

SEASON GUIDE 2023-2024



CONTENTS

INSIDE THE GUIDE

Foreword	3
Our Website	4
Academy Information	5
GPA Equipment Specs	6
Code of Conduct	7
Additional Rules of the GPA	8
Scotch Doubles Rules	9
Scoring App Information	10 - 12
Team & Venue Details	13
GPA Fixtures – 2023/24	14
Cup & Plate Info	15
Single & Doubles Rules	16
Singles & Doubles Registration	17
What's ON Guide 2023	18
Venue	19
Referee's Dress Code	20
Blackball Rules	21

GPA COMMITTEE DETAILS

EXECUTIVE MEMBERS -

President:	Gerry Brunt
Vice President:	Alison Balban
Secretary:	Val Jarvis
Treasurer:	Position not filled

COMMITTEE MEMBERS –

DAVE GOODWIN
JAMES BURNS
LESLIE MARTINEZ
SEAN RUMBADO
BYRON McGRAIL
STEPHEN REEDER
KYLE DIXON
LESLIE PUNSHON

FOREWORD

Dear GPA Members,

Our oncoming season looks very promising with a full schedule of possibly two International Events, League, Cup/ Plate, and singles/doubles tournaments and Summer League. I encourage all members to read our season guide and to visit our website, www.gibpool.com this guide is in the downloads section

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Also, please visit our Academy as much as you can, the Academy is for the members, so please come down and practice some pool. The Academy also has a great Junior and Learning Disability set up; the Juniors are the future of our sport.

There will also be Adult training sessions starting up in the coming season and we will inform you soonest.

We, the committee, are available to members and welcome members to communicate with us, for the future progress of our Association.

Wishing the membership, a successful and enjoyable season.

Gerry Brunt – President

Email: gpacommitee@outlook.com



OUR WEBSITE — [HYPERLINK](http://www.gibpool.com)

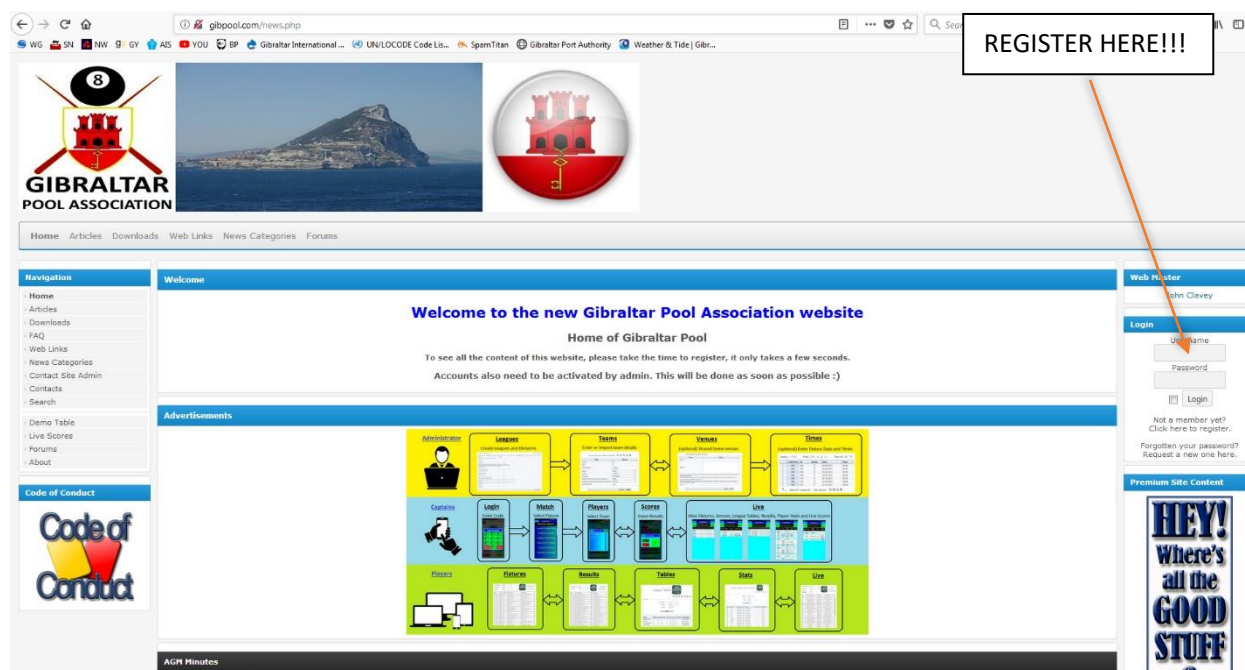
["http://www.gibpool.com"](http://www.gibpool.com) www.gibpool.com

Our Website <http://gibpool.com> is the source of all our information! To be able to use the full potential of our site all you have to do is register with us which only take 5 minutes! Once your registration has been sent one of our admins will confirm it in no time. This will give you access to all the essentials such as the Official Blackball Rules, Members Registration Forms Etc.....

It is Imperative for all GPA Members as well as all Team Players to register to the Web site as it will contain all relevant features and information such as Individual and Team Statistics as well as Individual Player Profiles. All organized events during the year will also be located on our website as well .

Please ensure that all members visit the website periodically as all league standings and events will be updated weekly subject to all teams and players cooperation.

Please also note in order to contact any GPA Committee member or to seek any further information please do not hesitate to use these website facilities as any feedback we receive from our members will always help us to improve as a whole.



GPA ACADEMY / JUMPERS BASTION

GPA ACADEMY / JUMPERS BASTION

The GPA first opened The Academy on the 1st of February 2014, it was inaugurated by the honourable minister for sports Steven Linares. Since Inauguration the Academy has been in full flow providing many of the following services.

Junior Coaching

Thursday (and occasionally Wednesday as and when advised), from 1700hrs – 1900hrs. If you have kids or know of kids interested in playing pool, please phone/message Alison Balban on [54462000](tel:54462000) or email the committee on gpacommittee@outlook.com and we shall assist you in all your queries.

Learning Disabilities Coaching

Anyone with a learning disability or physical disability is encouraged to take on this sport. If you would also like to take part there are regular coaching sessions every Tuesday from 1700hrs – 1900hrs at the Academy. For any further information please contact Leslie Martinez on +350 54001730

National Squad Qualifiers

Do you want to represent Gibraltar at an International Event, i.e. European Championships, World Championships etc? We currently hold our qualifiers for the selection of our national squads at the Academy from January to December each year.

