

CANN⁸OCK AND SOUTH STAFFS POOL LEAGUE

SPONSORED BY SOLBERG UK & SHABAB RESTAURANT

RULES OF THE GAME

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 7 plain reds, 7 plain yellows and a black ball. The balls are known as object balls.

Pro Cup Balls shown below are now required to be used within the Sunday night league and cup fixtures. There is a slight weight difference between the two sets and the obvious difference in colour and the fact it has a spotted white ball and striped black ball.

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, wins the game.

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

- A. The balls are racked as illustrated, 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 by the two captains. The winner of the flip has the option of breaking, on odd or even frames for the singles only. The two captains are to flip a coin again to decide on the doubles breaking.
- 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. An object ball must be pocketed, or at least FOUR object balls hit any cushion. Failure to do so is a foul break and will result in the balls be re-racked as per rule sheet. The opposing player then starts the game with two visits.
- D. If the 8 ball (black) is pocketed from the break shot, the balls will be re-racked and the game will be restarted by the same player. No penalty will be incurred. If the cue ball is potted on the break, the opponent only gets one shot.
- E. If a colour is potted on the break, the player has the option to nominate the colour that was not potted. To become that colour, a ball must be potted next shot, if not the table becomes 'open', i.e if a ball is potted on the break the player must nominate a colour. Failure to do so is a foul.
- F. If no object ball is pocketed from a legal break, then the players continue alternatively playing at either group until

such a time as a legal pot is made, which decides the player's group.

- G. If a foul is committed, (other than as in [rule 4\(D\)](#)), 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 on the table, including the 8 ball (black) for the first shot, the first legal pot to determine the group as in [rule 4\(E\)](#).
- H. If a ball, or balls, are legally pocketed, this entitles the player to one additional shot and this continues until the player either:
 - 1. Fails to pocket one of their own set of allocated balls, or;
 - 2. Commits a foul at any time.
- I. Combination shots are allowed, providing the player hits one of their own group first, or any ball with the first shot following any foul (see [rule 6\(C\)](#)).
- J. Legal Shot. On all shots the player must:
 - 1. Cause the cue ball's initial contact with a ball 'on', and then;
 - 2. Pot a ball 'on', or cause the cue ball or any object ball to contact a cushion.
 - 3. Exceptions:
 - a. On the break
 - b. When playing out of a total snooker as K.
- K. Total Snooker
 - 1. A player is in a total snooker when it is impossible to play any part of any of the players own colour by the way of a straight line shot.
 - 2. If a player believes a total snooker exists, the player must ask the referee for a ruling.
 - 3. If the referee rules a total snooker exists, the player's obligations under 'legal shot' are relaxed, i.e. the player need only cause the cue balls initial contact to be with a ball 'on'.

5. FOULS

- A. In off (cue ball pocketed).
- B. Hitting an opponent's ball(s) with the cue ball on first impact of the cue ball, except with the first shot following any foul.
- C. Failing to hit any ball with the cue ball, except where [rule 8\(C\)](#) applies.
- 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 the 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 the table.
 - 1. Any object ball or the 8 ball (black), shall be returned to the 8 ball spot (see [rule 4\(A\)](#)), or as near as possible to that spot without touching any other ball, in direct line between that spot and the centre of the string line.

2. If by any chance the 8 ball and any object ball(s) leave the table, they shall be placed as follows. The 8 ball returns to its own spot, (see [rule 5\(G.1\)](#)) any object ball(s) shall be placed directly behind the 8 ball without touching any other ball(s). With red(s) taking priority over yellow as red is the lead ball.
3. If the cue ball, then the cue ball played from in hand (see [rule 8\(B\)](#) general).

A ball shall be deemed "off the table" if it comes to rest anywhere other than on the bed of the table.

