

York
BAR 
BILLIARDS

LEAGUE HANDBOOK

2017 season

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PLAYING RULES

This is the complete set of rules used by the York Bar Billiards league.

- 1) All shots must be played with the base of the cue ball within the area of the "D".
- 2) The red ball shall be placed by the hand on the red spot and a white ball placed on the break spot, also by hand. The white ball is then played with a cue onto the red ball with the object of potting one or both balls. This is known as playing from the break position.
- 3) If, from the break position, both balls are potted into any holes, three times consecutively, the player on their next shot shall be barred from potting more than one ball
- 4) If no balls remain on the table at any time during the course of the game, with the exception of the last ball shot, play will be continued from the break position.
- 5) From the break position the red ball must always be used on the red spot, unless the bar has dropped and the red is no longer available. At any other time use of the red ball as the cue ball is optional.
- 6) Other than from the break position and the last ball shot the cue ball may be placed anywhere on the "D".
- 7) A white ball potted into a hole shall score the value of that hole. The red ball when potted will score double the value of that hole, provided no penalty has been incurred in either case.
- 8) A break will continue until such time as the player fails to pot a ball or plays a foul shot
- 9) At the end of a break the score should be recorded progressively on the scoreboard.
- 10) If during a break a ball on the lip of a hole falls in without being struck by another, the ball shall count as if potted and the score will count. A break will be deemed to have started when the first shot is played and ended when the scorer calls end of break.
- 11) If a player plays at a ball on the lip of a hole and the ball falls before the cue ball reaches it, no penalty will be incurred and the player will continue with his break, except for any penalty incurred before the cue ball reaches the position previously occupied by the object ball.
- 12) If a ball on the lip of a hole falls in after the scorer has called end of break, this ball shall not count.
- 13) Should a ball knock a skittle off its spot but the skittle does not fall over, the score shall count and the skittle should be replaced in its correct position before the next shot is played, unless prevented by a ball encroaching on the skittle's correct position, in which case it should be replaced as soon as the spot is clear

- 14) Should any ball be touching a skittle causing it to lean, or preventing it from being re-spotted, this ball should be returned to the rack at the end of the break.
- 15) When no balls are left in the rack, play continues by taking the ball furthest from the top (back) cushion. If two balls are equidistant from the top cushion the ball nearest the Centre line of the table should be taken.
- 16) After the bar has dropped, play should continue until all balls in the rack had been used.
- 17) If two balls are "bridged" over a hole and one must be returned to the player, the scorer must hold the balls, "tilt" the back ball onto the table at its nearest point, and bring the other ball back to the player.
- 18) If only one ball remains, either in the rack or on the table, the break score should be recorded before the last shot is played.
 - a. The last ball must then be played from the "D" into either the 100 or the 200 hole off one side cushion. This is known as the 'Last ball shot'.
 - b. Before playing the last ball shot the white skittles should be placed in the 50 holes and the top holes guarded.
 - c. If the ball falls into a hole other than the 100 or 200, or strikes a skittle in the 50 hole, and falls into the 100 or 200 hole, the ball is retrieved.
 - d. Both players should continue to play the last ball shot alternately until the ball is potted or the black peg is knocked down.
- 19) No one is to touch any ball whilst it is in motion (e.g.: falling down hole), except to prevent the ball from going down the top holes in rule 18).
- 20) Foul shots incurring loss of break score penalty:
 - a. Potting both balls from break position four consecutive times..
 - b. Failing to hit another ball with the cue ball.
 - c. Any ball returning over or obstructing the baulk line. A ball shall be deemed to be obstructing the baulk line if, when viewed from directly above, it obscures any part of the line. The ball should be returned to the rack.
 - d. Any ball obstructing or hitting the "D". A ball shall be deemed to be obstructing the "D" if, when viewed from directly above, it obscures any part of the "D". The ball should be returned to the rack.
 - e. Any ball mounting the cushion or leaving the table, even if it falls back on the playing surface. The ball should be returned to the rack. It is not a foul shot if a ball bounces upwards and returns to playing surface without touching anything apart from another ball.
 - f. Knocking down a white skittle with a ball.
 - g. Deliberately touching or knocking down a white skittle with cue or hand while the balls are in motion or before a ball has fallen completely down a hole.
 - h. Playing a shot while balls are still in motion or before a ball has fallen completely down a hole.
 - i. The player interfering with the movement of any struck ball before it has completely fallen down a hole.
 - j. Accidentally knocking the cue ball off the "D" with the cue. The cue ball will not be considered to be in play until it is completely clear of the "D" and the baulk line as in b) above and d) above.
 - k. Hitting the cue ball after it has left the "D" (double hitting / push shot).
 - l. Not using the red ball, when available, at the red ball spot, at the break shot.
 - m. Causing a ball resting on the lip of a hole to drop by deliberately disturbing the table.
 - n. Playing the break shot with either ball not on its spot. It is not a foul under this rule if the ball falls off the spot as the player is in the act of striking. Any other penalty incurred will count.