The Squads fall under the following categories; U15's / U18's / U23's / Learning Disabilities / Men's / Ladies / Over 40's, over 50's & Over 60's. The 2024 qualifiers will commence January for the selection of 2025 Squads.

Opening Times and Info

When there are no events at the Academy, we will open for practice to the membership.

The use of the table is £2 per player per hour. We provide the membership with 5 top quality tables, clothed with competition standard clothes and regularly maintained. Our opening times are placed weekly on our Face book Page.

We provide the membership with cleaning/polishing of the pool balls for a small remuneration (£5) on Thursdays 17.00hrs - 19.00hrs.

GPA EQUIPMENT SPECIFICATIONS

Please ensure that your venue adheres to the following standards, if in doubt please contact the committee.

TABLE MAINTAINENCE

Table must be brushed before each league match prior to the start of 8:00pm. Please ensure that tables are level, and that the baize (playing surface) has no holes, or wear and tear that can affect play. Also please make sure a rest and spider are available at your venue.

EQUIPMENT / REQUIREMENTS

A white ball (1inch7/8") that is called the "cue ball". One set of balls 2 inches in diameter

(object balls) consisting of: 7 red & 7 yellow. A blackball 2 inches in diameter

All balls should be in suitable condition as not to affect play i.e. must be clean & chip free.

Cues, two at least. If there is limited space around the pool table, appropriately sized cues must be provided e.g. 3/4 Cue.

Chalk for the cue. / A triangle fit for the purpose of racking the balls. / Cue rest/spider must be available

It is a requirement for all Division 1 teams to have a spotted white.

Adequate lighting must be supplied over the table. Venue must ensure that natural daylight i.e. direct sun light doesnot interfere with play.

"Please report all tables that do not meet the desired league standards. We need written evidence of all tables so we can show to our table operators. This is so we can have all tables in the league to the upmost standards at all times, it will benefit YOU the player." Email or PM to Committee.





CODE OF CONDUCT

Respect the game, play fairly and follow its rules and regulations.

Show respect for authority to the officials of the game and of the league.

Demonstrate good sportsmanship before, during and after games.

Be courteous to opposing teams and treat all players with respect. Be modest when successful and be gracious in defeat.

All players must honour an opponent's request that play be halted if an official is to be summoned or if a referee is to check or verify a rule. Failure to honour such requests may result in loss of frame (or match) under the provisions of "unsportsmanlike conduct". (see 8b of rules)

Please remember, if a player is playing slow the opposing player can ask for a stop clock to time each shot. This is in the normal rules of Blackball.

Do not argue with a referee's decision, any dispute that cannot be resolved on the night should be Emailed or PM on website to Committee and to be dealt with by the Committee.

Refrain from the use of abusive language.

"Please adhere to the code of conduct at all times. We intend to promote a fair and friendly league.

Please ensure upmost respect to the game and your opponents."



ADDITIONAL RULES OF THE GPA

Matches start at 8:00pm, at which time at least 3 players of each team must be present.(4th Player by 8.30 pm)

The rest of the team should arrive at the venue before 9:30pm in order to be able to play. This means the team captain should be there at an earlier time to enable the draw to be made. If players arrive after 9:30pm, it is up to the discretion of the team captains to decide if they will be allowed to play. The GPA tries to foster a friendly league and if there are reasonable circumstances for late arrival, then we hope the team captain will always look favourably upon the late player (s). The Players present must fill the first 3 slots for the game to start.

Matches will now consist of 6 singles, 3 doubles, plus 1 single which will be Captains choice of player and that player can have already played.

Captains must pick the order that their team is to play; reserves can be played in any order. If a League team do not have 6 players for a match but only 4 or 5 the following rule applies:

Slots 1-4 must be filled for the match to start. Either slot 5 or 6 could be left empty by way of tactics by the team which is short of players.

The first two doubles matches must be played with the third being automatically lost.

Referees must alternate between teams with the home team refereeing first.

Referees should preferably be the captain or vice-captain and not a junior member. All referees should be aware of the rules and pay constant attention to the games, remember it is of upmost importance referee keeps sequence in scotch doubles. The home team should pay for all Ten frames and the food. It is considered sporting for the loser of a frame to buy the winner a drink (applicable to singles only).

Disputes.

In the event of a dispute on the night, the match must be completed. The captain of the complaining team must put his complaint in writing and send it to the committee within a week of the match being played.

Once the league commences, any new players wishing to register must contact Val Jarvis on 54007623 or email the committee (gpacommittee@outlook.com).

If a team is found to have played an unregistered player, the Committee will decide on the appropriate penalty to be imposed. All frames will count towards the final league standings, in case of a tie, the team with the best frame difference will be the winner. If head to head frames equal, it will be decided by a play-off.

Matches must be played on the allocated date. Postponements are not permitted.

If a match is cancelled by a team or a team fails to turn up for a match, it is an automatic concession and a walkover is awarded to the opposing team, with 10 Frames & 2 Points.

In the case that a team is banned from the league or drops out, all their scores (points & frames) will be deducted from all other teams.

RE-RACKS To avoid confusion in the League, an additional rule is now implemented: In any re-rack situation the re-rack will consist of 9 balls. Whoever broke, breaks again. Blackball rules allow for two types of re-racks, 9 and 15 balls, but this is a very grey area and we feel that to keep it consistent throughout the League it is better to specify 9 ball re-racks.

Please ensure all members of your team are notified of this rule.

SCOTCH DOUBLES RULES

Played as per the normal game and rules, yet the pair of players take **ALTERNATE SHOTS** each time a ball is played or potted – even at break or when 2 shots are granted.

Example: -

If you are on a team with Dave, and you pot a ball, your team's visit continues, but Dave takes the next shot. You and Dave continue to rotate shots until one player misses. At this point, the other team's visit begins.

Players **MUST** alternate with partner. If not played in turn this will be a foul and 2 shots to the opposing team; with **normal** foul rules applying. When opposing team have finished their shots it is the turn of the player who fouled (by going out of turn).

Most importantly **TALKING / DISCUSSING** for team in play is **NOT** allowed between **SHOTS (except after the break)**.

TALKING / DISCUSSING can only be held between **VISITS (when playing side changes)** or when team is not in play at the table.

Breaks are to alternate between players, and alternate between teams (**break shot does count as a shot**) – There is no change for any decider frame it just goes in turn.

