

**DOVER DEAL AND DISTRICT
BAR BILLIARDS LEAGUE**

*Rules
and
Constitution
September 2014*

DOVER DEAL AND DISTRICT



BAR BILLIARDS LEAGUE

These rules supersede all previous versions

OFFICERS OF THE LEAGUE.

President

DAVE CARLIELL

Life Vice Presidents.

PETER CLARKE.

PETER & CHERYL RIDLEY.

RICHARD TURNER.

PAULA MARTIN.

DOUG AND AUDREY VICKERS.

DAVE HOWARTH.

BRIAN WISEMAN.

HARRY PEARSON (R.I.P.) 2010

CHRIS SAVILLE 2011

Chairman

MIKE CALLANAN

Vice Chairman

STUART RICHARDSON

Secretary

VACANT

Competition Secretary

CRAIG CARLSON

Treasurer & Minutes Secretary

ANN KEEN.

CONSTITUTION.

1. The Officers of the league shall be the President, Chairman, Vice Chairman, Secretary, Treasurer, Competition Secretary, and Minutes Secretary, who shall have full voting powers and be ex-officio members of the committee.
2. Each team shall supply a representative to serve on the league committee, who shall be responsible for acting as an ambassador between his players and the committee. Once named this representative will remain on the committee for that particular season, substitutes will be allowed.
3. Once elected the affairs of the league are under sole management and control of this committee, whose decision shall be final and binding upon all persons.
4. This committee has the power to refuse the entry or to disqualify any team or player it sees fit, should their conduct be injurious or likely to be injurious to the interests and character of the league.
5. The committee shall have the power to make all necessary bylaws dealing with matters not provided for by the "Rules & Constitution" of the league.
6. A decision cannot be made in committee without a quorum being present. Four members of the committee shall form a quorum, including at least two officers of the league. In the event of the Chairman and Vice Chairman both being absent, the members of the committee shall elect a Chairman for that particular meeting from those present. In the case of equality of votes, the Chairman of the meeting shall have a casting vote.
7. The committee will meet at approximately 4 to 5 weekly intervals or when the Chairman feels it to be appropriate..
8. The committee may at any time, and they shall if required by requisition signed by at least six registered players of the League stating in express terms the nature of the business to be transacted, call a "Special General Meeting" of the league at such time as the committee shall determine. The notice convening the meeting shall specify the business to be transacted and no other business shall be brought before the meeting.
9. A "General Meeting" will be held annually and will be called by the chairman, with the venue and date arranged by the committee. The purpose of this meeting will be to receive the officers' reports, to adopt the annual accounts, to elect officers for the ensuing year and to transact only such business as is included on the agenda and of which due notice has been given. All registered players will be entitled to vote at this meeting. 10 registered players present shall

form a quorum at any "General Meeting".

10. All nominations for election as officers must be in writing, these nominees must be present at the "Annual General Meeting" to assume immediate office. Unless otherwise advised all officers serving at the time of this meeting will be able to stand en-bloc for re-election.

11. Copies of the agenda will be forwarded to teams well in advance of the meeting date. Minutes of the previous A.G.M. will only be sent on request and the annual accounts will be tabled at the meeting.

12. A report of business transacted at all meetings shall be entered in a "Minute Book" and kept for that purpose by the Minute Secretary. The Treasurer shall keep proper books of accounts showing all receipts and expenditure. Receipts must be held until the Annual Accounts have been adopted at the A.G.M. All monies received shall be paid into the bank account which will be in the name of the league, and operated by any two of the following officers:- President, Chairman, Secretary or Treasurer.

13. All challenge cups and perpetual trophies will remain the property of the league. Any player who wins such awards and wishes to take possession of it, must give a guarantee that any trophy will be safeguarded by them and that they shall be returned to the custody of the league when called for. All perpetual trophies and awards must be retained in the House/Club that the player/team played from. These should not be kept at your private address as they are not covered by insurance.

14. The league will supply replicas to winners and runners-up in all competitions and meet the cost of engraving for those and all perpetual trophies.

