

# City Pool League

## The Constitution

1. The league shall be called the “City Pool League”, hereafter called “The League”. Its object shall be to arrange the playing of pool in the spirit of true sportsmanship between registered teams, individuals, and paired players. “The League” shall be open to all pubs and clubs in the area (subject to constitution and general rules).
2. Delegates meetings are to be held monthly on a date agreed between the Committee and delegates, and at a venue agreed at an AGM/EGM and will start promptly at 8.00pm. Any registered player may represent a team at said meetings.
  - a) Failure to attend a delegates meeting renders the team to a £10.00 fine and any team fined must settle the amount at the following meeting. A fine may be avoided by registering apologies BEFORE the meeting is due to occur.
  - b) Any team that has their pack collected by another team, and has not registered their apologies, will be classed as having missed the meeting.
  - c) The above fine will also apply to any team that collects their pack and leaves before the meeting starts.
  - d) Three consecutive non-attendances will result in a 2 point penalty being levied against the offending team(s). The same 2 point penalty will apply to teams that register their apologies for three consecutive meetings.
  - e) Repeated non-attendances may result in a team being excluded from the remaining fixtures during that season.
3. Major rule or constitutional changes can only be brought in following an AGM/EGM.
  - a) AGM’s will be held at the April delegates meeting. EGM’s will be held at the next delegates meeting after being called.
  - b) All proposals should be voiced at the delegates meeting immediately prior to said AGM/EGM.
  - c) Any registered player may attend and speak, but only one delegate per team may propose, second or vote upon motions. Committee members shall not vote unless attending in a dual capacity as a team delegate. In the event of a tied vote the chairman will have a casting vote.
  - d) A delegate must be present at an AGM in order for their vote to count.
4. The Committee shall consist of: - Chairman, League Secretary/Treasurer, Players Representative, and as many Committee members deemed necessary at an AGM/EGM.
  - a) All officers will be elected every two seasons.
  - b) No more than two Committee members should be from any one team.
5. All disputes shall be resolved by the Committee. Any interested parties will take no part in any decision made by the Committee. An interested party will be replaced by a delegate/s for the sole purpose of making that decision. Any team or individual has the right to appeal, but this must be made in writing to the League Secretary no later than seven days after the meeting at which the decision was made. The Committee will then reconsider the decision, with any new evidence that is available. That decision will be final.
  - a) If there is a dispute during play that cannot be resolved, play should be stopped, and the League Secretary or another member of the Committee should be contacted. A decision will be made at the time, which is final. Do not continue with play and dispute later. Once a frame has been played out, the result of that frame cannot be altered.
  - b) Any complaints of a more serious nature must be made in writing to the League Secretary.
6. The Committee shall have the power of co-option to fill any vacancy arising from any Committee person absent without reasonable excuse for two consecutive meetings, who will be deemed to have vacated their position.
7. All trophies shall be purchased by the Treasurer at the discretion of the Committee, after tenders have been discussed. Any member of the Committee being involved in any way with persons tendering for “The League” trophies will not be able to discuss the tenders or vote upon them. The trophies shall be distributed at “League Presentations” organised by the Committee.
8. Trophies supplied by “The League” shall consist of: - Division Winners (10), Division Runners Up (10), Knock-out Cup Winners (10), Runners Up (10), Alternative Cup Winners (10), Runners Up (10), Challenge Cup Winners (10), Runners Up (10), Champion of Champions Winners (10), Runners Up (10), Trio Cup Winners (10), Runners Up (10), Coventry Singles Winner, Runner Up, Singles Plate Winner, Runner Up, Coventry Doubles Winners (2), Runners Up (2), Doubles Plate Winners (2), Runners Up (2), Alternative Singles Winner, Runner Up, Alternative Doubles Winners (2), Runners Up (2), Mixed Doubles Winners (2), Runners Up (2), Three Man Winners (4), Runners Up (4), Trio Singles Winner, Runner Up, Ladies Winner, Runner Up, Captains Winner, Runner Up, Aggregate Winner, Runner Up, Under 21s Winner, Runner Up, Over 50s Winner, Runner Up. Alternatively, Cup competition winners may take a cash prize instead of trophies. Any winning captain requiring a cash prize should notify the League Secretary immediately following the match.

