

Beeston, Chilwell & West Notts Pool League.

RULES AND CONDITIONS OF PLAY.

1. The League formed under these rules shall be known as the **BEESTON, CHILWELL & WEST NOTTS POOL LEAGUE.**
2. The executive committee's decision is binding and final in all matters. All correspondence relating to the Beeston, Chilwell & West Notts Pool League should be sent to the Chairman/ General Secretary, Mr Dave Bull 25 Larchdene Avenue Fernwood Wollaton Nottingham NG8 2PF. Telephone No. 9284458. Mob/txt. 0795 291 0984. E-Mail: d.bennett-bull@ntlworld.com. Any amendments or additions to the rules or any nominees for committee members must be tendered in writing to the General Secretary no later than 14 days prior to the AGM.
3. The executive committee shall have the power to deal with any contingency that may arise which the following rules do not cover. Any information/ correspondence/ match sheets are the sole property of Beeston, Chilwell & West Notts Pool League and shall NOT be forwarded or disclosed in any manner to any third party without the agreement of the executive committee. Furthermore, matters of confidentiality discussed at executive committee meetings shall not be voiced or communicated to any persons outside of the executive committee membership.
4. **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.
5. **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 groups, 7 yellow balls and 7 red balls, the 8 ball is a solid colour black. Balls in the two groups are known as object balls.
6. **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.

TEAM & PLAYER REGISTRATIONS:

7. A registration fee of £20 per team is payable to the league. To constitute a team registration there must be a minimum of 7 players registered to that team. All social clubs entering the league are only accepted on the understanding that all visiting league registered players are accepted as temporary members for that night.
8. A fee of £2.50 is payable by the player requiring registration and is eligible to play upon fix.sec OR committee member receiving players name, address & contact details, at least 24 hrs prior to a match, in writing., text or e-mail. This players name shall then be placed on a register and all monies and forms to be brought to the next meeting. If the correct player registration form in full along with appropriate fee is NOT submitted at the following meeting then any legs, matches or KO comps played by that player shall be expunged and awarded to the opposition team/player. REGISTRATIONS WILL ONLY BE ACCEPTED ON THE APPROPRIATE REGISTRATION FORM. NO PLAYER REGISTRATION FORMS CAN BE ACCEPTED UNLESS ACCOMPANIED BY THE CORRECT FEE. THIS ALSO INCLUDES SINGLES/ PAIRS. Any player may register with more than one league. Male (s) and Female (s) are eligible to register as players of the above Pool league
9. All registered players are required to conduct themselves with a manner of respect to other registered players within the league and to ALL committee members. Any abusive or threatening behaviour of a verbal, physical or sexual nature will not be tolerated. Any players found in breach of this rule will be barred from the league and will be subjected to having information relevant to being barred forwarded to Pubs/Clubs Landlords/Landladies registered with the league.

10. By law all players must be 18 years of age or over. Beeston, Chilwell & West Notts Pool league allows provision for the signing of a maximum of two players under the age of 18 and over the age of 16 years. These signings are on the following strict conditions:
- The players' name, address, date of birth must be supplied to the committee.
 - Only the named players may accompany the team on away matches.
 - Notification and permission must be sought from the relevant landlord or landlady of the pub or club in question before the relevant match takes place i.e. at least 24 hrs prior.
11. **A player is only permitted to play one leg per match.** It shall be deemed an offence for a player to sign, register or play under an assumed name or attempt to do so whatsoever. Any team playing one or more ineligible players will automatically forfeit the match with the result of 7-0 being awarded to the opposition team along with two points. If any secretary doubts the validity of a player he/she must write "Please check signature" on the match sheet indicating which leg is in question. If it is found that any team plays a player that is not signed on or has not given the required 24 hrs notice and registration fee then they will forfeit the said match and points. Notification of any new players must be made to a committee member (**see also rule 8**)
12. Any player not having played for the team to which they are registered may transfer to another team but must re-register and pay the appropriate registration fee. Any player already having played a match for the team to which they are registered can transfer to another team for a fee of £10 to be paid to the league. The deadline for all transfers/registrations is the halfway point of the season. The fixture secretary must be notified and authorise all transfers prior to the individual playing for their new team.
13. In the event of teams dissolving and players from that particular team requesting to re-register then the executive committee shall examine the match sheets of the dissolved team and determine who will be able to re-register. If the halfway point of the season has elapsed then the players will forfeit the right to re-register and will be eliminated from any pairs/singles and K.O. competitions. Their opponents will automatically proceed to the next round. Any teams failing to complete the season will have all legs and points expunged from the results and will not be invited to join the league the following season.

