

PC COACHES POOL LEAGUE RULES

(revised Summer Season 2019)

All tables used in the PC Coaches Pool League must be 7' x 4' in size.

Venues are requested to provide a 'spider' and a 'rest'.

Guidance

The term "shot" means striking the cue ball once.

The term "visit" refers to one turn at the table comprising one, or a series of shots.

The term "break" refers to the first shot of a game or the first shot of any game being re-started.

Coaching is deemed unsportsmanlike behaviour (see Rule 1).

A Referee may, only if requested, advise on rules of the game.

1. 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.

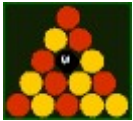
2. Requirements of the Game.

The game is played on a rectangular 6-pocket table with 15 balls plus a cue ball. Balls comprise two different sets of seven coloured balls; usually red and yellow. Balls in these two groups are known as "object" balls.

3. 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 (above) with the 8 ball (black) on the 8 ball spot which is at the intersection of the centre and corner pockets.

b. The Home Team is to break first. Thereafter, order of break is alternate Teams.

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 2 object balls hit any cushion. Failure to do so is a foul break and will result in the balls being racked as in 4a. The opposing player then starts the game with 2 visits unless the white ball is pocketed then it will be 1 visit.

d. If the 8 ball (black) is pocketed from the break shot, the balls will be re-racked and the game will be re-started 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).

e. On the first occasion a player legally pockets an object ball, including following a foul,

then that ball denotes their group **unless a ball or balls of one or both groups are pocketed from the break when the player MUST then nominate a group before continuing. (should the player fail to nominate, see Rule 5g).**

(1) if the player nominates a colour that was potted on the break, the player remains on that colour, no matter what happens next.

(2) if the player nominates a colour that was not potted on the break, to be on that colour the player must pot a ball of that colour on the next shot. Should the player fail to pot a ball of the nominated colour it will be an 'open' table.

f. If no object ball is pocketed from a legal break then the players continue alternately playing at either group until such a time a legal pot is made which decides the player's group.

g. If a foul is committed (other than as Rule 4d), 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 4e.

h. If a ball, or balls, are legally pocketed, this entitles the player to one additional shot and this continues until the player either:

- (1). Fails to pocket one of their set or allocated balls, or
- (2). Commits a foul at any time.

i. Combination shots are allowed, providing that the player hits one of their own group first, or any ball with the first shot following any foul, (Rule 6c).

5. Fouls

a. In off (cue ball pocketed)

b. Hitting opponents ball(s) with the cue ball on first impact of 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 cue ball before all their own group are pocketed, except with the first shot following any foul.

f. Potting any opponents ball, except with the first shot following any foul.

g. Ball off the table.

(1) Any object ball or the 8 ball (black), shall be returned to the 8 ball spot (see Rule 4a), or as near as possible to that spot without touching any other ball, in a direct line between that spot and the centre of the string line.

(2) If the cue ball is "off the table" then the oncoming player must play the cue ball from in hand (see Rule 8b). A ball shall be deemed "off the table" if it comes to rest other than on the bed of the table.

h. If a player's body or clothing should touch any ball. Except the cue ball after the Referee calls "foul", when the player is entitled to have the cue ball in hand. (see Rule 6b).

i. Player not having at least 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 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 a shot 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 tip remains in contact with the cue ball once it has commenced its forward action.

q. Failing to nominate when balls of both groups are pocketed with the first legal pot, or **when a ball or balls of one or both groups are pocketed from the break.**

r. Foul break, failing to pot an object ball, or drive at least 2 object balls to any cushion(s).

s. Where doubles are played, failure to stop conferring once the cue ball has stopped at the end of a visit.

t. Any opponents ball(s) which falls into the pocket after the oncoming player has approached the table - refer rule 8c for definition of a player in control.

Please Note : Simultaneous initial contact between a "ball on" and a "ball not on" is **NOT** a foul.