9. Any team awarded with said trophies will be expected to attend the "League Presentation" night to collect their trophies. Any team failing to attend the "League Presentation" night will be fined £20. The Committee reserve the right to waive this fine in exceptional circumstances.
10. Any team or individual who is presented with an annual trophy is responsible for maintaining that trophy in the condition it was received. The team or individual responsible for any annual trophy(s) will be charged for any repairs, replacement or cleaning that may be required.
11. The Committee shall have the power to ban a team or individual(s) for bringing "The League" or game into disrepute.
  - a) "Bringing the league into disrepute" carries many forms, including, but not limited to, unacceptable behaviour at League matches, or any other events organised by "The League", posting anything on Social Media that brings the League into disrepute, or is likely to be construed as abusive or threatening towards any player or Committee member.
  - b) Any team or individual(s) banned under rule 11 may appeal to the League Secretary in writing no later than seven days after notification in writing. If an appeal is made then the decision reached by the Committee shall be final.
  - c) All players registered with a team banned under rule 11, will not be able to register with any other team at any time during that season.
  - d) Any said individual may appeal at the end of the season.
  - e) Any team or individuals banned will not be reimbursed with any monies.
  - f) In exceptional circumstances, and in addition to rule 11 (b), the Committee reserves the right to ban any team or individual for longer than a season.
  - g) Any team or individual banned by "The League" who successfully re-joins "The League" in a future season will be required to settle any outstanding fines/fees prior to registration. Additionally, a bond of £20 shall be payable by said teams as security against future fines. This bond, or its balance, will be returned at the end of the season.
12. Any team or individual found guilty of cheating, or misleading the Committee in any way, will be subject to the harshest penalties available to the Committee. Dependent upon the severity, this could include loss of frame, automatic loss of match, disqualification from a cup match, and even expulsion from "The League". ( see rule 14 (f) ).
  - a) Any team or individual found guilty will be subject to a minimum of automatic loss of match, together with a 5 point penalty, and a £10 fine.
  - b) Any team or individual penalised under rule 12 has the same rights of appeal as detailed under sub-sections (a) to (g) of rule 11.
13. Team Captains are responsible for the conduct and actions of their team members and supporters at all times.
  - a) Threatening behaviour or intimidation will not be tolerated by "The League", and any team or individual found guilty of said behaviour will be classed as having brought "The League" into disrepute and will be dealt with under rule 11. Any team subjected to such behaviour are advised to immediately stop the match, and notify the League Secretary within 24 hours.
14. Players full names are to be recorded on the match card and signed. Nicknames are not allowed. Missing signatures, and illegible names and/or signatures will be deemed false, and will incur the same penalties as though the player was unregistered. These include loss of frame, and therefore, possible loss of match. ( see rules 22, 23 and 24 ). Full details of all penalties are as follows :-
  - a) Any frame won by an unregistered player will be awarded to the opposition team. No additional points penalty or fine will be incurred.
  - b) Repeated use of unregistered players will also incur offending teams a minimum of a 5 point penalty and a £10 fine. Offending teams will also be disqualified from all Cup competitions for the remainder of that season. Dependent upon the severity, any team found guilty of systematically playing unregistered players will be dealt with under rule 11, and may ultimately be expelled from the League.
  - c) In addition to the above, any team that plays someone registered for another team will also incur an additional 5 point penalty and a further £10 fine.
  - d) In addition to (a), and (c) if applicable, any team that plays someone under a false name (I.E., under the name of a legitimately registered player), will also incur an additional 5 point penalty and a further £10 fine.
  - e) In addition to the above, any team that plays someone registered for a team in a higher division will also incur an additional 5 point penalty.
  - f) In all cases, any team that attempts to deceive or cheat any member of the Committee, will also incur a minimum of an additional 10 point penalty and a further £20 fine. Offending teams will also be disqualified from all Cup competitions for the remainder of that season. Dependent upon the severity, a team may ultimately be expelled from "The League".
15. The match card is to be retained by the WINNING CAPTAIN, or in the event of a draw, the HOME CAPTAIN should retain the match card.
  - a) All match cards MUST be submitted electronically to the League Secretary by midnight on the day after the match has taken place. After submission, all match cards should be retained and handed in at the next meeting.
  - b) Match cards may be sent by text message to 07980 225654, by email to [citypoolleague@gmail.com](mailto:citypoolleague@gmail.com), via the City Pool League Facebook page as a Private Message (by Messenger), or by WhatsApp.