15. The properties and assets of the league shall be vested in the committee. If for any reason the league shall cease to exist, the properties and assets of the league shall be disposed of in such a manner as the committee shall think fit.

16. Any fines or unpaid fees must be paid in full before re-entry can be accepted into any league competition and such monies will form part of the new seasons entry fees.

RULES

17. TUESDAY will be the recognised night for league matches. Other match nights will be considered by the committee when teams have other commitments, but only where all else fails. Houses with more than two teams playing from one table will be permitted to change their home game match nights for the third team. All matches to start by 8.15 PM except 7 leg games which will start at 7.45 PM.

18. The playing season for this league will be that time from the start of the winter competition to the conclusion of the summer competition.

19. Opponents names to be drawn by each opposing Captain. However, to prevent any delays the games may be played in any order, provided that the breaks are duly allotted if possible. In a team game, if a leg cannot be played due to a player(s) late arrival and no other leg can be played and no substitution is possible, then that leg is forfeited by the player who is absent. If the missing player is involved in more than one leg then this rule will be applied for each leg every 20 minutes after the first leg is defaulted.

19A. If a player is not expected to be there for the first leg then they will not be included in the draw for the first leg only. Should a player not turn up for a drawn first leg, the opposing captain will have choice of which of the scheduled second and third legs should be played first, with the home team taking first break. The away team will then take first break in the second and third singles legs played. The forfeit rule will still apply if no legs can be played

19B. In the event of a player arriving late, and the team fielding more than three players, that player may be included in the draw for the singles. However, if the player has not arrived by 20:45, or the scheduled start of the third singles, a spare player must be substituted into the singles. If the replacement player had been scheduled in three doubles, one doubles leg will be amended accordingly. The potential doubles to be amended should be noted at the time of the draw.

20. Initial registration of team players for the Winter League must be made at the AGM. Any subsequent registrations may be made by entering the FULL name of the player on the match card on the night.

21. A player will only be permitted to play in 1 TEAM per COMPETITION in this league. Players from this league will be free to play for another league and likewise players from other leagues will be permitted to take part in this league.

22. A player will only be permitted to register for one house per season and enter competitions thereafter from that house (unless express permission is sought and given by the committee).

23. The league will promote a sporting team award. Each team will be entitled to three votes. The winner will be selected by nominations from each team by secret ballot. Points will be awarded three for first choice, two for second choice and one for third choice. Only teams submitting votes will be considered for the award. The winner will be announced and presented at the presentation evening.

24. The league will promote a MOST IMPROVED PLAYER award. Nominations for this award will be submitted by the competition secretary to the committee, giving justification for his nominations. The winner will be selected

by nominations from each team by secret ballot. Points will be awarded three for first choice, two for second choice and one for third choice. The winner will be announced and presented at the presentation evening.

25 A registered player from a lesser division, will be permitted to field for a team from the same house in an higher division. This can only happen when the committee are satisfied that the player concerned is playing in a division commensurate to his

known ability and ranking.

26. Matches should not be postponed other than for reason of inclement weather. In the event of unnecessary postponement, the match must be played by the closing date for that competition, as set by the committee. The date for postponed match must be set within 14 days of the cancellation. Failure to play (or within 14 days agree a date to play) will result in the postponing team forfeiting the match.

27. If a team fails to give at least 24hrs notification of a postponement, they will forfeit that match.

28. If a visiting team or player is found to have practised on the "home" teams table on the match day, they will forfeit the match.

29. Failure to inform the Competition Secretary of postponed matches by the postponing team within four days of the date of the intended match will result in the other team being awarded the match.

30 In team league matches one point will be awarded for each game won plus two points for the match winners. In the event of a tie in any game each team will be awarded $\frac{1}{2}$ a point. In the event of a drawn match, each team will be awarded one match point each.

31 Division and group knock-out winners will be the team holding the most points at the close of the competition and other positions awarded accordingly. In the case of two or more teams concluding on equal points, positions will be decided by the number of match wins, then by aggregate score. Should all things then be equal, a neutral table play off will be made with the winner taking the honours.

