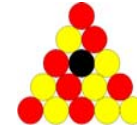


OFFICIAL 8 BALL RULES



AS USED BY BARROW & DISTRICT POOL (TUESDAY & WEDNESDAY)

1. THE GAME:

The game be known as 8-ball pool & referred to in these rules as "THE GAME". It is Intended that players and teams should play the game in the 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 observer.

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 1 black & 2 different colour groups 1 group solid yellow balls & 1 group solid red balls (or numbered 1to7 solid colours & 9 to 15 stripes).

3. OBJECT OF THE GAME:

The player or team that pocket all their group of balls in any order, and then legally pot the black wins the game.

4. COMMENCEMENT OF THE GAME (OR RESTART) :

- (a) The balls are racked (as above) with the 8 ball black on the spot which is the intersection between the centre & corner pocket.
- (b) Order of play is determined by the flip of a coin. The winner having choice.
- (c) The opening player plays at the triangle of object balls by striking the cue ball from any possession behind the baulk line. Break will be deemed a "fair" if an object ball is pocketed or at least two balls have hit the any cushion(s). Failure to do so is a foul break & will result in the balls being racked (**rule 4a**); the opposing team player then starts the game with two visits. If the cue ball is potted on a fair break, the penalty is only one visit "OPEN TABLE". If no object balls are potted on a fair break, it is an open table.
- (d) If the black is potted from the break the balls will be reracked & the game restarted, no penalty incurred, (this includes even if other balls, including the cue ball are potted. Or leave the playing surface, "off the table")

5. DECIDING COLOURS:

- (a) On the break
 - i if no colour is potted from a legal break, then the players continue alternately playing at either group until such a time a ball is legally potted, this decides the players group.
(If two different colours are potted on the break the player must verbally advise the referee of their colour before proceeding - failure to do so is a foul (see 9a).
 - ii **If 1 or more of the same colour are potted on the break the player must verbally advise the referee of their colour before proceeding failure to do so is a foul (see 9a). If player nominates colours that were 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 pots an object ball, including following a foul then the ball donates their group unless both groups of ball are potted, the player must then nominate a group before play continues, failure to do so is a foul (**see rule 9a**).
- ii If a foul is committed & 1 or more object balls are potted before playing groups are decided, the those balls are ignored in determining the groups to be played. The oncoming player may play at any ball, including the black for the first shot.
- iii If ball(s) are legally potted this entitles the player to one additional shot & continues playing until they fail to pot, or commit a foul.

6. LEGAL SHOT:

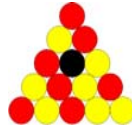
- (a) On all shots the player must:-
 - i Cause the cue ball's initial contact with the ball that's "ON", And then
 - ii Pot a ball "ON" or cause the cue ball or any other ball to contact a cushion.
- (b) Failure to play a legal shot is a foul. (**See 9a**).
- (c) Exceptions:
 - i On the break the conditions of a legal shot do not apply (**see rule 4**).
 - ii When a playing out of a "TOTAL SNOOKER" a player is only obliged to meet the consideration of (**rule (a) (i)**) above (see 7 total snooker.)
- (d) Interpretation;
 - i An object ball already touching the cushion is not deemed as a legal shot unless it hits another cushion or another ball hits a cushion.
 - ii If the cue ball & object ball are touching the same cushion, simply forcing the cue ball and / or the object ball into the same cushion does not constitute a legal shot.

7. TOTAL SNOOKER:

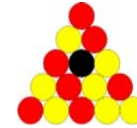
- (a) Definition: a player is in total snooker when it is impossible to play any part of the players own balls by way of a straight line. Leaving a player in total snooker is not a foul.
- (b) If a player believes a total snooker exists, the player can to ask the referee for a ruling.
- (c) If the referee rules that a total snooker exists , the players obligation under the "LEGAL SHOT" rule are relaxed as follows, the player needs only to cause the cue balls initial contact to be with the balls "ON". The requirement to pot a ball / or cause a ball to hit a cushion is waived.