- o. If the cue ball fails to reach an imaginary line through the black peg and parallel with the top cushion and does not strike another ball, it will be returned to the tray and the player loses his break. (This does not apply to the last ball of the game).
- 21) Fouls incurring loss of entire score penalty:**
- p. Knocking down the black skittle with a ball.
 - q. Deliberately touching the black skittle with a cue or hand while balls are in motion or before a ball has completely fallen down a hole
- 22) Should both a white and a black skittle be knocked down, if the white skittle falls first, the penalty will be loss of break, unless the white was knocked down deliberately by hand or cue. Should the black skittle fall first, the penalty will be loss of entire score.**
- 23) If a player is nudged or jolted while in the act of playing a shot, causing them to play a foul shot, no penalty will be incurred. The scorer should replace the balls in what they consider to be their original positions and the player should then replay their shot.**
- 24) If the balls are disturbed in any way other than in the normal course of play, then the scorer should replace the balls in what he/she considers to be their original positions and play should continue. If, in the opinion of the scorer, a ball on the edge of the hole falls due to any accidental or deliberate table movement by the player, that the ball be replaced and will not count and the break will end.**
- 25) Deliberate foul shot: If, after the bar has dropped, a player - in the opinion of the scorer - deliberately plays a ball directly into a hole without touching another ball, then the ball should be retrieved and the other player allowed to play it. Any additional coins required to do so should be provided by the player deemed to have played the foul.**
- 26) Scorer and marker:**
- a. The home team shall provide a scorer for each frame.
 - b. The scorer will act as referee and will be the sole arbiter on matters of facts and interpretation of the rules during the course of the game.
 - c. The scorer will call out, progressively, the score after each shot.
 - d. Progressive thousands may be recorded either by placing, in clear view, coins or other suitable markers, or alternatively by recording them on the scoreboard.
 - e. After a player has potted both balls three times consecutively from the break position, the scorer must clearly warn the player to leave one ball up. Should the scorer fail to do so, the player will not be penalised
 - f. If, during the course of play, a ball remains on the lip of a hole, the scorer shall decide when to call end of break in accordance with rule 12). (Player walking away from table does not determine end of break)
 - g. The scorer shall be responsible for ensuring that the scores recorded on the scoreboard are correct.
 - h. A marker may be appointed to record the progressive scores on the scoreboard at the end of each break.
 - i. The marker, if appointed, should check the score as it is called out by the scorer and should draw his attention to any discrepancy at the earliest convenient time.
 - j. No person, other than the scorer or marker, should touch the scoreboard during the course of the game.
- 27) If a ball obstructs the placing of a ball anywhere in the "D", but no foul shot has been played, it will remain there, but will be removed to the trap at the end of the current break (similar to the leaning peg/obstructed spot situation).**
- 28) Coaching whilst at the table is permitted, but only from the other player playing in that frame.**

29) Any unforeseen situations not fully covered here that occur (rules/fixtures/other), where team captains can't agree on an issue, or captains would prefer a neutral to decide, to be decided by person organising league (currently Geraint Davies).

