

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 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.

2. REQUIREMENTS OF THE GAME

The game is played on a rectangular 6-pocket table with 15 balls, plus a cue ball. Balls comprise two groups, represented by two different coloured balls plus the 8 ball which is black.

Alternatively, numerical balls may be used numbered 1-7, which are plain coloured balls and 9-15, which are striped coloured balls.

Balls in the two groups are known as object balls.

3. OBJECT OF THE GAME

The player or team pocketing their group of object balls first 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 illustrated (right) 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 of the flip has the option of breaking or requesting his/her opponent to do so.

(c) The opening player plays at the triangle of object balls by striking the cue ball from any position within Baulk. He/she must pot one or more object balls or cause at least two object balls to hit a cushion. Failure to do so is a foul break and will result in the balls being re-racked.

(d) On the first occasion a player legally pockets an object ball, including following a foul, then that ball denotes his/her group, unless he/she pockets a ball from each group, where the next group he/she legally hits denotes his/her group.

(e) If no ball is pocketed from a legal break, then players continue alternately until such time a ball or balls are pocketed.

(f) If a foul is committed (other than as rule 4(g)) on the first occasion, one or more object balls are pocketed, then those balls are ignored in determining the groups to be played and the oncoming player plays at any ball on the table.

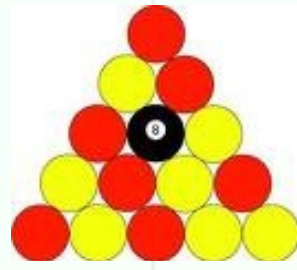
(g) If the player pockets the 8 ball (black) from the break, the game shall be restarted by the same player. No penalty will be incurred and all the balls to be re-racked. This applies even if other balls, including the cue ball, are pocketed as well.

(h) If a ball or balls are legally pocketed, this entitles the player to one additional shot and this continues until the player either:

(i) Fails to pocket one of his/her set of allocated balls, or

(ii) Commits a foul at any time.

(iii) Combination shots are allowed provided that the player hits one of his/her own group of balls first (unless rule 6(b) applies).



5. FOULS

(a) In off (cue ball pocketed).

(b) Hitting opponents' balls before his/her own ball or balls except when rule 6 (b) applies.

(c) Failing to hit any ball with, the cue ball.

(d) Jump shot - defined as when the cue ball jumps over any part of any ball before making contact with any object ball.

(e) If a player hits the 8 ball (black) with the cue ball on the first impact before all his/her own balls have been potted, except when rule 6(b) applies.

(f) Potting any opponent's balls except when rule 6(b) applies.

(g) Ball off the table:

(i) If the 8 ball leaves the table it is the end of the current frame.

(ii) Any object ball or the 8 ball (black) shall be put down one of the pockets.

(iii) If the cue ball, the ball to be played from the current position or from within Baulk. A ball shall be deemed off the table if it comes to rest other than on the bed of the table.

(h) If a players clothing or body should touch any ball.

(i) Player not having at least one foot on the floor.

(j) Playing or touching with the cue any other ball other than the cue ball.

(k) Playing out of turn.

(l) Playing before balls have come to rest.

(m) Playing before the ball or balls have been re-spotted.

(n) Striking the cue ball with any part of the cue other than the tip.

(o) Striking the cue ball with the cue more than once.

(p) Foul break (see 4(c)).

(q) Push stroke (see 8(a)).

6. PENALTY FOLLOWING ANY FOUL

(a) Following any foul the offending player loses his/her next visit to the table, and his/her opponent is entitled to two consecutive visits to the table.

