

2024-25 Gatehouse Billiards Competition – Local Rules

1. There are 10 players, and everyone should play everyone else, so if we each play one game a week the leagues should last 9 weeks.
2. Games are nominally scheduled to start in the week leading up to **Sunday 15th December 2024** with further games being scheduled at weekly intervals. These "due dates" are purely to help players to schedule matches, they are not commitments..
3. Games can be played on any date, but players are asked to try to play matches regularly.
4. There is no penalty for not playing games before the due date, but all league games should be played by close of play on **Sunday 16th February 2025**. The semi-finals and final could then be completed by early March.
5. Handicaps for those who played last year have been adjusted to take into account recent performances.
6. **Each player starts each frame at his handicap level.**

Whenever the difference in handicaps between 2 players in the same match exceeds 60 then the higher handicap player will start at his handicap level, the other player starting at 60 points less than his opponent. Starting levels for each match are recorded on the Latest Results sheet.
7. See below generic "laws" for playing billiards at Gatehouse.
8. All league matches are on a single frame basis. The winner is the **first to reach 125 points**. A player may continue his break after reaching 125 but will only be credited with 125 points on the scoresheet. 3 points for a win 1 for a loss (the latter being a small incentive for players to play their games).
9. At the end of the 'round robin' phase, the top 4 in the league will take part in semi-finals, 1st playing 4th and 2nd playing 3rd. The semis and final are each on a best-of-3 frames basis.
10. If 2 players have the same league table points, then the player who won the head-to-head in the league will take the higher league position. If there are more than 2 players with the same league points, then the head-to-head scores will be used, if possible, to allow final league positions to be derived. If the head-to-head scores cannot provide a result then league positions will be judged by measuring the difference between total points scored and total points conceded, as recorded in the results table.
11. Please email all results to Graham. Include date played, players' names and scores from each frame played.
12. Results will be posted on our website which can be found at :
<http://www.gatehouse-folk.org.uk/detailpage.asp?d=260&ID=25>

Good luck and enjoy your billiards

Graham Wright

05 Dec 2024

2024-25 Gatehouse “Laws” of Billiards

These rules apply to Billiards matches played in the Gatehouse Snooker Club Billiards Competition.

They differ in some minor ways to those provided by the WPBSA found here :-

[1819 WPBSA - Rulebook Design A6 Text.indd](#). The WPBSA rules are designed for players of tournament standard and the amendments take into account the limitations of amateur players in our club.

The match

League matches will be played over a single frame, the winner being first to reach 125 points. The Semi-final and Final matches will be best of three frames (each up to 125 points).

Order of play

This is decided by a **string shot** being played by both players simultaneously. Stringing or to String is when both players simultaneously strike a cue-ball each from opposite halves of the Baulk-line towards the top Cushion to rebound back towards Baulk. The player whose ball finishes nearest to the Bottom Cushion wins the String. If players cannot agree which ball is closest, then the string shot is repeated.

The cue-ball may only hit the flat face of the Top or Bottom Cushions. The following actions will result in the String being forfeited:

- (a) contact with any cushion other than the Top or Bottom Cushion; or
- (b) where the cue-ball crosses to the other player’s half of the table.

In a best of three match, the order of play is reversed for the second frame and, if there is a requirement for a deciding frame, the string is carried out again to decide the order of play.

A visit to the table

A player continues to make shots until he either fails to make a score on a shot, plays a foul, or reaches the required number of points to win the frame. Players may continue their break, after reaching the total, if they wish to, but the frame is over as soon as a player reaches 125, or above. If a player reaches 125 and then fouls, the points for the foul are not awarded as the frame is officially over. For tournament play, the winner’s score is recorded as 125 regardless of how far past 125 they get at the end of their break.

Scoring

Players score during a visit to the table in the following ways. [Note that multiple scores can result from a single shot].

Potting the red – 3 points. Red ball is then replaced on the black spot (see Placement of the Balls below).

Pot the opponent’s cue ball – 2 points (the potted cue ball remains off the table until required to play from In-Hand).