6. Penalty Following Any Foul.

a. Following any foul, the offending player loses their next visit to the table, giving the opponent 2 consecutive visits to the table except when the cue ball is potted on the break, when the oncoming player will have just one visit.

b. If the cue ball has come to rest on the playing surface, then the player, having 2 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. (Players are advised to ask the Referee to hand them the cue ball.)

c. On the first shot only of the visit, the oncoming player may, without nomination, play the cue ball onto any ball without penalty (including any opponent's ball(s) or the 8 ball (black)). If any object ball(s) is/are pocketed directly, or by any combination, then 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 was 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.

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 (Rule 4d), 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.

8. General

a. Touching Ball.

(1) Touching opponent's ball or 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) Touching any ball the player is legally entitled to play, the player must play away from the touching ball. Should the cue ball make contact with any ball, or strike an opponent's ball or 8 ball (black) then the shot is fair, no foul. Should the object ball move purely as a result of resting on the white ball, this would not constitute 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 they approach 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 8 ball (black)), are said to have been pocketed, the player in control being liable to any penalties or benefits normally awarded for the pocketing of the ball(s). However, once the cue ball has been struck, a legal shot must be completed. A ball falling in **does not** cancel out any foul.

d. The game is completed when the 8 ball (black) is pocketed in any pocket and all the remaining balls have come to rest, except on the break (Rule 4d).

9. Stalemate

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

b. 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 re-started by the player who started that frame.



c. When the Referee orders a re-start under Rule 9, only 7 balls must be racked - 3 red, 3 yellow and the black, arranged as shown above. The sections of Rule 4 concerning legal and foul breaks still apply.

10. Referee

Each team to provide a Referee, but only one Referee is necessary if a team wishes not to provide one. Any game dispute not resolved to be entered on the result card or in writing and referred to the Committee within 3 days of the complaint arising. Complaints by telephone will not be dealt with, although general enquiries may.

11. Match Formats

a. Thursday - 10 individual frames, away team to fill in card first. Frames 1-5 to be filled in and played followed by frames 6-10, with a minimum of 5 players up to a maximum of 10 players. Players can play a maximum 2 frames per match, once per section. Home team to break first, alternate breaks thereafter.

Sunday - Away team to fill in card first. Match format and order of play to be 1 scotch team, 2 scotch doubles and 4 singles. Home team to break first, alternate breaks thereafter.

Monday - Away team to fill in card first. Match format and order of play to be 6 singles and 3 scotch doubles. Home team to break first, alternate breaks thereafter.

b. Where doubles and team matches are played, once the cue ball has stopped at the end of the visit, the oncoming players must stop conferring. Failure to do so constitutes a foul and the offending team forfeit their next visit. (Rules 5s and 6a refer)

12. Registration

A team is allowed to register a maximum of 12 players. New registrations in writing to the Secretary prior to a match. Refer also to Rule 15.

13. Start Times & Match Criteria

Thursday matches to start no later than **7:45pm prompt**. Sunday and Monday matches to start no later than **8:00pm prompt**. Minimum of 4 players to be in attendance to constitute start of the match. If a team has less than 4 players in attendance within 15 minutes of the above start times, the non-offending team can **if it wishes**, claim the first game. If 4 players are not in attendance within 30 minutes of the above stated start times, the non-offending team can **if it wishes**, claim the match. Away team to fill in the result card first. Once the card is made out, the names cannot be altered without the permission of the opposing Captain. Continuous play must be observed; failure to do so will result in the non-offending team being awarded that game. In the event of a drawn match on a Thursday, the home team is responsible for submitting the result.

14. Fixture Fulfilment

a. Failure to fulfil fixture **before** or **on** the specified date will result in the offending team being fined £10 and 3 points deducted from its total. Should the same team re-offend, it will normally be expelled. The non-offending team, on submission of a result card, will be awarded winning points or its points average, rounded up, whichever is the higher. A fixture is fulfilled by a minimum of 4 players.