LEAGUE RULES

Start time

- 1) Matches start at 8:00pm, unless agreed by both captains beforehand.
- 2) A minimum of four players for each team must be present at the start of the match.

Team size

- 3) In a team consisting of four players, no player may play in more than four frames. In a team consisting of more than four players, no player may play in more than three frames. In a team consisting of more than eight players, no player may play in more than two frames. This is to ensure an equal distribution of games for all players.
- 4) Efforts should be made to complete Team sheets before the current frame ends, with the captains responsible for notifying their selected players. Team sheets should be completed for as many frames in advance as is practically possible, with consideration that captains may not know in advance what players will be attending on the night.
- 5) If there are not enough players to begin the first frame at the agreed start time, the first frame is forfeited. For each successive **30 minutes**, further frames will be forfeited.
 - a. This rule may be waived if the captain of the late-arriving team contacts the opposing team to let them know of the delay.
- 6) No player may break more than twice in any match.

Team captains

- 7) Team captains are responsible for the conduct of all of their players and defining the order of their players' participation on match evenings.
- 8) Any disputes will be resolved by negotiation between the team captains **ONLY** of the relevant teams. Please bear in mind that this is a social league.
- 9) If a captain is not available, a vice captain will be nominated and the other team informed of this change.

Matches

- 10) The match consists of seven frames played in a doubles format. The away team is to break in the first frame, then the break alternates in subsequent frames. All seven frames will be completed on the night.
- 11) If after 7 frames, the score stands at 3.5-3.5 no play off is necessary and the score is recorded as 3.5 each.
- 12) Matches are played under the most recent version of the AEBBA rules.
- 13) League scoring calculated as total frames won in the match. One point awarded per frame won in a match. What happens in the event of a tie, a further best of 7 match will be held between the two teams.

Conduct of Players

- 14) Players are expected to conduct themselves in a reasonable manner. While it is acceptable to celebrate a good shot/break or winning a frame/match, this should be kept respectful to the other team (i.e. not gloating, swearing or shouting excessively).
- 15) *Players failing to conduct themselves in a reasonable manner will be guilty of unsporting conduct, resulting in loss of entire score for that frame.***

Hospitality

- 16) Food will be generally be provided by the home venue (other than the Victoria Vaults who won't provide food). The hosting captain will confirm to the visiting team if it will be provides.

League format

- 17) League entry fee £30, payable to treasurer by 18th May.
- 18) Each team plays every other team in the league once at home and once away.
- 19) Where a team defaults a match the score will be recorded as 7-0 to their opponent
- 20) If a team is unable to host a home game, the fixture automatically becomes hosted at the opposition's home table rather than rescheduled. In the event the opposition cannot host the match on the fixture date either, then the match is to be played on the first available Thursday for both teams (the next break week in the schedule wherever possible), on the opposition table (so home advantage remaining as lost). If the opposition table is also not available on the next break week and the home team table is free, it may return to a home fixture (to avoid teams ending up with games in hand as much as possible).

Transfer of players

- 21) Players shall not be permitted to play for more than one team during the course of a season.
- 22) No new players will be allowed in the final two matches of the season.

SINGLES CUP RULES

Format

- 23) The Singles Cup will be a straight knock-out competition.
- 24) The draw for each round will be unseeded.
- 25) Some players may be required to play qualifying rounds if the field of players is too large.
Qualifying round matches are played over two frames, with the higher aggregate score being the winner.
- 26) All matches to be played on neutral tables. If players are unable to agree on a choice of neutral table the league organiser (currently Geraint Davies) can be contacted to decide on a table, which will be an automatically randomly selected table from the league's neutral tables.
- 27) Matches in the early rounds are played as best of three (first to 2). Last 16 and quarter-finals will be best of 5 (first to 3 frames), semi-finals and final will be best of 7 (first to 4 frames).
- 28) If a Singles Cup match ends in a tie, then further frames are played until the tie is broken.

