

All England Bar Billiards Association Rules and Constitution.

AIMS AND CONSTITUTION OF THE ALL ENGLAND BAR BILLIARDS ASSOCIATION.

- 1) The Association shall be known as the All England Bar Billiards Association.
- 2) The aims of the Association shall be to promote and encourage the playing of Bar Billiards throughout the United Kingdom and particularly by the Organisation of Inter County competition.
- 3) Competitions will include, but not be limited to, a County Championship, a Ladies' County Championship, an Individual Championship, a Ladies' Individual Championship, a Pub/Club Championship, an Over 50's Championship, an Over 60's championship, an Under 30's Championship, an Alternative Rules Competition(s) and separate Grand Prix for Ladies and Men.
- 4) Membership of the Association will be open to any County Association. Acceptance of new members will be by a majority vote at the Annual General Meeting.
- 5) An annual affiliation fee shall be paid to the Association by each County, the amount to be determined by the Annual General Meeting, which will also decide a date by which fees will be due. If fees are not paid by the agreed date then they will be doubled every two months for which they remain unpaid. Counties will not be permitted to enter the A.E.B.B.A. competitions unless affiliation fees have been paid.
- 6) Membership of the Association may be revoked or suspended by a majority vote of the Annual General Meeting.
- 7) Administration;
 - a) The officers of the AEBBA shall be the Chairman, Vice Chairman, Secretary, Treasurer, Tournament Director and Assistant Tournament Director. The committee shall comprise also of three other co-opted members from the Bar Billiards community. All committee members shall have full voting powers with the exception of the Chairman who shall preside and have the casting vote where necessary.
 - b) All officers of the AEBBA are required to act in a manner that is not injurious or likely to be injurious to the interests of the association
 - c) All officers of the AEBBA are expected to attend committee meetings wherever reasonably possible and to transact business and decision making in the best interests of the association. The committee shall meet from time to time as deemed necessary, 4 officers or committee members to form a quorum, including the Chairman or vice Chairman.
 - d) The Roles & Responsibilities of the officers of the AEBBA Committee are as follows:
 - i) CHAIRMAN – The role of the Chairman shall be to stand as figurehead to the organisation and to oversee the continuing operations of the AEBBA. The Chairman is responsible for the leadership of the association and management of the association committee.
 - ii) VICE CHAIRMAN – The Vice Chairman role is to act as deputy to the Chairman and to assume the role of Chairman in the absence of the same. The Vice Chairman shall be responsible for oversight of the game at an elite level ensuring the continual growth of elite events and identifying areas of development.

iii) **TREASURER** – The role of the Treasurer shall be to manage the financial activity of the organisation and to ensure ongoing solvency as well as to ensure the security of AEBBA assets. The Treasurer shall supply ongoing information pertaining to the financial position of the association at each committee meeting and will prepare full and detailed accounts for acceptance at the A.G.M. The Treasurer shall be responsible for the day to day management of AEBBA finances, subscriptions and sponsorship as well as for allocating budget for expenditure.

iv) **SECRETARY** – The role of Secretary shall be to oversee and administer the key activities of the organisation. The Secretary shall maintain all records pertaining to committee and association activity, publish information as required and act as the conduit of communication for committee and affiliated association members. It is expected that the Secretary shall be responsible for overall strategy with regard to public communication (including the AEBBA website and social media), sustainability - both financial and personnel, growth and event development. The Secretary shall prepare all documentation for committee meetings and the A.G.M. The Secretary shall also manage and maintain documentation pertaining to table hire in order to support the Treasurer in accurate accounting and financial forecasting.

v) **TOURNAMENT DIRECTOR** – The role of Tournament Director shall be to ensure adequate focus is given to the playing success of the association through events and competitions. The Tournament Director shall be responsible for the management, administration and logistics of playing event competitions and shall maintain necessary documentation in order to conduct draws and formats for each competition.

vi) **ASSISTANT TOURNAMENT DIRECTOR** – The role of Assistant Tournament Director shall be to provide support to the Tournament Director across the full range of responsibilities of that role. This shall include event planning and logistics as well as competition formats and draws. Additionally, the Assistant Tournament Director shall be responsible for the management and administration of the AEBBA Ranking Points system and shall be the conduit between the association and the Ranking Points committee. The Ranking Points committee shall have oversight of the system and may make recommendations for change to the AEBBA committee for approval. Ranking Points shall be updated following each AEBBA or eligible event as a minimum and shall be made available via the AEBBA Website. This shall include managing qualification for restricted events such as the AEBBA Grand Prix.

vii) **DELIVERY MANAGER** – The role of the Delivery Manager shall be to work closely with the Secretary and to manage the delivery and collection of AEBBA Competition tables according to agreed hires with County and League Associations. The Delivery Manager shall highlight issues with the tables and the vehicle so that repairs and maintenance can be factored in.