“Please ensure all team members are aware of these scotch doubles rules, talking between shots. Only before start of turn and when other team is at the table”



LEAGUE APP LIVE FOR MOBILES

■ ■ ■ GIBTEL



12:16

68%

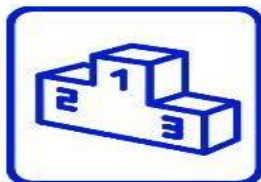


Enter League Name



LeagueAppLive

Version : 02.03



WHEN LEAGUE NAME HAS BEEN INSERTED

●●● GIBTEL



12:18

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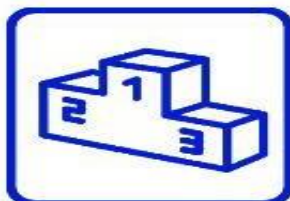


Gpl



LeagueAppLive

Version : 02.03





LeagueAppLive Quick Setup Guide

LeagueAppLive is designed to capture teams' and players' scores during a league or a tournament on smart phones and tablets so that "live" results can be provided. Results can be viewed via the App or on the website. Live screens can be projected to displays in the venue for tournaments.


Download the Application


Download the Application from your App store (Android, Apple or Blackberry) on your device by searching for "LeagueAppLive". Once installed, click the icon on the device's screen.




Start Screen

Click **Enter League Name** to enter the short league name assigned to you, this links the App with your league or tournament.

Click  to enter the player's or team's passcode given to you. This will then display a list of fixtures if more than one match is available. Select a match to continue to the scoring screen.

Click  to display the current competition's live scores, fixtures, results or player statistics.


Click  to view your league LeagueAppLive website.




Scoring Screen


Team matches First you select your players for each set, if you are the home team then pick the players on the left of this screen using **Select Player**.

Then once both teams have picked their players and the App has refreshed from the server you will see the pairings.

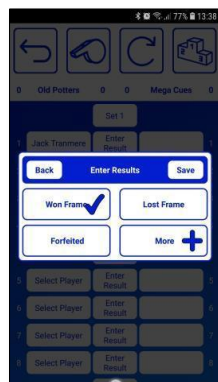
Click  to force a refresh if required. Once the players have played each game click **Enter Result** to record who won the frame. Then click **Save** to return.

Click **More +** to record optional information (Sport specific)

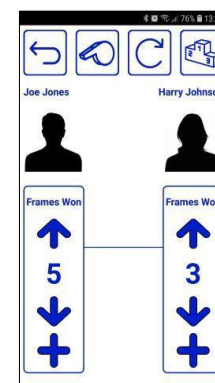
Click  to call a referee if enabled.

Click  once your match has been completed.

Single matches - Record scores using the arrows. Click **+** to record optional information (Sport specific)



Team Match Scores		
Home Team	Score	Away Team
Teams		
Hustlers	0-0	Mega Cues
All Stars	0-0	Hustlers
Old Potters	0-0	Mega Cues
Mega Cues	0-0	All Stars
Hustlers	0-0	All Stars
All Stars	0-0	Mega Cues



TEAMS & VENUES

DIV. 1

<u>TEAM</u>	<u>VENUE</u>	<u>ADDRESS</u>	<u>CAPTAIN</u>
St. THERESA'S	St. THERESA'S	4-7 Linewall Road	Peter Dyer
MOORISH CASTLE SC	EFSA CLUB	43B Queensway	Owen Torres
CHARLIES BAR	CHARLIES TAVERN	Marina Bay	Dave Goodwin
CORMORANT BOAT CLUB	BOAT OWNERS CLUB	1 Coaling Island Road	Alfred Ballester
FEC STARS	CASINO CALPE table 1	51 Line Wall Road	Jonathan Collado
ROYAL OAK	CYBERWORLD table 2	Ocean Heights	Leslie Martinez
CUEPHORIA	CYBERWORLD table 2	Ocean Heights	Anaika Buhagiar
CASINO CALPE DRAGONS	CASINO CALPE table 1	51 Line Wall Road	Sean Robba
ARENA OWLS	CALPE HOUNDS	21 Cornwall's Lane	Jenny Rumbado
PIRATES	St. THERESA's	4-7 Linewall Road	Stewart Bonavia
EFSA	EFSA CLUB	43B Queensway	Tyrone Olivero

DIV. 2

<u>TEAM</u>	<u>VENUE</u>	<u>ADDRESS</u>	<u>CAPTAIN</u>
GLACIS LAGERS	GLACIS SOCIAL CLUB	Glacis Estate	Nathan Manasco
CHARLIES ANGELS	CHARLIES TAVERN	Marina Bay	Padma Cara
SKULLYWAGS	CALPE HOUNDS	21 Cornwall's Lane	Robert Crosby
CUSTOMS RECR/ CLUB	CUSTOMS RECR/ CLUB	14 Waterport Wharf	Arturo Asquez
5 POINTS	BOAT OWNERS CLUB	1 Coaling Island Road	Dylan Crisp
CHUCKLE BROTHERS	GLACIS SOCIAL CLUB	Glacis Estate	Janni Landgreen
CATALAN BAY	CATALAN BAY CLUB	Catalan Bay Social Club	Brian Finlayson
BALL BREAKERS	LIONS BAR THE DEN	Queensway	Jordan McGrail
CYBORGS	CYBERWORLD table 1	Ocean Heights	Jen Taylor
KINDRED UNITED	CYBERWORLD table 1	Ocean Heights	Richard Gosnay
GIBOIL	CUSTOMS REC/CLUB	14 Waterport Wharf	Anup Jaswani
WRECKING BALLS	CASINO CALPE table 2	51 Line Wall Road	Millie Adambery

