

Rule	Action	Rule	Team																														
4b	From	Order of play is determined by the flip of a coin. The winner of the flip has the option of breaking or requesting his/her opponent to do so.																															
4b	To	First match toss a coin then alternate breaks thereafter.	Mermaid A																														
4b	To	The Order of play is that the away Team will break first. Breaks are then alternated between Teams until the match is completed.	RAOB A																														
4b	Remove	Order of play is determined by the flip of a coin. The winner of the flip has the option of breaking or requesting his/her opponent to do so.	Shearer B																														
4b	To	Referee and Break Order	Shearer B																														
		<table border="1"> <thead> <tr> <th>Game</th> <th>Home Team</th> <th>Away Team</th> </tr> </thead> <tbody> <tr><td>1</td><td>Ref</td><td>Break</td></tr> <tr><td>2</td><td>Break</td><td>Ref</td></tr> <tr><td>3</td><td>Ref</td><td>Break</td></tr> <tr><td>4</td><td>Break</td><td>Ref</td></tr> <tr><td>5</td><td>Ref</td><td>Break</td></tr> <tr><td>6</td><td>Break</td><td>Ref</td></tr> <tr><td>7</td><td>Ref</td><td>Break</td></tr> <tr><td>8</td><td>Break</td><td>Ref</td></tr> <tr><td>9</td><td>Ref</td><td>Break</td></tr> </tbody> </table>	Game	Home Team	Away Team	1	Ref	Break	2	Break	Ref	3	Ref	Break	4	Break	Ref	5	Ref	Break	6	Break	Ref	7	Ref	Break	8	Break	Ref	9	Ref	Break	
Game	Home Team	Away Team																															
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4c	From	The opening player plays at the triangle of object balls by striking the cue ball from any position on or within the 'D'																															
4c	To	The opening player plays at the triangle of object balls by striking the cue ball from any position behind the line.	RAOB A																														
4d	From	On the break if a player legally pockets an object ball, then that denotes his/her group, unless he/she pockets balls from each group, when he/she must nominate his/her choice before continuing to play.																															
4d	Remove		Shearer B																														
4d	To	If on the break a player pots any object ball they can nominate any colour so no advantage is gained to opposition from potting a certain colour.	Jolly Taxpaer B																														
4d	To	Whatever is potted off the break, it is still an open table until the next pot.	Mermaid A																														

4e	From	If no ball is pocketed from a legal break, then the player who breaks must clearly nominate his/her choice before play continues. Failure to do so will have the penalty of a foul.	
4e	To	If no ball is potted then open table.	Mermaid A
4e	To	If no ball is potted from a legal break,, the opponent has an open table. This continues until a ball is potted.	The Florist
4e	To	After a legal break, then the player who breaks must clearly nominate his/her choice before play continues. Failure to do so will have the penalty of a foul.	Shearer B
4e	To	If no ball is pocketed from a legal break, then play continues with an open table until such time a ball is legally pocketed. Once a player legally pockets an object ball, then that denotes his/her group.	Committee
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6d	Add	Two shots will carry to the end of his/her visit.	Shearer B
6e	Add	If a player pots (accidentally or intentionally) any of an opponents object balls, the penalty will be 6a-6b and 6d will replace 6c.	Shearer B
8f	Add	If after 5 seconds of play, a ball drops by accident, it will be replaced in the original position. (Guess 8f is the right place -Dave comment)	Mermaid A
8t	Add	Any player deemed to have committed a deliberate foul will forfeit the game (unsportsman like play).	Three Marines B

Others

WITHDRAWN		Just check that the BAPTO rules we play are up to date. If not bring them up to date.	Three Marines D
	From	Scotch Doubles.	Froddington B
	To	Original Doubles.	Froddington B
	From	9-0 walkover from a no show/non rearranged game.	Froddington B
	To	No frame difference just 2 points for a win.	Froddington B
No Change		Jolly Taxpayer A	
		Raven A	
		Raven B	
		Derby Tavern B	
		British Queen	
		Three Marines D	