

4 Pin Singles League Rules

1. All players shall play all other players in their own division twice at drawn venues within Eastbourne league boundaries
2. Matches shall consist of 2 games in each session. The player drawn first shall have the break in game 1 the player drawn second will have the break in game 2
3. The scores in each game will be recorded and sent to the secretary within 3 days, a penalty will be enforced should results not be sent
4. Matches shall be played on Tuesday evenings starting at 8.00pm if 2 or three matches are played on the same night, then the format will be, all the players drawn first will play their opening games with the break then the players drawn second will play their games with the break
5. Players can adjust the playing date and times with the agreement of his opponent or those players present on the night
6. Disputes will be brought to the attention of the committee within 3 days the decisions of the committee will be final
7. A high break will be recorded for each player in each match
8. Players will be expected to score matches when they are not playing
9. CANCELLATION OF MATCHES : - In the event of a player unable to play a fixture, notification must be given to the other player concerned, not later than one day before that fixture. If exceptional circumstances occur, the committee will be the adjudicators whether or not the reason is justifiable. Any cancelled matches must be played as soon as possible. A blank date will be left prior to the last match of the season to enable any postponed matches to be played. In the event of two players being unable to arrange a date to play a rearranged match, the committee will appoint a date when the two teams will be required to complete the fixture. Failure to do so will result in the offending player being adjudged to have lost by 2 games to 0.
10. Should any player withdraw from competition before all the fixtures have been completed, all of that players matches and games played in the current season, shall be disregarded, & all scores of those matches & games be null & void - League positions will then be adjusted accordingly.
11. Two Points shall be awarded to the player winning on aggregate in the event of a Drawn Match, each player shall be awarded One Point.
12. If two or more players have the same number of points, league positions shall be determined by number of individual legs won and then by the higher average
13. Each player shall pay to the league a registration fee to be fixed at the committee meeting or A.G.M. prior to the start of the season. Fees are payable before the first match of the forthcoming season. The duurent fee will be £3.00 per entrant.
14. Each player shall complete a scorecard and sign it and forward to the secretary within the specified timescsale
15. All players should keep a record book of all matches played with individual scores & high breaks.
16. In the event of a dispute agreement must first be sought by the opposing players, the scorer & checker. If agreement cannot be reached, disputes may be taken to the committee within Three Days of the game/match so disputed. Complaints must be in writing
17. Where more than one division is formed for a season there shall be a "two up - two down" system of promotion & relegation.
18. The funds of the league shall be deposited in a bank account with two signatories. Two signatories must sign all cheques.
19. The league officers shall consist of a chairman, secretary, treasurer & such others as the AGM may decide to appoint. The committee shall consist of such members as the AGM decides to elect
20. The AGM will be held after the completion of the league season & prior to the commencement of the following season, unless otherwise decided by the membership at an extraordinary meeting. Interim business will be dealt with by the committee, which will meet as necessary.
21. Members of the league may call a general meeting if more than 7 Members wish to do so. Members may also request a committee meeting if more than 5 members wish to do so.
22. All other business of the league shall be conducted in accordance with the wishes of the AGM.

23. The league may expel any member who is adjudged to have deliberately disregarded the rules of the league if such action is called for by a majority of the membership
24. No opposing team players shall Move or Adjust the table unless a specific request is made from either members of the Home Side or the Landlord.
25. Where players who have qualified in either Singles or Doubles competitions are unavailable to take part in the Finals Night Competitions, their place will be taken by the beaten finalist
26. Entrants to have played in at least one league game

Rules of Play

1. In all matches, a coin shall be tossed to determine the order of play. The away player to call.
2. To start the game, place the red ball on the spot above the 'D' and play a white ball from the centre of the 'D'. The centre of the 'D' should be marked with a spot. Thereafter, with the exception of further break shots, and the last ball, the cue ball may be played from any position within the confines of the 'D'. All strokes throughout the game must be played from the 'D'.
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.
4. When the red ball is sunk, the score of that ball is doubled. The red ball must then be played from the 'D'.
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".
6. When no balls are left in play, the red and white balls are positioned as for the start of the game.
7. When a ball returns to the baulk area, that ball is removed to the tray.
8. If a peg 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 peg must be replaced to its correct position.
9. If a peg is knocked from its correct position without falling over, it shall remain in that position until the player has concluded his/her break. It will then be replaced correctly. If the ball is touching the peg, and the peg has not been removed from its correct position, that ball shall remain in play, and NOT be removed from the table.
10. If a ball and peg are wedged in a hole together, the peg 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.
11. Each player continues until a non-scoring shot is played.
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.
13. Scores shall have the same value before and after the gate has dropped. The red ball will continue to score double.
14. The last ball on the table shall be played from the centre of the 'D', into any hole off any cushion. If the last ball is correctly played, but not holed, the player keeps the score of that break.

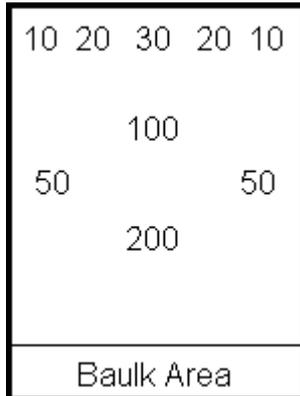
Foul Shots

1. The player loses his/her entire score if :-
 1. The last ball is holed without striking a cushion.
 2. The player causes the peg covering the 200 hole to be knocked over.
2. The player loses the score of that break if :-
 1. The cue ball fails to strike another ball.
 2. Any ball returns to the baulk. (The 'D' counts as baulk).
 3. The same break shot is played more than three times in succession.
 4. The player causes any peg, other than that covering the '200' hole, to be knocked over.
 5. The player fails to play the red ball when it is available.

6. Any ball leaves the table, or strikes the backboard, even if that ball returns to the normal play area.
 7. Any ball is played other than from the 'D'.
 8. The player causes any ball to move other than a shot played correctly from the 'D'.
 9. If a break shot or final ball is not played from the centre of the 'D'.
3. If a combination of foul shots occur, then, regardless of sequence of events, the player shall suffer the greater penalty.

Table Rules

The table shall be set out as follows:



- Pegs shall be placed (the baulk line side) to cover the 200 hole, the 100 hole, and the two 50 holes.
- 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 front edge of the "D"
- The number of balls shall be seven white and one red.
- Tables must be maintained in good condition, and spare cues and chalk must always be provided.