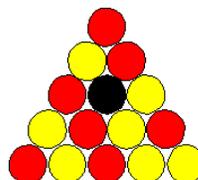


Kirkham & District Pool League - Playing Rules

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



The Game

1. The player or team pocketing their group of object balls first in any order and then legally pocketing the 8 ball (black), wins the game.

The Break

2. A legal break is when a minimum of 2 object balls strike any cushion and from the break, if a player pockets any object ball, **then he/she has the choice of colours**. His/her next shot is an open table and remains open if balls of both colour group are potted. The first legal potting of a single colour group determines colour group. If no balls are potted it is still a free table and the oncoming player must pot to denote their group. Verbal nomination does **not** denote any group choice.
3. A foul break will be called if fewer than two balls hit a cushion, or if any ball leaves the table and following a foul break, the oncoming player will have two shots carried and may play any colour on his/her first (free) visit and the first legally potted ball thereafter (see rule 2 above) determines what colour he/she is on. If no balls are potted, it remains a free table. For example, if a red is potted on the first (free) visit, the player may now pot either colour, but if no further balls are potted at this visit, it reverts back to a free table. If the cue ball is potted on the break shot, then this is a **non-standard** foul which is penalized by the turn passing to the opponent and the provisions of Rule 2 shall apply.
4. Should the black ball be potted off the break shot, then the frame will be re-racked to start again with the same player breaking off and **no** penalty will be incurred.

Standard Fouls

5. Following **any standard** foul, the offending player loses control of the table and the opponent has two shots (carried forward) and the choice of playing from where the cue ball lies, or playing from behind the baulk / string line and the referee is the **ONLY** person who may move the white ball. If either player touches the white to move it into baulk, then this will constitute a foul. The cue may be used to position the white ball prior to the taking of this first free visit only, but not with either the tip or ferrule.
6. The Free table means that the oncoming player may play any ball without penalty (including the black) and legally pot an opponent's colour and does not need to verbally nominate his/her intent on this first free visit.

7. If any object ball leaves the table onto the floor, this will constitute a foul and the referee will replace it on the black ball spot, or as near to it as possible and in line with the black spot and bottom cushion – but it must not be touching any other ball when replaced and if the cue ball leaves the table, the referee will place it in baulk for the oncoming player to commence the first of two shots.
8. Any player who clearly fails to make any attempt to play a ball of his/her own group, i.e. commits a deliberate foul shot, he/she will lose the game.
9. Touching ball, a player must play away, not across a touching ball situation, in which a push shot may be deemed to have been played resulting in a foul. The push shot is defined as the cue tip remaining in contact with the cue ball after it has commenced its forward motion.
10. Playing outside baulk when obliged to play within baulk will constitute a foul.
11. Jump shots are classed as a foul - that is if the cue ball leaves the bed of the table and avoids striking any object ball that would have been contacted had the white ball not left the table, then the white ball has “jumped” over ball(s) to cause the foul.
12. A foul will be called if a shot is played before all balls have come to rest from the previous visit and/or before balls that require re spotting are re spotted.
13. Playing out of turn will be classed as a foul.
14. A foul will be called if a player plays a shot without having at least one foot on the floor, the exception being physical disability or other special needs.
15. The touching of any ball with a player’s body, clothing, jewelry or accessory will result in a foul being called.
16. If the cue tip contacts the cue ball more than once (double hit), then this is a foul.
17. If the black ball is pocketed out of sequence then the frame is forfeited by the offending player.

Sporting or Unsporting Conduct

18. If a refereeing decision is questionable, both team captains must adjudicate. If the captains fail to agree, then a re-rack will be played. (If the frame in dispute is played to its conclusion, both players will be considered to have accepted the referee’s decision, therefore no player or team has any redress).
19. The referee must take up a position so as not to interfere with play.
20. Any coaching of a player after he/she has addressed the table, or indeed started the frame is not allowed and the referee must initially warn the offender/s and if repeated during either this frame OR the match, then the referee is to award the relevant frame to

the innocent team. Confering is not allowed except in pair's competitions, when partners may confer between visits, but not during a visit. The exception to this is when following a legal break where one or more balls are potted (making it still a free table), then partners may confer prior to the breakers next shot ONLY. If the frame being played is to the "scotch doubles" format, then confering between shots is allowed.