- c) Any match cards not received within 24 hours, (midnight on the day after the match has taken place), may be declared void and no result will be recorded.
  - d) League Tables will be compiled from card results only, with 3 points being awarded for a win, and 1 point for a draw.
16. Updated League tables and details of outstanding results will be published online no later than Friday of each week. Paper copies will also be issued by the League Secretary at each delegates meeting.
- a) Unless detailed “match postponed”, all other missing results will be assumed to be void in accordance with rule 15 (c). If, however, a listed match was postponed without previously advising the League Secretary, ( see rule 18 ), then these will be reviewed on an individual basis.
17. If, following the final tables, two teams are level on frame difference, then the number of wins during the season will determine their final positions. Should this still not separate the teams then a play off will be held at a neutral venue.
18. League games may be rearranged with the consent of BOTH captains. All such postponements must be agreed at least 24 hours before the fixture is due to be played, and the League Secretary MUST be informed accordingly.
- a) Any postponement requested with less than 24 hours notice will be refused, and the innocent team will be awarded the win by a 5-0 score line should the match not be played on the advertised date. The innocent team have the right to overrule this refusal should they still wish to play the match at a later date, however the penalties laid out in rule 21 will still apply.
  - b) Where a postponement is requested with less than 24 hours notice, the Committee will consider any extenuating circumstances. E.G. bereavement, or car accident.
  - c) Any postponement not notified to the League Secretary at least 24 hours before the advertised fixture may be declared void and no result will be recorded.
  - d) Only 1 fixture may be postponed per team, per half season. Any team exceeding this are liable to lose the fixture 5-0. The Committee reserve the right to overrule this in exceptional circumstances.
  - e) Any rearranged game must be played on, or before, the next available ‘catch up week’. These are the week before the half-way point, and the week before the final advertised league fixture. If the game is not played by this time then the result shall be deemed to be void. However, should the captain that made the request to postpone the fixture make no attempt to play the game, the result will, at the discretion of the Committee, be awarded to the innocent party.
  - f) Where the postponement involves two teams from the same venue, the teams involved should make every effort to play the re-arranged game at the earliest possible opportunity.
19. Cup games may be rearranged with the consent of BOTH captains. All such postponements must be agreed at least 24 hours before the fixture is due to be played, and must be agreed by the League Secretary before the postponement.
- a) Any postponement requested with less than 24 hours notice will be refused, and the innocent team will be awarded the win by a 5-0 score line should the match not be played on the advertised date.
  - b) Where a postponement is requested with less than 24 hours notice, the Committee will consider any extenuating circumstances. E.G. bereavement, or car accident.
  - c) The new date to play the postponed cup game must be agreed at the time of the postponement, and must be played at least one week before the next round is due to be played. If the game is not played by this time then the result shall be deemed to be void, and both teams shall be disqualified. However, should the captain that made the request to postpone the fixture be unable to field a team on the rescheduled date, the result will, at the discretion of the Committee, be awarded to the innocent party.
  - d) Any postponements not agreed by the League Secretary will be declared void and both teams shall be disqualified from that cup competition.
20. All teams should make every possible effort to fulfil all their League fixtures. Any team that fails to fulfil a fixture will lose that game. ( see rule 21 )
- a) League fixtures will be lost by a 5-0 score line.
  - b) Any team that fails to fulfil a Cup fixture will be automatically disqualified from that competition, and will be barred from entering any other cup competition during that season. The innocent party must complete a match card in all cases to reflect the ‘no show’. No match card = No result.
  - c) Any team that fails to fulfil 3 league fixtures in a season will be liable to expulsion.
21. In addition to the forfeits listed in rules 18 and 19, the following fines shall also apply to any team that fails to fulfil any League or Cup fixture during the season, up to, and including Finals Weekend.
- a) Any team that fails to give the opposition Captain or the League Secretary at least 24 hours notice of postponing or cancelling any league or cup fixture will be fined £5. Such postponed/cancelled league fixtures will also be subject to a 1 point penalty.
  - b) Any team that gives the opposition Captain or the League Secretary less than 2 hours notice of postponing/cancelling any league or cup fixture will be fined £10. Such postponed/cancelled league fixtures will also be subject to a 2 point penalty.
  - c) Any team that fails to attend any Home, or Away, League or Cup fixture without informing either the opposition Captain or the League Secretary, will be fined £20. These unfulfilled league fixtures will also be subject to a 5 point penalty.