(b) On the first shot only, of his/her first visit, the oncoming player may, without nomination, play the cue ball onto any ball without penalty (including his/her opponent's object balls and the 8 ball (black)). If he/she pots any ball or balls directly or by combination he/she is deemed to have potted a legal ball (or balls) and continues his/her first visit. However, he/she may not pot the 8 ball (black), which would mean loss of the game, unless he/she is on 8 ball (black). When he/she fails to pot a ball on the first or subsequent shot of his/her first visit, he/she will then start his/her second visit (see rule 4(d))

(c) If a player is snookered (unable to play a legal full ball shot at any one of his/her own group of object balls) after a foul stroke, then the cue ball may be played from the "D" and proceed as rule 6(a) and 6(b). Moving the cue ball in this manner does not count as a shot or visit.

(d) A "full ball shot" is defined as being able to strike the centre of the object ball directly with the centre of the cue ball.

7. LOSS OF GAME

(a) If a player pockets the 8 ball (black) before he/she pockets all the balls in his/her own group, except as allowed under rule 4(g), he/she loses the game.

(b) A player going in off the 8 ball (black) when the 8 ball (black) is potted, loses the game.

(c) A player potting the 8 ball (black) and any other ball on the same shot will lose the game, except following a foul when only the 8 ball (black) and ball or balls of opponent's group are on the table, when he/she may legally pot the 8 ball (black) as well as balls of his/her opponent's group in any order.

(d) If a player causes the 8 ball to leave the table.

(e) A player who clearly fails to make any attempt to play a ball of his/her own group will lose the game.

(f) If a player or team individual mistreats pub property, or tries to intimidate the opposing team.

8. GENERAL

(a) PUSH STROKE - defined as when the tip of the cue remains in contact with the cue ball once it has commenced its forward motion.

(b) CUE BALL IN HAND - when a player has the cue ball in hand he/she plays from the current position or from anywhere within Baulk and in any direction.

(c) PLAYER IN CONTROL - A player is said to be in control of the table from the time that his/her body, cue or clothing touches the table prior to his/her shot, through his/her visit and up until his/her opponent does likewise prior to his/her visit. Any balls which fall into the pockets during this period (including the 8 ball (black)), he/she is said to have potted and he/she is liable to any penalties or benefits normally awarded to him/her for the potting of that ball or balls as are accorded to him/her in the rules of the game (rule 5(c) applies).

(d) The game is completed when the 8 ball (black) is potted in any pocket and all the remaining balls including the cue ball have come to rest, except where rule 4(g) applies.

(e) TOUCHING BALL - a player may play away from a touching ball of his/her own group, and be deemed to have played that ball. A player may also play the cue ball in any direction provided a push stroke is not committed.

(f) Should the cue ball be touching an opponent's ball or 8 ball (black) a player shall play away without penalty providing that the cue ball strikes one of his/her own group. When 6(b) applies, a player may play away from any touching ball and be deemed to have played that ball.

9. STALEMATE

Should any situation arise whereby a legal shot cannot be played, then the game shall be restarted by the same player 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 restarted by the same player.

GUIDANCE

(a) The term 'Shot' means striking the cue ball once.

(b) The term 'visit' refers to one turn at the table comprising one or a series of shots.

(c) The term 'break' refers to the first shot of the game or the first shot of a game being restarted.

(d) Coaching is deemed to be unsportsmanlike behaviour (see rule 1).

(e) A referee may, if requested, offer advice on the rules of the game.

MATCH GAMES (BASICS)

(a) The game will consist of 6 frames of singles in 3 rounds, or 7 frames of singles in 3 rounds in Cup matches.

(b) Matches to start at 8pm. Games may be claimed at intervals of 30 minutes, up to 9.00pm when the whole game may be claimed. (Subject to weather conditions, etc)

(c) All teams must enter player's names (minimum of 3).

(d) All games that can be played must be played before games may be claimed.

(e) **Captains do not sign the result sheet if you have any discrepancies about any of the games played.**

(f) All Result sheets to be submitted by midday Friday, otherwise the received result sheets will be treated as accurate

(f) No player can change teams after said player has played in the league. Only in the event of a team withdrawing from the league may a player register for another team.