8) The Chairman, Vice-chairman, Secretary, Treasurer, and Tournament Director will be elected each year by the Annual General Meeting. Retiring Officers will be permitted to stand for re-election.

9) The President, once elected, shall retain the position for life or until voluntary retirement.

- 10) Honorary Life Vice-Presidents may be nominated and elected at the Annual General Meeting.
- 11) Officers of the committee may be paid an honorarium the amount and award of which will be fixed each year at the Annual General Meeting.
- 12) A quorum for Annual General Meetings shall be representation by at least 1/3rd of the Affiliated Counties.
- 13) Any member of an affiliated County who are present at the AGM will be entitled to a vote. No voting by proxy or by post shall be allowed. The Chairman will have a casting vote if required.
- 14) Changes of the Association's Rules may only be made by a majority decision of the Annual General Meeting or Extraordinary General Meeting. Proposals must be with the Secretary 21(twenty one) days before the AGM/EGM and distributed to the County Secretaries, so they can be sent to each league / association to be discussed upon.
- 15) An extra-ordinary meeting must be called by the Secretary within thirty days of receipt of a written request from at least fifty percent of member counties or as deemed operationally required by the AEBBA Committee.
- 16) Member counties agree by their affiliation to abide by the Association's Rules.
- 17) The A.E.B.B.A. committee is empowered to act in the case of any contingency that may arise which is not provided for in these rules.
- 18) Playing in the National Pairs (currently in Bournemouth) will be conditional upon residency at the hotel where the competition is being held, provided that rooms are available. Compulsory residency to commence from 2015.
- 19) AEBBA will appoint at least one "Independent Verifier" each year from 2015 to examine the accounts prior to the day of the Annual General Meeting. The Independent Verifier will be required to confirm, at the AGM, whether the accounts can be submitted as being true and accurate or require further examination.
 - a) The Financial Year for the AEBBA will run from the 1st September to the 31st August of the following year.
- 20) A.E.B.B.A. recognises and welcomes, but does not administer, the four pin version of Bar Billiards. The general rules and playing conditions for the Four Pin variant of Bar Billiards are those currently in force for the East Anglian Four Pin Open although, when hosting the AEBBA 4-Pin Championships on AEBBA '3-pin' tables some rule modifications shall apply as set in Rule 61c.
- 21) A.E.B.B.A. recognises the current ranking structure, which will be administered by an appointed committee. The structure is as published in appendix (1).

RULES GOVERNING INTER COUNTY TOURNAMENTS AND A.E.B.B.A. TEAM K.O. COMPETITIONS.

- 31) Dates and venues will be determined by the A.E.B.B.A. Committee.
- 32) An Overall Referee will be appointed for each event. In the event of any dispute, the referee's decision will be final.
- 33) The format for all Inter County Competitions will be determined by the A.E.B.B.A. Committee and may vary depending upon the number of participants.
- 34) Only counties affiliated to the All England Association may enter A.E.B.B.A. competitions.