- d) A further fine of £10 may be levied against teams falling under sub-sections (b) and (c). This additional fine will either go to the Home team to cover the cost of any refreshments that had been prepared, or in the case of sub-section (c), the Away team to cover the cost of transport. This additional £10 fine is not an automatic right, and must be requested in writing in all cases. This fine applies to league games only.
  - e) Failure to pay these fines by the following league meeting may result in the team at fault having a further 2 points deducted from their league score.
22. Any team that drops out of “The League” at any point during the season will not be reimbursed with any monies paid.
- a) Any team that folds before the half-way point of the season will have all of their records expunged.
  - b) Any team that folds in the second half of the season, but fulfils all of their first half fixtures, will only have their second half records expunged.
  - c) Any player registered for a team that has folded is free to register with any team in “The League”, although the Committee will review any instances where a number of players wish to register for the same team.
  - d) All such ‘new’ registrations should be notified to the Players Representative, giving at least 24 hours notice at all times.
  - e) Any new team may take any vacant position at the half-way point of the season. This is the only time that new teams may join “The League” once the season has started, although the Committee reserves the right to overrule this if it decides there is sufficient time to catch up on any outstanding fixtures.
23. Only players registered with “The League” may play.
- a) New players may be registered at any time by notifying the Players Representative, although 24 hours notice must be given before any new player is eligible to play.
  - b) No new players may be registered with “The League” after December 31<sup>st</sup>. The Committee reserves the right to overrule this in extenuating circumstances, although their express written permission must be obtained in all cases.
  - c) New players may be registered by text, WhatsApp, e-mail, or via the League website.
24. Any player registered with “The League” may move to another team during the season, but may only move to a team in a higher or equal division. Players cannot move to a team in a lower division.
- a) Any player who transfers between teams shall be “cup tied” for the remainder of that season.
  - b) Players may not transfer between teams after December 31<sup>st</sup>. The Committee reserves the right to overrule this in extenuating circumstances, although their express written permission must be obtained in all cases.
  - c) All transfers must be notified to the Players Representative, giving at least 24 hours notice at all times.
25. As a general guide, the 2 teams finishing first and second in any season will be promoted 1 division, and the 2 teams finishing bottom will be relegated 1 division. This is a general guide only, as teams who fail to re-register for the following season obviously affect the overall League structure.
- a) In addition to the above, Divisional playoffs will be held at Finals Weekend between the team finishing third in their division, and the team finishing third from bottom in the division above them.
  - b) To retain divisional status when changing home venue, a team must register over 50% of the previous season’s players.
  - c) The Committee will have the final decision as to which division a new team goes into.
26. The finals of all cups/competitions will be held at “The League’s” annual Finals Weekend at the end of each season.
- a) In the case of team events, this also extends to the semi-finals.
  - b) The Coventry Doubles will also be extended to the semi-finals, and the Coventry Singles to the quarter-finals.
  - c) All teams and individuals involved in Finals Weekend are expected to attend.
  - d) Any team involved in Finals Weekend that fails to attend will be fined £20.
  - e) In addition to sub-section (d), any team that fails to attend a play-off match will also have 3 points deducted from their league score during the next league season.
  - f) In addition to sub-section (d), any team that fails to attend a Cup semi-final or final will also be barred from taking part in any cup competition during the next league season.
  - g) Teams that qualify for Finals Weekend will have to settle any outstanding fees/fines prior to starting their match.

