



Summary of rules

(Please see the full rules in your team packs or on the website for detailed guidance)

- The table must be made available at 7.50pm for practice time for the away team.
- Games must start no later than 8.15pm prompt.
- Three players from both teams must be at the venue for the match to begin.
- If a team does not have 3 players at the venue for games to commence at 8.15 then frames will be claimed in 15min intervals (e.g 1st frame at 8.30, 2nd frame 8.45 etc).
- The order of play cannot be changed unless a team arrives late – then only the home captain can rearrange his team selection for the remaining frames to be played.
- Any player not present when their individual matches begin then the team will concede that frame.
- Play format is 6 singles and 3 doubles.
- Players full name (Joe Bloggs not J Bloggs) must be clearly printed by the captain on the match card **BEFORE** the matches commence (singles and reserves). Doubles to be listed once singles matches are completed. Each player will then sign against their name as their individual matches begin.
- Reserves may be used to replace a player in the double's games only. This must be done before the first doubles game begins.
- There is no pick up.
- Two shots carry – first visit is a free ball.
- Cue ball can be played from anywhere behind the baulk line and in any direction.
- Two balls must hit a cushion off the break or an object ball potted. If two balls do not hit a cushion off the break it will be deemed a foul and the balls will be re-racked.
- If the black ball goes down off the break regardless of other balls it is deemed a re-rack with no penalty incurred. The same player breaks.
- The first ball to be legally pocketed off the break including following a foul denotes their group unless one or more of both groups are pocketed, then the player **MUST** nominate a group **BEFORE** play continues. Failure to nominate is a foul.
- Balls falling without being hit:
 - 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.
- Push shots are not legal – this will be classed as a foul.
- No jump shots.
- A player's foot must be touching the floor.
- Any clothing touching the ball will be classed as a foul.
- Doubles matches – At the start of a frame only: Players may have a short discussion after the opening break to discuss options before continuing with play / rules as usual.
- Captains are responsible for the conduct of their team during matches – abusive language / aggressive behaviour will not be tolerated, and teams could ultimately face expulsion from the league.