		DIV. 1		DIV. 2	
1) Bye 2) St. Theresa's 3) Moorish Castle SC 4) Charlies Bar 5) CormorantBoatClub 6) FEC Stars		7) Royal Oak 8) Cuephoria 9) C/Calpe Dragons 10) Arena Owls 11) Pirates 12) EFSA		1) Glacis Lagers 2) Charlies Angels 3) Skullywags 4) CustomsRecr/Club 5) 5 Points 6) Chuckle Brothers	
19th OCT.23		26th OCT. 23		02nd NOV. 23	
week 1		week 2		MALTA	
DIV 1	DIV2	DIV 1	DIV2	 	
4 - 9	5 - 8	9 - 5	8 - 2		
10 - 8	7 - 6	1 - 6	3 - 12		
3 - 2	11 - 10	12 - 7	4 - 1		
11 - 12	9 - 4	2 - 11	10 - 9		
7 - 1	1 - 3	8 - 3	6 - 11		
6 - 5	12 - 2	4 - 10	5 - 7		
30th NOV. 23		07th DEC. 23		14th DEC. 23	
week 5		week 6		week 7	
DIV1	DIV2	DIV1	DIV2	DIV1	DIV2
3 - 9	11 - 8	9 - 12	8 - 4	11 - 9	9 - 8
11 - 10	9 - 7	2 - 1	10 - 3	7 - 3	1 - 11
7 - 4	1 - 5	8 - 5	6 - 2	6 - 10	12 - 7
6 - 8	12 - 6	4 - 6	5 - 12	5 - 4	2 - 5
5 - 2	2 - 10	10 - 7	7 - 1	1 - 8	3 - 6
1 - 12	3 - 4	3 - 11	11 - 9	12 - 2	4 - 10
11th JAN. 24		18th JAN. 24		25th JAN. 24	
Cup Prelim		week 9		Cup 1st Round	
		DIV 1	DIV2		
		7 - 9	1 - 8		
		6 - 11	12 - 9		
		5 - 3	2 - 11		
		1 - 10	3 - 7		
		12 - 4	4 - 5		
		2 - 8	10 - 6		
22nd FEB. 24		29th FEB. 24		07th MAR. 24	
Week 12		week 13		Cup/Plate 1/4 Finals	
DIV 1	DIV2	DIV 1	DIV2	 	
9 - 4	8 - 5	5 - 9	2 - 8		
8 - 10	6 - 7	6 - 1	12 - 3		
2 - 3	10 - 11	7 - 12	1 - 4		
12 - 11	4 - 9	11 - 2	9 - 10		
1 - 7	3 - 1	3 - 8	11 - 6		
5 - 6	2 - 12	10 - 4	7 - 5		
04th APR. 24		11th APR. 24		18th APR. 24	
EASTER		week 15		week 16	
		DIV 1	DIV2	DIV 1	DIV2
		1 - 9	3 - 8	9 - 3	8 - 11
		5 - 12	2 - 4	10 - 11	7 - 9
		6 - 2	12 - 10	4 - 7	5 - 1
		7 - 8	1 - 6	8 - 6	6 - 12
		11 - 4	9 - 5	2 - 5	10 - 2
		3 - 10	11 - 7	12 - 1	4 - 3
16th MAY. 24		23rd MAY. 24		30th MAY. 24	
Week 19		week 20		week 21	
DIV1	DIV2	DIV 1	DIV2	DIV 1	DIV2
2 - 9	10 - 8	9 - 7	8 - 1	8 - 9	6 - 8
12 - 8	4 - 6	11 - 6	9 - 12	2 - 4	10 - 5
1 - 4	3 - 5	3 - 5	11 - 2	12 - 10	4 - 7
5 - 10	2 - 7	10 - 1	7 - 3	1 - 3	3 - 11
6 - 3	12 - 11	4 - 12	5 - 4	5 - 11	2 - 9
7 - 11	1 - 9	8 - 2	6 - 10	6 - 7	12 - 1
06th JUN. 24		09th MAY-24		02nd MAY 24	
week 22		week 18		Cup/Plate Semi's	
DIV1	DIV2	DIV 1	DIV2	 	
9 - 6	8 - 12	9 - 11	8 - 9		
7 - 5	1 - 2	3 - 7	11 - 1		
11 - 1	9 - 3	10 - 6	7 - 12		
3 - 12	11 - 4	4 - 5	5 - 2		
10 - 2	7 - 10	8 - 1	6 - 3		
4 - 8	5 - 6	2 - 12	10 - 4		
TBA		week 17		week 18	
FINALS		week 17		week 18	
DIV1	DIV2	DIV 1	DIV2	DIV 1	DIV2
9 - 6	8 - 12	12 - 9	4 - 8	12 - 9	4 - 8
7 - 5	1 - 2	1 - 2	3 - 10	1 - 2	3 - 10
11 - 1	9 - 3	5 - 8	2 - 6	5 - 8	2 - 6
3 - 12	11 - 4	6 - 4	12 - 5	6 - 4	12 - 5
10 - 2	7 - 10	7 - 10	1 - 7	7 - 10	1 - 7
4 - 8	5 - 6	11 - 3	9 - 11	11 - 3	9 - 11



GPA Cup and Plate information

Please note that all **Cup/Plate matches** are at a neutral venue, so as to avoid home advantage. Please ensure that your **bar/club** is aware that a match will be played. **Cup/Plate** matches start at 20.30hrs Cup/Plate format is as below. **NO FOOD** needs to be provided by the Venue.



The Cup draw will be updated once we have all the results in (48hrs). Winning teams **must ensure** the Score-app are updated in **on time**, so that the draw for the next round can be updated. To decide the first break, players will lag, followed by alternative breaks for the remaining frames.

PLEASE NOTE :

"THE LIVE CUP DRAW WILL BE DONE IN DECEMBER. TEAMS WILL BE NOTIFIED VIA OUR WEBSITE & WILL BE ON YOUR MOBILE APP. LEAGUE APPLIVE"

THE DRAW AND VENUE ALLOCATION WILL ALSO BE ON THE WEBSITE SO PLEASE

"CHECK WHERE YOU PLAY."

The Cup & Plate is a straight knock-out Competition

Teams Knocked out in Prelim. or 1st Round will take part in the Plate.

Draw will then be done for Cup/Plate & then Matches will be race to 5. straight Knockout.

GPA Singles and Double Tournament Rules.

All Matches will be played at the Venue.

The following rules are to be observed when taking part in the above-mentioned events.

1. Races, in both tournaments – First Rounds,- Race to 4
2. Singles Last 16 & 8 - Race to 5 Semi-Finals - Race to 6, Final - Race to 7.
3. Doubles Last 8 & Semi-Final - Race to 5, Final - Race to 6.
4. **Doubles,breaks are to be Alternate throughout the game.**

The Stop Clock

The Stop Clock is to be introduced at the quarter final stage for both tournaments,or at anytime a player requests it. (Refs to be present from quarter finals onwards).

As per the EBA Rule set, The Stop Clock operates on:

60 seconds on every Shot including the Break Shot.