# General Rules

1. Each season's playing rules will be determined at the AGM. The current rules in force are Blackball rules, however the lag for break, and timed shots have not been adopted.
  - a) For Finals Weekend only, if the Committee believe matches are taking too long, a one minute shot clock will be introduced.
2. Games are played on a Monday night, and are to be played over 8 single frames. Each player may only play once, except in the event of a tied cup match. See rule 13.
3. Games are to commence at 8:30pm prompt, at which time 50% of each team must be present. (I.E. 4 players). After the toss to determine breaks, (see rule 8.), and before the start of the first frame, the away team should record player's names for at least the first four frames on the match card, before handing the match card back to the home team for their player's names. In the event that a team has not arrived by the designated start time, one frame will be awarded at 8:45pm, with a further frame awarded every 10 minutes from 8:45pm. If a team has not arrived by 9:05pm, the absent team will be classed as a 'no show' and will forfeit the match. HOWEVER, teams are asked to show reasonable levels of sportsmanship in respect of exceptional circumstances. (Bad weather, travelling distance, prior warning of late arrival, etc..) Any dispute regarding this should be directed towards the League Secretary at the time of the dispute.
4. Whilst there is no time limit in force for matches to be completed by, other than the pub/club opening hours, the latest time that any player may arrive at a venue, home or away, is 10:30pm. Any player who arrives after 10:30pm and takes part in the match will automatically forfeit his/her frame.
5. Once a match has started, frames should be played consecutively without unnecessary delays. Toilet and cigarette breaks are obvious exceptions, but apart from these and other minor delays, players should be ready to play their frame once the preceding frame has finished. If a team does not have a player available within five minutes of the previous frame finishing, they will forfeit that frame. However, in the true spirit of the game, discretion should be observed in cases where a player is only a few minutes away from the venue, although the 10:30pm deadline applies in all cases.
6. Team captains must inform the opposition captain at the end of the fourth frame if they have less than 8 players present at the venue at that time.
  - a) Any team that fails to comply will incur a 1 point penalty. The League Secretary or any other member of the Committee must be contacted at the time of the offence to ensure the penalty can be applied.
7. Once a player's name has been recorded on the match card, and passed to the opposition captain, it may not be changed in any way without the prior agreement of the other captain. This includes the order of play, and the name(s) of the player(s). Failure to comply may lead to the innocent team claiming the frame(s).
8. The break will be determined by the toss of a coin, when the toss decides the first break only, and alternates between teams thereafter. Any team representative may take part in the coin toss, it does not have to be the captain.
9. The home team shall appoint a referee for the first frame, with referees to alternate between teams thereafter. Alternatively, team captains may elect to referee each of their matches with the break, or against the break.
10. Team captains should ensure that the players they appoint to referee matches are fully acquainted with the playing rules, and are able to referee matches in a fit and proper manner.
  - a) Additionally, referees should ensure they are in such a position that a clear view of the table and player is available at all times, without obstruction or distraction to the player.
11. Captains who have players and/or supporters under 18 years of age are advised to telephone the venue or the League Secretary before any away match to ensure the Landlord's approval of his/her admission. Some pubs/clubs do not permit under 18s on their premises.
12. All teams shall be entered into the first round of the Knock-out cup competition. All teams knocked out in the first round of the Knock-out cup will automatically be entered into the Alternative cup competition. Additionally, the Challenge cup is open to all teams in Divisions Three and below, although only those teams knocked out in the second round of the Knock-out or the first round of the Alternative cup will be eligible to play. See rule 20 (b) of the Constitution.
  - a) The Challenge Cup will also be open to any team knocked out in the third round of the Knock-out Cup, or the second round of the Alternative Cup, providing they received a 'bye' in the preceding round.
13. In the event of a cup match being tied after 8 frames, 1 additional frame will be played to decide the winner.
  - a) The break will be determined by the toss of a coin between both captains.
  - b) The home team shall appoint a referee for the deciding frame.
  - c) The names of both players should be recorded on the match card.
  - d) Each person playing the deciding frame MUST have played one of the earlier frames in the match.