- 35) In all A.E.B.B.A. Team Competitions all games will be break-apiece, the balls being respotted after the first player has completed their opening break.
- 36) Ladies' County Championships;
- a) A team of five ladies can be made up from any county that cannot field a full side. This team shall be called "County Five" and must be selected from the said counties and sent to the AEBBA secretary before the 1st September in the current year.
- b) ANY lady player who represents the "County Five" will still be eligible to represent their own county in the Ladies Individual Championship.
- c) Lady players will NOT be permitted to play in both the County Championship and the Ladies County Championship. Lady players will not be permitted to play in both the Individual Championship and the Ladies Individual Championship in the same year.
- 37) Table time at County and Individual Group Play-offs and Finals will be a minimum 15 minutes and a maximum 20 minutes. If the table runs for less than 15 minutes the bar will be pulled again and play will continue until 15 minutes, at which point any balls going into holes will be retained as if the bar had dropped. If the bar has not dropped by 20 minutes any balls returning to the trap will be retained by the scorer as if the bar has dropped.
- 38) Individual matches played over two games will be played consecutively on the same table. Rule 35) will not apply. Winner to be decided by highest aggregate score. The winner will be awarded two points for aggregate, none for the legs. In the event of a tie, highest leg score to win. If still tied one break of up to 5 minutes to decide, order of play to be reversed. Time to count from first ball struck to final ball struck within the five minutes, balls in motion at the end count.
- 39) In Inter County Play-offs and Finals positions will be determined as follows.
1. Highest number of points gained.
 2. When equal points - most matches won.
 3. When equal points, equal matches won - highest aggregate score.
- 40) Inter County Representative matches will be seven – a – side. Each County may enter 1 Open and 1 Ladies Teams.
- a) All Counties must confirm their attendance no later than 21 days prior to the scheduled event
- b) There will Be 2 Divisions of maximum 7 teams in each. If there are spaces after teams have confirmed the order of teams to be invited will be;
- i) Ladies County Select team (from Counties who have not entered a Ladies team) ii) B teams will be invited to play. (Any team in Div 1 will be invited first then B teams will be invited on where they finished in the previous year)
- iii) If there are still spaces a County 7 side will be invited. (from Counties that have not entered a B team)
- c) The Tournament Director to appoint an appropriate person/s to choose the select sides.
- 41) In Team K.O. Competitions, the team drawn first will break first in the opening game, with breaks going alternatively in subsequent games. In the final game, if the match is all square, the Equal Time Rule, Rule 43), will apply.
- 42) In Team K.O. Competitions, a draw will be made before the start of the match to determine the order of play and to determine the player numbers.
- 43) Equal Time Rule: the table time should be established and agreed before the start of the final game. Should the first player consume in excess of half the agreed time 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.

44) Grand Prix points qualification will be as follows: Open - winner 15; runner-up 10; semi-finalists 6; quarter-finalists 3; last sixteen 1. Ladies - winner 8; runner-up 5; semi-finalists 3; quarterfinalists 1. Jersey - winner 20; runner-up 15; semi-finalists 10, quarter-finalists 6; last sixteen 3; last thirty-two 1. Ladies only events do not count towards open Grand Prix Standings.

45) Grand Prix Finals Seeding Qualification - If players finish level on points deciding criteria will be:

- i) Number of GP events a player has gained points in.
- ii) Number of GP matches a player has won.
- iii) Number of GP events a player has played in.

iv) If still level, positions to be drawn, unless this is for the last position in which case a playoff will be staged at the beginning of the tournament.

46) Walkover in Team Events: Team to be awarded the average score of all of the other winners in that match.

47) County Team qualification: A player may choose to play for any county in which he is registered, but he cannot play for more than one in any one season. This applies to A.E.B.B.A. Individuals, Open and Ladies County Championships, although not to the Pub Team Competition or Alternate Rules. Season to start on September 1st.

48) Players qualifying for the Grand Prix cannot play in this and either the over 50's or over 60's whilst they are held on the same day.

49) Failure of ANY open to notify A.E.B.B.A. of the result within 21 days will result in that result not being included in the GP rankings. If this happens two years in succession that open will lose its GP status.

50) Lady players will only qualify for the Grand Prix Finals if they gain points from a fully open competition.

51) That A.E.B.B.A. sell sponsorship of tables to individuals at A.E.B.B.A. events.

52) In A.E.B.B.A. age related competitions, the player has to be under that age on the day of the competition, e.g.: under 25's, and that age or over on the day, e.g.: over 50's & over 60's.

53) Grand Prix seeding: seeds to be shuffled up to fill vacant places and reserves inserted at the bottom.

54) Jersey and Guernsey will be invited to provide entries to the All England Individuals, Ladies Individuals, Team Competitions and the County Championships as they are associate members.

55) Pub/Club Team Competition Rules:

- a) All counties to nominate a team to represent them in this competition. Each county is free to decide how they arrive at this nomination
- b) A team may enter a guest player PROVIDED he only plays for they team he is guesting for (and plays regularly for a Team within ANY league in the same county). A team may have two guests if they only play 3 a side. Players are not restricted to the one county rule (Rule 47) in this competition provided the fulfil the other criteria.

