



Willesden and District Pool League

Match procedure and full rules 2022-23

Match procedure

1. Each team are allowed a maximum of 12 registered players at any one time.
2. Players can only be registered for one team during a season. Teams may register additional players once the registration sheet has been forwarded to the committee by adding the player(s) at the appropriate section on the official match card. Once the total of 12 players has been reached additional players can only be added once an existing player is deleted, again, at the appropriate section on the official match card.
3. New registrations will only be accepted if the official match card is signed by the new player(s) before or on the last league game on the fixture list. Once a player has been deleted by their team they **cannot** be re-signed for that team or any other team in the league during that season.
4. Only 1 professional player can register per team, those players are not permitted to enter any non-team events such as singles, doubles, captains etc. The player registration form will contain a section for any professional player.
5. Any team including a non-registered player in any of their matches during the season will face the following action:
 - Secretary to write to the offending team highlighting the illegal player in question and notifying that the frame in question will be awarded to the opposing team.
 - Should the team continue to put forward the player in future matches or continue to breach the 12-player rule then formal notice will be given to the offending team and the matter discussed at the next available committee meeting. If the next committee meeting is not in a timely manner then an EGM will be called to discuss the case and further disciplinary action discussed including the possibility of expulsion from the league.
6. All matches must be played on Thursdays as per the fixture list.
7. Fixtures can only be postponed due to a bereavement, home venue holding a funeral, or a large private event has been booked which means the use of the pool table is restricted on the night of the match. Any team wishing to post-pone a fixture for this reason must inform both the Chair and Results Secretary either by text or via WhatsApp and the opposing team no less than **24hrs** prior to the fixture. The committee and the 2 captains will then arrange to re-schedule the match to be played within **1 calendar month** of the postponement date which may necessitate playing on a night other than a Thursday. The re-arranged match must be played before the last league fixture of the season.

- If a funeral / function is being held in the home venue and it occurs in the first half of the season the Chair can review the fixture list and agree to reverse the fixtures rather than reschedule the match.
 - If both captains feel that a new date cannot be reached (and either team already has a game that needs to be played during the allocated 'free weeks' on the fixture list) they should notify the Chair ASAP. The Chair will call an emergency committee meeting and invite both captains to attend to discuss the situation. The committee will then be responsible for nominating a date (can be any day of the week) for the match to be played and both captains asked to sign up to. Once this date is agreed if a team does not show / can't attend then an average win will be awarded to the opposing side.
8. If a game has to be cancelled **24 hrs** notice should be given to the other team (by Wednesday evening at the very latest). It is a realistic timescale for a captain to determine if he will have a team or not. *The opposition Captain **and** the Chair should be notified.*
 9. A team can legitimately cancel **2** games in the season for **any** reason but must be within the notice period as above (reasons could be: not enough players, birthday etc) (Clause 26). This game **can** be rescheduled.
 10. Games that are cancelled (even in the notice period) outside of the parameters outlined above will **NOT** be rescheduled. If a game is cancelled an **average win** will automatically be awarded to the other team. If that team has no wins then an automatic 5-0 will be awarded (as per the current constitution).
 11. When awarding an average win the team that cancelled will receive the appropriate frames against them e.g 6-0 average win awarded so offending team receives 0-6.
 12. If a team cancels 2 times during the season (not consecutively and the 2 does not include the legitimate cancellations as noted above) they will receive a warning from the committee. A further cancellation will result in automatic expulsion from the league. (Total of 4 non-legitimate cancellations over the entire season).
 13. All matches to be played according to the rules agreed by the committee at the Annual General Committee meeting prior to the start of the season.
 14. Home teams to pay for all games, refereeing to be alternate.
 15. Each match to be 6 singles and 3 doubles frames. For league matches 1 point will be awarded for each winning frame and an additional 3 points awarded to the winning team.
 16. Home team to relinquish the table by 7.50pm to allow the away team adequate practice time.
 17. All matches must start no later than 8.15pm. Any team not at the venue by that time will lose one frame and will lose a further frame for each 15-minute period thereafter until such time that the

required winning score is reached at which point the match will not take place and the non-offending team will receive their average winning score plus the 3 winning match points. If a team arrives late and frames are conceded the non-offending captain will have the right to re-arrange his team selection on the match card.