RULES GOVERNING PLAY:

14. COMMENCEMENT OF THE GAME (OR RE-START):

- When the referee states 'Game on' the player taking the break is deemed 'in play' (**See also rule 19c**)
- 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.
- Order of play shall be with the home side breaking first (**See also rules 28 & 29**)
- 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 be re-racked as per rule sheet. The opposing player then starts the game with two visits.
- If the 8 ball (black) is pocketed from the break shot, the balls will be re-racked and the game 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").
- 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.
- 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.

- H. If a foul is committed, (**other than as in rule 14:E**), 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 14:F**).
- I. If a ball, or balls, are legally pocketed, this entitles the player to one additional shot and this continues until the player either:
 - i. Fails to pocket one of their own set of allocated balls, or;
 - ii. Commits a foul at any time.
- J. Combination shots are allowed, providing the player hits one of their own colours first, or any ball with the first shot following any foul (**see also rule 16: C**).

15. 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.
- 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 following any foul.
- F. Potting any opponent's ball, except with the first shot following any foul.
- G. Ball off the table.
 - i. Any object ball or the 8 ball (black), shall be returned to the 8 ball spot (see rule 14(A)), or as near as possible to that spot without touching any other ball, in direct line between that spot and the centre of the string line.
 - ii. If it's the cue ball, then the cue ball played from in hand (see rule 19(B) general).
 - iii. 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.
- 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 its 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.
- S. There is a time limit of 2 minutes max between shots once a player takes control of the table. Referees are to notify a player when the 2 minutes has nearly lapsed i.e. 30 seconds left. If a player fails to heed the referees notice then a foul will be incurred with 2 shots being given to the opponent.

16. 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, then the player having two visits may proceed to play from where the cue ball lies, or the cue ball may be played from any position on or behind the baulk line. Moving the cue ball in this manner does not count as a shot, or visit. (**See also rule 21**).
- C. On the first shot only of the first visit, the oncoming 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), and 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. The second visit is deemed to have started when the cue ball is struck on the first shot of the second visit.

17. LOSS OF FRAME:

- A. Deliberately causing any ball or balls to be moved in a manner other than that which may result from playing a normal shot. (e.g. striking or moving the table; deliberately lifting/moving any balls from the table.
- B. If a player, other team member or bona-fida supporter breeches the "Spirit of the Game" to such an extent that it is likely to affect the result of that frame (or match) then that frame (or match) should be awarded to the opponent.
- C. Deliberately striking or moving the table in an act of frustration or anger or any other reason is considered table abuse and is deemed unsporting and in breach of the 'Spirit of the Game'.

18. 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 14: E**), 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.

19. GENERAL:

A. A Touching ball.

- i. When the cue ball is touching an 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 any foul, this entitles the player to any ball.
- ii. Touching any ball the player is legally entitled to play. The player may choose to **either**: 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 opponents ball, or 8 ball (black), then the shot is fair, no foul. **OR** Play to move the touching ball, but great care should be taken not to play a push shot, (**foul: see rule 15: P**), or contact the cue ball twice, (**foul: see rule 15: 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 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 their body, cue, or clothing touches the table prior to their shot, throughout the visit, and up until the

opponent does likewise prior to their visit. Any ball(s) which fall into pockets during this period, (including the 8 ball (black)).

D. Coaching:- During a frame, a player is required to play without receiving any advice from other persons relating to the playing of the frame (Other than pairs in situations where the rules allow). Should a team member or bona-fide supporter of a player offer advice, the referee will issue a "First and Final Warning" to that person, or persons, 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.

E. Interference:- If any balls are moved during a frame (except in breeches of the "Spirit of the Game" where loss of frame would apply):-

- 1) By a person other than the players taking part in the frame or,
- 2) As a direct result of one of the players being bumped or,
- 3) Due to any other event deemed outside the players' control **such as**, but not limited to:-
 - a) Tip falling off cue, end of spider falling off
 - b) Vibration or movement of the table by either knocking into it or banging the floor adjacent it.

The referee will replace the balls as near as possible to the positions they were in before the incident occurred, no penalty shall be imposed on either of the players and the frame shall continue. If the interference has been to such an extent that it is impossible to accurately to replace the balls in their original positions then a re-rack will be called.

F. 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 14: E**).

20. STALEMATE:- should any situation arise whereby a legal shot is IMPOSSIBLE to play, then the player, who started that frame, whether this situation has been arrived at by accident or design, shall restart the game. 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 attempting 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.