32. League division promotions and relegation's will be one team down and one team up, subject to the committee's discretion.

33. The CAPTAIN of the WINNING team is responsible for ensuring that the competition secretary receives a copy of the card signed by both captains within four days of the match. Failure to comply may result in loss of points for one or both teams. It is recommended that captains keep a copy of their match cards.

34. **COMPLAINTS**, i.e. condition of the table etc., must be given in writing

and accompanied by £2 within seven days of the offending match. A complaint will not be recognised as such without this fee. If the complaint is found to be valid, this fee will be refunded, but if the complaint is found to be unreasonable, the fee is lost. Complaints on table condition must be pointed out to the opposing Captain before commencement of the second game. If a complaint is to be lodged the words "COMPLAINT LODGED" must be marked on the result card. This, however, will not be accepted as official notification of same.

35. You are advised that tables should run for between 16 and 20 minutes.

RULES (in respect of knock-out competitions)

36. The first player drawn in each game will be deemed the "home" player. The home player is to take the first break and the away player the 2nd. The third leg will be break and break back with the order of play decided upon by the toss of a coin. The table time should be established and agreed before the start of the third leg.

Should the first player consume in excess of half the agreed time in the third leg with their opening break, the second player shall be permitted equal time for their opening break in the attempt to pass the first players opening break. Further coins should be inserted before the second player commences their break.

Once extra coins have been inserted, the game will be over when;

- a) the second player passes the first players opening score.
- b) the second player has consumed the agreed equal time.
- c) the second player breaks down on their opening break.

37. The "home" player will be responsible for providing three dates on which both he and the table will be available for play. These dates must be given within 14 days of the draw date; to span over a period of not less than two weeks and not more than three weeks and at least eight days between the 1st and 3rd dates. The "away" player should choose one of these dates.

38. The winner shall be decided by the best of three games.

39. There can be no substitution of players in any knock-out competition other than in a team event after the first round of the competition has been drawn.

40. Should any knock out match reach a draw situation, an additional leg will be played on the same table until a conclusion is reached. The break will be break and break back with equal time, the order of breaks being decided by the toss of a coin with the choice going to the winner.

41. If a player fails to make an appearance or give at least 24 hours notice, he shall forfeit the game. If a game is not played by the round closing date, both players will be disqualified unless a satisfactory explanation is received in writing, by the committee before commencement of the next round draw.

42. All semi-finals shall be played on neutral tables, to be drawn by the committee. Any team found to have played on any other table other than the one drawn, will be disqualified. The 'home' player or team will be responsible to arrange available dates with the landlord and then must give at least seven days notice to the opposing team or opponents. Players will not be permitted to play on any neutral table, on which they have been drawn to play, once the draw has been made (League and cup commitments excepted). No one from either house represented will be permitted to play on a neutral table on the match day.

43. In all knock-out matches it is the responsibility of the 'home' player to ensure that a scorer will be present on the arranged match date.

44. In all neutral table rounds of team knock-outs all breaks will be on a break and break back basis. Equal time rule will apply in the final leg only.

45. The Challenge Cup will be played as three singles and two pairs. Teams must be a minimum of four players and must contain at least one lady player and no player may play more than two legs. The winning team will be that team with the highest aggregate score. All rounds will be played on neutral tables.

46. In the case of semi-final and final matches, unless otherwise determined by a draw, the winner of the toss shall have the choice of being the home or away team/player. With regard to individuals the breaks shall be taken as in rule number 36. In team games the 'home' team will have the choice of 1st breaks in all odd OR all even legs.

47. In any aggregate score competition, should a team concede a game for any reason, in addition to giving away the game, they shall also give points in aggregate score to their opponents. These penalty points will be the average of their opponents TOTAL aggregate score.

48. The league will run a "OVER THE HILL" singles knock-out competition for registered players. Players must be 50 years of age and over at the date of entry.

RULES APPERTAINING TO THE SINGLES/PAIRS LEAGUE FORMAT.

49. In all neutral table matches. The first break will be 1, 3 & 5 for the 'home' team and 2, 4 & 6 for the away team, singles games to be break and break back as per rule 44.