18. A minimum of 3 players from each team must be at the venue at the appropriate time in order for the match to commence. Once a match has started no unnecessary delays can be made to accommodate late players.
19. Both captains must PRINT their team players names on the match card BEFORE the match starts. Each player will individually sign next to their name BEFORE the start of each frame. NO additions or amendments can be made once the match has started.
20. If a dispute arises during a frame the referee and both captains must endeavour to reach a resolution agreeable to both teams. If agreement cannot be reached the frame in question must be suspended and the rest of the match must continue. The committee must be informed within 48hrs of the dispute. The dispute will be adjudicated on by the committee at an Emergency Committee meeting. All interested parties will be invited to attend and all evidence heard. The Emergency Committee meeting will then deliberate and make a final decision on any necessary action that needs to be taken.
21. Both captains are responsible for informing the Results Secretary of the result by text message on the night of the match. This also applies to all competitions – singles, doubles, team knock-out and the captains cup. The results card / sheet must be completed and forwarded to the Chair / Secretary to arrive no later than 12noon on the Tuesday after the match. Cards / sheets to be hand delivered to Willesden Working Men's Club where a signature book must be signed to verify delivery.
22. In the event of any team withdrawing from 'The League' before completion of league matches the following the following will apply:
 - If the first half of league matches have not been completed all results for that team are void
 - If a team withdraws during the second half of the season than all results up to and including the halfway point of league matches stand. Any results for games played during the second half of the season will be void.
23. When a team are awarded their 'average winning score' only league matches won by that team at the award date are used to calculate the average. Fractions will be rounded up. If a team has not won a league match at the award date they shall receive an automatic 5-0 win. They will also receive the additional 3 points allocated to a winning team. The offending team will receive a 0-5 result etc.
24. The winner of each division will be the team with the most points. If a tie occurs the team with the greater amount of winning league matches will prevail. Should teams have the same points and the same number of winning matches, then matches played between the tied teams on a 'head to head' basis will decide. If all these criteria are the same then a 'play-off' off match of 6 singles and 3 doubles will be played at a neutral venue to decide the outcome.

25. No perpetual trophy will be won outright.

Competitions: Singles, Doubles, Team Knock-out and Captains cup

26. Only players entered on the official entry form are eligible to compete. Players will be excluded if the entry fee is not received by the advised date. Substitutions can be made at the committee's discretion. Players must ensure they are free to play all rounds as stated on the fixture list.

27. A player can enter as many of the competitions they see fit. Entry fees must be paid prior to the first draw.

28. Only captains of league teams may enter the Captains Cup.

29. Singles / Doubles Competition: Pubs can submit interest in hosting Singles / Doubles games however they must ensure they have a person available to take responsibility in running the games on the night. A draw meeting will be held, and players distributed to each venue (max 4) where rounds will be played until a single player remains. These players (max 4) will go on to play in the Semi-final round which is scheduled separately on the fixture list. The winners of the semi-final games will go on to play the final which is scheduled separately on the fixture list.

30. All above competitions will be the best of 3 frames except for the semi-finals and finals which will be the best of 5 and 7 frames consecutively.

31. For the semi-final and final rounds of the Singles and Doubles: the venue should provide an *independent referee* to ensure matches run smoothly and fairly.

32. Team Knock-out competition: This competition is open to all teams. Those teams who do not win their opening matches in round 1 are automatically entered into the Team Knock-out Shield competition. The format of the Team Knock-out is similar to match games- 6 singles and 3 doubles and the first to 5 wins

33. It has been agreed at the AGM meeting held on 15 September 2022 that a new rule will be trailed in the Team Knock Out competition matches only.

- This rule is as specified: In the event of a foul, the player has the option to play the white ball from its current position on the table OR ask the referee to move the white ball to any position behind the baulk line. This is known as ball in hand. Please note if this occurs during a doubles match that once the player at the table makes the request 'of ball in hand' to the referee they have become 'active' and therefore no further discussions with their partner can take place.

34. Matches must start by 8.15pm at the latest. The winner from each venue is responsible for informing the committee as per rule 21.

35. If a team withdraws from the 'The League' any player(s) from that team still involved in the singles, doubles, captain's competitions will be allowed to continue only at the discretion of the committee.

Penalties

36. Any team failing to fulfil any of its fixtures are liable to disciplinary action including being excluded from competition matches.
37. Failing to fulfil a fixture without proper notification of postponement as outlined in the cancellation procedure above (rules 7,8,9) will result in a loss being awarded. Further breaches will result in being referred to the committee and a warning will be issued. Further breaches will result in expulsion from the league.
38. All teams must attend scheduled committee meetings. If a team is unrepresented for 3 meetings then that team will be awarded a 3-point deduction and notified of this action in writing.
39. If a team cancels 2 games (excluding clause 24 & 25) they will receive a warning from the committee. A further cancellation may result in automatic expulsion from the league.

Rules of play

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 (solid white). 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 and 9-15 may be represented by two different sets of 7 coloured balls. Usually red replaces stripes (9-15), yellow replace solid (1-7). Balls in the two groups are known as object balls.

3. The away team will break first and will then alternate throughout the match.

4. The home team will have first referee and will then alternate throughout the match.

5. 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, wins the game.