The referee will call out “30 Seconds” on the 30 second mark, irrelevant if a player is cueing on a shot or not.

There will be no 10 second warnings.

The stop clock will not be stopped when a request to clean a ball is made. Time will continue to run.

The clock will only be stopped when:

1. A player requests a rest or bridge.
2. Something or someone is obstructing a player.
3. When there is a touching ball decision.
4. When Confirmation is required for a Total Snooker.

If a player goes over the 60 seconds, the referee will call “Time Foul” on the 60 second mark.

Leaving the Playing Area (All Gpa Matches)

Leaving the playing Area during the Match must only happen with the Referees permission. Stating that you are going to the toilet does not constitute permission.

The Referee may grant toilet breaks between frames. The referee may not agree to constant toilet break requests from the same player unless it is for proven medical reasons.

Dress Code

Dress Code: The Dress code for any live stream events or when there are TV Cameras present is to be:

Black Trousers, Belt, Black shoes, Team shirt or collared shirts.

No Jeans, Trainers or offensive motif or politically motivated shirts are to be worn.

Singles & Doubles Information

DEAR MEMBERS

Closing date for entry is

Monday 18th December 2023.

Please note:

The matches will be played on Tuesdays & some Wednesdays at the Academy, these can't be postponed. If the match can't be made due to unforeseen circumstances, please advise a member of the committee and the committee will have the ultimate decision on the matter. The results MUST BE NOTIFIED TO VAL JARVIS ON 54007623 by the following Saturday at the latest.

WhatsApp Val Jarvis on 54007623

EBA Championships2023

**MALTA Dolmen Hotel 01st-08th
NOVEMBER 2023.**

We wish all our players great success!
SPONSORSHIP ALWAYS WELCOME



Nations Championships2024

The GPA National Squads will be attending the 2024 Nations Championships Bridlington in 2024
LD's, Juniors, Under 18's, & Under 15's 24-27 March 2024
Ladies, Men's, Senior's, Master's & Grand Master's 17-22 March.2024

We wish all our players great success!

Research has
beaten polio.
Research is
beating HIV.
And one day,
research
will beat cancer.

Help us make it sooner.

tnu.org



World Championships2024.

Malta

2nd - 10th NOVEMBER 2024 Hilton Inn Garden

SPONSORSHIP ALWAYS WELCOME





GPA REFEREES DUTIES, DRESS CODE AND EQUIPMENT.

Pre-Match Duties.

Any person selected to carry out duties of a referee by the GPA committee is to arrive in ample time prior to the match, at least a minimum of 30 mins prior to the commencement of the match and acquaint themselves with the format for the match to be played and the Playing Arena.

The Referee is to ensure that the match table is brushed, balls are clean (not necessarily polished) and lights are serviceable and of ample lighting for the match. The referee is to ensure that the Triangle/Racker is serviceable and that the cross rest, bridge and swan neck are in good order and accessible for the match. The table is to be checked for level in conjunction with a committee member and the table mech is to be tested for serviceability.

The surrounding area is to be checked for space and ensure that there are no obstacles in the area which could hinder the play. The playing area should be enough for the players and referee to move around freely and not hinder each other during the match.

Dress code.

The GPA Committee is ultimately responsible in deciding the attire that referee should wear for the match. If the match is televised, recorded or streamed the referee is to wear the following.

1. GPA Issued Referee's Polo Shirt.
2. Black Trousers.
3. Black Shoes.
4. White Gloves. (Gloves are not a commodity, Gloves are to be worn to stop the transfer of natural body oils and sweat on to any ball that may require to be handled during the match).

5. Equipment

Any person selected to act as a referee should arrive prepared for the match and have in their possession the following,

1. Stop Clock.
2. Ball Markers.
3. Spare White Balls (not spotted white).
4. Personal Triangle/Racker (optional).
5. Spare Clean White Gloves (optional).
6. Table Brush (optional).

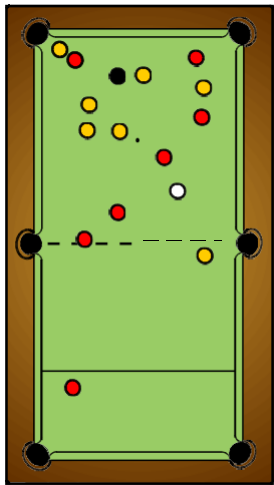
During Match Play.

The Referee is the sole judge of what is fair and unfair play and shall take any action necessary to ensure the rules are observed.

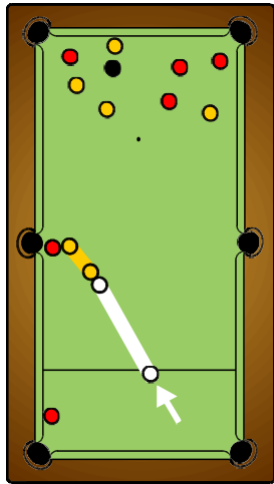
The referee shall at all times during play ensure that he/she is not obstructing the player at the table and is to try their utmost to be out of line of sight of the player, when this is not possible due to the size of the Arena, the referee is to freeze and not move while the player is cueing and the referee has no choice than to be in the line of sight.

The referee is also to be considerate to the spectators and avoid standing in the same position obscuring the same spectators' views constantly.

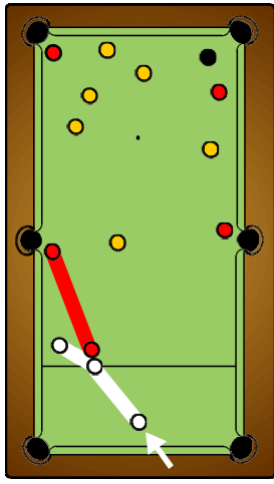
When working with any type of cameras, be it live or recorded, the Referee is to ensure that they do not hinder the camera coverage unless it is entirely essential due to the size of the Arena or having been caught out of position and the referee has to freeze as the player on the table has commenced to cue.



It is a legal break if a ball is potted OR at least two balls fully pass over an imaginary line joining the middle of the centre pockets. If illegal, an opponent is awarded a free shot and one visit. See rule 4b.



In this situation, with an 'open table' at the start of the frame, a yellow is played directly onto a red which is potted. Reds become the designated group. Rule 4e lists shots in which groups cannot be decided and a table remains open.