21. Other violations interpreted as unsporting conduct and to be dealt with as rule 20 are;

- Foul and abusive language.
- Throwing articles around – e.g, cues, drinks and/or pool balls etc.
- Arguing with an opponent, spectator, team mate or the referee.
- Continuously disagreeing with the referee's ruling.
- Interfering with or putting off an opponent when shots are being played.
- Not moving away from the table when the opponent is in control of the table.
- With acts of unsporting conduct, the referee may involve either or both of the captains to adjudicate.

22. The use of mobile phones is not permitted during a frame by either player or the referee and their use comes under the 1 minute ruling relating to a foul.

Personal Achievements

23. The "clearance off the break" discipline will be recognised as an achievement and if the player who breaks the balls, pots at least one object ball and subsequently clears all of his/her colours nominated followed by the black in this one visit, then this qualifies and should be marked on the result card as a "COB". It also counts in any competitive game, be it singles, doubles etc, as long as a reliable witness can verify.

24. The "7 ball clearance" is now also recognised for the player following the break player and if no balls are potted off the break shot. If the oncoming player pots all of their group followed by the black on this one visit it will qualify and should be marked on the card as a "7BC". Should the successful player achieve this following a foul break, then it will qualify as long as only one shot of the two allowed has been used. The 7 BC qualifies in any competitive match, as with "COB" above.

Skillshot / Hitting a Cushion

25. The combination or skillshot is NOT permitted and the only time an opponent's ball may be potted, is on the first of two shots following a foul, when it is a "free table".

26. The Kirkham league allows the rolling up to an object ball without the need to involve a cushion and this shot does **not** constitute a foul.

Re-Rack

27. Should a situation arise where no legal shot is playable whether by design or accident, then the frame is to be re-racked.

Balls Falling Without Being Hit

28. Any ball that falls into a pocket at any time, without being struck, shall be replaced by the referee to its original position with no penalty. The time will be re-started and the player in control continues with his/her visit.
29. Should a ball drop involving a 3rd party with no involvement in the match or frame, then the referee shall replace the ball as near to its former position on the table as possible.
30. The commencement of a visit is once the oncoming player has touched the table.

Timekeeping

31. The One Minute Ruling

- A maximum of one minute between shots is allowed, failure to play a shot within this period will result in a foul stroke, although the timekeeper must give the 30 second warning and again at 50 seconds.
- A stop watch has been supplied for each table in the league and must be available for all match play and before any match commences, the captains must agree whether or not the stopwatch will be used. Should either of the captains wish to use the stopwatch, then this will overrule the other and it MUST be used. If they determine NOT to use the stop watch, this decision applies for the duration of the match and there can be no redress should any player take beyond the minute allowed.
- The referee however must take a responsible line and if there are any obvious delay tactics when the clock is NOT in use, he/she must initially warn the player and then manually time him/her for the remainder of that frame.
- The use of the stop watch alternates throughout the match. When one team provides the referee, the opposing team provides the timekeeper.
- When the balls come to rest following a visit, the timekeeper is to start the stopwatch. If 30 seconds elapse, the timekeeper issues a '30 seconds remaining' warning, and, if needed, a second warning is given with '10 seconds remaining'. Should the player exceed the minute, then a foul will be called by the timekeeper, resulting in a 2-shot penalty
- If a foul is committed and should the white ball remain on the table, the minute starts when the oncoming player takes control of the table, whether the white ball is moved by the referee or not. Should the player request the moving of the white ball by the referee, then the referee must call "time out" until he places the white ball in baulk and instructs the timekeeper to resume the time count. Similarly, if the white ball is potted, the minute starts when the referee puts the white ball back on the table.
- If it is proven that any team blatantly ignores the stopwatch ruling, a 5-point penalty will be incurred on them for that match.

If in any event a situation arises that is not covered in the above rules, then in the interests of fair play, a re-rack will be played.