- H. If a player's body or clothing should touch any ball. Except the cue ball after the referee calls a "foul", when the player is entitled to the cue ball in hand (see [rule 6\(B\)](#)).
- I. Player not having at least part of 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 all balls have come to rest.
- N. Playing before any ball(s) require re-spotting.
- O. Striking the cue ball with the cue more than once.
- P. Push shot - defined as where the cue tip remains in contact with the cue ball for more than the momentary time commensurate with a normal stroked shot, or the cue tip remains in contact with the cue ball once it has commenced its forward motion. This is purely the decision of the referee.
- Q. Failing to nominate when balls of both groups are pocketed with the first legal pot.
- R. Foul break, failing to pot an object ball or drive at least four object balls to hit any cushions.
- S. Failure to pot a ball, or a ball fails to hit a cushion, see 4J.

6. PENALTY FOLLOWING ANY FOUL

- A. Following any foul, except in 4D, the offending player loses their next visit to the table, giving their opponent two consecutive visits to the table
- B. If the cue ball has come to rest on the playing surface, then the player having two 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 does not count as a shot, or visit. (Players are advised to ask the referee to hand them the cue ball).
- C. On the first shot only of the first visit, the oncoming player may, without nomination, play the cue ball on to any ball without penalty, including any opponent's ball(s), or 8 ball (black). If any object ball(s) is pocketed directly, or by combination, the player is deemed to have pocketed a legal ball(s), and continues with the first visit. However, the player must not pot the 8 ball (black), which would mean loss of game. Except if the player is on the 8 ball (black), then the game would be won. When the player fails to pot a ball on the first or subsequent shot of the first visit, play then continues with the second visit. The second visit is deemed to have started when the cue ball is struck on the first shot of the second visit.

7. LOSS OF GAME

- A. If a player pockets the 8 ball (black) before all the balls in their own group, except on the break (see [rule 4\(D\)](#)), the player loses the game.

- B. A player going in off the 8 ball (black) when the 8 ball (black) is pocketed, loses the game.
- C. A player pocketing 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(s) of the opponents group are on the table, then with the first shot of the first visit, the player may legally pocket the 8 ball (black) as well as ball(s) of the opponent's group by any combination and in any order.
- D. A player who clearly fails to make any attempt to play a ball of their own group will lose the game.

8. GENERAL

- A. Touching ball.
 - 1. Touching opponent's ball or 8 ball (black), the player MUST play a ball of their own group. Except on the first shot of the first visit following any foul, this entitles the player to any ball.
 - 2. Touching any ball the player is legally entitled to play. The player may choose either;
 - i. Play away from the touching ball, and be deemed to have played that ball. Should the cue ball fail to make contact with any ball (providing contact is made with the cushion), or strike the opponents ball, or 8 ball (black) (after striking the opponents ball, or 8 ball said ball must make contact with a cushion), then the shot is fair, no foul.

- B. Cue ball in hand

When a player has the cue ball in hand, the ball is played from any position on, or behind, the string line, and in any direction.

- C. Player in control

A player is said to be in control of the table from the time their body, cue, or clothing touches the table prior to their shot, throughout the visit, and up until the opponent does likewise prior to their visit. Any ball(s) which fall into pockets during this period, (including the 8 ball (black)).

- D. Completion of game.

The game is completed when the 8 ball (black) is pocketed legally in any pocket, and all the remaining balls have come to rest, except on the break (see [rule 4\(D\)](#)).

- E. Minute Rule.

The minute rule can be used at the Ref's discretion; however, the ref will inform the player before he does so.

- F. If any ball on the table is hanging over the pocket and it happens to fall in without any contact, the ball will be replaced to its original position without any foul being committed.

9. STALEMATE

Should any situation arise whereby a legal shot is IMPOSSIBLE to play, then the game shall be restarted by the player who started that frame, whether this situation has been 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 player who started that frame. The referee shall not allow numerous visits with neither player making any attempt to make the opening pot which decides the playing groups (unless it is felt that 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 restart, not the opponent who made the foul break.

GUIDANCE

- A. The term "SHOT" means striking the cue ball once.
- B. The term "VISIT" refers to the 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 a game being restarted.
- D. Coaching is deemed unsportsmanlike behaviour. (see [rule 1](#)).
- E. A referee may, only if requested, advise on the rules of the game.