



DUNSTABLE FRIENDLY POOL LEAGUE - LEAGUE RULES 2024.

GAMES

- Games consist of 6 Singles followed by 2 doubles matches.
- Points for the match is Every Frame Counts. So you get One (1) point for each frame which is win.
- Doubles matches to be played as what is termed as Scotch doubles (see under scotch doubles)
- Teams must have a minimum of 4 players to play the match.
- Players are limited to 2 games per match. The only time a player can play 3 games per match is when a team has only 4 players. So all matches can be fulfilled.
- The players can play in any order their captain wishes.
- The Maximum amount of players in each team is ten (10) plus the team captain making a total of Eleven (11) players.
- Upon breaking at the start of the game at least TWO (2) balls must hit a cushion and Three (3) balls must cross the centre line of the table (centre line is denoted by the centre pocket on the table). If a ball or number of balls are potted on the break they count as part of the break, for example if 2 balls are potted on the break and only 1 ball crosses the centre line and 2 balls hit a cushion this would be a good/clean break.

START TIMES

- Away teams to arrive at venue at 8.15pm for a knock around on the table, in time for an 8.30pm start. If a team does not arrive before 8.30pm start time they forfeit their right to a warm-up on the table and game will commence as soon as teams are picked.
- Matches can commence prior to the 8.30pm start time if both teams are present early and agree to do so. All players do not need to be at the venue before game commences but MUST be there before their match or they forfeit it to the opposing player. (see more under Teams arriving late)
- Should both teams agree to start early, you must ensure the VENUE is made aware you will be arriving early.
- YOU CAN PLAY WITH ONLY 4 PLAYERS, 2 OF THE PLAYERS PLAY 2 SINGLES EACH IN ANY ORDER. ALL 4 PLAYERS IN THE DOUBLES.

1. SPIRIT OF THE GAME

The game shall be known as 'International eight ball pool' with rules that must be played in a **Sporting Manner at ALL times and within the SPIRIT OF THE GAME.**

ABUSIVE, VIOLENCE, THREATS AND/OR UNSPORTSMANSHIP BEHAVIOUR WILL NOT BE TOLERATED. THE PLAYER AND/OR TEAM COULD AND/OR WILL FACE DISMISSAL (BANNED FOR LIFE) OR/AND BAN (WEEK LIMITED) AND/OR TEAM LOSE OF POINTS. THIS APPLIES BEFORE, DURING AND AFTER THE MATCH.

2. OUTSIDE INTERFERENCE AND COACHING

There is no penalty if balls are moved in these circumstances:

- (a) By persons other than players taking part in the frame OR
- (b) As a result of players being bumped OR
- (c) Events deemed not within a player's control.

The referee will return the balls as close as possible to their original positions whenever possible. **Re-racks will only be granted in extreme circumstances.**

The referee's decision is final.

(d) If playing with a shot clock. The referee can reset the shot clock if they consider the situation warrants. The decision is at the referee's discretion.

3. COACHING:

During a frame, a player is required to play without receiving any advice from other persons relating to the playing of the frame.

If a team member or bona fide supporter of a player and/or team offers advice, the referee will issue a **"First and final warning"** to that person that any repetition will result in the player being penalised via a standard foul (two shots, FREE Table).

If after the First and Final Warning, and the player being penalised via a standard foul (two shots, FREE Table) the coaching carries on and/or continues it is automatic Loss of Frame.

Because it may not always be possible for the referee to hear if a statement made to a player is advice, the referee may issue the first and final warning because any statement made to a player, other than general barracking, is deemed to be coaching.

In a match setting, a first and final warning may be given once only, before the commencement of the day's play as a block warning to all players and spectators.

4. THE OBJECT OF THE GAME

International eight-ball pool is played with a spotted cue ball and fifteen object balls, seven red, seven yellow and a striped eight-ball. One player must pocket all balls of one group, while the other player must pocket the alternate coloured balls.

The player who pockets their entire group and THEN legally pockets the eight-ball wins the game. The eight-ball must be potted in a separate shot.

5. SCORECARDS (Via App)

- Scorecards to be filled out before start of singles games and then again before start of doubles games (see under scorecards (Via APP))
- Home team breaks the first game, away team to referee then alternate throughout the game. For Cup finals home team determined by toss of a coin.
- We play by the new/old English Pool Association rules.

6. THE BREAK

- Upon breaking at the start of the game at least TWO (2) balls must hit a cushion and Three (3) balls must cross the centre line of the table (centre line is denoted by the centre pocket on the table). If a ball or number of balls are potted on the break they count as part of the break, for example if 2 balls are potted on the break and only 1 ball crosses the centre line and 2 balls hit a cushion this would be a good/ok break.
- Failure to do so is a foul break and results in the balls being re-racked and the opposing player then starts the game with two shots.
- If the black is potted from the break, the balls are re-racked and the same player starts the game, even if other balls are potted from the break.
- If ball(s) from each or one group are potted, then the next colour ball the player hits is the colour they are on and play continues.