- c) Players must be registered for the host venue and the same league at the start of the calendar year. Players should play 50% of the league games for the team they are registered
- d) Teams from the same league within a host venue may amalgamate.
- e) Registration forms must be supplied (normally by the County Secretary) to the AEBBA Secretary by the end of August of that year's competition to allow scrutinizing. Failure to comply with this will result in automatic disqualification from the finals.

56) Pairs Competitions, Break Order:

a) Open pairs Two Legs: The break order will be:

(1) Game one: A B C D

(2) Game two: D C B A

b) Open Pairs Four Legs -The break order will be:

(1)Game one: A B C D

(2)Game two: D C B A

(3) Game three: C D A B

(4) Game four: B A D C

c) Mixed Pairs: Ladies MUST have FIRST BREAK in ALL LEGS. Men CANNOT follow the FIRST BREAK player

57) Where choice of first break is decided by the toss of a coin, the coin must be tossed in the air and either caught or allowed to fall to the floor.

58) If two teams from the same county are in the same group of an inter-county final, they must play each other first to try to prevent any possible collusion later.

59) If a player does not complete all their matches in a round robin group, all matches involving them (whether or not completed) shall be declared null and void.

60) Interrupted or delayed matches:

a) If a delay occurs during a game, the delay should be timed and that time added on when the bar drops by pulling the bar again. After the delay time, the balls will be removed from the trap as they return as if the bar has dropped.

b) In the event that competition matches are halted part-way through due to circumstances beyond the reasonable control of the Tournament Organisers, players and scorers should take careful note of the current status of their match prior to following the instructions of the Tournament Organisers. On resumption, all current series matches shall recommence from the point in which they were stopped with the remaining minutes left decided by the Tournament Organisers.

61) Alternate (Triangle) Rules:

a) When "Triangles" version used:

i) The break position for this variation is to play a ball from the centre of the 'D' to hit a triangle of six white balls.

ii) The triangle of balls is to be placed on the centre line between the 100 hole and the 10 hole, lead ball nearest the 100 hole, with its centre 14 cm from the centre of the 100 hole.

iii) Should insufficient balls be available to fill the triangle after the bar has dropped, the triangle will be built row by row from the front and right hand side.

iv) All shots to be played 'off-the-spot' from the centre of the 'D'.

- v) The black skittle will only count as a white for this competition, except for the 'last ball shot'.
- b) When run as "Off the Spot" (hosted in turn by Counties on behalf of AEBBA): Normal playing rules apply – apart from that ALL shots must be played from the centre of the D: failure to observe constituting a foul shot.
- c) When run as a "4-Pin" competition (hosted by Counties on behalf of AEBBA): Rules shall be as follows:

Event Rules

Play shall take place on the AEBBA's competition tables but set up for 4-Pin Bar Billiards including pin and spot positions as well as pocket values and the use of mushrooms.

61.1 To be consistent with all AEBBA matches, the player named first on the match card shall have the choice whether to take the opening break. In matches played over a single leg, equal breaks shall apply. In matches played over two legs, the non-breaking player from the first leg shall take the break in the second leg.

61.2 Four mushrooms (not pegs) should be placed in front of the four high scoring holes except for the last ball shot. There must be 7 White balls and 1 red ball in the tray after the timer jack is pulled. To start the game, place the red ball on the spot above the 'D' ('break spot') and play a white ball from the centre of the 'D'. This is called the break shot. The centre of the 'D' should be marked with a spot. Thereafter, with the exception of further break shots, and the last ball, either coloured ball may be played from any position within the confines of the 'D'. All strokes throughout the game must be played from the 'D'.

61.3 The player must not play the cue ball directly into a hole. The cue ball must first strike another ball to become a scoring shot. In normal play players can choose to use any ball from the tray.

61.4 When the red ball is potted, the score of that ball is doubled. When two balls are potted from the break shot position on three consecutive occasions into any pockets the scorer will call "One Up" if both balls are then potted into any holes a foul is called and that break score is lost.

61.5 When all balls are in play, and none left in the tray, the ball nearest to the baulk line is returned and played from the 'D' to continue the game. If two or more balls are equidistant from the baulk line the ball nearest to the centre should be returned to continue play as it is "nearest to the 'D'".

61.6 When no balls are left in play, the red and white balls are positioned as for the start of the game.

61.7 When a ball returns to cut the baulk line (not the edge of the baize), that ball is removed to the tray.

61.8 If a mushroom is knocked over by a ball and cannot be replaced because of obstruction by a ball, that ball shall be removed to the tray. The mushroom must be replaced to its correct position immediately.

