

TORQUAY WALKABOUT POOL LEAGUE ADAPTED RULES

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For clarification of any rules during a match, please contact Tony Flukes or Martin TAYLOR (07879844548). This is a friendly league and therefore please attempt to resolve any issues amicably.

1. 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 numbered groups, 1-7 which are solid-coloured balls, 9-15 are striped coloured balls, the 8 ball is a solid colour black. Alternatively, the numerical groups 1-7 & 9-15 may be represented by two different sets of 7 coloured balls. Usually red replace stripe (9-15), yellow replace solid (1-7). Balls in the two groups are known as object balls.

2. 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.

3. THE COMMENCEMENT OF THE GAME

The balls are to be racked with the black ball being positioned on the spot at the intersection of the corner and middle pockets.

A coin is tossed to decide the order of play with alternate breaks through the rest of the match.

From the break at least 2 balls must hit a cushion or 1 ball be potted to be a legal break. Failure to do so will result in a re-rack with the same player breaking. Failure to do so a second time in a row will result in a foul and the balls will be re-racked with the opponent receiving 2 shots.

If the 8 ball is pocketed from the break the balls are re-racked and the same player breaks again without any penalty even if a colour is potted or leaves the table.

If the white is potted off the break the first shot is a FREE ball and the player may then nominate a different colour as their colour before playing their second shot, this remains their colour, whether or not a ball is potted, unless they make a foul when playing their second shot when it would remain a FREE table.

If you pot a single ball off the break, you can nominate the opposing colour, however if you miss then it will remain a free table until next ball is potted. However, if you pot both colours off the break then whichever ball you nominate next is your ball colour for remainder of frame.

Players CAN play combination shots as long as they hit their own colour, or any colour following a foul.

The player is in control of the table until such time as all balls come to rest when the next player then takes control, if any ball then falls into a hole without being touched, it will be re-placed, and play continue without any foul to either player.

4. FOULS

All fouls constitute a "2 shot carry penalty, ball in hand", except if the player is on the black when they will be awarded 1 shot on the black unless the opponent whilst pocketing their last colour and leaving the black on the table (e.g. going in-off) leaving only the black on the table the following player will have 2 shots.

However, on the black the player may play the opponents colour if any remain as a FREE ball to gain position before attempting to pot the black with his/her 1 shot, regardless of whether the ball is potted.

5. LIST OF 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 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 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 4(a), 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, cue ball played from in hand (8(b), general). A ball shall be deemed "off the table" if it comes to rest other than on the bed of the table.
- (h) If a players body or clothing should touch any ball. Except the cue ball after the referee calls 'foul', when the player is entitled to the cue ball in hand (see 6(b)).
- (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) that require re-spotting, are re-spotted.
- (o) Striking the cue ball with the cue more than once.
- (p) Failing to nominate when balls of both groups are pocketed with the first legal pot.
- (q) If any player makes a foul on the black with only the black remaining on the table this is loss of game.

6. PENALTY FOLLOWING ANY FOUL

- (a) Following any foul the offending player loses their next visit to the table, giving the opponent two consecutive visits to the table.
- (b) When 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.

7. LOSS OF GAME FOULS

- (a) If a player pockets the 8 ball (black) before all the balls in their own group, except on the break constitutes "Loss of frame".
- (b) A player committing any foul whilst pocketing 8 ball (black), except on the break constitutes "Loss of frame"
- (c) Playing out of turn except from the break constitutes "Loss of frame".
- (d) Potting your last ball/balls & the black in the same shot constitutes "Loss of frame".
- (e) Failure to nominate your pocket when potting the black, constitutes "Loss of frame".
- (f) Any foul the referee considers an 'intentional' foul by a player constitutes "Loss of frame"
- (g) Any foul on the black when the black is the only remaining ball "Loss of frame"

8. GENERAL

- (a) Touching ball.
 - (i) If the cue ball is touching an object ball, the player must play away from that ball. To move the object ball is a foul, however, if the object ball moves/rocks after the shot is played but is not deemed to have been struck by the white this is "not a foul".
 - (ii) If the cue ball is touching any ball the player is legally entitled to play, then the player is deemed to have played that ball. Should the cue ball fail to make contact with any ball, or strike opponent's ball or 8 ball (black), then the shot is fair, no foul.
- (b) Coaching: - If a member of your team is coaching a first warning will be given to the captain of the offending team, if this continues then the referee may award the frame to the opponent.
- (c) If any ball/balls are moved during a frame by anyone except the 2 players involved in the game or the referee, a player is bumped/knocked, a tip or rest end falling off, the balls will be replaced by the referee as near as is possible to their original positions or if this is not possible the frame will be replayed with the same player breaking.

9. STALEMATE

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

10. SCORING

1 point is awarded for each leg won plus a bonus point is awarded for each match won. Matches are played best of 3 frames with all 3 frames to count in the match, making a total of 24 points per match.

All matches are 4 singles and 2 doubles. The doubles are played with each team member taking alternative shots. The singles matches must be drawn. The home team shall decide the format/order of play on a night. In determining which order singles and doubles should play, the home team shall write up the format in advance of the singles games being drawn out of a hat. The home team then write up the double's player match up's then the away team, these are written when the match gets to each doubles leg. The home team have the final say on any amendments to the order, should a player be pre-determinedly delayed in turning up to a fixture.

A player may play no more than 2 matches, with up to 8 players used in any 1 match.

If a team fails to turn up for a fixture, then 18 points will be awarded to the opponents and zero to the team failing to turn up.

A team should turn up even if they only have 2 players as technically they may still draw the match.

If a team fails to turn up for 2 fixtures they will be withdrawn from the league and their registration forfeited without a 'reasonable' excuse. Any disputes regarding this will be voted on by the current committee members.

11. Champion of Champions qualification will be 65% of the total league games played. In other words, if it was a 20-match season, then 13 matches must be played for a player to qualify.

12. A team may only have 12 registered players at any one time. Teams need to register their players before the first game. After the start of the season, new players need to be registered for 24 hours before they are eligible to play.

13. Transfers are allowed until the halfway point in the season. Any player can transfer to another team if they have played less than 50% of singles fixtures for their registered team. This rule is to allow players not to be trapped at a team with no opportunity of playing pool. A player transferred from another team must be registered for 7 days before they are eligible to play.