



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 referees are the sole judges of what is fair and unfair play. The referees 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 groups of coloured balls, 7 red and 7 yellow balls, the 8 ball is a solid black ball. The 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 (black), wins the game.

4. GAME COMMENCEMENT (OR RE-RACK)

(a) The balls are racked as illustrated, with the 8 ball (black) on the 8 ball spot that is at the intersection of the centre and corner pockets.

(b) Order of play is determined by 'tossing a coin'. The winner of the toss has the option of breaking, or requesting 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. An object ball must be pocketed, OR at least four object balls must hit any cushion. Failure to do so is a foul break and will result in the balls being racked as in Rule 4(a). 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 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').

(e) 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 (see Rule 5(p)).

(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. Failure to do so results in rule the opponent facing an "Open" table.

(f) When the first object ball is pocketed without a foul being committed (after the break), that ball denotes their group, unless one or more of both groups are pocketed, the player must then nominate a group (See rule 5(p)) before play continues, which then becomes the players group.

(g) If no object ball is pocketed from a legal break, then the players continue alternatively playing at

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

(h) If a foul is committed, (other than 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. (see Rule 6)

(i) When a ball is legally pocketed, this entitles the player to one additional shot and this continues until the player either:

(i) Fails to pocket one of their group of allocated balls, or

(ii) Commits a foul at any time.

(j) Combination shots are allowed, providing that the player hits one of their own group first, or any ball with the first shot following a foul. (Rule 6(c))

(k) If the cue ball is pocketed on the break, then the opponent faces an "Open" table with one visit.

5. FOULS

(a) In off (cue ball pocketed) except on the break (Rule 4(k)).

(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 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 ball.

(e) Hitting the 8 ball (black) with the cue ball on the first impact of the cue ball before their own entire group is 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:

(i) 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 a direct line between that spot and the centre of the baulk line.

(ii) If the cue ball, the cue ball played from in hand (Rule 8(b) general).

A ball shall be deemed 'off the table' if it comes to rest other than on the bed of the table. (Including on the break.)

(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 Rule 6(b))

(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 when taking a shot.

(l) Playing out of turn.

(m) Playing before 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) Failing to nominate when balls of both groups are pocketed with the first legal pot, or failing to





nominate after pocketing an object ball off the 'break'.

(q) Foul break, failing to pot an object ball, or drive at least four object balls to any cushion(s).

(r) Disturbing any object ball or the 8 ball, when retrieving the cue ball after a foul.

(s) Retrieving the cue ball after a foul without asking the referee for permission.

(t) Push Shot. (See Rule 8(a)).

(u) Failing to cause a ball to strike a cushion after the white has made contact with an object ball, unless a ball is pocketed or the player is playing from a snooker position.

6. PENALTY FOLLOWING A FOUL

(a) Following any foul the offending player loses their next visit to the table, giving the opponent two consecutive visits to the table. (Except going 'in off' on the break. (Rule 4(k)).

(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 may not pick-up the cue ball but must request the referee to do so. (See Rule 5(h), (r) and (s)).

(c) On the first shot only of the first visit, the oncoming player may, without nominating, play the cue ball onto any ball without penalty, (including any opponent's ball(s), or 8 ball (black)). If any object ball(s) is pocketed directly, or by any combination, then 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 was on 8 ball (black), then the game would be won. When the player fails to pot a ball on the first visit 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 (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 his or her own group will lose the game.

8. GENERAL

(a) Push Shot. Playing through the cue ball and an object ball (Push Shot) will be deemed as a double

contact between the cue and the cue ball. (See Rule 5(t))

(b) Touching ball. When the cue ball is touching any object ball or the 8 ball, a player must 'play away'. If the touching ball is not one of the players group, the player must 'play away' and hit one of his object balls.

(c) Cue ball in hand. When a player has the cue ball in hand, the ball is played from any position on or behind the baulk line, and in any direction.

(d) Player in control. A player is said to be 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 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) are said to have been pocketed, the player in control being liable to any penalties or benefits normally awarded for the pocketing of the ball(s). However, once the cue ball has been struck a legal shot must be completed. A ball falling in does not cancel out any foul.

(e) On every shot on which a ball is not pocketed, a ball must strike a cushion after the cue ball has made contact with an object ball, unless playing from a snooker (in which case the requirement is waived). If the cue balls 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. If the cue ball and an 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.

(f) The game is completed when the 8 ball (black) is pocketed in any pocket and all the remaining balls have come to rest, except on the break (Rule 4(d)).

9. STALEMATE

Should any situation arise whereby a legal shot is impossible to play, then the game shall be re-started by the player who started that frame, whether this game situation is arrived by accident or design, or if in the opinion of the referees, neither player is allowing the game to progress, nor a stalemate situation has arisen, then the game shall be re-started by the player who started that frame.

10. 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 more shots.

(c) The Term 'Break' refers to the first shot of a game.

(d) Coaching is deemed unsportsmanlike behaviour (see Rule 1)

(e) A referee may, only if requested, advise on the rules of the game.