21. After a foul has been committed and the player wishes the cue ball to be moved he must request the referee to remove the cue ball and place it at the balk end of the table. The player can then reposition the cue ball anywhere behind the line using his/her hand only. In the event of a foul being committed where the cue ball goes down the pocket then the player may retrieve the cue ball from the trough and position it on the table behind the balk line in order to commence their shot.

LEAGUE MATCHES , KO CUPS & KO COMPETITIONS

22. Each match shall consist of 7 legs to be played as singles with the winning team being awarded 2 points. In the event of two or more teams finishing first or second at the end of the season, on the same points then the leg difference shall determine the outcome. If points and legs are the same then the results of the 2 teams having played each other will be taken into account. If, after this, results are still equal then a playoff will decide the outcome. Promotion & relegation between divisions is at the discretion of the Committee and may vary albeit usually two teams up & two teams down.

23. All home teams must provide a referee who must be registered to that team and be competent.

24. No team shall include a player when visiting premises from which the player is barred, unless prior permission has been obtained from the licensee.

25. All league games are to be played on Thursday evenings commencing at 8:30pm. If the opposing team have not arrived then the first game is to be claimed at 8:30pm and then every ten minutes thereafter, if the opposing team arrives late then they must nominate a player to sign in on the sheet for each leg claimed by the home team. If the opposing team fails to arrive by 9:00pm then they are deemed as failing to constitute a side and the home team claims the match 7-0 and the points. The sequence of play for league matches is as follows: Home team breaks on legs 1,3,5,7 and the away team on legs 2,4,6. Individual players must register their name on the match sheet to be eligible to participate in that leg. A time limit of 5 minutes is set for the commencement of each game, following one game finishing and the starting of the next game. All secretaries should check that this is adhered to. A minimum of 4 players is required to constitute a team. In the event of a team failing to field more than 4 players the home/away team must complete the match sheet by registering their available players and getting them to sign their name to claim the subsequent legs.
26. All results sheets to be sent or taken to the Commercial, or given to a committee member, no later than on the Saturday following the match failure to do so will constitute a late result and will result in 1 point being deducted. The Fixture secretary shall be notified of the match results within 24 hours.
27. League matches will be played on dates stipulated. **UNDER NO CIRCUMSTANCES WILL LEAGUE MATCHES BE ALLOWED TO BE CANCELLED** (except due to extenuating circumstances, i.e. the death or funeral of a registered team member, and only with prior consultation of the Gen.Sec or the fixture secretary who shall in turn inform the opposition team). Any matches cancelled, due to the reasons above, must be played within 4 weeks of cancellation date and the Fix. Sec. informed. Should the 2 teams be unable to agree a date then this will be set by the Gen.Sec & Fix. Sec. The Committee and the League are NOT responsible for any cost incurred for transport, food etc. in respect of matches claimed due to cancellations or non turn-out of teams.
28. **TEAM K.O. CUP COMPETITIONS:** The first team drawn out shall be deemed the home side breaking on legs 1,3,5,7 and the away side on legs 2, 4, 6.
29. ALL team KO Cups, Pairs, Cap& Secs and Singles semis and finals will be played on neutral tables. A competent referee will be provided. The referee will spin a coin and invite the captains to call heads/tails. The winning captain will have the choice of breaking or offering the break to the opposition. Legs will then be played alternatively until the conclusion of the match. Each team should register their players' names in confidence and forward to the referee.
30. **DISQUALIFICATION FROM THE LEAGUE:** Any team missing 3 matches, including cup matches, over the course of a season, will be disqualified.
31. Any teams failing to constitute a side for a league match will forfeit their right to play in any KO Cup competitions that falls prior to their next league match.
32. **PAIRS/SINGLES & CAPT/SEC KO's:** The entrance fee is £2.50p per player per competition. All KO competition matches, including semis and finals matches, shall commence at 8:30pm unless mutually arranged previously. All matches up to the semi-finals are the best of 3 legs and commence at. The semis and final are competed for on designated nights at neutral venues with an independent referee. The semis consist of 5 legs and the finals 7 legs. Singles matches are to be played on the dates designated. However, should either parties agree to play their pairs/singles or cap/sec match prior to this date this is permissible provided the fixture secretary has been informed of the match date and time. The same format carries for the doubles K.O. competition i.e. best of 3 legs and 8:30pm start. Substitutes in the Capt. & Secs KO are NOT PERMITTED. Substitutes will only be permitted in the first round only (*or the prelim round if this is the substituted player's first match*) of the pairs and singles knockouts and only then if the player is a member of the same pub or club team and is NOT already entered in that particular pairs or singles KO competition, the substitute then continues in the competition until knocked out. **The Fixture secretary must be notified, prior to the match, of any changes.** Any players found in breach of this rule will be disqualified from the competition. All players are reminded to attend their respective venues on time to play their matches or risk

losing legs or possibly the match. The fixture secretary should be informed of ALL RESULTS within 24 hours, this is the responsibility of the winning player/pair or the referee in the case of a semi or finals match. **(Note that the time limit applies as per rule 15(S)).**