- b. The non-offending team may, at its discretion, re-arrange the fixture to be played within 14 days, notifying the Match Secretary of this immediately.
- c. The Match Secretary must be informed if teams mutually agree to move a fixture.
- d. All re-arranged matches must be played before the last date on the fixture card in their respective sections unless the Committee orders otherwise.
- e. Adverse weather conditions (fog, ice etc) will be the only justifiable excuse for last minute cancellation.

15. New Player Registrations

Only in exceptional circumstances, reviewed by the Committee, will new registrations be accepted in the first 6 weeks of the season. New registrations must be submitted to the Match Secretary, dated and with the fee and player(s) signature(s), 6 days prior to playing. The fee for new registrations is £5 per change. No fee is payable when filling vacancies. Where a team in a low division would be radically changed by late registrations, the Committee can reject the registration. An unregistered player detected on a result card would convert that game point (if won) to the non-offending team. A £10 fine would also be imposed to be paid within a fortnight. Failure to comply will mean automatic expulsion from the League. (Refer also to Rule 16).

16. Team Expulsion or Withdrawal - Monies

Any team that is expelled or withdraws from the League shall have no monies refunded. Expulsion from the League is absolute for the current season. Future re-instatement, at the Committee's discretion, would be subject to heavy fines, either individually or collectively. Teams considered to be a risk will be required to pay a £100 security bond on registration which will be reimbursed if it fulfills the season's fixtures as per the rules. Only teams from venues with a good record of cooperation shall be invited to the League.

17. Submitting Results

Failure to produce result card at the designated venue within 72 hours by the winning team will result in the loss of a point. Further failures will result in the loss of 2 points and a £10 fine. . Results can also be emailed to results@lincolnpool.co.uk. To be accepted the match details **must** be written in the subject line of the email and a **clear picture of the result card attached**.

18. Team Expulsion or Withdrawal - Points

Any team that is expelled or withdraws from the League will have all its points expunged. **Any team that withdraws without supplying the Committee of reasonable cause will be blacklisted, then personal appeals would be considered.**

19. Misconduct

Any misconduct (eg verbal abuse, ill-natured barracking, aggressive behaviour) at any League event is to be deplored. Evidence of such, presented to the Committee, will result in sanctions, including expulsion, against teams or individuals found to be guilty. An act of violence, once proved, will result in an automatic ban for the player(s) concerned. A second offence will result in an automatic ban for the team.

20. Written Complaints

Where a **written** complaint is received, representative(s) from the offending team and non-offending team may be called before the Committee to explain their cause. The Committee will then make a decision which will be absolute and final.

21. Unusual Situations

Where a situation occurs that is not covered by the league's Rules, the Committee will make a decision that is absolute and final.

22. Knock-out Competitions

Knock-out competition rules will be supplied with relevant draws at each stage. Closing dates must be strictly adhered to. It is the player(s) responsibility to ensure that results are properly submitted, not the Licensee's. It is the home player(s) responsibility for all table fees

23. Unregistered Players

Licensee, Spouse or Bar Staff are eligible to play without registration. Only one representative of the pub or club may play for any team under this rule, and may only play for one team on each League night.

24. Food

Provision of refreshments to be optional. The timing of refreshments, during or after the match, to be agreed by both captains.

25. Match Fixing

No team or individual shall attempt to influence the outcome of a game or match by threat, inducement or request. Evidence of this, brought before the Committee, will result in expulsion from the League with no monies refunded. Evidence of collusion in falsifying a match result will lead to the expulsion of both teams.

26. Tied Final League Positions

Where 1st or 2nd positions in a league are tied, the final position will be determined when one of the following criteria is met :

1. Team winning most number of matches
2. Team with the best head to head record
3. Team with the highest number of away wins
4. Team with the highest number of away frames won
5. Team with the most number of whitewashes
6. Team with the most number of away whitewashes
7. Team with the most number of 8-1, 6-1 or 9-1 wins
8. Team with the most number of 8-1, 6-1 or 9-1 away wins
9. Team with the most number of 7-2, 5-2 or 8-2 wins
10. Team with the most number of 7-2, 5-2 or 8-2 away wins