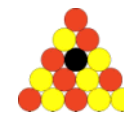




OFFICIAL 8 BALL RULES

AS USED BY BARROW & DISTRICT WEDNESDAY POOL LEAGUE



1. THE GAME

The game shall be known as 8 Ball Pool and referred to in these rules as “ the game”. It is intended that players and teams should play 8 Ball Pool in the true spirit of the game and in a sporting manner. It should be clearly understood that the referee is the sole judge of what is fair / unfair play and take whatever action is necessary to ensure that these rules are observed.

2. REQUIREMENTS OF THE GAME

The game is played on a rectangular 6 pocket table with a white cue ball and 15 object balls comprising of: - one 8 ball (black) and 2 different groups of 7. One group solid yellow and other group solid red, (or numbered 1 to 7 solid colours and 9 –15 striped colours).

3. OBJECT OF THE GAME

The player or team pocketing all their group of object balls in any order, and then legally pocketing the 8 ball (black), wins the game.

4. COMMENCEMENT OF THE GAME (OR RE-START)

- (a) The balls are racked, (as above either side of title), using the triangle with the 8 ball (black) on the 8 ball spot which is at the intersection of the centre and corner pockets.
- (b) Order of play is determined by the flip of a coin, the winner can break or request the opponent to do so.
- (c) The opening player plays at the triangle of object balls by striking the cue ball from any position on or behind the baulk line. Break will be deemed “FAIR” if at least one Colour is pocketed and/or at least 2 object balls hit any cushion(s). FAILURE to do so is a foul break and will result in the balls being racked (4a), the opposing player then starts the game with 2 visits. IF cue ball is potted on a FAIR break the penalty is only 1 visit, “OPEN” table. IF no object balls are potted on a FAIR break it is an “OPEN” table.
- (d) If the 8 ball (black) is pocketed from the break shot, the balls will be re-racked and the game re-started by the same player, NO PENALTY will be incurred, (this applies even if other balls, including the cue ball are pocketed, or leave the playing surface, “off the table”).

5. DECIDING COLOURS

- (a) On the Break
 - i If no object ball is pocketed from a legal break, then the players continue alternately playing at either group until such time a legal pot is made which decides the player's group.
 - ii If one or more colours are potted on the break the player MUST VERBALLY advise the referee of their choice of colour before proceeding – FAILURE to do so is a foul (see 9). IF the player nominates a colour that was not potted on the break, they MUST pot a ball of that colour on the next shot to be on that colour.
- (b) After the Break
 - i On the first occasion a player legally pockets an object ball, including following a foul, then the ball denotes their group, unless one or more of both groups are pocketed, the player must then nominate a group before play continues FAILURE to do so is a foul (see 9).
 - ii If a foul is committed, (other than as rule 4d), and one or more object balls are pocketed before playing groups are decided, then those balls are ignored in

determining the groups to be played. The oncoming player may play at any ball, including 8 ball (black) for the first shot.

- iii If a ball(s) are legally pocketed this entitles the player to one additional shot and continues play until they fail to pot, or commit a foul.

6. LEGAL SHOT

- (a) On all shots, the player must:-
 - i Cause the Cue Ball's initial contact with a ball that's "On",
- AND THEN
- ii Pot a ball "On" OR Cause the Cue Ball or any Object Ball to contact a cushion.
 - (b) Failure to play a Legal Shot is a Foul.
 - (c) Exceptions:
 - i On the Break, the conditions of a Legal Shot do not apply (see 4).
 - ii When playing out of a Total Snooker a player is only obliged to meet the conditions of (a)(i) above. (also see 7. Total Snooker).
 - (d) Interpretations:
 - i If the Cue Ball's initial contact is with an Object Ball that is touching a cushion, simply forcing that Object Ball into the same cushion does not constitute a Legal Shot.
 - ii If the Cue Ball and the Object Ball are touching the same cushion, simply forcing the Cue Ball and / or that Object Ball into the same cushion does not constitute a Legal Shot.

7. TOTAL SNOOKERS

- (a) Definition: A player is in a Total Snooker when it is impossible to play any part of any of the player's own Colour by way of a "straight line" shot. Leaving an opponent in a Total Snooker is not a foul.
- (b) If a player believes that a Total Snooker exists, the player may ask the referee for a ruling.
- (c) If the referee rules that a Total Snooker exists, the player's obligations under the "Legal Shot" rule are relaxed as follows:- The player need only cause the Cue Ball's initial contact to be with a ball "On". The requirement to pot a ball and / or cause a ball to strike a cushion is waived.

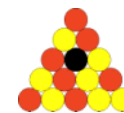
8. FOULS

- (a) In off - cue ball pocketed.
- (b) Hitting opponent's ball(s) with the cue ball on first impact of cue ball, except with the first shot following any foul.
- (c) Failing to perform a Legal Shot (see 6).
- (d) Jump shot – defined as when the cue ball jumps over any part of any ball before making contact with any ball.
- (e) Hitting the 8 ball (black) with the cue ball on first impact of cue ball before all their own group are pocketed, except with the first shot following any foul.
- (f) Potting any opponent's ball, except with the first shot following any foul.
- (g) Ball off table: - A ball shall be deemed “off the table” if it comes to rest other than on the bed of the table. 1.Any object ball or the 8 ball (black) shall be returned to the 8 ball spot, (see rule 4a), or as near as possible to that spot without touching any other ball, in a direct line between that spot and the centre of the string line. If more than one ball requires



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spotting, they are spotted in the following order: Black,Red,Yellow. 2. IF the cue ball goes off, it is played from in hand, (see 12a).

