

Flagg Moor Pool League Rules

New rule changes for 2011/12 season are in **RED**

Please can all teams bear in mind that this is a friendly league and we wish to keep it this way.

All players must be signed on to the league and paid for to play. Teams may sign players on throughout the season. You cannot play for more than one team during the season.

Games may be re-arranged in agreement with both captains but must be played before the due date. Games may still be cancelled due to severe weather in this case the pub that the game is to be played at needs to be notified as early as possible. Please re-arrange to play these games as soon as you can.

If you don't have a full team on the night of play you must turn up with the available players. The opposing captain can elect one player from your team to play twice (one singles and one doubles game). This must be clearly marked down on the sheet. Any of these games that are won will count towards the team's points but not individual players wins. Only one player a night can be used. This option can only be available five times in one season by any team.

It is the responsibility of the winning team captain to make sure that the result sheets are either **photographed and text to Phil Holmes (07854 231 892)**, scanned and emailed to (nipper7@gmail.com) faxed to (01298 72622) or posted to Phil Holmes @ 5 Silverlands, Buxton, SK17 6QF by Thursday night after the games. It would be appreciated if teams could text Phil (07854 231 892) the scores on the night or following morning so that the web site can be updated promptly. We DO still need the sheets to update player stats.

In this league we do not have an official referee for the games we rely on the individual players or captains to call a foul.

Talking to other team members is not permitted during singles games unless it is to ask about the rules.

In Doubles games you are only permitted to talk to your partner before the first shot of each visit. Once the player has touched the table you are no longer allowed to speak to them until after their visit.

We play six singles games and three doubles games.

Games do not need to be played in the order that the sheet is written out.

The games should be started by 9.00pm.

The home team breaks in all league games.

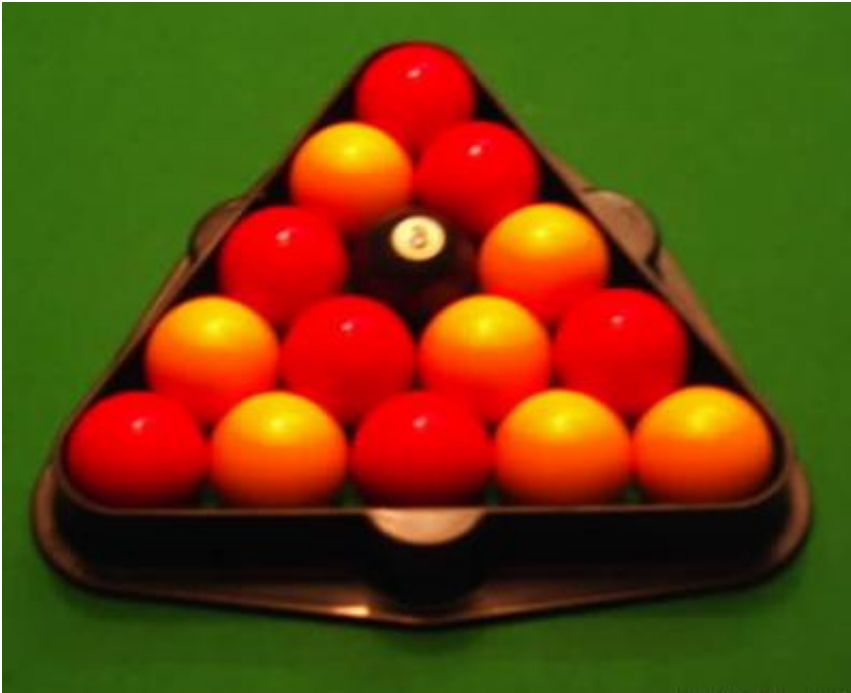
In the event of the League Team Knockout captains toss for the break then take alternate breaks until the last frame. (As this knockout is the first to five frames not all games may need to be played). The last frame, if required, must be tossed for again.

