

League Rules & Constitution

1. The Constitution

- 1.1 **Name...** The name of the Association shall be called the Thurmaston Pool League, hereafter called the Association. The head quarters for the League and the venue of all Committee meetings is:
The Willow Tree Inn 215 Humberstone Lane Leicester LE4 9JR 0116 269 3549
- 1.2 **Objects...** The Association is formed for the purpose of promoting the game of pool to Thurmaston and surrounding areas and to organise Summer and Winter Leagues (individual team and pairs knockouts) competitions. To formulate and review playing rules and to manage the League and competitions.
- 1.3 **Constitution...** The Association is an independent association which registers teams that are unincorporated members of the Association, which shall be governed by this Constitution.
- 1.4 **Dissolution...** On dissolution of the Association , the assets must only be used for charitable purposes. i.e. the assets must be given or transferred to a registered charity.

2. Membership

2.1 Qualification for Membership

Membership is available to teams in the Thurmaston and surrounding areas by invitation. The Association organises Summer and Winter Leagues each year. Teams will become members of the Association by successful registration to a Summer or Winter League. Players of a registered team become members for the duration of Summer or Winter League. Teams membership expires upon the completion of the Summer or Winter League for which the team was registered. Teams are then required to re-register for the following Winter or Summer League by invitation. Teams with unpaid fines will not be eligible to join the next Winter or Summer League until the outstanding fine has been paid in full. The Association reserves the right to refuse entry to any team or individual, if for any reason they consider that, granting of membership would be detrimental to the Association

2.2 Subscriptions

Subscriptions are payable upon registration of each Summer and Winter League. The subscription fee for both Summer and Winter Leagues is currently £35.00 per team. This subscription fee entitles the team to register 10 players. Additional players may be signed at the start of the season at an additional fee of £3.00 per player. In the Winter Leagues players must be registered before they are entitled to participate in a match. In the Summer teams are not required to register players prior to the match.

2.3 Suspension or Expulsion

The Committee reserves the right to suspend, fine or expel any player or team for any breach of rules, or any rules that the Committee makes at any future time, or for any act deemed by the Committee to have brought the Association into disrepute and the decision made after due consideration of the written details presented.

3. Committee

3.1 Committee Structure

3.1.1 The Association shall elect a Committee to manage all business appertaining to the Association.

3.1.2 The Committee shall consist of Seven (7) senior officers: Chairman, Vice Chairman, Secretary, Vice Secretary, Treasurer, Vice Treasurer, Rules Secretary and a maximum of 6 other members. The current Committee senior officers are as listed below with contact numbers:

Chairman – Ron Foster (07958 784461)	Secretary – Howard Slater (0116 267 7295)	Treasurer – Rob Deacon (07778 587980)
Vice Chairman – PeteWesseldine (07775913401)	Vice Secretary – Karen Green (07714850978)	Vice Treasurer – Tom Murray (078377754673)
Secretary for Rules – Liam Foster (07904942184)		

3.1.3 The entire management of the Association (except as otherwise provided by this Constitution) shall be deputed to a Committee consisting of the seven senior officers and a maximum of six other members.

3.1.4 Only Committee members serving more than 12 months are eligible for a senior officer post. The senior officer posts are elected by serving Committee members only.

3.1.5 At the Annual General Meeting (AGM) other candidates may be proposed for election to the Committee providing the current number of serving members is less than thirteen (7 senior officers and 6 other members). In order for a candidate to be elected to the Committee the proposed candidate must be accepted by one serving senior officer.

3.1.6 The Committee will meet for meetings throughout the year and will hold a minimum of 6 meetings per annum. Any senior Committee officer can call a Committee meeting. A Committee meeting cannot be held with less than 3 senior officers in attendance.

3.2 Committee's Powers

3.2.1 The Committee shall from time to time make, repeal, and amend all such regulations and rules (not inconsistent with this Constitution) as they shall think expedient for the management of the Association, teams, members and the well being of the Leagues. All such regulations and rules shall be binding upon members until repealed by the Committee, or set aside by a resolution of a General Meeting of the Committee.

3.2.2 The Committee shall have the power to make arrangements for holding matches, tournaments, or other like competitions, including the imposition of a charge for knock out competitions to provide cups and other prizes.

3.2.3 The Committee shall have the right to alter or amend any fixture or advertisement that they decide necessary.

3.2.4 The Treasurer and Vice Treasurer will be entered on the bank mandate, the Treasurer plus the Vice Treasurer must sign all cheques or cash withdrawals.