7. FOULS

- FOLLOWING A FOUL SHOT THE OPPOSING PLAYER WILL HAVE TWO SHOTS WITH A FREE TABLE. THIS IS PLAYED FROM WHERE THE BALL LIES AND COMMENCE THE VISIT OF TWO SHOTS, FREE TABLE.
- It is always TWO shots following a foul, even if it is only black ball remaining.
- Once a player finishes their visit, if a ball is hanging over a pocket and falls before the opposing player addresses the table, if it is one of the balls of the player leaving the table then he/she continues with their visit, if the player addresses the table and it is one of the opposing players balls then it is a foul shot and opposing player continues the game with two shots and a free table.

8. SCORECARDS & RESULTS.

- Both home and away teams to fill out scorecard (app). Each captain to fill out their Singles players first then fill out the same on the other team's scorecard (if using paper score sheet). The same applies for doubles. All teams should have their own scorecard (app) home and away.

9. TEAMS ARRIVING LATE

- If a team knows they are running late for the 8.30 pm start time, they should make a curtesy call to the opposing team captain or their designated team representative informing them that they are arriving late.
- If the curtesy call is made BEFORE 8.30 pm, providing the delay to start time is a sensible one. (No more than 15-20mins as a guide) Teams should take travelling time into consideration when playing away.
- If the team is not present by 8.30pm and have not made a curtesy call the team present can begin claiming frames, as time elapses in the following way

8.30pm – Free practice frame forfeited.

8.35pm – First single frame claimed (1 – 0 lead)

8.40pm – Second singles frame claimed (2 – 0)

8.45pm – Third singles frame claimed (3 – 0)

8.50pm – The Whole Match can be claimed. At this point the captain present should contact their league representative. Informing them of the match being claimed. A scorecard should also be completed, showing their intended singles line-up and texted to their league representative.

10. DOUBLES

- Scotch doubles are played under the normal game and rules, yet the pair of players take alternative shots each time a ball is played or potted – even at break or when two shots are granted. For example. If Peter and Paul are a doubles pairing, Peter takes a shot and pots a ball, then the visit continues but Paul takes the next shot. Once a visit has ended the partnering player takes the next shot once they re-visit the table.
- Doubles players are permitted to talk to their partners. (EVEN WHEN THEY ARE ADDRESSING/DOWN ON THE TABLE). The player addressing the table, may stand up and talk to the doubles partner.
- Please try to keep this time to a minimum to reduce the length of time doubles matches take to play.

11. TEAM CAPTAINS YOU ARE RESPONSIBLE FOR ENSURING.

THE TEAM ARRIVE ON TIME FOR 8.30PM START, IF YOU ARE RUNNING LATE, PLEASE GIVE THE HOME TEAM A CURTESY CALL.

YOU should know who your players are playing and where, singles / doubles

PLAYERS NOT PLAYING, ARE NOT TO BE ABUSIVE AND/OR MAKE UNNECESSARY NOISE AND/OR BARRACKING IN THE BACKGROUND WHILST THE GAME IS IN PLAY AND/OR PLAYER IS ABOUT TO ADDRESS THE TABLE AND TAKE A SHOT AND/OR MAKE THE OPPOSING TEAM MEMBERS FEEL UNCOMFORTABLE.

ABUSIVE, VIOLENCE, THREATS AND/OR UNSPORTSMANSHIP BEHAVIOUR WILL NOT BE TOLERATED, ANY PLAYER AND/OR TEAM FOUND GUILTY OF ABUSIVE, VIOLENT, THREATS AND/OR UNSPORTSMANSHIP BEHAVIOUR WILL FACE DISMISSAL (BANNED FOR LIFE) OR/AND BAN (WEEK LIMITED) AND/OR TEAM LOSE OF POINTS. THIS APPLIES BEFORE, DURING AND AFTER THE MATCH.

THE DUNSTABLE FRIENDLY POOL LEAGUE OPERATES **A NO DRUGS POLICY, ANYONE FOUND SMOKING WEED OR SMELLING OF WEED, AND/OR TAKING ANY OTHER TYPE DRUGS WILL FACE DISMISSAL (BANNED FOR LIFE) OR/AND BAN (WEEK LIMITED) AND/OR TEAM LOSE OF POINTS.**

CAPTAINS PLEASE MAKE SURE THERE IS A COPY OF THE RULES AVAILABLE AT YOUR VENUE AND/OR YOUR PLAYERS KNOW HOW TO ACCESS THEM ON THE APP.

GENTLEMEN / LADIES PLEASE LETS KEEP THE GAME FRIENDLY AND ENJOYABLE.

