

ESTUARY FRIENDLY POOL LEAGUE

8 BALL RULES

Website: www.pool-efpl.co.uk

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 the players and teams should play the game in the true spirit of the game and in a sportsman like 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. Ball comprise of 7 red balls, 7 yellow balls, 1 black ball and 1 cue ball

3. OBJECT OF THE GAME

The player or team pocketing all their group of object balls and then legally pocketing the black ball, wins the game.

4. COMMENCEMENT OF THE GAME (or re-start)

- The balls are racked with the black ball on the black spot which is at the intersection of the centre and corner pockets.
- Order of play is determined by the flip of a coin. The winner of the flip has the option of breaking or requesting the opponent to do so.
- The opening player plays at the racked balls by striking the cue ball from any position on or behind baulk line. An object ball must be pocketed, or at least two object balls hit any cushions. Failure to do so is a foul break and will result in the balls being re-racked. The opposing player then starts the game with two visits. Failure to break legally will result in the balls being re-racked and the first player then has two visits.
- If the black ball is pocketed from the break. The balls will be re-racked and the game will be re-started by the same player.
- If a player pockets a ball or balls from the break they must nominate which colour they will play next. If they choose a colour that has been pocketed off the break there is no need to pocket from the next shot, but if their choose a colour not pocketed from the break their must pocket that colour ball or the opponent will have a free table next visit as no legal ball had been pocketed.
- If no object ball is pocketed from a legal break, then the players continue alternatively until such time a legal pot is made.
- If a foul is committed and one or more object balls are pocketed before playing groups are decided, then those balls are ignored the next player may play at any ball on the table including the black for the first shot, the first legal pot to determine group as 4f.
- Combination shots are allowed, providing that the player hits one of their own group first, or any ball after foul.

5. FOULS

- In off (cue ball pocketed)
- Hitting the black ball or opponents balls with the cue ball on first impact of cue ball except with the first shot following any foul and on the break.
- Failing to hit any ball with cue ball.
- Jump shot- defined when the cue ball jumps over any part of any ball before making contact with any ball.
- Potting any opponent's ball, except with the first shot following any foul.
- Ball of the table.
1/Any ball shall be deemed off the table if it comes to rest other than on the bed of the table.
2/Any object ball and black ball shall be returned to the black ball spot or as near as possible to that spot without touching any other ball in a line between that spot and the centre of bottom cushion.
- If a players body or clothing should touch any ball. Except the cue ball after a foul is called.
- Player not having at least one foot on the floor.
- Playing or touching with the cue any ball other than the cue ball.
- Striking the cue ball with any part of the cue other than the tip.
- Playing out of turn.
- Playing before balls have come to rest.
- Playing before any balls require re-spotting.
- Striking the cue ball with the cue more than once.
- Failing to nominate.
- Failing to pot an object ball or drive at least two object balls to any cushions on the break.

6. PENALTY FOLLOWING ANY FOUL

- Following any foul the offending player loses their next visit to the table giving the opponent two consecutive visits to the table.
- If the cue ball comes to rest on the playing surface then the player having two visits may play from where the cue ball lies or can play the cue ball from any position on or behind the baulk line and in any direction. Players are advised to ask the referee to hand the cue ball.
- On the first shot only of the first visit the player may without nomination play the cue ball onto any ball without penalty. If any object ball is pocketed then the player continues with the first visit. However the player must not pot the black ball which would be loss of frame. Except if the player was on the black ball .When the player fails to pot a ball on the first or consequent shot of the first visit, play then continues with the second visit.

7. LOSS OFF GAME

- If the player pockets the black ball before all the balls in their own group, except on the break
- A player going in off the black ball when the black ball is pocketed.
- A player pocketing the black ball and any other ball on the same shot, except following a foul when only the black ball and balls of the opponent group are on the table, then the first shot of the first visit the player may legally pocket the black ball as well as balls of the opponents group by any combination and in any order.
- A player who clearly fails to make any attempt to play a ball of their own group

8. GENERAL

- Cue ball touching opponents ball or black ball , the player must play a ball of their own group. Except after a foul. Cue ball touching any ball legally entitled to play. The player can play away from the touching ball and be deemed to have played that ball.
- When a player has the cue ball in hand, the ball can be played from any position on or behind the baulk line and in any direction.
- 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. Any balls that fall into pockets during this period including the black ball are said to have been pocketed, the player in control being liable to any penalty or benefits. However once the cue ball has been struck a legal shot must be completed, a ball falling in does not cancel out any foul.

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. If the opinion of the referee 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 that frame. The referee should not allow numerous visits with neither player making any attempt to play the opening pot which decides the playing group, unless it is felt progress is being made. If the player who started that frame did so by virtue of their opponents making a foul break, that player will break on any re-start and not the player who made the foul break.

10 GUIDANCE

- Coaching is deemed unsportsmanlike behaviour (see rule 1)
- A referee may only if requested advice on rules of the game.