Playing of matches

- 29) Matches must be played by the date specified on the draw sheet. The players involved can mutually agree on a date and time.
- 30) For the semi-final, players are encouraged to notify the league organiser/their team captain/league Facebook page etc of the place, date and time of the fixture.
- 31) A coin is tossed to decide which player will break in the first frame. In subsequent frames, the break alternates.
- 32) The singles league is open to players not in a team that season.
- 33) If one player has attempted to arrange a match in advance of the last day deadline (via phone number provided on singles league entry) and has not received a response from their opponent then they will automatically win that round.
- 34) If both players are not able to play their match by the deadline they must notify the league organiser in advance of the deadline with a date set for their match within one week past the deadline, else a winner may be declared randomly if both players fail to attempt to arrange a match. If a match cannot be scheduled until more than one week after the deadline, a random winner may be decided to avoid subsequent rounds running out of time, to be decided at league organisers discretion.

Neutral scorer

- 35) Before the quarter-finals, participants may request a neutral scorer for their match if one is available. From the quarter-finals onwards, a neutral scorer will be present at every match.

Hospitality

- 36) The winning player in each match will buy the losing player a drink as a 'thank you' for the match, unless otherwise agreed.

TEAM CUP RULES

Format

- 37) For any situations not covered here, rules applying to the league matches apply.
- 38) The team Cup format is two group stages playing each other once, with the top 2 from each group playing a semi-final (top of group A plays runner up of group B, top of group B plays runner up of group A). In the event of a group stage tie, a playoff is to be played, organised between captains, on a neutral table, coin flip for break. Captains to agree on number of frames/best of ?, with consideration to availability in fixture schedule to fit an additional match in (eg if the schedule is too busy, a one frame match on a different week day may be more practical than playing a full 7 frame match).
- 39) Group stage matches are played on the home team table. Semi-final stage is on neutral tables. If captains are unable to agree on a choice of neutral table the league organiser (currently Geraint Davies) can be contacted to decide on a table, which will be an automatically randomly selected table from the league's neutral tables. The final is to be played at The Knavesmire on the presentation night, unless The Knavesmire team are in the final, in which case the Crescent Club will host the match/presentation night.
- 40) Group stage scoring calculated as total frames won in the match. One point awarded per frame won in a match (rather than the previous format of best of 7 winning the match with one point). Semi-final and final is first to 4 (best of 7).
- 41) In the group stage, if after 7 frames the score stands at 3.5-3.5 no play off is necessary and the score is recorded as 3.5 each.

DATES

Date	Competition	Home Team	Away Team
01/06/2017	League	York Brewery	Victoria Vaults
		University	Waggon & Horses
		Crescent Comm.	Knavesmire
		Phoenix	Golden Ball
15/06/2017	League	Waggon & Horses	York Brewery
		Knavesmire	Victoria Vaults
		Golden Ball	University
		Phoenix	Crescent Comm.

29/06/2017	League	York Brewery	Knavesmire
		Golden Ball	Waggon & Horses
		Victoria Vaults	Phoenix
		University	Crescent Comm.
13/07/2017	Team Cup	York Brewery	Victoria Vaults
		Crescent Comm.	Golden Ball
		Knavesmire	Waggon & Horses
		Phoenix	University
22/07/2017	Party!	Paul Cranfield retirement party at the Waggon!	
27/07/2017	League	Golden Ball	York Brewery
		Phoenix	Knavesmire
		Crescent Comm.	Waggon & Horses
		University	Victoria Vaults
10/08/2017	League	York Brewery	Phoenix
		Golden Ball	Crescent Comm.
		Knavesmire	University
		Waggon & Horses	Victoria Vaults
24/08/2017	League	Crescent Comm.	York Brewery
		Phoenix	University
		Victoria Vaults	Golden Ball
		Waggon & Horses	Knavesmire
31/08/2017	Team Cup	Golden Ball	York Brewery
		Crescent Comm.	Victoria Vaults
		University	Knavesmire
		Phoenix	Waggon & Horses
07/09/2017	League	University	York Brewery
		Crescent Comm.	Victoria Vaults
		Phoenix	Waggon & Horses
		Golden Ball	Knavesmire
21/09/2017	League	Victoria Vaults	York Brewery
		Waggon & Horses	University
		Knavesmire	Crescent Comm.
		Golden Ball	Phoenix
28/09/2017	League	York Brewery	Waggon & Horses
		Victoria Vaults	Knavesmire
		University	Golden Ball

