

City Pool League – Monday Night 8 Ball Pool 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 SPORTSMAN-LIKE MANNER, It should be clearly understood that the referee is the SOLE JUDGE of what is fair or unfair play. The referee will take whatever action is necessary to ensure that these rules are observed. In all and any dispute, THE REFEREE'S DECISION IS FINAL.

2. OBJECT OF THE GAME

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

3. START (OR RE-START) OF THE GAME

- (a) The balls are racked with the 8 ball on the 8 ball spot, which shall be in a direct line from the centre pockets to the corner pockets.
- (b) The opening player plays at the triangle of object balls by striking the cue ball from any position on or within the 'D'. He must pocket a ball or cause at least two object balls to hit any cushion. Failure to do so will result in the balls being re-racked. The opposing player re-starts the game with TWO VISITS.
- (c) On the first occasion a player LEGALLY pockets an object (including following a foul) then that ball denotes his group. Should he pocket a ball or balls of both groups he must then nominate his choice before the play continues. (See rule 4(p)).
- (d) If no ball is pocketed from a legal break then the players continue alternately until such time as a ball or balls are pocketed.
- (e) If a foul break is committed any balls potted will be ignored (other than Rule 3(f)). The oncoming player may play any ball in either group. The oncoming player need not nominate (but the first ball he pots is the group he is on).
- (f) If the player pockets the 8 ball from the break the balls shall be re-racked and the same player re-start without any penalty
- (g) If a ball or balls are pocketed legally, this entitles the player to an additional shot and this shot continues until the player either fails to pot one of his allocated balls or commits a foul.
- (h) Combination shots are allowed provided the player hits one of his own group first.

4. FOULS

- (a) In off (cue ball pocketed)

- (b) Hitting opponent's ball before his own (except when Rule 5(b) applies).
- (c) Failing to hit any ball with the cue ball
- (d) Jump shot – when the cue ball jumps over any part of any ball before making contact.
- (e) If the cue ball hits the 8 ball before all the balls in his group have been potted (except when Rule 5(b) applies).
- (f) Pottin any opponent's ball (except when Rule 5(b) applies).
- (g) Object ball leaves the table. Such a ball will be replaced on the black spot or as near to, in a direct line from black spot to the centre of the 'D'. Cue ball leaves the table. The Cue ball may be played from anywhere within the 'D'.
- (h) If a player's body or clothing should touch any ball
- (i) Player must have at least one foot on the floor.
- (j) Playing or touching with the cue any other ball than the cue ball.
- (k) Playing out of turn.
- (l) Playing before the ball has come to rest.
- (m) Playing before a ball has been re-spotted.
- (n) Striking the cue ball with any part of the cue other than the tip.
- (o) Striking the cue ball more than once.
- (p) Failing to nominate when Rule 3(c) applies.
- (q) Foul break – see Rule 3(b).
- (r) Touching the cue ball with the tip of the cue at any time, at the start or during play, except when the cue ball is touching a ball of your own group.
- (s) Touching any ball on the table, including the cue ball after a foul. The referee is the ONLY person who can move the cue ball following a foul.

5. PENALTY FOLLOWING ANY FOUL

- (a) Following any foul the offending player loses his next visit to the table. His opponent is entitled to two consecutive visits.
- (b) On the FIRST shot only the oncoming player may without nomination play the cue ball onto any ball without penalty. He may pot direct or by combination any ball of either group including the black, providing all his own group have been potted and he is on the black. Failing to pot a ball on his first visit, he may continue with his second visit.
- (c) After a foul the oncoming player may, if required, ask the referee to lift the cue ball and place the ball in the 'D'. The oncoming player still has two visits, and he may play in any direction. See Rule 4(s).

6. LOSS OF GAME

- (a) If a player pockets the black ball before all the balls of his own group have been potted, except under Rule 3(f).
- (b) A player going in off the black ball with the black ball also being potted.
- (c) A player who CLEARLY FAILS TO MAKE ANY ATTEMPT TO PLAY A BALL OF HIS OWN GROUP.
- (d) Any other ball(s) potted at the same time as the black (except when Rule 5(b) applies, where on the first shot only, an opponent's ball(s) may be potted at the same time as the black, so long as the player has already potted all the balls of his own group).

7. GENERAL

- (a) PUSH SHOTS ARE NOT ALLOWED and should be fouled as a double hit. If, however, the cue ball is touching a ball of your own group, touching the cue ball with the tip of the cue shall be deemed a fair shot, providing there is no movement of the object ball.
- (b) Cue ball in hand. When a player has the cue ball in hand, he plays from any position on or in the 'D' in any direction.
- (c) Player in control. A player is said to be in control of the table from the time that his body, cue or clothing touches the table prior to his shot, through the visit and up until his opponent does likewise prior to his visit. Any ball which falls into the pockets during this period will be deemed to have been potted. The player in control will be liable to any penalties or benefits normally awarded.

8. STALEMATE

- (a) Should any situation arise whereby a legal shot cannot be played then the game shall be re-started.
- (b) If in the opinion of the referee neither player is allowing the game to progress, the referee may order the game to be re-started.

9. GUIDANCE

- (a) Coaching is deemed to be unsportsman-like behaviour (see Rule 1).
- (b) In the event of continual coaching, the referee may, after giving a verbal warning, penalise the offending team's player by calling a foul, and issuing two shots to his opponent.
- (c) A referee may, if requested, advise on the rules of the game.