50. In the case of a drawn match on neutral semi-final and final matches, the team

with the highest aggregate score will be the winner.

51. No two players can play together more than once as a pair in any one match.

52) Should a player fail to turn up for a scheduled leg, substitution will be allowed provided that it does not contradict other rules.

53. Scoring and table fees are to be shared by BOTH teams. It is not expected and losers buy winners a drink

53) All PAIRS breaks shall be limited to 2000, if a player scores more than 2000 the break will be lost. All penalties incurred on the last shot of the break will apply.

54) In the Summer League ALL breaks will be limited to 2000.

55. THREE SINGLES / THREE PAIRS

A) A team will consist of a minimum three players and a maximum of nine.

B) The match will consist of three singles followed by three pairs games.

C) The home team will take first break in legs one and four. The visiting team will take all other first breaks. In the pairs, all players will have their first knock from the break position (i.e. double break and break back). If a player plays in more than one pairs game, he may only take the first break for his side in one of them.

D) Players will be limited to a maximum of three games on the night, of which not more than one may be a singles leg.

E) Table fees are to be shared by BOTH teams. It is not expected and losers buy winners a drink

56. FOUR SINGLES / TWO PAIRS.

A) Teams will consist of a minimum of four players.

B) Order of legs will be two singles, two pairs & two singles. This order may be modified by captains agreement on the night.

C) The home team will take first break in legs one, three and five. The visiting team will take all other first breaks. In the pairs, all players will have their first knock from the break position (i.e. double break and break back). All breaks shall be limited to 2000, if a player scores more than 2000, the break will be lost.. If a player plays in more than one pairs game, he may only take the first break for his side in one of them.

D) Players may play a maximum of two legs on the night, of which only one may be a singles leg.

57. Rules Appertaining to the 'Triangle' Competitions.

A) Break Position: six white balls will be placed in the triangle, apex towards the 'D'. The apex (point) of the triangle is to be touching the edge of the 100 pocket. The cue ball may be placed anywhere in the 'D' for the break shot.

B) After the bar has dropped: If fewer than seven balls are available then the triangle will not be used for the break. The game will proceed as per normal rules.

C) In pairs matches, break and break back will be for first two players only

D) Black Peg: This will only count as a white peg for this competition, except for the last ball shot.

E) If a player succeeds in getting back to break, his score should be recorded, provided no penalty has been incurred in the final shot. Break limits will not apply under triangle rules

ALL ENGLAND BAR BILLIARDS ASSOCIATION

PLAYING CONDITIONS AND RULES AS ADOPTED BY THIS LEAGUE.

PLAYING CONDITIONS.

- 71) The playing area of the table shall not be less than 138.4 cm or more than 143.5 cm in length and not less than 78.7 cm in width, measuring from the inside edge of the cushions.
- 72) The table shall be not less than 86.4 cm and not more than 92.7 cm in height from the floor to the top of the cushion.
- 73) The table must be level and in good condition.
- 74) There shall be one black and two white skittles of equal size and weight. To a height of at least 5.1 cm above its base each skittle should be cylindrical with a diameter between 1.5 cm and 1.8 cm. Skittles should be 11.4 cm tall +/- 0.6 cm. The black skittle shall be placed on a spot, the back edge of which will be 0.6 cm from the front edge of the 200 hole. The white skittles shall be placed on spots level with and 17.8 cm from the centre of the 100 hole.
- 75) A "D" shall be firmly fixed to the table in the centre of the base of the playing area. This should be approximately 4 cm radius and the centre of the "D" shall be clearly marked with a spot, to be known as the break spot.
- 76) Another spot shall be fixed in the centre of the table with its centre not less than 17.1 cm and not more than 17.9 cm from the centre of the break spot on the "D". This shall be known as the red spot.
- 77) Baulk lines shall be clearly drawn on the table radiating from the centre of the base of the playing area to the side cushions so as to form an arc of not less than 150 degrees and not more than 160 degrees.
- 78) The table shall be adequately illuminated.
- 79) One red ball and seven white balls of equal size and weight shall be provided.

