

Chelmsford & District Pool League

2011 Summer Pool League Rules

Welcome to the Chelmsford & District Summer Pool League.

The Summer Pool League format will consist of 6 one frame singles games and 3 games of two man 45's. Each single game will score 1 point and each two-man 45's game will score two points. This will make a total of 12 points available to win at each match. Win, lose or draw, all points scored will be added to each individual team's running total each week. An additional 1 point will be added for a draw and an additional 2 points for a win. The home team has prerogative in which order the games are played.

Whilst there is no formal player registration, a player may only play for one team. Should a player want to change teams during the course of the season then a player transfer form must be completed and submitted to the appropriate divisional rep prior to his or her first match with the new team. A player may only request one transfer once during the season.

For the duration of the Summer Pool League only, all matches are scheduled to start at 8.00 p.m. on Wednesdays. Each teams singles and two man 45's will be declared by the home team first as the match progresses. Home venues/teams will be responsible for food for both teams as usual.

Eight trophies will be awarded to the winners and the runners up from each division. Additional trophies can be ordered if required but must be paid for by the team.

The singles

- 1) Are played according to world rules. The 60-second timing rule will not apply to matches played during the Summer Pool League.
- 2) The break shall be decided by a coin toss, the winner having the choice to break or pass.

45's

- 1) The players choose who initially breaks by the toss of a coin, the winning side having the choice to break or pass.
- 2) Should he/she make a pot off the break then he/she will continue to pot balls of any colour (including the black) in any order. When the player fails to pot or commits a foul their break will end.
- 3) Should they fail to pot from the break they will have one further visit in which to make a pot and continue as above.
- 4) When playing a 45's game, the oncoming player has a maximum of 1 minute discussion time with his/her 45's partner. Discussion between players can only take place before the player on strike has addressed the table. The referee of the game must notify the players when they have taken 45 seconds discussion time.
- 5) There is no requirement for any balls to make contact with a cushion from a break during two man 45s, for shots after the break balls should make contact with a cushion as in World Rules.
- 6) Push shots are permitted in two man 45s.
- 7) When a player subsequently fails to pot a ball, one of the opposing team's players comes to the table with 1 visit and continues to pot any colour balls (including the black) in any order until that player fails to pot or fouls.
- 8) 1 point is scored for every ball potted and 2 points are scored when the black bonus ball is potted. The first team to score 45 points wins the game.

- 9) The penalty for a foul in two man 45's is 2 points being awarded to the opposing team and no points for balls potted on the foul shot.
- 10) Following a foul the oncoming player only has one visit but has the cue ball in hand and may place the cue ball anywhere on the table and play any object ball on the table. i.e. the cue ball does not have to be placed behind the baulk line.
- 11) When a complete rack is potted, and a new rack has been set up, the cue ball must be played from where it came to rest at the end of the previous rack, unless it ends up in such a position as to inhibit the balls being racked whereupon it is returned to behind the baulk line. In the event of the cue ball coming to rest close to the new rack, a push shot can be played to break the pack.
- 12) The cue ball is only moved to baulk for the break when it is in a position preventing the balls from being racked on the black spot. If a player picks up the cue ball at the end of the rack without thinking a foul has been committed, two points are awarded to the opposing team, who have cue ball in hand and in this case 2 visits anywhere behind the baulk line.
- 13) Individual players are only entitled to take part in one of the two man 45's games. If only one player is available for any of the two man 45's then the game is still played but with a turn missed by the team short of a player.
- 14) The first team to score 45 points wins the match.
- 15) If it becomes apparent that time restraints will not allow completion of the 45's game, it can be agreed before the commencement of the frame, with the consent of both captains, to play a game of two man 35's or a game of two man 25's. 2 points will still be available to be won for each game.

Win, lose or draw match results must be phoned in by **both** teams either on Wednesday evening after the match or any time during Thursday to their Divisional Rep. The Reps will not normally chase results, therefore if you do not phone your results in you are likely not to be given any points for the match.

If you need any assistance during the season, please contact your Divisional Rep

Trophies and final positions will be awarded on the same basis as the winter league.

Good luck for the forthcoming summer season, we hope you enjoy it.

Chelmsford & District Pool League Committee

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45's Hints & Tips

- 1) If your team wins the toss you should elect to break as in this game you have two visits from the break in which to legally pot a ball. You then go on to pot as many ball as you can, reds, yellows and the black in any order.
- 2) Discussion time does not mean you have to play the shot within a minute. You can discuss for 60 seconds and then approach the table and decide which shot to play. Your partner or anybody else however cannot give you any further advice, this would be deemed as unsportsmanlike and not within the rules of the game.
- 3) If nothings on, play safe. The game of 45's sounds like being a very easy game to win, just keep potting all the balls until you get to 45. However, in reality, it is a game that requires a great deal of judgement, deciding whether to take on a pot or whether to play safe. Remember! If you try to pot a ball and end up missing, you could be letting your opponents in for a high scoring break.
- 4) To avoid any possible confusion with scoring during each of the 45's games, it is advisable to have one person from each team, both keeping a separate points score. This means the totals can be compared from time to time to ensure accuracy and avoid the possibility of any disagreements.
- 5) The most crucial ball on the table is the last remaining ball. The player who pots the last ball secures the break in the next rack for his or her own team, which is a big advantage.
- 6) Following the last ball of the rack being potted, the cue ball is played from where it comes to rest. Be warned, it is very easy out of force of habit for a player to pick up the cue ball at the end of the rack without thinking. By then it is too late, a foul has been committed.
- 7) Obviously during the summer, many players take their holidays, so Summer League Pool teams will consist of a minimum of 6 players, each player having a singles game and also a place in one of the two man 45's games. If however you have more than 6 players available and want to include them as well, you could play 6 players in the singles and another 6 players in the 3 45's games. This will enable you to involve anything from 6 to 12 players in a match on one night.

We hope these hints & tips help you enjoy the Summer League.
Chelmsford & District Pool League Committee