61.9 If a mushroom is knocked from its correct position without falling over, if possible it shall be immediately replaced on its spot, if a ball is obstructing the spot the mushroom will remain in its position until such time as that ball is moved from the spot then the mushroom should be immediately replaced correctly. If a break ends the mushroom will be re spotted and the ball returned to the tray.

61.10 If a ball and mushroom are wedged in a hole together, the mushroom is to be removed first and the ball allowed to drop down the hole and not returned to the tray even after the gate has dropped.

61.11 Each player continues until a non-scoring shot is played.

61.12 Once a player leaves the table their break is deemed over, should a ball fall down a hole after they have left the table this will not count towards their break or their opponents break unless their opponent has first struck the cue ball whether or not it strikes another ball.

61.13 Scores shall have the same value before and after the gate has dropped. The red ball will continue to score double.

61.14 The last ball on the table shall be played from the centre of the 'D' and must be played into either the 100 or 200 hole but must first hit one side cushion only. The mushroom in front of the 100 hole will be removed for this shot.

61.15 Foul Shots

61.15.1 The player loses his/her entire score if :-

- a) The last ball is holed without striking the side cushion.
- b) The player causes the mushroom covering the 200 hole to be knocked over – applies to last ball shot only.

61.15.2 The player loses the score of that break if :-

- a) The cue ball fails to strike another ball.
- b) Any ball returns to cut the baulk line (not the edge of the baize) – the 'D' counts as baulk.
- c) If two balls are sunk from the break shot into any holes more than 3 times in succession.
- d) The player causes any mushroom to be knocked over.
- e) The player fails to keep 1 ball up when instructed by the scorer
- f) Any ball leaves the table, or strikes the backboard, even if that ball returns to the normal play area.
- g) Any ball is played other than from the 'D'.
- h) The player causes any ball to move other than a shot played correctly from the 'D'.

i) If a break shot or final ball is not played from the centre of the 'D'.

61.15.3 If a combination of foul shots occur, then, regardless of sequence of events, the first penalty counts only.

61.16 Table Rules

61.16.1 The table shall be set out as follows:

61.16.2 Mushrooms shall be placed (the baulk line side) to cover the 200 hole, the 100 hole, and the two 50 holes and shall be set 4mm from the edge of the hole

61.16.3 The spot for the red ball for the break shall be exactly halfway between the rim of the 200 hole closest to the baulk line, and the back edge of the "D" +/- 5mm

61.16.4 The number of balls shall be seven white and one red.

61.16.5 The lower scoring holes should be marked with the 30 and 10 holes reversed in relation to the current AEBBA 3-pin rules

PLAYING CONDITIONS.

62) 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.

63) 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.

64) The table must be level and in good condition.

65) 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.

66) 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.

67) 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.

68) 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.

69) The table shall be adequately illuminated.

70) One red ball and seven white balls of equal size and weight shall be provided.

RULES OF PLAY.

71) All shots must be played with the base of the cue ball within the area of the "D".

- 72) 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.
- 73) 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 96(e).
- 74) 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.
- 75) 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.
- 76) Other than from the break position and the last ball shot (see rule 88) the cue ball may be placed anywhere on the "D".
- 77) 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.
- 78) A break will continue until such time as the player fails to pot a ball or plays a foul shot in accordance with rules 90 and 91).
- 79) At the end of a break the score should be recorded progressively on the scoreboard.
- 80) 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.
- 81) 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.
- 82) If a ball on the lip of a hole falls in after the scorer has called end of break, in conjunction with rule 96)f), this ball shall not count.
- 83) 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 84.
- 84) 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.
- 85) 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.
- 86) After the Bar has dropped, play should continue until all balls in the rack had been used.
- 87) 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.
- 88) 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.

89) 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 88).

90) Foul shots incurring loss of break score penalty:

a) Potting both balls from break position four consecutive times. (Except as in rule 96)e).

b) Failing to hit another ball with the cue ball. (Except as in rule 81 and rule 88).

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).

p) Where a player commits two fouls in a single shot the penalty for the first foul committed shall apply.

91) 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.

c) Deliberately causing a loss of break penalty to precede a possible loss of total score penalty will result in a loss of total score penalty.

- 92) 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.
- 93) 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.
- 94) 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.
- 95) 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.
- 96) 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 32).
 - 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 90)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 82). (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.
- 97) 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).
- 98) No coaching of players should take place whilst the player is at the table.

