

THE "DILLIGAF" CUP - RULES AND REGULATIONS

The game shall be known as The "Dilligaf" Cup. It is intended that players and teams should compete for The "Dilligaf" Cup in the true spirit of the game and in a sportsmanlike manner. It should be clearly understood that the referee is the sole judge of what is fair and unfair play. The referee will take whatever action is necessary to ensure that these rules are observed

1 OBJECT OF THE GAME

The player/team is awarded one point for every correctly pocketed object ball on a legal stroke, and is allowed to continue a visit until failure to pocket an object ball or commits a foul. The player can pocket the first 15 object balls which are then re-racked and the player must break again from where the cue ball has come to rest after potting the 15th object ball, unless the cue ball has come to rest in the triangle then the cue ball can be played from anywhere behind the baulk line. The first team to score 101 points wins the game.

2 PLAYERS

A team to consist of between three and five players with a minimum of three and a maximum of five to compete in each match. The players play alternately in visits.

3 BALLS USED

Standard set of object balls, plus the cue ball.

4 THE RACK

The balls are racked with the centre ball of the triangle being placed on the 8 ball spot, which is at the intersection of the centre and corner pockets. With the object balls being placed at random.

5 SCORING

Any object ball legally pocketed counts as one point for the player/team.

6 ORDER OF PLAY

The order of play is determined by the flip of a coin with the winner of the flip having the choice of breaking or requesting their opponents to do so.

7 OPENING BREAK

The player with the opening break (this being the first shot of the match only) has two visits (unless a ball is potted off the break) (two shots do not carry) and then only one visit on every break thereafter.

The starting player must then either :

- (a) pocket an object ball, or
- (b) cause the cue ball to contact an object ball at the same time four object balls must contact a cushion. Failure to comply with (a) or (b) above is a foul break and gives the opposition the choice to either re-rack the balls and break themselves (as in rule 7) or carry on from where all balls have come to rest with one visit.

8 RULES OF PLAY

- (a) A legally pocketed object ball entitles a player to continue at the table until he fails to legally pocket an object ball. A player may strike any object ball. Any additionally pocketed ball(s) on a legal stroke is scored as one point for the player.
- (b) On all shots, a player must cause the cue ball to contact an object ball and then (a) pocket an object ball, or (b) cause the cue ball or any object ball to contact a cushion. Failure to meet these requirements is a foul.
- (c) When the 15th object ball of a rack is pocketed, play stops momentarily with the cue ball remaining in position on the table, the 15 pocketed object balls are then racked. Play then continues, if the cue ball comes to rest in a position that is obstructing the triangle of object balls being positioned correctly the player in control will continue from anywhere behind the baulk line.

9 FOULS

- (a) In off (cue ball pocketed).
- (b) Failing to hit any object ball with the cue ball.
- (c) Jump shot - defined as when the cue ball jumps over any part of any ball before making contact with any ball.
- (d) Ball off the table.
 1. Any object ball, shall be returned to the 8 ball spot, or as near as possible to that spot without touching any other ball, in direct line between that spot and the centre of the baulk line.
 2. If the cue ball, then the cue ball can be played from anywhere on the table.
- (e) A ball shall be deemed "off the table" if it comes to rest anywhere other than on the bed of the table.
- (f) If a player's body or clothing should touch any ball.
- (g) Player not having at least part of one foot on the floor.
- (h) Playing or touching with the cue any ball other than the cue ball.
- (i) Striking the cue ball with any part of the cue other than the tip.
- (j) Playing out of turn.
- (k) Playing before all balls have come to rest.
- (l) Playing before any ball(s) require re-spotting.
- (m) Striking the cue ball with the cue more than once.
- (n) Failing to perform a "legal shot" see rule 8(b).
- (o) Push shot - defined as where the cue tip remains in contact with the cue ball for more than the momentary time commensurate with a normal stroked shot, or the cue tip remains in contact with the cue ball once it has commenced it's forward motion.

10 PENALTIES FOR FOULS

A player who commits a foul loses control of the table **and any points accumulated in his visit**. A foul stroke is not penalized by giving two visits to the oncoming player. However the oncoming player may pick the cue ball up and play from anywhere on the table.