We will have 2 Divisions this year with the bottom 2 sides being relegated to the 2nd Division and the top 2 side being promoted to the 1st division.

If in the eventuality that at the end of the season the top two teams are equal on points, the league is to be decided by a play off on a neutral table. In the event of teams on the same points tie it will go on the points from the games that were played between the two teams. **If positions are for promotion/relegation and points are still the same then they must play off on a neutral table.**

Ball set up:

This is how you should set up the balls before the break.



The Break :

To break the white ball can be placed anywhere behind the line.

A legal break consists of two or more balls hitting the cushions, if they don't then the game must be re-racked and the same player must break.

If a player breaks and no balls are potted the opposing player still has an open table.

If nothing goes down on the break, play continues with the first legally potted ball deciding colours.

If one (or more) of both colours are potted on the break, the player must nominate their choice of colour before playing the next shot.

If a ball or balls of a single colour are potted on the break the player must nominate a colour, you are free to nominate either colour, in order to secure your selection if you have opted for the opposing colour you must pot a nominated coloured ball. If they fail to pot the next player has "open table" still, i.e. first legally potted ball decides colours.

If they nominate the colour they have potted, colours are decided.

When nominating colours make sure that your opponent has heard you.

If the white ball is potted from the break the opposing player is awarded two shots. The first shot is a free table, this means that the first ball potted need not be your first choice of colour, if this is so you must nominate which colour you are taking before your next shot.

If a player fouls on the break it is an open table (even if balls have been potted)

If the black ball is potted from the break it is a re-rack and the same player must break again.

If nothing has been potted from the break and the next player pots a red and yellow ball this is not a foul as it is still an open table as no balls have been potted. He must nominate before his next shot.

The game

If a player is lucky enough to pot all seven balls and the black in one visit to the table (singles/doubles and all knockout games) it must be written on the result sheet and signed by both captains. (This includes using two shots). As not all knockouts have sheets then please could the player make sure that Phil Holmes is informed. Only if you have potted all your balls in one visit does this count, leaving your opponents seven balls on the table is not necessarily a seven ball clearance.

If the white ball is potted during the game the opposing player is awarded two shots with a free table.

A free table is when an opponent fouls and awards you with two shots. You may use your first shot to hit any ball on the table, pot an opponent's ball or your own. If an opponent's ball is potted you still have two shots but you can only hit or pot your own balls. You may use the black ball to pot an opponent's ball also with your first shot if necessary. You can also use an opponent's ball to pot the black if you are awarded two shots while on the black.

Two shots carry means that you can pot a ball with your first shot and still have two shots left.

You can be awarded two shots by your opponent fouling by not hitting his object ball with the white, hitting your ball before his own, potting one of your balls, playing out of turn in the doubles games, touching any of the balls on the table with fingers, clothing, hair etc., jumping the white or any coloured ball off the table. If a coloured ball is jumped off the table it must be placed down the hole, if the black ball is jumped off the table the player committing the offence loses the game.

If your ball and an opponent's ball are touching when you play your ball if both balls move together and it has not been possible to distinguish which ball moved first this is not a foul.

On an "open table" if you pot an object ball but you then foul on the same shot, your opponent is awarded two shots and it is still an "open table"

You must not attempt to play a deliberate foul in this league. Not attempting to hit your own ball will result in you losing the game.

If a player has been placed in an impossible snooker (there is no possible way that he can hit his own ball) the frame must be re-racked.

If the white ball is touching your ball when you come to the table then you can play a push shot or play away.

If at least three negative shots have been played by both players you can request a re-rack. Both players must be in agreement with this decision.

When playing the black ball you must nominate your pocket before taking your shot. Please make sure that your opponent is aware of your choice even if it is obvious. You may choose your pocket every time you take a shot, you do not have to stick to your first nominated pocket.

You do not automatically lose the game if a foul is committed on the black unless you pot the white with it or the black leaves the table.

Jump shots are not allowed in this league.

THESE RULES APPLY TO THE 2011/12 SEASON