

League Rules of the Bury Billiards League

(2026-27 edition)

General

1. The 'Bury Billiards League' will play billiards according to the 'Rules of the Game of English Billiards'. Copies are available on the League website.
2. For delegates meetings and postal reasons, the Bury Billiards League will be based at the following address:

Seedfield Bowling Club,
Parkinson Street,
Bury,
BL9 6NY.
3. The League website (www.burybilliards.co.uk) is managed by the Press Secretary plus two other League members.
4. The League is open to amateur players only, and all teams must be based within a 10-mile radius of Bury town centre.
5. All players must be a paid-up member of the club they represent and must be registered with the League Press Secretary and be given a provisional handicap before they play.
6. All League matches are played generally on a Tuesday evening commencing at 7:30pm and will comprise three players per team. Certain teams may opt for an 8:00pm start. No player can play more than one game in each match. Matches may be played using either one or two tables as available.
7. The General committee shall comprise of the league officials plus one delegate per club. A minimum of five shall comprise a quorum.
8. League Fees are set by the General Committee and comprise a team fee plus a players' levy. League Fees will include entry to the Team KO competition. There are no players levy for the Team KO competition.
9. The league will run subsidiary Individual Merit and Doubles competitions. Entry Fees for these competitions are set by the General Committee.
10. Throughout the season there will be a number of delegates meetings to discuss League affairs and payment of league fees. **Each team MUST** send a delegate to these meetings or a fine may be imposed.
11. The president shall be able to attend any meeting, but he may not vote, unless he is the only representative of his club.

12. Following the end of each League season and before the start of the next, the League will hold an Annual General Meeting (AGM) that will be open to all League members.
13. **Any proposals to be brought before the AGM must be sent in writing to the League Secretary 1 week before the AGM.** Any new proposals will be voted on by the delegates from each team - only one vote per team. In the event of a tied vote the League Chairman will have the deciding vote.

Handicaps

14. All new players to the League, must be given a true handicap, by their team captain. Failure to do so could result in appropriate action from the management committee including handicap and team point deductions. Handicaps are set for all players before the start of the league season by the handicapping committee. The handicapping committee comprises the President, Chairman, Vice-chairman, Press secretary, General secretary and two other delegates. The handicapping committee have authority to amend any players' handicap as and when necessary, throughout the season.
15. Each player will be given an individual handicap according to their playing ability, but these will change throughout the league season. A player's initial handicap cannot exceed +135.
16. After each match, a player's handicap will be self-regulating. A player's handicap will increase by 3 should they lose and decrease by 3 should they win. However, if the loser's score is 149 or less then the players handicaps will be amended by ± 5 points. Also if the losing players score is within 190-199 there is to be no handicap adjustment, i.e. An adjustment of ± 3 is only made when the losing player has scored 189 or less.
Additionally, if a player's handicap reaches +144, the handicap will remain unchanged until they win.
17. Any player that plays off an incorrect handicap and wins, will lose the match point and 25 aggregate game points.
 - e.g. If a Team A player's handicap was 20 and wins by more than 10 points, then next match plays off 20 again instead of 17 and wins again, then 1 match point and 25 aggregate points will go to the other team.
18. Any player that plays off an incorrect handicap but loses the game, then 25 aggregate points will be given to other team.
 - e.g. If a Team A player's handicap was 20 and wins, then next match plays off 20 again instead of 17 but loses, then 25 aggregate points will be given to the other team. The player's handicap for the next match will return to 17
19. No trophy may be won outright, and must remain the property of the League.