APPENDIX

NATIONAL OPEN RANKING RULES

1) Opens - Players get points for reaching the last 32 in the following order – Winner 15; Runner Up 11; Semi Final 8; Quarter Final 5; Last 16 3; Last 32 1.

In addition a win bonus of 0.5 points will be given for any match won where ranking points ARE NOT at stake (that is to say any round before the last 64). This ensures all players that have won a match will receive some points. In the event of a walkover, no match bonus will be awarded, in the event of a walkover in a later round where ranking points are at stake a player will receive his/her full allotment of points, but will only receive half points if they have not won a match in a previous round.

The 'open' tournaments in 2013 that qualified for ranking points under the above system were the Oxon Open, Guernsey Open, Surrey Open, Off the Spot Open, Sussex Open, Kent Classic, Bucks Open and Berks Open. Any new competition will be discussed by the committee to decide whether it will be eligible for ranking points.

2) World Champs – Due to the prestigious nature of this tournament extra ranking points are on offer. Players get points for reaching the last 64 in the following order Winner 25; Runner Up 20; Semi Final 15; Quarter Final 10; Last 16 6; Last 32 3; Last 64 1. With the current group format in place before the last 64 round, players receive 0.5 points for any win in the group stages.

3) County Champs – in Division 1 players will receive 1 point for a leg won with break, and 1.2 points for legs won against break. These points are converted into the equivalent of 5 matches to keep the points awarded consistent in different years. A 1 point bonus will be awarded for winning all legs (or 5 out of 6 legs if that many games played) In Division 2 players will receive 0.5 points for a leg won with break, and 0.6 points for legs won against break. As above these points are converted into the equivalent of 5 matches. A 1 point bonus will be awarded for winning all legs (or 5 out of 6 legs if that many games played)

4) All England Singles - Qualified players will receive 1 point for each leg won and 1 point for each match won (including final). Points earned in group games will be converted to an equivalent of 4 matches played. The All England Ladies will also now contribute (as they generally cannot qualify for the All England Singles) and will be awarded 2 points for the winner and 1 point for the runner up.

5) Minor Opens – open tournaments that are considered a 'minor' open by the rankings committee will attract ranking points under their own system decided by the committee. These tournaments are generally considered 'minor' as they are played under different rules to the normal 3 pin game. In 2013 there were two such tournaments that were considered 'minor' and they attract points under the following rules.

a) Alternative (Triangle) Rules - Players get points for reaching the quarter finals in the following order

Winner 7; Runner Up 5 points; Semi Final 3; Quarter Final 1;

Win bonus to apply but reduced to 0.25 points per win will be given for any match won where ranking points ARE NOT at stake (that is to say any round before the last 16).

b) Norfolk/Suffolk 4 pin open - Players get points for reaching the quarter finals in the following order

Winner 7; Runner Up 5; Semi Final 3; Quarter Final 1;

Win bonus to apply but reduced to 0.25 points per win will be given for any match won where ranking points ARE NOT at stake (that is to say any round before the last 16).

6) Pairs (both Bournemouth and World Champs) points given to quarter finals in the following order

Winner 7; Runner Up 5; Semi Final 3; Quarter Final 1.

Win bonus to apply but reduced to 0.25 per win will be given for any match won where ranking points ARE NOT at stake (that is to say any round before the last 16).

The Guernsey Pairs will also attract ranking points, but because of the lower prestige and smaller entry it will only attract half the ranking points set out above.

7) Plates – ranking points will be awarded for plate competitions that are played in opens, world champs, minor opens and pairs competitions in the following way.

Opens – 2 points for winner and 1 point for runner up in opens. A 0.1 point win bonus will be awarded for any match won in the plate, before the semi final.

World Champs – 4 points for winner, 2 points for runner up and 0.7 points for the 2 losing semi finalists and 0.1 point win bonus for each match won before the quarter finals.

Minor Opens – 0.7 points for winner and 0.35 points for runner up in minor opens. A 0.05 point win bonus will be awarded for any match won in the plate, before the semi final.

Pairs – 0.7 points for winner and 0.35 points for runner up in pairs comps. A 0.05 point win bonus will be awarded for any match won in the plate, before the semi final. For Guernsey pairs these points are halved as for the main competition.