RULES OF PLAY.

- 91) All shots must be played with the base of the cue ball within the area of the "D".
- 92) The red ball shall be placed by the hand on the red spot and a white ball placed on the break spot, also by hand. The white ball is then played with a cue onto the red ball with the object of potting one or both balls. This is known as playing from the break position.
- 93) If, from the break position, both balls are potted into any holes, three times consecutively, the player on their next shot shall be barred from potting more than one ball, in accordance with rule 116)e).
- 94) If no balls remain on the table at any time during the course of the game, with the exception of the last ball shot, play will be continued from the break position.
- 95) From the break position the red ball must always be used on the red spot, unless the bar has dropped and the red is no longer available. At any other time use of the red ball as the cue ball is optional.
- 96) Other than from the break position and the last ball shot (see rule 108) the cue ball may be placed anywhere on the "D".
- 97) A white ball potted into a hole shall score the value of that hole. The red ball when potted will score double the value of that hole, provided no penalty has been incurred in either case.
- 98) A break will continue until such time as the player fails to pot a ball or plays a foul shot in accordance with rules 110) and 111).
- 99) At the end of a break the score should be recorded progressively on the scoreboard.
- 100) If during a break a ball on the lip of a hole falls in without being struck by another, the ball shall count as if potted and the score will count. A break will be deemed to have started when the first shot is played and ended when the scorer calls end of break.
- 101) If a player plays at a ball on the lip of a hole and the ball falls before the cue ball reaches it, no penalty will be incurred and the player will continue with his break, except for any penalty incurred before the cue ball reaches the position previously occupied by the object ball.
- 102) If a ball on the lip of a hole falls in after the scorer has called end of break, in conjunction with rule 116)f), this ball shall not count.

- 103) Should a ball knock a skittle off its spot but the skittle does not fall over, the score shall count and the skittle should be replaced in its correct position before the next shot is played, unless prevented by a ball encroaching on the skittle's correct position, in which case it should be replaced as soon as the spot is clear, see rule 114.
- 104) Should any ball be touching a skittle causing it to lean, or preventing it from being respotted, this ball should be returned to the rack **AT THE END OF THE BREAK.**
- 105) When no balls are left in the rack, play continues by taking the ball furthest from the top (back) cushion. If two balls are equidistant from the top cushion the ball nearest the Centre line of the table should be taken.
- 106) After the Bar has dropped, play should continue until all balls in the rack had been used.
- 107) If two balls are "bridged" over a hole and one must be returned to the player, the scorer must hold the balls, "tilt" the back ball onto the table at its nearest point, and bring the other ball back to the player.
- 108) If only one ball remains, either in the rack or on the table, the break score should be recorded before the last shot is played. The last ball must then be played from the centre of the "D" into either the 100 or the 200 hole **OFF ONE SIDE CUSHION**. This is known as the 'Last ball shot'. Before playing the last ball shot the white skittles should be placed in the 50 holes and the top holes guarded. If the ball strikes a skittle in the 50 hole, and falls into the 100 or 200 hole, the score will not count. Both players should continue to play the last ball shot alternately until the ball is potted or the black peg is knocked down.
- 109) No one is to touch any ball whilst it is in motion (e.g.: falling down hole), except to prevent the ball from going down the top holes in rule 108).
- 110) Foul shots incurring loss of break score penalty:
 - a) Potting both balls from break position four consecutive times. (Except as in rule 116e).
 - b) Failing to hit another ball with the cue ball. (Except as in rule 101) and rule 108)).
 - c) Any ball returning over or obstructing the baulk line. A ball shall be deemed to be obstructing the baulk line if, when viewed from directly above, it obscures any part of the line. The ball should be returned to the rack.

