

MATCH RULES

inc. Doubles, etiquette and Sixes

Official 8 Ball Pool Rules (As per the British Association Of Pool Table Operators, 1985 on behalf of BAPTO and the EPA)

Please be aware of rule changes and points to be noted are highlighted in red

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 8 Ball Pool in the true spirit of the game and in a sportsmanlike (a person who engages in sports, and who exhibits qualities, especially esteemed in those who engage in sports, as fairness, courtesy, good temper, etc.) 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. THE REQUIREMENTS OF THE GAME.

The game is played on a rectangular 6-pocket table with 15 balls, plus a cue ball. Balls comprise of 7 yellow and 7 red, plus the 8 ball, which is black. The coloured balls are known as object balls.

3. OBJECT OF THE GAME

- a) The balls are racked as shown in Fig. 1 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. The winner of the flip has the option to break or request his opponent to do so.
- c) The opening player plays at the triangle of object balls by striking the ball from any position on or within the 'D'. He must pocket a 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 re-starts the game with two visits.
 - c/i) If on break only, the player pots either a single colour ball or a combination of coloured balls (excluding the black 8 ball see rule 3g), he/she must choose which colour to play. And will then nominate a chosen colour before continuing. (Exemption of nomination if the player continues with the same colour as potted on break). It is deemed a foul shot if the player either changes colour and does not nominate and continues with their next shot, or does not nominate on playing a colour from a combination of colours that were potted on break.
- d) If no ball is pocketed from a legal break, then the players continue alternatively until such time a ball or balls are pocketed.
- e) On the first occasion a player legally pockets an object ball, including following a foul, then that ball denotes his or her group, unless he or she pockets a red and yellow ball, when he or she must nominate his or her choice before play continues. If he or she fails to pot nominated colour it is then deemed that the player continues with the chosen colour throughout the game.
- f) If a foul is committed (other than as rule 3g) 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 oncoming player plays at any ball on the table.
- g) If the player pockets the 8 ball (black) from the break, the game shall be re-started by the same player. No penalty will be incurred. The balls are then re-racked. This applies even if other balls, including the cue ball, are pocketed as well.
- h) If a ball or balls are legally pocketed, this entitles the player to one additional shot and this continues until the player either: i) Fails to pocket one of his or 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 or her own group of balls first (unless rule 5b applies).

4. FOULS

- a) In off (cue ball pocketed).

- b) Hitting opponent's balls before his or her own ball or balls, except when rule 5b 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 any object ball.
- e) If a player hits the 8 ball (black) with the cue ball on the first impact before all his or her balls have been potted, except when rule 5b applies.
- f) Potting any opponent's ball, except when rule 5b applies
- g) Ball off the table. i) Any object ball or the 8 ball (black), shall be returned to the 8 ball spot (see 3a) 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 'D'. ii) If the cue ball, the ball to be played from any position on or within the 'D'. (The ball shall be deemed to be 'off the table' if it comes to rest anywhere other than on the bed of the table).
- h) If a player's clothing or body should touch any ball.
- l) Player not having at least one foot on the floor.
- j) Playing or touching any other ball other than the cue ball.
- k) Playing out of turn
- l) Playing before balls come to rest.
- m) Playing before the ball or balls have been re-spotted.
- 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 in any one visit.
- p) Failing to nominate when rule 3d applies.
- q) Foul break (see 3c).

5. PENALTY FOLLOWING ANY FOUL

- a) Following any foul the offending player loses his or her next visit to the table, and his or her opponent is entitled to two consecutive visits to the table.
- b) On the first shot only, of his or her visit, the oncoming player may, without nomination, play the cue ball onto any ball without penalty (including his or her opponent's object balls and the 8 ball (black)). If he or she pots any ball or balls directly or by combination, he or she is deemed to have potted a legal ball (or balls) and continues his or her first visit. However he or she may not pot the 8 ball (black), which would mean loss of game, unless he or she is on the 8 ball (black). When he or she fails to pot a ball on the first of consequent shot of his or her first visit, he or she will then start his or her second visit (see rule 3e).
- c) If a player is snookered (unable to play a legal full ball shot at any one of his or her own group of object balls) after a foul stroke, then the cue ball may be played from the 'D' and proceed as rule 5a and 5b. Moving the cue ball in this manner does not count as a shot or visit.
- d) A 'full ball shot' is defined as being able to strike the centre of the object ball directly with the centre of the cue ball
- e) With no object balls potted. (i.e. all 7 of each colour and black). First shot of first visit. See Rule 5(b). On second shot either of first visit/ or start of second visit. The player will then nominate a colour to play. If he or she fails to pot nominated colour it is then deemed that the player continues with the chosen colour throughout the game.

