

SHEPTON MALLET & DISTRICT POOL LEAGUE.

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 and his/her decision is final. **All referees and players must have a good understanding of these rules.**

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 plain balls of two different colours plus the 8 ball which is black. Balls in the two groups are known as “object balls”.

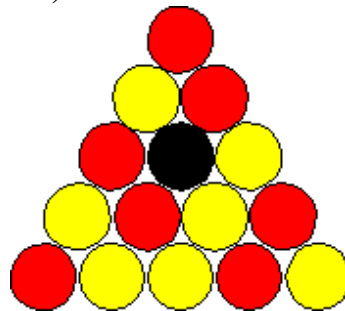
3. OBJECT OF THE GAME.

The player or team pocketing their group of object balls first in any order and then legally potting the 8 ball (black) wins the game.

4. COMMENCEMENT OF THE GAME (OR RESTART)

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 center 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 behind the baulk line. He/she must pocket an object ball 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. The opposing player restarts the game with two visits.

d) LEGAL SHOT

1. On all shots the player **must** :-
 - i) Cause the Cue Ball's initial contact with a ball to be with a ball "On" **AND THEN**
 - ii) Pot a ball "On" **OR**; Cause the Cue Ball or Any Object Ball to contact a cushion.
2. Failure to adhere to Rule 4 d) 1 is a Foul.

3. Exceptions :-

- i) On the Break, the conditions of a legal shot do not apply (See Section 4 c)).
- ii) When playing out of a Total Snooker, a player is only obliged to meet the conditions of 4d) 1 i) above (See section 9 c) **Total Snookers**.

e) From the 'Break' ONLY.

If a player legally pockets an object ball/s of one colour only, he/she may NOMINATE to play the opposite colour ball as his/her choice of colour.

Failure to POT the nominated colour will result in the table reverting to an open table. IF the opposite colour has NOT been nominated, it will be assumed that the player is continuing on the colour that was originally legally potted.

Failure to nominate, and playing the opposite colour, will result in a foul shot being called, with the opposing player having an open table and two visits.

N.B. 'Break' means the opening shot of the game (except where rule 4j applies).

f) On the first occasion that a player legally pockets an object ball (except under rule 4e & 7b), then that ball denotes his/her group, unless he/she pockets one or more of each colour, when he/she MUST nominate his/her choice before play continues.

g) If no ball is pocketed from a legal break then the players continue alternatively until such a time as a ball or balls are legally pocketed.

h) If a foul is committed (other than rule 4j) 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 opposing player plays at any ball on the table. If the opposing player does not pot any balls with his/her two visits, the table reverts to being an open table, as at the start of any game, and the first player thereafter who pots an object ball will retain that as his/her group.

j) 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.** The balls are to be re-racked. This applies even if other balls, including the cue ball, are pocketed as well.

k) If the ball or balls are legally potted this entitles the player to one additional shot and this continues until the player either :-

- i) Fails to pot one of his/her set of allocated balls
Or
- ii) Commits a foul at any time.

l) Combination shots are allowed provided that the player hits one of his/her own group of balls first (unless rule 7b applies)

5. TIME ALLOWED

- a) A player has a maximum of sixty seconds to play each shot.
- b) The timekeeper will start timing when all balls have come to rest from the previous shot.
- c) If the first thirty seconds elapses, before a shot is played, the timekeeper will call “Thirty Seconds” as a warning to the player/s
- d) If a shot is not played within sixty seconds it is a foul. The oncoming player is awarded two visits.
- e) The referee may decide to grant “Time Out”, being a period when timing ceases, because the referee deems that it is warranted (For example, the referee may call “time out” when making a touching ball, re-rack decision, adjudging a Total Snooker, or when searching for a piece of equipment requested by a player, such as a rest).

6. FOULS

- a) In off (cue ball pocketed).
- b) Hitting opponents ball before his/her own ball or balls (except where rule 7b 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 the object ball.
- e) If a player hits the 8 ball (black) with the cue ball on the first impact before all his/her balls have been potted (Except where rule 7b applies).
- f) Potting any opponents balls (except where rule 7b applies).
- g) Ball off the table;
 - i) Any object ball or the 8 ball (black) shall be returned to the 8 ball spot (see Rule 4a), or as near as possible to that spot without touching any other ball, in a direct line between that spot and the center of the Baulk line.
 - ii) If the cue ball, the ball to be played from any position on or behind the Baulk line

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

- h) If a players’ clothing or body shall touch any ball.

- i) Player not having at least one foot on the floor.
- j) Playing or touching with the cue any 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 respotted.
- 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) Failing to nominate when rule 4e & 4f applies.
- q) Failing to perform a Legal shot, as defined by **Rule 4d**
- r) Foul break (see rule 4c).
- s) Shot not played within time allowed (see section 5)

7. 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 visit, the oncoming player may, **without nomination**, play the cue ball onto any ball without penalty (including his/her opponent's object ball and the 8 ball (black)) (**Rule 4d applies**). If he/she pots any ball(s) directly or by combination he/she is deemed to have potted a legal ball(s) and continues his/her first visit. However, he/she may not pot the 8 ball (black) which would mean loss of game unless he/she is on the 8 ball (black). When he/she fails to pot a ball on the first or subsequent shot of his/her visit he/she will then start his/her second visit (see Rule 4f).
- c) If a player commits a foul shot his/her opponent may re-spot the white anywhere behind the Baulk line, regardless of whether he/she is snookered. Moving the cue ball in this manner does not count as a shot or a visit.

8. 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 under rule 4j, 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 who clearly fails to make any attempt to play a ball of his/her own group will lose the game

d) 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 the opponents 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.

9. GENERAL

a) **PUSH STROKE.** A push stroke is allowed but a player may play away from the touching ball of his/her own group and be deemed to have played that ball. 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 rule 7b applies a player may play away from any touching ball and be deemed to have played that ball.

b) **CUE BALL IN HAND.** When a player has the cue ball in hand he/she plays from any position behind the Baulk line and in any direction.

c) **TOTAL SNOOKER**

i) DEFINITION – A Player is in a Total Snooker when it is impossible to play any part of any of the players own Colour by way of a “straight line” shot. Leaving an opponent in a Total Snooker is not a foul shot.

ii) If a player believes that a Total Snooker exists, he should ask the referee for a ruling, and if in agreement, the referee will call “Total Snooker”.

iii) If the referee agrees a total snooker exists, the players obligations under the Legal Shot rules are relaxed as follows :- The Player need only cause the cue ball's initial contact to be with a ball “On”. The Requirement to pot a ball and/or cause a ball to strike a cushion is waived.

d) **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 pocket 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 and are accorded to him/her in the Rules of the game (rule 6c applies).

e) When a player is in control of the table there **must be no conferring with any of his/her players until the end of his/her visit.**

f) Any conferring between doubles partners, will be included within the “Time Allowed”. The timekeeper is to keep a check on the time and warn players accordingly (see rule 5).

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

10. 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.

11. 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 a series of shots.
- c) The term 'Break' refers to the first shot of any game or the first shot of the game being restarted.
- d) Ball "On" – At any time during a frame, a ball "On" is any object ball that the player may play without incurring a penalty.
- e) **Coaching is deemed to be unsportsmanlike behaviour (see rule 1)**
- f) A referee may, if requested, advise on the rules of the game.
- g) On **All** occasions on which a nomination is made, it must be done clearly, and acknowledged by the referee.
- h) A player does not need to nominate a ball, following a foul. (See Rule 7b)

2011/2012 Season.