

# WORLD RULES

Teams to consist of a minimum of 5 players – this can be all men, all women or mixed.

Both teams to write their 5 players down in the 1<sup>st</sup> session before the start of the match. **Substitutes can be made in the second session.**

The format will be 11 games (1 session of 5 singles, 1 scotch pairs, 1 session of 5 singles).

The 1<sup>st</sup> two players will lag to determine the break. Alternate breaks will then apply to the singles frames. The winning side will also break for the scotch pairs. The first two players shoot a ball to the end of the table simultaneously for it to come back to the head rail. The player with the ball that stops closest to the head rail wins the lag.

Players on the away team will move positions on the 2<sup>nd</sup> session as outlined below, to ensure you don't play the same person twice.

This is what the result card will look like:-

## MACCLESFIELD POOL LEAGUE WORLD RULES MATCH CARD

DATE:-

8 ball <input checked="" type="checkbox"/>	Player	Home Team	score		Away Team	Player	8 ball <input checked="" type="checkbox"/>
	1					1	
	2					2	
	3					3	
	4					4	
	5					5	

Scotch Pairs

	6					6	
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Away players move around

	1					3	
	2					4	
	3					5	
	4					2	
	5					1	

FINAL SCORE

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8 balls will be counted as a personal achievement only, no bonus points will be added to the overall score.

These bullet points briefly show the difference in rules.

- Four balls (not 2) must hit the cushion off the break or one ball must be potted. (The same penalty applies as it does now if you go in off on the break, or the white ball goes off the table)
- After striking the cue ball, any object ball or the cue ball must hit a cushion or the object ball must be potted. (otherwise it's a foul and two shots to the opponent).
- If a player fouls and gives you two shots, the white ball cannot be moved, it must be played from where it lands.
- Deliberate fouls are allowed, you can pot your opponent's ball or play into space, however, you will give two shots away.
- If you have been snookered, (ie not being able to see your ball at all, not even a mm) you must call TOTAL to your opponent/referee, this will allow you to hit a cushion **first** before the object ball (you do not have to hit the cushion afterwards) and no penalty will be given. If no TOTAL is called, you must hit a cushion **after** hitting the object ball, if you don't two shots is given to your opponent.
- If a player fouls but leaves you snookered, then you call a FOUL SNOOKER to your opponent/referee. You then have an option to:- **1.** Move the white ball **OR 2.** Nominate your opponents ball (which then becomes your ball).

If you take the option to move the white ball to behind the line and you still find that you are snookered on your own ball (you must be able to hit

the extreme both sides of your own ball without fouling) then you can nominate the opponents ball as well, this is the only time you can move the white and nominate another ball.