8. FOULS:

- (a) In off-cue ball pocketed
- (b) Hitting opponents ball's with cue ball on first impact of the cue ball, except the first shot following any foul.
- (c) Failure to perform a legal shot (**see rule 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 black with cue ball on first impact of the cue ball before all their balls are potted, except the first shot following any foul.
- (f) Potting any opponent's ball, except the first shot following any foul.



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- (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.
 - i Any ball off table shall be returned to the black spot (**see rule 4**), 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.
 - ii If the cue ball goes off the table it is played from hand, (**see 12a**).
- (h) If a players body or clothing 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 floor.
- (j) Playing or touching any ball other than the white with the cue.
- (k) Striking the cue 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 balls requiring respotting are re-spotted.
- (o) Striking the cue ball 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 forgetting to nominate a choice of colours when the obligation & right to do so existed, (see rule 5. Deciding colours)
- (r) Foul break, failing to pot an object ball, or drive at least two balls to any cushion(s).

9 PENALTIES FOLLOWING ANY FOUL:

- (a) Following any foul the offending player loses their next visit to the table given their opponent two consecutive visits.
- (b) If the cue ball has come to rest on the playing surface, then the player having two visits may play the cue ball from where it lies or the cue ball may be played from any position on or behind the baulk line.
Players are advised to ask the referee to hand them the ball. Two visits commence .
- (c) On the first shot only of the first visit, following a foul shot, the player may play the ball onto any ball without penalty. If any object ball(s) is potted directly or by any combination, this is deemed as potting a legal ball, and continues as first visit, however the player must not pot the black
When the player fails to pot a legal ball on the first visit, play continues with the second visit and so on.

10 LOSS OF GAME:

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

11 TOUCHING BALL:

- (a) Touching ball:- if the cue ball is touching the object ball or the black, player must play away from that ball. To move that ball is a foul.
- (b) The instant a player plays away from a touching ball of their own colour he is deemed to

- (c) have played that ball, therefore they need only to pot a ball or cause a ball to touch a cushion to for fill all the requirements of a legal shot.
- (c) Playing away from a touching opponents ball the player must meet all the requirements of a legal shot. (**See rule 6**).
- (d) Playing away from an touching black ball "ON" the player must play away from the touching ball and need only cause a ball to touch a cushion to for fill all the requirements of a legal shot. (**See rule 6**).
- (e) Playing away from a touching black ball when not "ON" the player must meet all the requirements of a legal shot. (**See rule 6**).

12 GENERAL:

- (a) "CUE BALL IN HAND: - the cue ball can be 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 body, cue or clothing touches the table prior to their shot, throughout the visit and until their opponent touches the table they are in control of the table, any ball which fall into a pocket during that period, including the black are said to have been potted on their visit.
The player in control being libel to any penalties or benefits normally awarded for that ball pocketed. However once the cue ball is struck a legal shot must be completed (see rule 6). A ball falling in **DOES NOT** cancel any foul.
- (c) The game is completed when the black is potted in any pocket and the remaining balls have come to rest, except on the break (**rule 4d**).

13 STALEMATES:

Should any situation arise whereby a legal shot is IMPOSSIBLE to play, then the frame can be re-started by the player who started he first frame weather the situation is arrived at accidentally or by design.
If in the opinion of the referee if 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 pot the opening ball, which would decide the playing groups. (Unless it is felt, progress is being made),
If a player started the frame by virtue of their opponent making a foul break that player will restart and not the player making 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 1 or a series of shots.
- (c) The term "BREAK" refers to the first shot of the game or the first shot of any game started.
- (d) Coaching is deemed unsporting behaviour (**see rule 1**).
- (e) A referee may only if requested, advice on rules of the game.
- (f) "BALL ON" at any time during a frame, a ball "ON" is any object ball that the player can play without incurring a penalty.