League Match Play

20. For League Matches ONLY.
The Home team captain should announce the name of each player prior to the start of each League game. This does not apply to the Team KO matches.
21. All games are to be played to 200 up with individual handicaps being put on to the scoreboard at the commencement of each game. It is the responsibility of the team captains (and each individual player) to ensure the correct handicaps for both players are correct **BEFORE THE START** of all games. Once any game has started it is too late to adjust the scoreboard and the scores should not be altered.
22. At the start of each League game, the Home player will spot off using the Yellow ball. However, for individual/doubles games where neutral tables will be used, or for the **Mini-league competition**, then the players will string or toss a coin to decide who spots off, but the Home Player will still play with the yellow ball and is scored on the top of the scoreboard.
23. One point is awarded to the winner of each League game with two further points for the aggregate. If the aggregate is tied, then each team gets one match point.
24. The home team captain to pass the result to the Press Secretary by phone, text or email on Wednesday following the match. Failure to do so may result in a fine or a deduction of points. Details to include individual scores, handicaps, and any breaks of 30 or over. The Press Secretary will record all results and the statistics will be used to assess the individual handicaps.
25. If a team is short of a player, the game will be awarded to the other team with a score of 200-75. However, for statistical reasons, the individual's results will be recorded as 200-199 to avoid effecting their League average. This result will have no effect on the player's handicap.
26. Fixtures may be rearranged during the season by agreement between the captains. Rearranged fixtures must be played as soon as possible and certainly by the date of the final league matches.
27. Any disputes about matches will be decided by the delegates at the next delegates meeting.
28. Final league positions for both the league and the round robin stage of the team knock out competition will be sorted as follows: -
 - 1) Total points
 - 2) Matches won
 - 3) Frames won
 - 4) Total Points Difference
 - 5) Play-off at a neutral venue

29. During a doubles match, partners may confer during a game, but not whilst the striker has approached the table until the break has ended with a non-scoring stroke or foul (See Rule 17b of the 'Rules of the Game of English Billiards'). This principle shall also apply in games between individual players that form part of a team match.
30. When a Club enters more than one team, then three players must be allocated to each team. All other players will be registered in the Club Pool of players. Players allocated to the **A team CANNOT** play for the **B team** and vice-versa. Pool players may play for any of the club teams subject to the limitations of **Rule 31** below.
31. Any Club Pool player that has played more than five games, or a quarter of the league fixtures, for one particular team will be tied to that particular team for the remainder of the season and **CANNOT** play for the other team(s).
32. There are prizes (determined by the general committee) for the 'Best League Average'. To qualify for these prizes all players must have completed at least 50% of all League matches. Scores recorded during the Team KO, Individual and Doubles games do not count towards the Averages.
Average is determined by dividing the individual's total number of points scored by the total of points scored against.
If there is more than one player with the same average, the winner will be the one who has played most games. If they have played an equal number of games, the prize will be shared.
There will also be a prize (determined by the general committee) for:
- Most League Wins.
33. There will be a prize (determined by the general committee) for the team that records the most league points from the Mini-league. Those teams eligible for prize money due to their finishing position in the league will not be eligible for this prize. Should there be a tie for the most league points from the Mini-league, the prize shall be awarded according to the following conditions: -
- 1) Matches won
 - 2) Frames Won
 - 3) Total Points Difference
 - 4) Play-off at a neutral venue

34. Further to the 'Rules of the Game of English Billiards' - Game Rules 14 and 15 'Fouls' and 'Actions after a Foul'.

If the referee fails to notice when a foul occurs, particularly when about to play with the wrong ball, then anyone, opponent or spectator, may bring the details to the attention of the players to avoid playing with the wrong ball.

Team KO Play

35. For a player to be eligible to play in the team knock out competition, they must have played a minimum of one league match.

Each individual player's handicap will be that which was applicable after the final league match of the season and will not change throughout the competition.

All teams will be allocated a team handicap, according to their final league position. This will range from minus 20 for the League Champions and increase in increments of 5-points for every position thereafter. The 'Team Handicap' will be added to the aggregate scores of each team at the end of each match.

During the Round Robin stages all teams will be arranged into two groups dependant on the final league positions – odd placed teams in Group A with even placed teams in Group B. All teams will play each of the other teams in their respective group in a mini-league, with points awarded as the league season.

The Home team captain should announce the names of all three players in the order of play prior to the start of a Team KO match. There is no necessity for the Away team to announce their team at this stage.

After the Round Robin stages, the two top teams of each group will then enter the semi-final knockout stage. These will be played on a Home & Away basis, and players can either string or toss a coin to determine who spots off. The Home player will play with the YELLOW Ball.

At the Semi-Final and Final Stages, each team captain will write their order of play and then reveal it to the opposing captain at the same time.

Results are determined purely on an aggregate basis, with Team Handicaps applying. If the overall aggregate is level, the team winning most games will be the winners.