In some cases a player may earn both points in the main and plate competition for their progress in each tournament. If this happens the player will only be credited with the higher of the two points awarded (for example a player may have had a bye into the last 32 and go on to win the plate, in this case the player will receive the 2 points for winning the plate and not receive the 0.5 points for reaching the last 32).

8) Score bonuses – a score bonus of 0.1 points will be awarded for leg scores over a set amount in national tournaments and will increase in by 0.1 as the score increase by equal increments. For all tournaments above a score bonus of 0.1 points will be awarded for any leg score over 5,000 points. This will increase by 0.1 points as this score increases by 3,000 increments (so 5,000+ scores get 0.1 point, 8,000 (0.2 points), 11,000 (0.3 points) etc.

The exception to the above is for minor opens where the rules played lower the scoring average per player so the score bonus is adjusted as follows - Alternative Rules will change to 0.1 points awarded from 2,000 at 500 increments, Norfolk/Suffolk 4 pin open will change to 0.1 points awarded from 1,500 at 500 increments.

All matches played will attract score bonuses, including main and plate competitions.

9) Competition Entry Numbers – it was decided there should be a reduction in points awarded if the entry numbers are significantly lower than average. For opens and the world champs 75% ranking points will be awarded if entry drops below 50 players, 50% ranking points will be awarded if entry drops below 40 players. For pairs tournaments 75% ranking points will be awarded if entry drops below 45 pairs, 50% ranking points will be awarded if entry drops below 35 pairs. For minor open tournaments 75% ranking points will be awarded if entry drops below 25 players, 50% ranking points will be awarded if entry drops below 20 players.

10) Ranking will be updated on a tournament by tournament basis rather than dropping a whole years points at the end of each year. So for example the 2014 Oxford Open points will replace the 2011 Oxford Open points. This is to ensure there are always 3 years results in the system at all times.

And not forgetting the Ladies, who will have their own separate system to take into account performances in ladies only events, but do of course appear on the national list subject to the rules above

1) Ladies in the past have been awarded all the points they gain in all open tournaments under the rules. above

2) British Ladies Open - ladies get points for reaching the last 16 in the following order – Winner 18; Runner Up 14; Semi Final 10; Quarter Final 6; Last 16 2.

In addition a win bonus of 0.5 points will be given for any match won where ranking points ARE NOT at stake (that is to say any round before the last 32).

In the event of a walkover, no match bonus will be awarded, in the event of a walkover in a later round where ranking points are at stake a player will receive her full allotment of points, but will only receive half points if they have not won a match in a previous round. For the plate – 2 points for winner and 1 point for runner up. A 0.1 point win bonus will be awarded for any match won in the plate, before the semi final.

3) Special Ladies Open - ladies get points for reaching the last 16 in the following order – Winner 15; Runner Up 10; Semi Final 6; Quarter Final 3; Last 16 1.

In addition a win bonus of 0.5 points will be given for any match won where ranking points ARE NOT at stake (that is to say any round before the last 32). Special

For the plate – 2 points for winner and 1 point for runner up. A 0.1 point win bonus will be awarded for any match won in the plate, before the semi final.

4) Ladies County Champs – in Division 1 players will receive 1 point for a leg won with break, and 1.2 points for legs won against break. These points are converted into the equivalent of 5 matches to keep the points awarded consistent in different year. A 1 point bonus will be awarded for winning all legs (or 5 out of 6 legs if that many games played) In Division 2 players will receive 0.5 points for a leg won with break, and 0.6 points for legs won against break. As above these points are converted into the equivalent of 5 matches. A 1 point bonus will be awarded for winning all legs (or 5 out of 6 legs if that many games played)

If the divisions are merged so every team plays each regardless of division then the division 2 players will receive ranking points subject to the same rules as the division 1 players

5) All England Ladies Singles - Qualified players will receive 1 point for each leg won and 1 point for each match won (including final). Points earned in group games will be converted to an equivalent of 3 matches played. If there is no final (because there have not been enough players to make two groups) the winner receives 2 extra points and the runner up 1 point.

6) Competition Entry Numbers – it was decided there should be a reduction in points awarded if the entry numbers are significantly lower than average. For both the British Ladies and Special Ladies opens 75% ranking points will be awarded if entry drops below 8 players.

7) Ranking will be updated on a tournament by tournament basis rather than dropping a whole years points at the end of each year. So for example the 2014 Oxford Open points will replace the 2011 Oxford Open points. This is to ensure there are always 3 years results in the system at all times.