3.2.5 The Treasurer will present at each meeting of the Association the ledger book, showing all income and expenditure, since the last meeting of the Association.

3.3 Chair and Voting

At Committee Meetings of the Association the Chairman, and in his/her absence the Vice Chairman shall take the chair or another senior member of the Committee. Every Committee member present entitled to vote shall have one vote upon every motion, and in the case of an equality of votes, the Chairman shall have a second or casting vote.

3.4 Annual General Meeting

The Annual General Meeting (AGM) of the Association shall be held prior to the 1st September in each year upon a date and at a time to be fixed by the Committee, for the following purposes:

- 3.4.1 To receive from the Committee an AGM agenda, Chairman's report and a statement of account for the preceding year including details of income and expenditure.
- 3.4.2 To elect if appropriate one of the 6 non senior Committee officers providing the total number of serving officers is less than 13.
- 3.4.3 To decide upon any resolution which is an agenda item previously submitted to the meeting. Members can add items to the AGM agenda by contacting a serving Committee officer not less than 7 days before the advertised AGM date.

4 Discipline

4.1 By registering to a Winter, Summer League or knockout and cup competitions the team and individuals agree to abide by the rules of the Association as stated in section 5.

4.2 The Committee reserves the right to suspend, fine or expel any member or team, for any breach of the rules stated in section 5, or any rules that the Committee makes at any future time, or for any act deemed by the Committee to have brought the Association into disrepute.

4.3 Any team or individual expelled from the Association, will forfeit the whole of any subscriptions paid for the season (Winter, Summer, cup or knock out), and any right or entitlement formally accorded to them as members of the Association.

4.4 Any complaints about Committee judgments or alleged rules infringements can be made in writing to any senior officer or delivered to the Head Office accompanied by a £5 payment. The complaint or grievance must be submitted within 7 days of the alleged event having taken place. Team captains or team members will have the opportunity to attend the grievance or complaint hearing where appropriate. Once the captains or individuals have given their views they must leave the meeting and allow the Committee members to vote on the complaint or grievance. The decision of the Committee will be given in writing to the party or parties concerned. Any successful grievance or complaint upheld will have the £5 payment reimbursed in full.

4.5 Any team or individual expelled will not be allowed to enter a competition organized by the Association until the Committee agrees to re-admit them.

5 Rules

5.1 Registered Players

Only legal players are able to play in matches and be written onto match score cards. The definition of a legal player differs in the Winter and Summer Leagues. Any players that do not fall under the definition of a legal player will be deemed an illegal player.

5.1.1 Winter League

5.1.1.1 The Winter League entry form and payment of the entry fee as stated in section 2.2(subscriptions) allows a team and up to 10 players to be registered. Additional players can be signed on if an additional fee of £3 per player is paid. Once this entry form is submitted, fees paid and approved by the Committee then the team and players on the entry form are deemed legal players providing the players match the following criteria stated in section **5.1.1.6**.

5.1.1.2 Once a team is registered then all players on the team entry form are also registered players for that team. Players can transfer to another team providing a transfer form is completed and handed into the Committee and the £5 transfer fee is paid. Upon approval of the transfer by the Committee the player is then registered to the new team and is no longer eligible to play for the previously registered team.

5.1.1.3 New players can be signed on during the season but the signing is not approved until a new player form is completed, the £3.00 registration fee is paid and the signing is approved by a Committee member.

5.1.1.4 New signings and transferred players must be approved as a minimum of 72 hours before the match otherwise they will be deemed illegal players.

5.1.1.5 Players are legal if they comply with all of the following criteria:

- a) The player is 16 years of age or older
- b) The player is not currently expelled from the League by the Committee
- c) The player is not a professional cue sports person
- d) The player is playing for the team they are currently registered to play for
- e) Player has been registered not less than 72 hours before the match in which they are playing

5.1.1.6 Team Withdrawal or Expulsion

If a team withdraws or is expelled by the Committee in the first half of the season then all matches played against them will be void. If the team withdraws or is expelled by the Committee beyond the half way point of the fixtures then the first half match results stand and the second half matches played against them will be void.

5.1.1.7 Team Knock Out

Registration into the Winter League enters the team automatically into the Team Knock Out competition, which is run during the Winter League calendar.

5.1.1.8 Super Cup

The Super Cup is a team knock out competition played at the completion of the Winter League fixtures. Entry to the competition is open only to 16 teams made up from semi finalists of the Team Knock Out and best placed teams in each division. The teams eligible to play in the Super Cup are determined by the Committee.