6. LOSS OF GAME

- a) If the player pockets the 8 ball (black) before he or she pockets all the balls of his or her own nominated group, except as allowed under rule 3g, he or she loses the game.

b) A player going in off the 8 ball (black) and any other ball on the same shot will lose the game.

c) A player potting the 8 ball (black) and any other ball on the same shot will lose the game, except following a foul, (free table) when only the 8 ball (black) and ball or balls of the opponent's group are on the table, when he or she may legally pot the 8 ball (black) as well as balls of his or her opponent's group in any order.

d) A player potting the 8 ball (black) and committing any foul in the same shot results in loss of game.

e) A player who clearly fails to make any attempt to play a ball of his or her own group, or deliberately uses one of his/her own balls to pot an opponents ball/s, will lose the game (Known as a deliberate foul). This is at the referee's discretion.

7. GENERAL

a) Push Stroke. A push stroke is allowed but a player may play away from a touching ball of his or 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 or her own group. When 5b 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 or she plays from any position on or within the 'D' and in any direction.

c) Player in Control A player is said to be in control of the table from the time that his or her body, hands or clothing touches the table and plays a shot, through his or her visit and up until his or her opponent does likewise prior to his or her visit. Any balls which fall into pockets during this period (including 8 ball (black)) he or she is said to have potted and he or she is liable to any penalties or benefits normally awarded to him or her for the potting of that ball or balls as are accorded to him or her in the rules of the game (rule 5b applies).

d) The game is completed when the 8 ball (black) is potted in any pocket and all the remaining balls, including the cue ball, have come to rest, except where rule 3g applies.

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 the game or the first shot of the game being re-started.

d) Coaching is deemed as unsportsmanlike behavior (see rule 1). e) A referee may, if requested, advise on the rules of the game.

DOUBLES (Pairs)

Doubles consists of a pair of players

Rules

1. Both players in a double must be registered B & D Pool League players and both registered to the same team.

2. A Double game is played with the same match rules as any other game, other than:

3. The team captains will list both players on the result card to play the game i.e. Player 1/Player 2 verses Opponent 1/opponent 2.

4. The appointed referee will then toss a coin to decide which team double will play first. Then the pair will then nominate their first player from their double

5. On first visit to table the first nominated player of the double will play. And then the other player of the double will play next visit. And then play alternates between players in the double on subsequent visits to the table. Except after a foul a player

is given two visits of which the same player will play both visits. (Note. a visit to the table consists of a legal shot and then if potted, continue to a second or a number of legal shots. (Until a missed pot, a foul is committed or game is won).

6. The game will be played with a time limit, a maximum of 1 (one) minute discussion is allowed between the nominated double/pair only, before each visit
7. Once one of the double then rests on the table to play a shot, discussion time is over and then the shot will be played without further discussion.
8. Whilst the shot is being played the other half of the double should then stand clear of the table and not assist the playing partner in the shot being taken in any way.
9. The referee has full control over the game and where required monitor time limits and deemed unfair play/coaching. If noted that either of the above is not being fulfilled the referee can nominate a foul. Awarding 2 visits to the opponents.
10. The game will play until it comes to an end (see rule 6 of match play rules)

Players and playing etiquette

Remember that the Berkhamsted and district pool league is a friendly and competitive Monday night out.

The committee has noted it over the last couple of years, and especially last season that the etiquette is starting to fail, i.e. nasty comments, fighting talk and un-sporting behaviour between playing teams.

So as chairman I want all players signing on for the next season to read the next few comments and when signing the registration form make a mental note. This will hopefully lead to the coming and following seasons returning to the friendly league of which we set out as a committee to provide.

1. The home team will provide referees. (Note. The referees must know at least 90% of the rules, and be willing to do it. Anything he is unsure about he can halt the game and discuss with either of the players and or the captains but not spectators. Remember the referee's decision is final. Also please watch the whole game, do not use phone whilst refereeing a game).
2. BE THERE ON TIME. Play commences at 7.45pm and will be given 15 minutes grace. (Note this again is a rule: please ensure that to the best of your ability that 3 players are present to start the match on time).
3. Spectators are there to cheer on/support their team. (Note Barracking or abuse to either their team mate/s or opposing team is not deemed sportsman like, also trying to put players off whilst trying to play a shot is also UN sportsman like and thus all leads to conflicts).
4. Conflicts that arise on playing nights of B. & D. pool league matches that are noted to the committee will be dealt with in an appropriate manor. (Note this could result in fines, match results being void or even team exclusion from the league).
5. Captains or deputy captains are responsible for their team on the match night (Note any players/spectators that is deemed being disruptive on the night should be approached by their captain and please have a quiet word).

Please note that we as a committee are not here to spoil your Monday night out by setting loads and loads of rules, so we rely on good sportsmanship. We do not wish to have to bad reports from venues and matches, but from this season on we will be tougher on trouble teams. The whole committee make the league work. So would like to state that messages that are deemed abusive will not be tolerated. If issues arise that need to be sorted out by any officer or committee member, please contact us but receiving abusive email, phone calls etc. could mean the whole team being suspended from league until the matter can be discussed with the whole committee