6. COMMENCEMENT OF THE GAME (OR RE-START)

- a. The balls are racked as illustrated on the rule sheet with the 8 ball (black) on the 8 ball spot, which is at the intersection of the centre and corner pockets.
- b. Order of play – away team breaks and home team referees first frame and alternates until all 9 frames (singles & doubles) are complete.
- 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 TWO object balls hit any cushion. Failure to do so is a foul break and will result in the balls be re-racked as per rule sheet. The opposing player then starts the game with two visits.
- d. If the 8 ball (black) is pocketed from the break shot, the balls will be re-racked and the game will be restarted 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 one or more of both groups are pocketed, the player **MUST** then nominate a group before play continues.
- f. If no object ball is pocketed from a legal break, then the players continue alternatively playing at either group until such a time as a legal pot is made, which decides the player's group.
- g. If a foul is committed, (other than as in rule 6(D)), 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 6(E).
- h. If a ball, or balls, are legally pocketed, this entitles the player to one additionally shot and this continues until the player either:
 - i. Fails to pocket one of their own set of allocated balls, or;
 - j. Commits a foul at any time.
- k. Combination shots are allowed, providing the player hits one of their own group first, or any ball with the first shot following any foul (see rule 6(C)).

7. FOULS

- a. In off (cue ball pocketed).
- b. Hitting an opponent's ball(s) with the cue ball on first impact of the cue ball, except with the first shot following any foul.
- c. Failing to hit any ball with the cue ball, except where rule 8(C) applies.
- 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 the cue ball before all their own group are pocketed, except with the first shot following any foul.
- f. Potting any opponent's ball, except with the first shot following any foul.
- g. Ball off the table.
- h. Any object ball or the 8 ball (black), shall be returned to the 8 ball spot (see rule 4(A)), or as near as possible to that spot without touching any other ball, in direct line between that spot and the centre of the string line.
- i. If the cue ball, then the cue ball played from in hand (see rule 8(B) general).

- j. A ball shall be deemed "off the table" if it comes to rest anywhere other than on the bed of the table.
- k. If a player's body or clothing should touch any ball.
- l. Player not having at least part of one foot on the floor.
- m. Playing or touching with the cue any ball other than the cue ball.
- n. Striking the cue ball with any part of the cue other than the tip.
- o. Playing out of turn.
- p. Playing before all balls have come to rest.
- q. Playing before any ball(s) require re-spotting.
- r. Striking the cue ball with the cue more than once.
- s. Push shot - defined as 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 cue tip remains in contact with the cue ball once it has commenced its forward motion.
- t. Failing to nominate when balls of both groups are pocketed with the first legal pot.
- u. Foul break, failing to pot an object ball or drive at least two object balls to hit any cushions.

8. PENALTY FOLLOWING ANY FOUL

- a. Following any foul, the offending player loses their next visit to the table, giving their opponent two consecutive visits to the table
- b. If 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. If the cue ball comes to rest off the playing surface then the player having two visits must start his first shot on or behind the baulk line.
- c. On the first shot only of the first visit, the oncoming player may, without nomination, play the cue ball on to any ball without penalty, including any opponent's ball(s), or 8 ball (black). If any object ball(s) is pocketed directly, or by combination, 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 is 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.

9. LOSS OF GAME

- a. If a player pockets the 8 ball (black) before all the balls in their own group, except on the break (see rule 4(D)), 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.

10. GENERAL

Touching ball

- a. 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 any foul, this entitles the player to any ball.
- b. Touching any ball the player is legally entitled to play. The player may choose either;
- c. Play away from the touching ball and be deemed to have played that ball. Should the cue ball fail to make contact with any ball, or strike the opponents ball, or 8 ball (black), then the shot is fair, no foul.
- d. Play to move the touching ball, but great care should be taken not to play a push shot, (foul 5(P)), or contact the cue ball twice, (foul 5(O)). (Moving the object ball is not automatically a foul).

Cue ball in hand

- a. When a player has the cue ball in hand, the ball is played from any position on, or behind, the string line, and in any direction.

Player in control

- a. A player is said to be in control of the table from the time their body, cue, or clothing touches the table prior to their shot, throughout the visit, and up until the opponent does likewise prior to their visit.

b. Balls falling without being hit:

- a. Any ball (including the black) that falls into a pocket at any time, **without being struck**, shall be replaced to its original position by the referee with no penalty.

Completion of game.

- a. The game is completed when the 8 ball (black) is pocketed legally in any pocket, and all the remaining balls have come to rest, except on the break (see rule 4(D)).

Stalemate

- a. Should any situation arise whereby a legal shot is IMPOSSIBLE to play, then the game shall be restarted by the player who started that frame, whether this situation has been 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 restarted by the player who started that frame. The referee shall not allow numerous visits with neither player making any attempt to make the opening pot which decides the playing groups (unless it is felt that progress is being made). If the player who started that frame did so by virtue of their opponent making a foul break, that player will break on any restart, not the opponent who made the foul break.

12. GUIDANCE

- The term "SHOT" means striking the cue ball once.
- The term "VISIT" refers to the one turn at the table comprising of one or a series of shots.
- The term "BREAK" refers to the first shot of a game, or the first shot of a game being restarted.
- Coaching is deemed unsportsmanlike behaviour. (see rule 1).
- A referee may, only if requested, advise on the rules of the game.