5.1.1.9 Promotion / Relegation

Promotion is available to the teams finishing first or second in their respective divisions assuming the team registers for the following year's Winter League. Relegation is normally for the 2 teams on the lowest points finishing in the bottom 2 places of the division. Relegation is not automatic as it depends on the teams registering for the following year's Winter League and the number of teams. League placement and number of divisions is determined by the Committee.

5.1.2 Summer League

5.1.2.1 The Summer League entry form and payment of the entry fee as stated in section 2.2(subscriptions) allows a team only to be registered in the Summer League. Unlike the Winter League players are not required to be registered.

5.1.2.2 Once a team is registered then players are registered by the captain writing the player onto the match score card. The player is deemed a legal player if they satisfy the following criteria:

- a) The player is 16 years of age or older
- b) The player is not currently expelled from the League by the Committee
- c) The player is not a professional cue sports person
- d) The player has not played in the current Summer League for another team.

5.1.2.3 Once a player has played for a team in the Summer League they are registered to that team for the duration of the Summer League. **They are not able to transfer to another team.**

5.1.2.4 If a player plays for more than one team then they are deemed a legal player for the first team they have played for and , in respect of all other teams they will be deemed an illegal player.

5.1.2.5 In the event of a Team dropping out or being expelled, all matches played against them will be void.

5.1.2.6 The Top Four Team in each Group will progress into the K.O. Stages.

5.1.2.7 Teams finishing between 5th to 8th will also compete in an end of season K.O Plate.

5.1.3 Match Rules (General)

5.1.3.1 Players Names should be written clearly on the result card. Player's names should include the first name followed by the Surname in capitals. Where two players have similar names then more information is needed.

5.1.3.2 Matches can start when both sides have a minimum of 4 players each listed on the result card, however the fifth and sixth player should be added before the fourth frame has been finished or they will forfeit the following two frames. Teams cannot play a match with less than 4 registered players.

5.1.3.3 Teams turning up with less than 6 players will be **fined £5.00**

5.1.3.4 All matches to have started by 8.15pm. Any team not ready to play by 8.25pm shall lose frame one; any team not ready by 8.35pm shall lose the match 7-2 (Winter) or 8-2 (Summer). Matches may only be cancelled in extreme circumstances. This would only be acceptable if the team has informed the Committee before the original fixture and a new date has been set and agreed with the opposing team captain. Teams cancelling or failing to attend a fixture will lose 7-2 (Winter) or 8-2 (Summer), be deducted 3 points and imposed a **fine of £20.**

5.1.3.5 Two result cards should be filled in by the Home and Away Teams .The Captain is responsible for returning them before **7pm on the Monday following the match.** 2 points will be deducted from either team for a late card. A further 1 point will be deducted if the card still has not arrived by the following Thursday .No exception will be made for cards lost or delayed in the post.

5.1.3.6 Teams are not allowed more than 4 county Men Players and only 4 frames can be played between them. Professional Players are not allowed.

5.1.3.7 The Home team pays for the table in all matches.

5.1.3.8 No frame is to start after 11pm and no shots to be played after 11.30pm. All matches unfinished on the night will be concluded on the following night at 7.30pm (unless another time is mutually agreed, but no later than 3:00pm on the Sunday following the match. The players taking part must have been present on the night of the original match.

5.1.3.9 No team may change venue after the first match without permission of the Committee.

5.1.3.10 Teams are responsible for the actions of the players and observers

5.1.3.11 Games are to be refereed alternately starting with the home team. The referee's decision is final.

5.1.3.12 After the card has been filled in the Home Team will toss a coin, to decide who breaks in the first frame thereafter the breaks are alternate.

5.1.3.13 If a Team fields an ineligible player they shall lose the match 8-2 (Summer) or 7-2 (Winter) and incur a **£20 fine**.

5.1.4 Match Rules (Winter League)

5.1.4.1 The matches are played over a total of **9 frames**, which will consist of 6 single frames and 3 double frames.

5.1.4.2 After completion of the first 6 frames each captain writes a further 3 doubles pairings, which consists of 6 separate legal players, on the scorecard. Any player who has played in the first 6 single frames is eligible to play again in the doubles, or the Captain may select any other legal player. No Player may play more than 2 frames in total, and no more than 1 singles frame and/or 1 doubles frame.