- d) Any ball obstructing or hitting the "D". A ball shall be deemed to be obstructing the "D" if, when viewed from directly above, it obscures any part of the "D". The ball should be returned to the rack.
 - e) Any ball mounting the cushion or leaving the table, even if it falls back on the playing surface. The ball should be returned to the rack. It is not a foul shot if a ball bounces upwards and returns to playing surface without touching anything apart from another ball.
 - f) Knocking down a white skittle with a ball.
 - g) Deliberately touching or knocking down a white skittle with cue or hand while the balls are in motion or before a ball has fallen completely down a hole. (Reason - prematurely to avoid penalty, could just pick up the peg and put it back).
 - h) Playing a shot while balls are still in motion or before a ball has fallen completely down a hole.
 - i) The player interfering with the movement of any struck ball before it has completely fallen down a hole.
 - j) Accidentally knocking the cue ball off the "D" with the cue. The cue ball will not be considered to be in play until it is completely clear of the "D" and the baulk line as in b) above and d) above.
 - k) Hitting the cue ball after it has left the "D" (double hitting / push shot).
 - l) Not using the red ball, when available, at the red ball spot, at the break shot.
 - m) Causing a ball resting on the lip of a hole to drop by deliberately disturbing the table.
 - n) Playing the break shot with either ball not on its spot. It is not a foul under this rule if the ball falls off the spot as the player is in the act of striking. Any other penalty incurred will count.
 - o) If the cue ball fails to reach an imaginary line through the black peg and parallel with the top cushion and does not strike another ball, it will be returned to the tray and the player loses his break. (This does not apply to the last ball of the game).
- 111) Foul shots incurring loss of entire score penalty:
- a) Knocking down the black skittle with a ball.
 - b) Deliberately touching the black skittle with a cue or hand while balls are in motion or before a ball has completely fallen down a hole.
- 112) Should both a white and a black skittle be knocked down, if the white skittle falls first, the penalty will be loss of break, unless the white was

knocked down deliberately by hand or cue. Should the black skittle fall first, the penalty will be loss of entire score.

- 113) If a player is nudged or jolted while in the act of playing a shot, causing them to play a foul shot, no penalty will be incurred. The scorer should replace the balls in what they consider to be their original positions and the player should then replay their shot.
- 114) If the balls are disturbed in any way other than in the normal course of play, then the scorer should replace the balls in what he/she considers to be their original positions and play should continue. If, in the opinion of the scorer, a ball on the edge of the hole falls due to any accidental or deliberate table movement by the player, that the ball be replaced and will not count and the break will end.
- 115) Deliberately foul shot: If, after the bar has dropped, a player - in the opinion of the scorer - deliberately plays a ball directly into a hole without touching another ball, then the ball should be retrieved and the other player allowed to play it. Any additional coins required to do so should be provided by the player deemed to have played the foul.
- 116) Scorer and marker:
- a) A competent scorer should be appointed. In intercounties team matches this will be from the team with first break, the other team may supply a marker if they wish.
 - b) The scorer will act as referee and will be the sole arbiter on matters of facts and interpretation of the rules during the course of the game, unless a tournament referee is present as in rule **Error! Reference source not found.**
 - c) The scorer will call out, progressively, the score after each shot.
 - d) Progressive thousands must be recorded either by placing, in clear view, coins or other suitable markers, or alternatively by recording them on the scoreboard.
 - e) After a player has potted both balls three times consecutively from the break position, the scorer must clearly warn the player to leave one ball up. Should the scorer fail to do so, the player will not be penalised under rule 110)a).
 - f) If, during the course of play, a ball remains on the lip of a hole, the scorer shall decide when to call end of break in accordance with rule 102). (Player walking away from table does not determine end of break)
 - g) The scorer shall be responsible for ensuring that the scores recorded on the scoreboard are correct.

- h) A marker may be appointed to record the progressive scores on the scoreboard at the end of each break.
 - i) The marker, if appointed, should check the score as it is called out by the scorer and should draw his attention to any discrepancy at the earliest convenient time.
 - j) No person, other than the scorer or marker, should touch the scoreboard during the course of the game.
- 117) If a ball obstructs the placing of a ball anywhere in the “D”, but no foul shot has been played, it will remain there, but will be removed to the trap at the end of the current break (similar to the leaning peg/obstructed spot situation).
- 118) No coaching of players should take place whilst the player is at the table.