- (h) If a player's body or clothing should touch any ball (except the cue ball after the referee calls 'foul', when the player is entitled to the cue ball in hand, (see 9b)).
- (i) Player not having at least one foot on the floor.
- (j) Playing or touching with the cue, any ball other than the cue ball.
- (k) Striking the cue ball with any part of the cue other than the tip.
- (l) Playing out of turn.
- (m) Playing before balls have come to rest.
- (n) Playing before any ball(s) that require spotting, are re-spotted.
- (o) Striking the cue ball with the cue, more than once.
- (p) Push shot - defined as when the cue tip of the cue remains in contact with the cue ball when the cue ball makes contact with the object ball, or also when the tip remains in contact with the cue ball once the cue ball has commenced its forward motion.
- (q) Playing a shot after neglecting to nominate a choice of Colour when the obligation and right to do so existed (see 5. Deciding Colours).
- (r) Foul break, failing to pot an object ball, &/or drive at least 2 object balls to any cushion(s).
- (s) Coaching: - During a frame, a player is required to play without receiving any advice from other persons relating to the playing of the frame. Should a team member or bone-fide supporter of a player offer advice, the referee will issue a "First and Final Warning" to that person, or persons, that a repetition will result in the player being penalised via a Foul. The only exception to this rule in a doubles/4 man game when partners/the team are allowed to confer during the time they are **not in control** of the table (see rule 12b)

9. PENALTY FOLLOWING ANY FOUL

- (a) Following any foul the offending player loses their next visit to the table giving the opponent 2 consecutive visits.
- (b) If the cue ball has come to rest on the playing surface, then the player having 2 visits may proceed to play from where the cue ball lies, or the cue ball may be played from any position on or behind the baulk line. Moving the cue ball in this manner, players are advised to ask the referee to hand them the cue ball. 2 visits commence.
- (c) On the first shot only of the first visit, following a foul, player may play the cue ball onto any ball without penalty. If any object ball(s) is pocketed directly, or by any combination, this is deemed as pocketed legal ball(s), and continues as first visit. However, the player must not pot the 8 ball (black), LOSS OF GAME, unless he was on the 8 ball (black). WHEN the player fails to pot a ball on the first visit, play continues with the second visit, and so on.

10. LOSS OF GAME

- (a) If a player pockets the 8 ball (black) before all their group of balls, except on the break, (rule 4d), the player loses.
- (b) A player committing any foul whilst pocketing the 8 ball (black), except on the break, (rule 4d), the player loses.
- (c) A player pocketing the 8 ball (black) and any other ball on the same shot, loses the game. EXCEPT following a foul, when only the 8 ball (black) and opponent's ball(s) remain on the table. THEN with the first shot of the first visit, may legally pocket the 8 ball (black) as well as ball(s) of opponent's group by any combination and in any order.

- (d) A player failing to make any attempt to play a ball of his/her own group, will lose the game (except during a Break or after a Foul, see also 11. Touching Ball).

11. TOUCHING BALL

- (a) Touching ball: - if the cue ball is touching an object ball or 8 ball (black), player MUST play away from that ball. To move the object or 8 ball (black), is a foul.
- (b) Playing away from the touching Eight Ball when not "On" the Eight Ball:- The player must play away from the touching Eighth Ball and the meet all the requirements of a Legal Shot (see 6).
- (c) Playing away from a touching ball that's "On", the player is deemed to have played that ball. THEREFORE the player only need to fulfill rule 6 (a) ii.

12. GENERAL

- (a) CUE BALL in hand: -the cue ball is played from any position on or behind the baulk line, and in any direction.
- (b) Player in control of the table: -from the time that their or their partner's (in doubles /4 Man) body, cue or clothing touches the table prior to their shot, throughout the visit(s) and up until the opponent does likewise prior to their visit. Any ball(s) which fall into pockets during this period, including 8 ball (black), are said to have been pocketed. The player in control being liable to any penalties or benefits normally awarded for the ball(s) pocketed. However, once the cue ball has been struck a legal shot must be completed (see 6 Legal Shot), a ball falling in DOES NOT cancel out any foul.
- (c) The game is completed when the 8 ball (black) is pocketed in any pocket and all the remaining ball(s) have come to rest, except on the break, (rule 4d).

13. STALEMATE

Should any situation arise whereby a legal shot is IMPOSSIBLE to play, then the game should be re-started by the player who started the frame, whether this situation is arrived at by accident or design.

If in the opinion of the referee neither player is allowing the game to progress or a stalemate situation has arisen, then the game shall be re-started by the player who started the frame. The referee should not allow numerous visits with neither player making any attempt to play the opening pot which would decides the playing groups, (unless it is felt progress is being made). If the player who started that frame did so by virtue of their opponent making a foul break, that player will break on any re-start and not the opponent who made the foul break.

14. GUIDANCE

- (a) The term "shot" means striking the cue ball once.
- (b) The term "visit" refers to one turn at the table comprising of one, or a series of shots.
- (c) The term "break" refers to the first shot of a game or the first shot of any game being re-started.
- (d) Coaching is deemed unsporting behaviour, (see rules 1 and 8(s)).
- (e) A referee may, only if requested, advise on rules of the game.
- (f) Ball On: At any time during a frame, a ball "On" is any Object Ball that the player may play without incurring a penalty.