5.1.4.3

a) 4 Players

A Team with only 4 legal players will forfeit 3 frames. Frames 5 & 6 in the singles, and Frame 9 in the doubles will be forfeited to the other team providing the other team have 6 legal players.

b) 5 Players

A Team with 5 legal players will forfeit 2 frames. Frame 6 in the singles and frame 9 in the doubles will be forfeited to the other team providing the other team have 6 legal players.

c) In the event that neither team can field a legal player for a particular frame, that frame will be void.

d) Doubles

Doubles partners may confer at any time throughout the match as long as neither one of them is in control of the table. Once a player is in control of the table (see Rule 5.3.8.C) he may no longer confer with his partner.

5.1.4.4 The match points awarded for the 9 frames are as follows:

- Three points (3) are awarded for a League win
- Nil points (0) are awarded for a defeat
- One point (1) is awarded to a team that has lost 5-4

5.1.5 Match Rules (Summer League)

5.1.5.1 The matches are played over **10** singles frames. After completion of the first 6 frames each captain writes a further 4 registered players on the score card. The captain can write 4 of the first 6 players previously played in the last 4 frames or 4 different legal players. No player can play more than 2 games in the match (Once in frames 1-6, and the second in frames 7-10).

5.1.5.2

a) 4 Players

A Team with only 4 legal players will forfeit 2 frames in the first leg. Frames 5 & 6 will be forfeited to the other team but all 4 frames in the second leg will still be played.

b) 5 Players

A team with 5 legal players will forfeit 1 frame in the first leg. Frame 6 will be forfeited to the other team but all 4 frames in the second leg will still be played.

5.1.5.3 The match points awarded for the 10 frames are as follows:

- Three points (3) are awarded for a League win
- Nil points (0) are awarded for a defeat
- One point (1) is awarded to each team for a 5-5 Draw

5.2 Match Infringements

For match infringements the following penalties or sanctions will be enforced against the team having committed the infringement:

5.2.1 Score Card Illegal players

In the Winter League if the name of a player cannot be identified on a scorecard, the player in question shall be deemed “illegal” and the team in question shall be subject to the punishments outlined in rule **5.2.2**.

Unidentified players are defined as :

- a. A name on a card that is unreadable due to **unclear writing**.
- b. A name on a card which is unclear due to things being **crossed out**.
- c. An **ambiguous name** (for example if a team has a Dave Smith and a Daniel Smith playing for them, and the card is filled in as D Smith – the League cannot identify who has played).
- d. Any card such that the order has been changed beyond comprehension.

5.2.2 Illegal Players

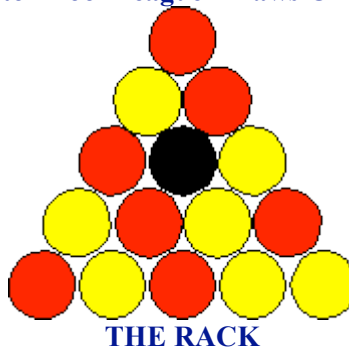
Any team to have been found guilty of having played an illegal player will forfeit the match as an 8-2 loss and be deducted 3 points and imposed a £20 fine. Any team who persistently breaks this rule will be subject to additional punishment as deemed fit by the League Committee.

5.2.3 Non Attendance

If a team does not attend a League fixture or turn up with less than 4 legal players then they will forfeit the match as a 8-2 loss. They will be further deducted 3 points and levied a £20 fine.

5.3 Playing Rules

Thurmaston Pool League – Laws Of The Game



5.3.1 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.

5.3.2 REQUIREMENTS OF THE GAME

The game is played on a rectangular 6-pocket table with 15 balls plus a cue ball. Balls comprise of different sets of 7 coloured balls. Balls in the two groups are known as object balls.

5.3.3 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.

5.3.4 COMMENCEMENT OF THE GAME (OR RE-START)

- A. The balls are racked as illustrated above 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 is determined at the start of the match by the flip of a coin. The winner of the flip has the option of breaking, or requesting their opponent to do so, following which the break of each subsequent frame will alternate.
- 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 FOUR object balls hit any cushion. Failure to do so is a foul break and the oncoming player may elect to play from where the balls lie or may ask for the balls to be re-racked. The oncoming 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. If no object balls are potted from the break:- 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.(see Rule 5.3.4.H)
- F. If more than one Colour ball is potted on the break the player then has a right and obligation to verbally advise the referee of a choice of Colour before proceeding. Failure to do so is a Foul. If a player is fouled under this rule the opponent faces an "Open" table. .