A legal shot is defined under rule 5d. AFTER initial contact with an 'on' ball, if no ball is potted OR if no balls strike a cushion then the shot is ILLEGAL. This is the case above in which neither the red nor the cue ball touched a cushion.

WORLD POOL-BILLIARD ASSOCIATION BLACKBALL RULES



1. BLACKBALL

The Game shall be known as blackball. Play blackball in a sportsmanlike manner. The referee is the sole judge of what is fair and unfair play and shall take whatever action is necessary to ensure the rules are observed.

2. EQUIPMENT AND TABLE LAYOUT

The game is played on a six pocket rectangular table with six cushions. Equipment permitted
(a) A white ball called the 'cue ball'.
(b) Two groups of object balls consisting of seven red (or blue) and seven yellow balls. Alternatively use balls numbered 1 to 7 and 9 to 15.
(c) A black ball (8ball).
(d) Spider rest, goose-neck rest, cross rest.
(e) Prescribed cues.

No other equipment is permitted unless ratified by the WPA. The playing surface is the flat part of the table bordered by cushions. The surface should be marked with a black spot at the intersection of two imaginary diagonal lines joining centre and corner pockets. The cloth is marked with a baulk line. A straight line drawn from cushion to cushion 1/5th of the length of the table parallel to the face of the cushion which lies at the greatest distance from the black spot. Baulk is the rectangular area bordered by the baulk line and three cushions.

3. OBJECT OF THE GAME

The player or team pocketing their group of object balls first in any order and then legally potting the black ball wins the game.

4. COMMENCEMENT OF THE GAME OR A RE-START

The opening break shot is determined by lag. The player winning the lag decides who breaks. Opening breaks alternate in subsequent frames. The exception is a re-rack for slow or negative play (rule 8g).

LAGGING PROCEDURE

Balls should be of equal size and weight. Ideally use two cue balls, but when unavailable two object balls. With 'ball in hand' behind the baulk line, one player to the left and one to the right of the table, balls are struck simultaneously towards the top cushion to return as close as possible to the baulk cushion. The player whose ball comes to rest closest to the edge of the baulk cushion wins. It is automatic loss of lag if a ball

- (a) Crosses into the opponent's half of the table
- (b) Fails to contact the top cushion.
- (c) Drops into a pocket.
- (d) Jumps from the table.
- (e) Touches a side cushion.
- (f) Comes to rest on the playing surface within the area of a pocket past the nose of the baulk cushion.

Players will lag again if both players fall victim to automatic loss of lag rules or the referee is unable to determine which ball is closer.

4a THE RACK

Arrange as shown with the black ball on the black spot.
4b THE BREAK The first shot of a frame is the break. To 'break', the cue ball is played from baulk at the triangle of object balls.

Frames commence when a player's cue tip contacts the cue ball.
(a) The break is legal if a ball is potted, OR at least two object balls fully pass an imaginary line joining the middle of the centre pockets.
(b) If it is an illegal break the opponent is awarded a free shot plus one visit. The cue ball can be played from where it lies OR from baulk OR there is a re-rack.

4c PLAYING FROM BAULK

(a) The cue ball must be in baulk when a shot is played. If the centre of the cue ball is on the baulk line this is deemed in baulk.
(b) The cue ball must be moved only by hand. Not with the shaft of the cue. The player may continue to adjust the position of the cue ball by hand until a shot is played. If the cue ball is touched with the tip of the cue a shot is deemed to have been played and it is a foul if it does not meet the requirements of a legal shot. Rule 5d.
(c) The cue ball may be played in any direction.
After a foul, if the player decides to play from baulk, position the cue ball without touching any other ball.
It is a foul, if during placement, the cue ball touches another ball.

4d BLACK BALL POTTED ON THE BREAK or on a re-rack

The balls are re-racked and the same player breaks again. No penalty is incurred. This still applies if any other balls are pocketed, or leave the playing surface.

4e DECIDING GROUPS ON AN OPEN TABLE

Groups are NOT decided and the table remains open ...

- (a) On a break shot.
 - (b) On a foul shot.
 - (c) If taking a 'free' shot after a foul.
 - (d) In a 'combination' shot in which balls from both groups are potted.
- After the break the table is open and players may play balls from either group. The black ball cannot be used as an 'on' ball to pot an object ball, unless a foul has been committed and it is a free shot. Given these exceptions, if a player pots a ball or balls from a single group the player is 'on' that group for the duration of the frame. The opposing player is designated the opposite group.

4f DECIDING GROUPS AFTER A FOUL SHOT

If a foul is committed on an open table and one or more object balls are pocketed, then those balls are ignored in determining groups. The oncoming player then faces an open table and has a free shot playable from where the cue ball came to rest OR from baulk. A player may play any ball on a free shot and the table remains open.

4g CONTINUING PLAY

In the course of play, if balls are potted and a legal shot is played then players are entitled to an additional shot. This continues until a player either
(a) Fails to pocket one or more of the allotted balls OR
(b) Commits a foul.

4h CUE BALL IN HAND

With 'cue ball in hand', play from anywhere within baulk in any direction. Legal placement is described in rule 4c.

4i TOUCHING BALLS

Play away from any touching balls. If the touching ball is an 'on' ball. The player is deemed to have played that ball. To play a legal shot, the player need only pot a ball from his/her own group OR cause any ball, including the cue ball, to strike a cushion. If the touching ball is not 'on'. The player must play away and meet all of the normal requirements of a legal shot. See rule 5d.
On playing away from two or more touching balls. All requirements of a legal shot must be met. If not possible the game is a stalemate. See 4r. Should a touching ball move while 'playing away' then this is a foul.

4j COMBINATION SHOTS

Two or more object balls can be potted without penalty in a single 'skill shot'. The potted balls may drop into pockets in any order. In combination shots you may

- (a) Contact a ball from your group first and pot balls from both groups.
- (b) Play to pot your remaining group ball(s) and the black to win a frame provided initial contact is with a ball of your group and all balls are potted.
- (c) Play the black ball (when the black ball is a ball 'on') onto an opponent's object ball and pot both balls to win the frame.

In combination shots after a foul, use a free shot to make initial contact with any ball. For example you may play an opponent's ball onto the black to pocket the black and win the frame, provided you are 'on' the black. In this instance it is not necessary to pot the opponent's ball (see rule 6b).

4k BALLS OFF THE TABLE

It is a foul if a ball leaves the playing surface, does not return by its own means and remains off the playing surface (other than when potted). Balls are returned to the table as follows ...