		Crescent Comm.	Phoenix
12/10/2017	Team Cup	York Brewery	CrescentComm.
		Golden Ball	Victoria Vaults
		Knavesmire	Phoenix
		University	Waggon & Horses
19/10/2017	League	Knavesmire	York Brewery
		Waggon & Horses	Golden Ball
		Phoenix	Victoria Vaults
		Crescent Comm.	University
26/10/2017	League	York Brewery	Golden Ball
		Knavesmire	Phoenix
		Waggon & Horses	Crescent Comm.
		Victoria Vaults	University
09/11/2017	League	Phoenix	York Brewery
		Crescent Comm.	Golden Ball
		University	Knavesmire
		Victoria Vaults	Waggon & Horses
16/11/2017	League	York Brewery	Crescent Comm.
		University	Phoenix
		Golden Ball	Victoria Vaults
		Knavesmire	Waggon & Horses
23/11/2017	Team Cup Semi	Winner Group 1	Runner up Group 2
	Finals	Winner Group 2	Runner up Group 1
30/11/2017	League	York Brewery	University
		Victoria Vaults	Crescent Comm.
		Waggon & Horses	Phoenix
		Knavesmire	Golden Ball
14/12/2017	Team Cup Final &		
	Presentation		

CONTACTS LIST

Golden Ball

Michael Shallcross

Leo Clayton

Crescent Club

Bob Leyland

Ed Leyland

Knavesmire

Stu Weston

Dan Matthews

Phoenix

Ben Thorpe

Geraint Davies

University

Sam Bousfield

Keelan Garbutt

Waggon and Horses

Ian Clish

Paul Cranfield

Brew York/Victoria Vaults

Steve Russell

Steve Bradley

York Brewery

John Buckle

Ian Cameron

Treasurer

Paul Cranfield

Treasurer co-signatory

Stu Weston

League organiser

Geraint Davies

Blank Scoresheets

Home:		-	Away:			
Players		Frame score	Match score	Frame score	Players	
			-			
			-			
			-			
			-			
			-			
			-			
Player:			High break		Player:	
Player:			High foul		Player:	

Home:		-	Away:			
Players		Frame score	Match score	Frame score	Players	
			-			
			-			
			-			
			-			
			-			
			-			
			-			
			-			
			-			
			-			
Player:			High break		Player:	
Player:			High foul		Player:	

Home:		-	Away:			
Players		Frame score	Match score	Frame score	Players	
			-			
			-			
			-			
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			-			
			-			
Player:			High break		Player:	
Player:			High foul		Player:	

Home:		-	Away:			
Players		Frame score	Match score	Frame score	Players	
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Player:			High break		Player:	
Player:			High foul		Player:	

Home:		-	Away:			
Players		Frame score	Match score	Frame score	Players	
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Player:			High break		Player:	
Player:			High foul		Player:	

Home:		-	Away:			
Players		Frame score	Match score	Frame score	Players	
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Player:			High break		Player:	
Player:			High foul		Player:	

Home:		-	Away:			
Players		Frame score	Match score	Frame score	Players	
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Player:			High break		Player:	
Player:			High foul		Player:	