- G. If a ball of one colour is potted on the break then the player may nominate to play the Colour that was not potted on the break. If the player nominates a Colour that was not potted on the break, to be on that Colour, the player must pot a ball of that Colour on the next shot. Failure to do so results in the oncoming player having an "Open" table. If the player plays the colour ball not potted on the break without nominating that colour then a foul is committed.
- H. 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.
- I. If a foul is committed, (other than as in rule 5.3.4(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 5.3.4(E).
- J. If a ball, or balls, are legally pocketed, this entitles the player to one additional shot and this continues until the player either:
 - 1. Fails to pocket one of their own set of allocated balls, or;
 - 2. 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 5.3.6(C)).

5.3.5 FOULS

- A. In off (cue ball pocketed).
- B. Hitting an opponents 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.....
- 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.
 - 1. Any object ball or the 8 ball (black), shall be returned to the 8 ball spot (see rule 5.3.4(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 bottom cushion.
 - 2. If the cue ball leaves the table, then the cue ball is played from in hand (see rule 5.3.8(B) general).

A ball shall be deemed "off the table" if it comes to rest anywhere other than on the bed of the table.

- H. If a player's body or clothing should touch any ball. Except the cue ball after the referee calls a "foul", when the player is entitled to the cue ball in hand (see rule 5.3.6(B)).
- I. Player not having at least part of 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 all balls have come to rest.
- N. Playing before any ball(s) require re-spotting.
- O. Striking the cue ball with the cue more than once.
- P. 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 it's forward motion.
- Q. Failing to nominate when balls of both groups are pocketed with the first legal pot.
- R. Foul break, failing to pot an object ball or drive at least four object balls to hit any cushions.
- S. Failure to play a shot within the time allowed
- T. Playing a foul snooker (see rule 5.3.13(6))

5.3.6 PENALTY FOLLOWING ANY FOUL

- A. Following any foul the opponent has 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, or the cue ball may be played from any position on or behind the baulk line. Moving the cue ball in this manner does not count as a shot, or visit. (Players are must ask the referee to hand them the cue ball).
- 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.

5.3.7 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 5.3.4(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.
- D. A player who clearly fails to make any attempt to play a legal shot .

5.3.8 GENERAL

A. Touching ball.

1. If the white ball is 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 play any ball – (with the exception of the ball that it is touching as the player must play away from any touching ball)
2. If the white ball is touching a ball of the players own colour (or any other ball following a foul), the player must play away from the touching ball, and be deemed to have played that ball. The shot will be a fair shot, with no foul committed if the object ball does not hit any other ball.

B. Cue ball in hand

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

C. Player in control

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.

D. Completion of game.

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 5.3.4(D)).

5.3.9 STALEMATE

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.

After 10 minutes of a ball not being potted if in the opinion of the referee neither player is allowing the game to progress, or a stalemate situation has arisen, then the referee will advise the players that they have three visits each in which to pot a ball. Should no ball be potted then the frame will be declared void and replayed at the end of the match. The game shall be restarted by the player who started that frame.

5.3.10 GUIDANCE

- A. The term "SHOT" means striking the cue ball once.
- B. The term "VISIT" refers to the one turn at the table comprising of one or a series of shots.
- C. The term "BREAK" refers to the first shot of a game, or the first shot of a game being restarted.
- D. Coaching is not allowed and will be deemed ungentlemanly conduct. In the first instance the referee will give a warning. If it continues the frame will be awarded to the opposition.
- E. A referee may, only if requested, advise on the rules of the game.

5.3.11 PLAYING FROM BAULK

1. "Baulk" is the rectangular area of the table that is bordered by the Baulk Line and the three cushions at that end of the table.
2. When playing from Baulk:-
 - a. The centre point of the Cue Ball must be in Baulk when a shot is played. (If the centre of the Cue Ball is directly on the Baulk Line it is not deemed to be in Baulk.)
 - b. The Cue Ball can be moved into position by hand or with the shaft of the cue, but when touched by the tip of the cue, a shot is deemed to have been played.
 - c. The Cue Ball may be played in any direction.
 - d. If a player wishes to play from Baulk after a Foul the player must verbally advise the referee of this choice and the referee will then recover the Cue Ball and hand it to the player or place it on top of, and in the centre of, the cushion at the Baulk end of the table for the player to retrieve by hand. If the player touches or recovers the Cue Ball it is a Foul