14. Singles, Doubles, and Three-Man competitions are open to all players registered with "The League" at the advertised closing date of each competition. Entries will not be accepted after the advertised closing date.
  - a) The break will be determined by the toss of a coin, where the toss decides the first break only, and alternates between players thereafter, irrespective of how many frames are played.
  - b) Any player who plays at County level or above must play at least 25% of league games over the course of the season. Any player of this standard who reaches the quarter finals and has not attained the required 25% will be disqualified from that competition. The Committee reserves the right to overrule this requirement in exceptional circumstances.
  - c) Irrespective of standard, any entrant in the following competitions, (all Singles, all Doubles, Three-Man, and all end of season Subsidiary competitions), must have played at least 2 games (League or Cup), by the quarter-finals of that competition. Any player not achieving this will be disqualified from that competition. The Committee reserves the right to overrule this requirement in exceptional circumstances.
  - d) Doubles partnerships and Three-Man teams do not have to be from the same team.
  - e) Doubles matches will adopt the playing format of Scotch doubles.
  - f) Doubles players may speak to their partners in between visits, but may not confer once that pairs visit has begun, and furthermore, may not confer once one of the pair has addressed the table.
  - g) Singles or Doubles matches cannot be postponed under any circumstances.
  - h) Three-Man matches not played within the specified timeframe will be declared void.
  - i) Both members of a Doubles partnership must be present in order for Doubles matches to be played.
  - j) At least 3 members of a Three-Man team must be present in order for Three-Man matches to be played. The Committee reserves the right to overrule this requirement in exceptional circumstances.
15. In addition to rule 14, Alternative Singles and Alternative Doubles competitions will be open to players registered for teams in Divisions Three and below only.
  - a) Players who have played in the Premier Division in the previous 3 seasons will be excluded, although the Committee will consider any extenuating circumstances.
  - b) Players in Divisions Three and below may enter the main Singles and Doubles competitions, but may not enter both the main and alternative competitions.
16. All teams that confirm their participation shall be entered into the first round of the Trio competition.
  - a) Each round shall consist of 3 games of pool, 2 games of darts, and 2 games of dominoes, with each of the 7 games being 'best of 3'. Each player may only play 1 game in each round.
  - b) The match will begin with 1 game of pool, 1 game of darts, and both games of dominoes starting at the same time, and the match will be over as soon as a team wins 4 of the 7 games, irrespective of discipline.
  - c) The standard start time of 8:30pm applies, and any game that cannot be commenced by 8:45pm due to the absence of a player will be treated in the same way as a normal league game – see rule 3.
  - d) All players should form part of the pool team, and will be expected to play at least 25% of league games during the course of the season. Any player who does not achieve this percentage may be deemed an illegal player.
  - e) Additionally, anyone playing in the first round must have played at least 1 League game, anyone playing in the second round must have played at least 2 League games, and anyone playing in the third round must have played at least 3 League games.
17. Team Captains should ensure that home tables are of a reasonable standard, and that all relevant equipment is as required.
  - a) Object balls must consist of 7 yellow balls, 7 red balls, and 1 black ball. Ideally, ProCup balls should be used, however if these are not available, a standard set of balls may be used. Under no circumstances should sets of balls be mixed. E.G., Do not use a standard set of reds and yellows with a ProCup black and cue ball.
  - b) If ProCup balls are used, the cue ball must be the ProCup standard white, with red spots. If a standard set of balls is used, the cue ball must be white, and should be free of any markings.
  - c) The felt/cloth of the baize should ideally be green, although blue or light grey are also acceptable colours. In all cases, the cloth must not be ripped or torn, and should be free of any markings, other than those identifying the baulk line, and the black spot. Although no longer used, it is acceptable if a 'D' is marked on the baize.
  - d) The lighting above the table should be sufficiently bright and well positioned to ensure there are no shadows or 'dark spots' on the table surface.

In the spirit of true sportsmanship Team Captains are advised to use their discretion in cases where the home Captain was previously unaware of any fault/failing prior to arrival at the home venue. Ultimately though, failure to comply with any of the above may result in the away team claiming the fixture, although the advice of the League Secretary should be sought prior to any decision being made.

18. In addition to rule 17, Team Captains should ensure that the following equipment is available for use by all players.
  - a) Both a normal cross rest, and a spider rest should be available at all times.
  - b) Where space is restricted around a table, so far as that a full length cue cannot be used properly, then an adequate short cue must be available for use.

Should any of the above be required during a match, and are not provided within 5 minutes of being requested, then the home team will be penalised by having 1 point deducted from their league score. A repeat offence during the course of the season will warrant a further 3 point deduction. The innocent team must advise the League Secretary at the time of the offence in order to justify the deduction.

19. The referee may, if requested, remove the cue ball from the table in order to clean it. The re-positioning of the cue ball after cleaning will remain the sole responsibility of the referee, and his/her decision will be final.
20. The home team are requested to provide their opponents with sustenance/refreshments – league games only. Any team that fails to provide refreshments will be fined £20.
21. Whilst “The League” does not operate an official dress code, the current fashion with young males of wearing their jeans or trousers at “half mast” is not acceptable.
22. Push shots are not allowed under the League’s current playing rules, and are deemed a foul. Examples of a push shot are as follows :
  - a) When, during the playing of a shot, a player plays the cue so slowly through the cue ball that the cue tip remains in contact with the cue ball so as to be visibly pushing it along.
  - b) When the cue ball is played into a touching object ball.
23. Deliberate fouls are not allowed under the League’s current playing rules, and if called, lead to loss of frame. Whilst not extensive, examples of a deliberate foul are as follows :
  - a) Deliberately moving any of the object balls on the table with your hand. This includes moving the cue ball after a foul.
  - b) Deliberately striking your opponent’s ball.
  - c) Deliberately playing away from your object ball, unless in the case of escaping a snooker.
  - d) Striking your ball onto your opponent’s ball, and potting it, is not a deliberate foul.

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