- (a) If a cue ball, it is played from baulk.
 - (b) Object balls are re-spotted.
- If a ball returns to the table 'by its own means' then
(a) It is not a foul if a ball leaves the playing surface runs along a cushion and drops back onto the surface before coming to rest or falling into a pocket, provided other requirements of a legal shot are fulfilled.
(b) It is a foul if a ball leaves the playing surface and contacts a person, or an object that is not part of the table (such as a block of chalk) and then returns to the surface.

4m RE-SPOTTING AND RETURNING BALLS TO THE TABLE

If a cue ball, it is returned to the table and played from baulk. An object ball is re-spotted with its centre point on the black spot or as near as possible to that spot in a direct line between the spot and the centre point of the cushion which lies furthest from the baulk line. Object balls are re-spotted in the following order
(a) Black ball.
(b) Red (or blue or solid 1-7) balls.
(c) Yellow (or striped 9-15) balls.
Return balls as close as possible to other balls but without touching.

4n INTERFERENCE AND MARKING A TABLE

There is NO penalty if balls are moved in these circumstances
(a) By persons other than the 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 balls as closely as possible to their original positions. A player may not use chalk or other object as a marker. It is not a foul to place chalk on the table while in control but it should be removed before an opponent addresses the table. Intentional marking, such as positioning chalk to aid a shot, is a foul.

4p BALL FALLING INTO A POCKET WITHOUT BEING HIT

- (a) If a ball falls into a pocket without being hit by another ball, having been motionless for five seconds or longer, and being no part of any stroke in progress, it is replaced and play continues.
 - (b) If a ball falls into a pocket 'by itself' during a shot, so that it would have been hit by another ball were it still there, then it is replaced and all balls that moved during the shot are returned to their former positions prior to the next shot.
- The player may then play the same shot OR chooses a different shot.
(c) If a ball balances momentarily on the edge of a pocket and then falls it counts as in the pocket and will not be replaced.

4q OBJECT BALL FROZEN TO, THAT IS TOUCHING, A CUSHION

When the cue ball makes first contact with an 'on' object ball which is 'frozen' to a cushion it is a foul if the shot does not result in
(a) A ball being potted OR
(b) The cue ball contacting a cushion OR
(c) The frozen ball contacting a cushion attached to a 'separate' rail OR
(d) Any other object ball contacting a cushion with which it was not already in contact before the shot was played.
A ball touching a cushion at the start of a shot which is forced into the same cushion is not considered to have struck that cushion unless it leaves the cushion, strikes another ball, and then contacts the cushion again.
An object ball is not considered frozen to a cushion unless this is announced by a referee or player prior to a shot being played.

4r STALEMATE If a situation arises where no legal shot is playable, see rule 5d, whether by accident or design, the frame is re-started. If a re-rack is caused by accident, the original 'breaking' player breaks again. If due to slow or negative play, or by design, players lag to see who breaks. Re-racks may involve reduced numbers of balls. Rule 8g.

4s COMPLETION OF A FRAME OR GAME A frame is over when the black is potted on a legal shot (rule 5d) and all balls come to rest OR in a 'loss of frame' situation (rule 7). The referee waits for the balls to stop moving and announces frame, game or match awarded to a player or team.
If the referee has not made this announcement and the balls are still moving, then a player will be penalized by loss of frame if a further shot is played OR the player interferes with the remaining balls.

5. FOULS

5a Potting the cue ball 'in-off' This includes the break shot. Following an 'in-off' shot the player or referee may recover the cue ball from the basket (see rule 7e, preventing a ball going in-off).

5b Playing outside baulk when obliged to play within baulk.

5c Potting an opponent's ball without potting a ball from your own group (or the black if the 'on' ball) except when the table is open.

5d Failing to perform a legal shot.

LEGAL SHOT DEFINED :
To play a legal shot the player must cause the cue ball's initial contact to be with an 'on' ball and THEN must either
(a) Pot any 'on' ball or balls (see rule 6b) OR
(b) Cause the cue ball or any object ball to contact a cushion (see exception, rule 5g, snookers).

5e JUMP SHOTS

The cue ball jumps over another ball. If the cue ball leaves the bed of the table and does not strike an object ball that would have been struck had the cue ball not left the table on an otherwise identical shot then the cue ball is deemed to have jumped over that ball. This is a foul.

5f PUSH STROKES Defined as the tip of the cue remaining in contact with the cue ball after it has commenced forward motion.

5g Failure to escape SNOOKERS by striking an 'on' ball.
A player is considered snookered when it is deemed impossible to hit any part of a ball 'on' by way of a straight line shot.

In escaping from a snooker the player need only cause the cue ball to contact an 'on' ball. It is NOT necessary to pot a ball OR to cause any ball to contact a cushion AFTER escaping a snooker. Players should seek confirmation of the snooker from an opponent, referee or official before playing a shot.

5h Striking the cue ball with any part of the cue than the tip.

5i Playing before balls have come to rest from previous shot.

5j Playing before balls that require re-spotting are re-spotted.

5k Playing out of turn.

5m DOUBLE HITS The cue tip contacts the cue ball more than once in the same shot. If the tip of the cue strikes the cue ball twice and the referee clearly sees or hears each contact, then it is a foul.

5n Playing a shot while not having at least one foot on the floor. The exception is physical disability or other special needs.

5p Touching a ball. A player's body, clothing, jewellery or accessory, or part of a cue, with the exception of the tip in a legal shot, touches a ball.
A tip falling off a cue, or chalk dropped, is a player's responsibility. Should these contact any ball on the table it is a foul. A player is responsible for equipment brought to the table but not that supplied at the tournament. If the end falls off a rest that has been provided for a tournament and it contacts a ball this is not a foul. This is 'supplied' equipment. Only if it is a player's own equipment is it a foul.

6. PENALTY AFTER A FOUL

6a Loss of control of table.

After any foul the offending player loses his or her next visit and the opponent has a free shot plus one visit.

6b ON A FREE SHOT AFTER A FOUL

The table is 'OPEN' and the oncoming player may take a free shot without nomination. On the first shot only, play the cue ball onto any ball without penalty.
On a free shot a player may
(a) Play or pot any of the opponent's balls.
(b) Play combination shots by playing directly onto an opponent's balls and thereby pot his/her own group of balls OR : play onto his/her own group balls and thereby pot any of the opponent's balls.
(c) Play the black ball onto, and pot, the opponent's balls OR : play the black ball onto, and pot, any balls from his/her own group.
(d) Play the black ball, but not pot it, unless it is the ball 'on'.
The black can be potted in combination shots as described in rule 4j.

