

New Mills & District Pool League

Playing Rules 2020

Playing Rules

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

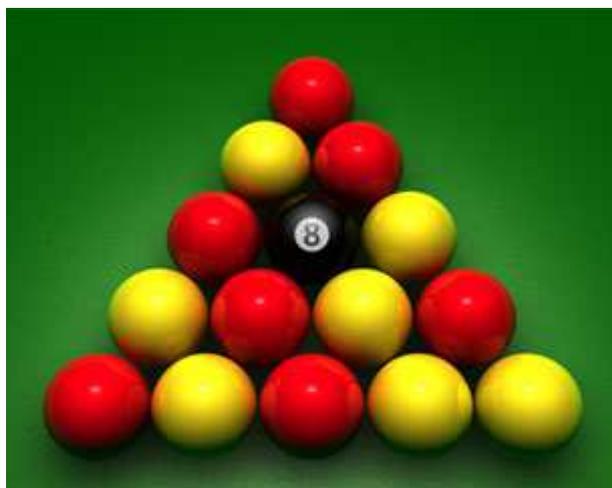
The game is played on a rectangular 6-pocket table with 15 balls plus a cue ball. Balls comprise of two numbered groups, 1-7 which are solid coloured balls, 9-15 are striped coloured balls, the 8 ball is a solid colour black. Alternatively, the numerical groups 1-7 and 9-15 may be represented by two different sets of 7 coloured balls. Usually red replaces stripes (9-15), yellow replace solid (1-7). Balls in the two groups are known as object balls.

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 pocket.



- b) Order of play is that the home team always breaks first.
- c) The opening player plays at the triangle of object balls by striking the cue ball from any position behind the line. An object ball must be pocketed, or at least TWO 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 4A. 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. This applies even if other balls, including the cue ball, are pocketed, or leave the playing surface ("off the table").
- e) When colours have not been decided, the table is deemed to be "Open". When the table is open, a player may play at either group of colours.
- f) Colours can never be decided on a foul shot.
- g) Once colours are decided, the player remains "On" that coloured group for the duration of the frame.
- h) Playing a shot after neglecting to nominate a choice of colours is a foul. Any balls potted on such a shot are left in the pocket and ignored for the purpose of deciding colours.

5. ON THE BREAK

- a) If no colours are potted on the break the table is "Open".
- b) If one or more colours are potted on the break the player then has a right and obligation to verbally advise the referee of a choice of colour before proceeding. Failure to do so is a foul.
- c) i) If the player nominates a colour that was potted on the break, the player is on that colour no matter what happens next.
- ii) If the player nominates a colour that was not potted on the break, to be on that colour, the player must pot a ball of that colour on the next shot, if the player misses, then the table is deemed 'open' for the next player.
- d) If the white or any colour leave the table that off the break, then the opposing player receives two visits & the table is deemed open no matter if any object balls were pocketed off the break. However, if the white ball is pocketed on the break, then the opposing player receives one visit only but the table is deemed open no matter if any object balls were pocketed.

6. AFTER THE BREAK

- a) If a player pots one or more balls of the same colour, the player is then "On" that colour.
- b) If a player pots one or more balls of different colours, the player must verbally advise the referee of a choice of colour before proceeding. Failure to do so is a foul
- c) On the first occasion a player legally pockets an object ball apart from off the break, then that ball denotes their group.
- d) If no object ball is pocketed from a legal break, then the players continue alternatively playing at either colour until such a time as a legal pot is made, which decides the player's colour.
- e) 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.
- f) Combination shots are allowed, providing the player hits one of their own group first, or any ball with the first shot following any foul.

7. FOULS – PENALTY 2 VISITS & OPEN TABLE UNLESS OTHERWISE NOTED

- a) In off (cue ball pocketed) anytime apart from off the break (penalty is 1 visit to opponent with an open table if cue ball goes in off the break).
- 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.
- h) 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. A ball shall be deemed "off the table" if it comes to rest anywhere other than on the bed of the table.
 - 2. If the cue ball leaves the table, then the cue ball played from in hand (see rule 10B).

- 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.
- 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.
- 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 two object balls to hit any cushions.

8. PENALTY FOLLOWING ANY FOUL

- a) Following any foul 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 in the event that the player cannot see the centre of any of his own balls, he may move the cue ball to any position behind the line. (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.

9. 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 opponent's 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.

10. GENERAL

a) Touching ball:

1. Touching opponent's ball or 8 ball (black), the player MUST play a ball of their own group and play away from the ball without causing it to move. 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. 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, or strike the opponent's ball, or 8 ball (black), 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 from behind the 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) that fall into pockets without being struck during this period, including the 8 ball shall be replaced by the referee to its original position.

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)).

11. 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.

12. 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 required, advise on the rules of the game.