins when all balls stop moving from the previous shot. A player "Plays a Shot" by striking the cue ball with the tip of the cue. A "Shot" ends when all balls stop moving from the current shot.
- e) Play: To "Play" an Object Ball is to play a shot that results in the Cue Ball's first contact with another ball to be with that Object Ball. To "Play" the cue ball is to strike it with the tip of the cue.
- f) Ball On: At any time during a frame, a ball "On" is any Object Ball that the player may play without incurring a penalty.
- g) Pot: A ball is "Potted" when it leaves the bed of the table, enters a pocket and remains in that pocket.
- h) Visit: A "Visit" comprises one shot or a series of shots. Each visit lasts until the player fails to pot a ball "On". (Or until a foul is committed or the frame ends).
- i) Turn: A players "Turn" at the table comprises one visit or, after most fouls committed by the opponent, two visits.
- j) Frame: A "Frame" is one game of 8-ball (black) Pool between two players or two pairs of players. A frame is played from the opening break and usually through until the 8-ball (black) is potted. (Note: there are other ways that a frame may end - see "Loss of Frame").
- k) Match: A "Match" is a predetermined number of frames of 8-ball Pool between two players, two pairs of players or two teams of players.

# AGM Amendments and Agreements

## **Selected extracts from 2015 AGM**

- **Topic #2: Teams not completing their fixtures.**  
[JF] you cannot cancel / rearrange matches (unless in extreme circumstances). If there is any problems contact the secretary as soon as you know and he will find a venue or a suitable date for the game, which should if possible be before the stated fixture.
- **Topic #4: Clarification of registrations:**  
Only players that are registered can play. These players are listed on the website. The secretary will accept a registration by text before 6pm on the night of the game, however this must be followed within 1 week by the signature or the game will become void and the result reversed if necessary.
- **Topic #5: Clarification around Individual competitions :**
  - Matches cannot be played after the "date" – this is for the purpose of scheduling the next round, the secretary tries to post at least a month in advance to allow sufficient time for players to schedule games
  - Result must be texted before the following Wednesday – or the assumption that both teams have not shown up and both will be eliminated from the competition.
  - No-shows are not acceptable, the offending individuals will be logged and put on a warning; two no-shows will result in a 2 year ban from individual competitions.
  - Cup final matches cannot be played "whenever" without the committee's permission.

# Bylaws

1. It is the responsibility of the winning team to TEXT the result through to the secretary on the Tuesday evening after the game. (Please text before 11:00PM). Results cards to be posted by the winning team. Failure to text the result through and post the cards 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 captains responsibility to have the 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 7-0). 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 of any game is unacceptable under any circumstance except extreme weather conditions when the secretary will advise all captains.
5. Home players break in all league games. For cup games the order of break is decided by the toss of a coin. Breaks will then alternate. If there is a deciding frame then the break will be determined by the toss of a coin. The team who breaks will also referee and nominate players first.
6. Teams will take it in turn to referee league matches.
7. Cup matches are to be played on Tuesday and Sunday nights. Finals to be played at a neutral venue.
8. League games will consist of seven frames played by at least 6 different players.
  - 6 Players Required (7 frames) one can play twice if the team is short
  - If a player is to be played twice then the opposition captain will choose that player from any of the 6 who have already played a frame (6 must have played) even from those not present at the end of the 6<sup>th</sup> frame.
  - Merit will be awarded on first frame only
9. League matches to be played on Tuesday nights.
10. Players are only allowed to play for one team.
11. 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 to the secretary.
12. The games must be played in a competitive yet friendly manner.

## Cups / Trophies

13. 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.

14. 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 played.
15. 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**

16. 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.
17. 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.
18. 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.
19. 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 (see bylaw 16) this bylaw replaces rule 6(b) of the English Pool Association official 8-ball Pool rules
20. If the referee considers a shot to be a deliberate foul, then a warning can be given or the referee can call frame away. The referee may also give the player a warning before a shot has been played. This bylaw should be seen in addition to rule 7(d) of the English Pool Association official 8-ball Pool rules
21. After a foul a player has two shots, if after the first shot nothing is pocketed there is a second visit. If a ball is pocketed this constitutes the start of the second visit. This bylaw replaces 6(c) of the English Pool Association official 8-ball pool rules.
22. A combination shot is NOT ALLOWED in open play except during "commencement of the game". This bylaw replaces 4(i) of the English Pool Association official 8-ball pool rules.
23. If a player cannot complete a frame for whatever reason, the frame is lost. This includes league and cup games.

## **Other**

24. Any dispute, which is not sorted out 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.
25. The committee will deal with any teams or players found cheating in any way.
26. Teams or players involved in fighting may result in the closure of the league.
27. 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.
28. 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.

## **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 break is decided by the toss of a coin. Breaks will then alternate. If there is a deciding frame then the break will be determined by the toss of a coin. The team who breaks will also referee and nominate players first.

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

### **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 see rule 8(c).

### **Division Knockouts**

This competition is played within the divisions of the league

The match is best of 7 games of singles

### **Glen McCarter**

This competition is played regardless of the league divisions

The match is best of 7 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 a Sunday night

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

Best of three frames.

Home team break first frame, away pair break second frame, toss of a coin decides the break in final frame.

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

### **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 see rule 8(c).

### **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 see rule 8(c).

### **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.