33. If a team misses one match the penalty is a 1 point deduction, two matches is a 2 point deduction.
34. To constitute 'winning a match' a minimum number of 4 legs must be won, should any team turn up with less than 4 players the match should commence and be played until these players have played their respective legs. If in the meantime no further players have arrived 10 minutes will be allowed to elapse. After 10 minutes have passed the home/away team can claim the remaining legs because the opposition gave no further players. The match sheet should be filled in accordingly. A drawn match will be only be if the score attained is 3-3 in which one point will be awarded to each team. Any other result below this then the legs for and against will awarded to each team with no points to either team.
35. Eight balls must be recorded in writing on the match sheet accompanied by the opponents' captain/secretaries signatures. Unrecorded eight balls will NOT be recognised. An '8 Ball' is achieved where a player pots all seven balls of one colour followed by potting the Black (8 ball). This is to be accomplished during his / her first visit to the table. The only time an 8 Ball can be achieved is from the 'Break' by the first player to the table or by the player's opponent on their 'first visit' to the table following the 'Break'. If the second player to the table is allowed 2 visits from a foul, then an eight ball can only be achieved at the 'first visit' NOT a combination of the 2 visits.
36. A team register will be kept at the captain/secretaries Sunday meetings. Each registered team must send a representative to each captain/secretaries meeting. No individual may represent 2 teams. During the course of a season a team is allowed one apology for non attendance of a meeting, any future non attendance will incur a 1 point deduction from their overall points tally.
37. PROTESTS: Any team or individual wishing to make a complaint or protest regarding anything which has occurred during a match or any other competition within the league or in connection with the league must do so in writing and be handed to the league secretary by the following Sunday after the event no later than 3pm. This must be accompanied by a £10 fee, which will be refunded in the event of the protest being successful. On receiving the protest, the committee will hold a meeting at which both parties are required to attend. **A complaint written on match sheets is not classed as a protest**, whilst the committee will take into account the nature and the points of the complaint and will monitor the situation, it will NOT be dealt with as a protest
38. It is the responsibility of the captain/secretary to be informed of (*and to ensure their team members are informed of*) and understands all rules of play of the Beeston, Chilwell & West Nott's Pool League Rules and that the said rules are the current issue.
39. The league will pay for the tables in the pairs/singles and K.O. cup finals only.
40. Any teams failing to comply with the rules governing this league will be severely dealt with by the executive committee.
41. At Dance & Presentation nights winners and runners up teams must provide a minimum of 4 representatives in order to receive their trophies. Failure to comply with this rule will mean that the trophies will be withheld and used for future events. ALL major trophies are, and will remain, the sole property of the league. Winning or runner up teams, Pubs or clubs shall become the holders of the appropriate major trophies and shall be responsible for the upkeep and safety of any said trophies entrusted to their care. Holders of trophies shall reimburse the league for any replacement or repairs to lost, stolen or damaged trophies. ALL trophies are to be returned to the leagues at least one month prior to the end of the appropriate successive season.
42. **REFEREES:** The home team will provide a competent referee on league and K.O. cup matches. To assist the referees' we ask that all players knowingly committing a foul, own up.

This should enhance the reputation of the league as being a close knit, friendly league played in the spirit of good sportsmanship.

43. 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. **(See rules 4 & 19: D).**
 - E.** A referee may, only if requested, offer advice on the rules of the game.
- 44.** All games must be played to a conclusion. Any team wishing to make a protest must make a deposit of £10. They should complete the 'comments' section provided at the bottom of the match sheet clearly stating the reason for the protest i.e. poor refereeing; foul not given; gamesmanship; check signature etc. They must then follow rule 24. Should a team not follow this procedure by stopping or walking out of the match then the game will be awarded to the opposition. The opposition must then complete the match sheet with the relevant players signing in against their name.
- 45.** The Beeston, Chilwell & West Notts Pool league takes precedence over all other leagues on designated Beeston, Chilwell & West Notts dates assigned to members venues throughout the league season.

CONTACTS:

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These Rules have been agreed by the Beeston, Chilwell & West Notts Pool League Executive Committee.

At the AGM of 16th September 2007

THE RACK:

