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# LEAGUE HANDBOOK

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2024 season

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# PLAYING RULES

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- 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 on the red spot and a white ball placed on the break spot. The white ball is then played 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. If both balls are potted on the fourth break this is a foul and the player loses their score.
- 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 and/or the player leaves the table.
- 11) If a player aims 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 and/or the player has left the table, 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 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 wherever possible.
  - 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 should clearly warn the player to leave one ball up. Nonetheless, potting both balls a 4th time remains a foul even if the scorer doesn't provide a warning.
  - 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).
  - g. The scorer shall be responsible for ensuring that the scores recorded on the scoreboard are correct, unless the scoreboard is located elsewhere in the room, in which case a second scorer will assist with this.
  - h. No person, other than the scorer(s), 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 touching 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, should be referred to the league organiser (currently Michael Shallcross 07986770779).**

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# LEAGUE RULES

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## Start time

- 1) Matches should usually start at 8:00pm, unless an alternative time is agreed by both captains beforehand.
- 2) A minimum of two players for each team must be present at the start of the match, with at least one further player arriving in time for the second frame, and a minimum of four to be present thereafter. If only one player is present at the agreed start time the first frame 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.

## Team size

- 3) The minimum team size over the duration of a full match is 4. If a team is only able to field 3 players the opposition captain has the option either of requesting an alternative date or agreeing to play, on the basis that the team with 3 players will forfeit 2 frames. The same rule applies to a team of only 2 players, but in that instance the forfeit will be 5 frames.
- 4) 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.
- 5) 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 which players will be attending on the night.
- 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 for 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.
- 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 is calculated as total frames won in the match, with one point awarded per frame won.

## 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 who seriously breach this rule, i.e. by intimidating opposition players or repeatedly ignoring calls to modify their behaviour will be guilty of unsporting conduct, resulting in forfeit of the frame in question.

## Hospitality

- 16) Food will usually be provided by the home venue, but this is at the discretion of the venue/captain. The hosting captain will confirm to the visiting team in advance whether food will be provided.

## League format

- 17) Each team plays every other team in the league once at home and once away.
- 18) League matches are usually played fortnightly, at a date agreed by the two relevant captains after consultation with their players.
- 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 will usually be rescheduled for a different week. If an alternative date can't be organised by the host team they will forfeit the fixture 7-0.

## 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 fixtures of the season.

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# SINGLES AND DOUBLES CUP RULES

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## Format

- 23) The Singles and Doubles Cups will be straight knock-out competitions.
- 24) The draw for each round will be unseeded.
- 25) Some players/teams may be required to play qualifying rounds if the field of players is too large.
- 26) All matches to be played on neutral tables, drawn at random by the league organiser.
- 27) Matches in the early rounds are played as best of 5 (first to 3). Semi-finals and final will be best of 7 (first to 4 frames).
- 28) If a 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-finals, 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) Each frame will be started with each player making a break off shot. The game will then continue when the second player's break ends. The timer will not be reset after either opening break. In the case of the Doubles Cup, the breaking player will alternate frame-by-frame.
- 32) Both cups are open to players not in a league team that season.
- 33) If one player/team has attempted to arrange a match in advance of the deadline (via phone number provided on singles league entry) and has not received a response from their opponent(s) then they will automatically win that round.
- 34) If both players/teams 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 two weeks past the deadline. If this is not arranged, both players/teams will be disqualified and their prospective opposition in the next round will receive a bye.

## Neutral scorer

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



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# TEAM CUP RULES

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## Format

- 37) For any situations not covered here, the rules are the same as with league matches.
- 38) The team Cup begins with a group stage, involving two separate groups drawn at random by the league organiser. Each team plays each other team in their group once, at a neutral venue drawn by the league organiser. In the event of a group stage tie, a playoff is played, organised between captains, on a neutral table, coin flip for break.
- 39) Group stage scoring calculated as total frames won in the match. One point awarded per frame won in a match. 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.
- 40) The top 2 teams from each group go through to the main semi-final, while the 3<sup>rd</sup> and 4<sup>th</sup> placed teams go through to semi-finals for a plate competition. The 1<sup>st</sup>/3<sup>rd</sup> team in each group plays the 2<sup>nd</sup>/4<sup>th</sup> team in the other group.
- 41) Semi-finals and final are first to 4 (best of 7). Semi-finals to be played over two legs, home and away, with the team with the highest total number of frames going through to the final.
- 42) The main cup final is to be played at The Crescent on the presentation night, unless a Crescent team is in the final, in which case a neutral venue will be drawn and the match will be played on a different night. The plate final to be played at a neutral venue drawn by the league organizer, and held on a night prior to the presentation evening.

## Blank Scoresheets

| <b>Home:</b>   |  | -                  | <b>Away:</b>       |                    |                |  |
|----------------|--|--------------------|--------------------|--------------------|----------------|--|
| <b>Players</b> |  | <b>Frame score</b> | <b>Match score</b> | <b>Frame score</b> | <b>Players</b> |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    |                    |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    |                    |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    |                    |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    |                    |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    |                    |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    |                    |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    |                    |                    |                |  |
| <b>Player:</b> |  |                    | <b>High break</b>  |                    | <b>Player:</b> |  |
| <b>Player:</b> |  |                    | <b>High foul</b>   |                    | <b>Player:</b> |  |

|                |  |                    |                    |                    |                |  |
|----------------|--|--------------------|--------------------|--------------------|----------------|--|
| <b>Home:</b>   |  | -                  | <b>Away:</b>       |                    |                |  |
| <b>Players</b> |  | <b>Frame score</b> | <b>Match score</b> | <b>Frame score</b> | <b>Players</b> |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
| <b>Player:</b> |  |                    | <b>High break</b>  |                    | <b>Player:</b> |  |
| <b>Player:</b> |  |                    | <b>High foul</b>   |                    | <b>Player:</b> |  |

|                |  |                    |                    |                    |                |  |
|----------------|--|--------------------|--------------------|--------------------|----------------|--|
| <b>Home:</b>   |  | -                  | <b>Away:</b>       |                    |                |  |
| <b>Players</b> |  | <b>Frame score</b> | <b>Match score</b> | <b>Frame score</b> | <b>Players</b> |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
| <b>Player:</b> |  |                    | <b>High break</b>  |                    | <b>Player:</b> |  |
| <b>Player:</b> |  |                    | <b>High foul</b>   |                    | <b>Player:</b> |  |

|                |  |                    |                    |                    |                |  |
|----------------|--|--------------------|--------------------|--------------------|----------------|--|
| <b>Home:</b>   |  | -                  | <b>Away:</b>       |                    |                |  |
| <b>Players</b> |  | <b>Frame score</b> | <b>Match score</b> | <b>Frame score</b> | <b>Players</b> |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
| <b>Player:</b> |  |                    | <b>High break</b>  |                    | <b>Player:</b> |  |
| <b>Player:</b> |  |                    | <b>High foul</b>   |                    | <b>Player:</b> |  |

|                |  |                    |                    |                    |                |  |
|----------------|--|--------------------|--------------------|--------------------|----------------|--|
| <b>Home:</b>   |  | -                  | <b>Away:</b>       |                    |                |  |
| <b>Players</b> |  | <b>Frame score</b> | <b>Match score</b> | <b>Frame score</b> | <b>Players</b> |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
| <b>Player:</b> |  |                    | <b>High break</b>  |                    | <b>Player:</b> |  |
| <b>Player:</b> |  |                    | <b>High foul</b>   |                    | <b>Player:</b> |  |

|                |  |                    |                    |                    |                |  |
|----------------|--|--------------------|--------------------|--------------------|----------------|--|
| <b>Home:</b>   |  | -                  | <b>Away:</b>       |                    |                |  |
| <b>Players</b> |  | <b>Frame score</b> | <b>Match score</b> | <b>Frame score</b> | <b>Players</b> |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
| <b>Player:</b> |  |                    | <b>High break</b>  |                    | <b>Player:</b> |  |
| <b>Player:</b> |  |                    | <b>High foul</b>   |                    | <b>Player:</b> |  |

|                |  |                    |                    |                    |                |  |
|----------------|--|--------------------|--------------------|--------------------|----------------|--|
| <b>Home:</b>   |  | -                  | <b>Away:</b>       |                    |                |  |
| <b>Players</b> |  | <b>Frame score</b> | <b>Match score</b> | <b>Frame score</b> | <b>Players</b> |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
|                |  |                    | -                  |                    |                |  |
| <b>Player:</b> |  |                    | <b>High break</b>  |                    | <b>Player:</b> |  |
| <b>Player:</b> |  |                    | <b>High foul</b>   |                    | <b>Player:</b> |  |