6c Following any foul the cue ball may be

Placed in baulk OR played from where it lies on the bed of the table. Proceed as in rules 6(a) and 6(b). Moving the cue ball to and within baulk does not count as a shot or visit.

7. LOSS OF FRAME FOULS ARE AS FOLLOWS

7a Committing a foul in a shot in which the black is potted.

7b Potting the black . . . when any balls of the player's own group remain on the table after the shot has been played.

7c DELIBERATE FOUL

A player who clearly and intentionally plays a ball not 'on' has committed a deliberate foul resulting in loss of frame. A player who clearly and intentionally fails to attempt to play a ball from his/her own group, or play an 'on' ball after a foul, will lose the frame.
Failing to make a bona fide attempt to play a legal shot is a deliberate foul and will result in loss of frame.

7d Deliberately touching or picking up a ball on the surface of the table without permission results in loss of frame.

Except when positioning the cue ball in baulk (rule 4c) only the referee can deliberately touch a ball on the bed of the table. If a referee is unavailable, ask an opponent to pick up the cue ball.

7e Catching or preventing a ball going 'in-off'.

If the cue ball is going 'in-off' and the player catches that ball, preventing it from dropping into the pocket and entering the table mechanism, then it is loss of frame.

7f Deliberately by word or action disrupting opponent's play.

8. GENERAL TOURNAMENT AND LEAGUE GUIDELINES

8a TIMED SHOTS AND FOULS Players have 60 seconds to play a shot, including the break shot or a shot with 'ball in hand'. The referee starts timing when all balls come to rest from the previous shot (but see below, recovering an 'in-off' cue ball). If a player has not played within 60 seconds it is a foul. If 30 seconds elapse before a player has played a shot, the referee announces "thirty seconds".

The call must be made the instant that time has elapsed and not postponed because a player is about to play a shot. The referee may recover the cue ball from the basket if a player is slow in doing so.

The referee will hand the ball to the player in control. As soon as the cue ball is handed over, or the player recovers the ball, the referee starts timing. The player has 60 seconds to play a shot. A 'Time Out' is called for the following reasons
(a) Player requests a rest or bridge.
(b) Something or someone is obstructing the player.
(c) There is a 'touching ball' decision.

8b UNSPORTSMANLIKE CONDUCT

The 'Spirit of the Game' is breached and a frame or match is awarded to an opponent. Unsportsmanlike conduct may be regarded as
(a) Foul language.
(b) Throwing a cue around or unscrewing it as if to concede.
(c) Arguing with an opponent, spectator or referee.
(d) Continuously disagreeing with a referee's rulings.
(e) Interfering while an opponent is playing a shot.
(f) Not moving away from the table or out of an opponent's way after a visit.

8c COACHING

Play without advice from others. If, in the opinion of the referee, the result has been compromised in some way, it may be decided to award the frame to the opponent.

8d LEAVING THE PLAYING AREA

If a player has to leave the playing area during a match, the player must have the referee's permission. This should happen only under exceptional circumstances. With no referee, players should take bathroom breaks between frames.

8e A referee may on request advise on the rules of the game.

The referee will explain the rule to the best of his ability. The referee must not provide any subjective opinion that would affect play, such as whether a legal shot can be played. Referees cannot be held responsible for giving incorrect information. It is the player's duty to be aware of the rules.

8f The referee ensures excessive time is not taken on a shot.

This will be in accordance with local competition rules and guidance and is necessary when an event doesn't apply the 'time rule' described in rule 8a.

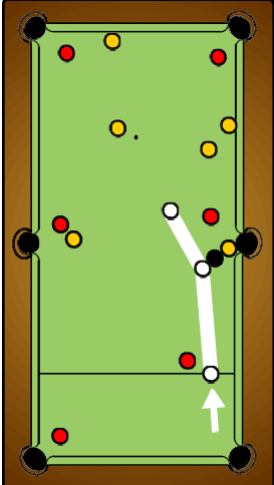
8g RE-RACKS with nine balls following slow or negative play.

Rack fifteen balls as normal. Remove the ball at the apex and the back five. Players must lag to determine who breaks.

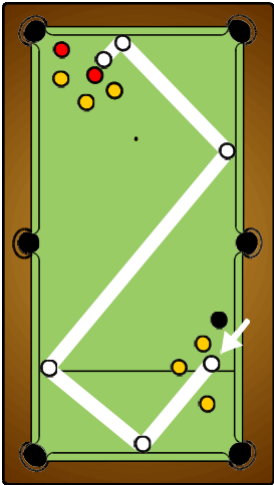
8h In DOUBLES when a player approaches the table, conversation with others including a partner is unsporting and dealt with under competition rules.

8i PLAYING WITHOUT A REFEREE Disputes between players should be referred to tournament officials. Play stops to allow an official to be called, as protests must be made prior to any further shot being taken. Otherwise protests cannot be considered. If players fail to take this action no foul is considered to have occurred. Players must honour an opponent's request to halt play and summon an official.
Failure to do so may result in forfeiture of a frame or match.

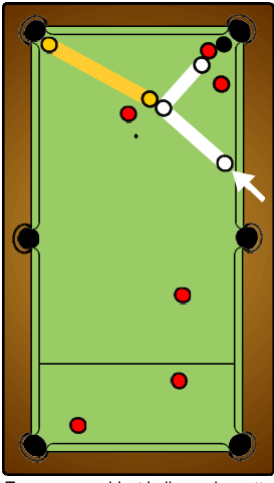
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Following a foul, the opposing player has a free shot in which the cue ball can be played onto any ball, including the black. Also pot any ball (including the black if it is an 'on' ball). See rule 6b for details.



After successfully escaping from a snooker it is NOT necessary for a ball to be potted or for any ball to contact a cushion, as described in rule 5g. This is the exception to a legal shot which is defined in rule 5d.



Two or more object balls can be potted without penalty in a 'combination' shot provided an 'on' ball is struck first. Above, the player on yellows plays a combination to pot both the last remaining yellow and the black ball to win the frame. Rule 4j explains.



Blackball 8ball Pool Community Web Sites