In off the red – 3 points (if the cue ball strikes the other ball and then the red, it is 3 points so long as the red is the last ball touched prior to going into the pocket). The player then plays their next shot from In-Hand.

In off the opponent’s cue ball – 2 points (if the cue ball strikes the red and then the other ball, it is 2 points so long as the opponent’s cue ball is the last ball touched prior to going into the pocket. The player then plays their next shot from In-Hand.

Cannon – 2 points. Where the player’s cue ball touches both the other cue ball and the red during the course of a shot, regardless of the order in which they are struck and any other collisions that take place during the shot. A maximum of one cannon for 2 points can be scored in any one shot, regardless of the number of times that the cue ball strikes the other balls.

Foul

All fouls (failure to hit a ball or causing a ball to leave, and stay off, the surface of the table during a shot) will incur a **penalty of two points** but not more than two penalty points shall be incurred in any one stroke. Following a foul, the next player shall have the option of playing:

- (i) from where the balls have come to rest, the red, if off the table, being first correctly spotted; or
- (ii) from In-Hand (anywhere in the “D”) and with the red placed on the Spot and the opponent’s cue-ball placed on the Centre Spot. After a request to have the balls spotted has been made, it cannot be withdrawn.

If a ball is to be respotted and the player makes a stroke before it has been done by the referee or opponent, then that is a foul.

Placement of the balls

At the start of a frame, the red is placed on the black spot and the player makes an attempt to play a shot from In-Hand. The other player will play his first shot from In-Hand.

If the Red is potted, pocketed or forced off the table, it is placed on the Spot, or:

- (i) if the Red Spot is occupied, it shall be placed on the Pyramid Spot (pink spot);
- (ii) if both the Red Spot and the Pyramid Spot are occupied, the red shall be placed on the Centre Spot.

Touching ball

When the striker's cue-ball remains touching another ball, the referee (or one of the players if there is no referee) shall call "Touching Ball" and, after briefly allowing both players to inspect, the Red shall be placed on the Red Spot, the non-striker's ball, if on the table, shall be placed on the Centre Spot, and the striker shall play from In-Hand.

Baulk

A ball is deemed to be **in-baulk** if more than half of the ball lies inside the area from the baulk line to the bottom cushion. The referee shall decide if a ball is in-baulk, or not. If no referee, then the players decide. If they cannot agree, then the ball is deemed to be out of baulk.

Playing from In-Hand

The cue-ball must be played out of Baulk. If it contacts an object ball that is out of Baulk, the cue-ball is deemed to have been played out of Baulk **even though it may not physically cross the Baulk-line**;

The cue-ball must contact a cushion or ball out of Baulk before re-entering and coming to rest in Baulk, or before contacting a ball in Baulk.

The cue-ball may be played against a cushion in Baulk before hitting a ball out of Baulk.

If an object ball is in Baulk, no part of its surface may be played on directly from In-Hand, even if that part of its surface is physically out of Baulk.

Limitations of consecutive scoring shots

Whenever a player makes 4 successive scores of 3 points for potting the Red, without any other scoring shots being involved, then, after the 4th pot, the Red will be re-spotted onto the Blue spot. If the Red is potted with the next shot, then the Red is once again re-spotted on the Black spot and the count of consecutive red pots re-starts from 1. In this way, consecutive pots of the Red are followed by re-spotting the Red 3 times onto the Black spot, then once on the Black spot.

Referees

If a referee is appointed for a match, then their decision is final for all questions of fact (ball in baulk, touching ball, winner of string etc.). The referee is responsible for recording the scores accurately and replacing the balls.

The referee will call out the break total after each shot so that the player can concentrate on their shot and there is no dispute about the break total. If no referee, as a courtesy to the other player, their opponent should do this count and announce the total after each shot.

The referee is responsible for retrieving the balls from a pocket and replacing them on the table, as appropriate, or returning the cue ball to the player after an in-off. If no referee, then the opponent should do this as a courtesy to the player at the table.

If the referee, or opponent makes a mistake in respotting a ball, then the player at the table incurs no penalty in playing a stroke and the balls will then be played as they lie.