5.3.12 TIME ALLOWED (if this rule is deemed necessary by the referee)

1. A player has a maximum of ninety seconds to play each shot.
2. The Referee will start timing when all balls have come to rest from the previous shot.
3. If the first sixty seconds elapses before a shot is played, the referee will call "Thirty Seconds Remaining" as a warning to the player. This call must be made the instant the sixty seconds has expired. A Referee should not postpone the call because it appears that the player is about to play a shot.
4. If a shot is not played within ~~sixty~~ ninety seconds it is a Foul. The oncoming player is awarded two visits from:-
 - a. Where the Cue Ball lies, OR,
 - b. if the player wishes From Baulk

5. The referee may decide to grant "Time Out". being a period when timing ceases:-
 - a. At the request of a player. (For example, something is obstructing the player or the player needs to leave the playing area.) AND/OR
 - b. Because the referee deems that it is warranted. (For example, the referee may call time out when making a touching ball decision or when searching for a piece of equipment requested by a player.)
6. If a player needs to leave the table for any reason, he will be given 5 minutes to return. Failure to comply will result in loss of frame.

5.3.13 SNOOKERS

1. Definition: A player is Snookered when it is impossible to play the finest cut possible on both sides of any of that player's own Colour by way of a "straight-line" shot. Snookering an opponent is not a foul.
2. A player cannot be Snookered by a ball of the player's own Colour. That is, if one of the player's own coloured group is an obstructing ball, it will be ignored for the purposes of determining a Snooker.
3. A player cannot be Snookered on an Object Ball if the Cue Ball is touching that Object Ball.
4. A player cannot be Snookered by any sections of the cushions. If a section of a cushion is preventing the finest possible cut on the side of an Object Ball, that section of cushion will be deemed not to exist for the purposes of determining a Snooker on that Object Ball.
5. Snookers are allowed but only if at least one ball (either the cue ball or any object ball) has touched a cushion during that shot. Failure to make a ball hit a cushion will be deemed a foul snooker and will result in the on-coming player having two shots and a free table. An accidental snooker is still a foul, and a player is deemed to be snookered in this instance if he cannot play an object ball 'full-ball' (i.e. centre to centre & both sides of the ball). If a ball is touching a cushion before a shot, then it is termed a 'dead ball', and that ball or another ball must touch a cushion elsewhere during the shot, as the player is not deemed to have made it hit the cushion. It is up to the player to check with the referee before the shot to ensure that the object ball is not dead.

5.3.14 INTERFERENCE

1. If any balls are moved during a frame:-
 - a. By a person other than the players taking part in the frame or,
 - b. As a direct result of one of the players being bumped or,
 - c. Due to any other event deemed outside the players' control such as:-

- i. "An Act of God" such as an earthquake, Tip falling off a cue or end falling off a spider etc.

The referee will replace the balls as near as possible to the positions they were in before the incident occurred, no penalty shall be imposed on either of the players and the frame shall continue.

The referee will prevent any unauthorised and deliberate marking of the table by issuing a warning to the player. If the offence is repeated the referee may deem that the player has breached the Spirit of the Game and award the frame to the opponent.

5.3.15 REFEREES GUIDELINE AND DUTIES

The Referee's Duties and Guidelines listed below supplement those directions contained in various other sections of these rules.

1. The Referee's decision is final.
2. Information to be disclosed / not disclosed by a referee:-
 - i. A player is responsible for knowing the rules of the game. It is not the referee's duty to explain or quote the rules to a player.
 - ii. A referee, if asked by a player, may divulge certain information pertaining to the frame in question. For example:- "Who's turn is it?", "Was that a foul?", "Which Colour am I On?".
3. The referee shall toss a coin at the beginning of the match to determine the break and announce the result.
4. If an Object Ball (or balls) is potted on the break the referee will advise both players of this fact by announcing "Ball (or balls) potted". When a player has a right and an obligation to nominate a choice of Colour, and does so, the referee will announce "Player 'A' On Red (or Yellow) Balls". When that player's turn is complete the referee will advise the incoming player of the situation by announcing "Player 'B' on Yellow (or Red) Balls".
5. The Referee will call fouls as soon as they occur. After a player has been awarded two visits the referee will make no call until the player fails to pot a ball (Except for 30 second time warnings and for any fouls that may occur) The referee will then call "Second Visit" to advise the player that the first visit is complete and the second visit is about to begin.
6. The referee will call any instance when the Cue Ball is touching a ball of that player's colour.