



## CONGLETON POOL LEAGUE'S RULES OF PLAY



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### 1. THE GAME :-

The game shall be known as “8 Ball” Pool and referred to in these rules as "The Game".

### 2. SPORTSMANSHIP :-

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 in accordance with our rules.

### 3. REQUIREMENTS OF THE LEAGUE :-

The game is played on a rectangular 6-pocket table with 15 balls plus a cue ball. The size of the table can be either 7 x 4 or 6 x 3 and should be kept to a good standard. Object Balls comprise of two numbered groups, 1-7 which are solid coloured balls, 9-15 are striped coloured balls, the 8 ball is a solid black colour. Alternatively, the numerical groups 1-7 and 9-15 may be represented by two different sets of 7 coloured balls. These must be Reds & Yellows but with agreement of both team other colours may be used.

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### 4. 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” wins the game.

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### 5. COMMENCEMENT OF THE GAME (OR RE-START) :-

- A. The balls are racked as illustrated on the attached rule sheet 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 a lag, (see “Lag for Break” sheet). The winner of the lag has the option of breaking, or requesting their 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 hit any cushion. Failure to do so is a foul break and will result in the balls be re-racked as per rule sheet. The opposing player then starts the game with two visits. If the cue ball is potted on a legal break ie:- four balls have hit the cushions or an object ball has been potted then the opposing player only has one visit.

- D. If the 8 ball (black) is pocketed from the break shot, the balls will be re-racked and the game will be restarted 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. On the break shot, if a player legally pockets one or more object balls they **MUST** advise the referee of a choice of colour / type before proceeding, then that ball denotes their group Failure to do so will result in a foul being called and the opposing player will have two visit and will have an "Open Table". If one or more balls of the same set has been potted the player has the option to change to the opposite set, but then they must pot one of that set on their next visit to the table, if they do not pot one, then their opponent will have an open table and one visit. If one or more balls are potted the referee should call ball(s) potted and that is all. Under no circumstance must the referee ask for a ball nomination.
- F. If no object ball is pocketed from a legal break, then the players continue alternatively playing at either group until such a time as a legal pot is made, which decides the player's group.
- G. If a foul is committed, (other than as in [rule 5\(D\)](#)), 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, the first legal pot to determine the group as in [rule 5\(E\)](#).
- H. If a ball, or balls, are legally pocketed, this entitles the player to one additional shot and this continues until the player either:
  1. Fails to pocket one of their own set of allocated balls, or;
  2. Commits a foul at any time.
- I. Combination shots are allowed, providing the player hits one of their own group first, or any ball with the first shot following any foul (see [rule 7\(C\)](#)).
- J. The use of a stop watch for timing shots is now optional but if a player / team feels the need to re-introduce the stopwatch at any time during the match the opposing player / team has no choice but to accept the decision. Players will have 1 minute to play their shot, failure to do so will result in 2 shots being awarded to their opponent. After 30 seconds the time keeper will call 30 seconds to remind the player they only have 30 seconds left to play their shot.
- K. This one minute rule will apply to both league and competitions unless otherwise stated by the committee.
- L. In Doubles, players have 60 seconds to confer then a player must address the table, once a player is in control of the table they must not confer anymore with their partner. They do not need to take the shot immediately but within a reasonable time.
- M. An 8 ball clearance Is achieved when a player pots all seven of their nominated set of object balls and then the black ball legally, this can only be done on the players first visit to the table. If an 8 ball is completed then an extra point will be awarded for each 8 ball gained to the final result.

## 6. FOULS :-

- A. In off (cue ball pocketed).
- B. Hitting by accident an opponent's ball(s) with the cue ball on first impact of the cue ball, except with the first shot following any foul.
- C. Failing to hit any ball with the cue ball, except where rule 10(C) applies.
- 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 first impact of the cue ball before all their own group are 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. A ball shall be deemed "off the table" if it comes to rest anywhere other than on the bed of the table.

1. If it's any object ball or the 8 ball (black), it shall be returned to the 8 ball spot (see [rule 5\(A\)](#), or as near as possible to that spot without touching any other ball, in direct line between that spot and the center of the baulk line.
  2. If it's the cue ball, then the oncoming player has ball in hand (see [rule 10\(B\)](#) general).
- H. If a player's body or clothing should touch any ball. Except the cue ball after the referee calls a "foul", when the player is entitled to the cue ball in hand (see [rule 7\(B\)](#)).
- I. Player not having at least part of 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.
- L. Playing out of turn.
- M. Playing before all 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. Push shot – is defined as where the cue tip, the cue ball and the object ball are all in contact at the same time for more than the momentary time commensurate with a normal stroked shot, or the cue tip remains in contact with the cue ball once it has commenced it's forward motion.
- Q. Failing to nominate when balls of both groups are potted with the first legal pot.
- R. Foul break, failing to pot an object ball or drive at least four object balls to hit any cushions.
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#### **7. PENALTY FOLLOWING ANY FOUL :-**

- A. Following any foul the offending player loses their next visit to the table, giving their opponent two consecutive visits to the table
- 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 are advised to ask the referee to hand them the cue ball).
- C. On the first shot only of the first visit, the oncoming player may, without nomination, may play the cue ball on to any ball without penalty, including any opponent's ball(s), or 8 ball (black). If any object ball(s) is potted directly, or by combination, the player is deemed to have potted 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 is on the 8 ball (black), then the game would be won. When the player fails to pot a ball on the first 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.
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#### **8. DELIBERATE FOUL :-**

- A. A deliberate foul is when a player plays the cue ball directly at a ball not of their group with the sole intention of hitting or potting the ball(s), except after a foul has been awarded.
- B. Intentionally moving any of the balls on the table.
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#### **9. LOSS OF GAME :-**

- A. If a player pockets the 8 ball (black) before all the balls in their own group, except on the break (see [rule 5\(D\)](#)), the player 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 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 opponents 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 their own group will lose the game.
  - E. Points that will be classified as “**Breaching the Spirit of the Game**” are:
    - 1. Foul language being used to either, opponent(s), spectators or referee.
    - 2. Player throwing cue around.
    - 3. Arguing with an opponent, spectator or referee.
    - 4. Continuously disagreeing with the referees decision and / or ruling
    - 5. Repeatedly marking the table.
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## 10. GENERAL :-

- A. Touching ball.
    - 1. Touching opponent's ball or 8 ball (black), the player **MUST** play away from the touching ball but they must then hit a ball of their own group on the first contact of the cue ball, Except on the first shot of the first visit following any foul, this entitles the player to play any ball.
    - 2. Touching any ball the player is legally entitled to play. The player **MUST** play away from the touching ball, and be deemed to have played that ball. Should the cue ball fail to make contact with any ball, or strike the opponents ball, or 8 ball (black), then the shot is fair, no foul.
    - 3. When a player has played away from a touching ball, moving the object ball is not automatically classed as a foul.  
If the object ball moves to where the cue ball was it will not be classed as a foul, but if the ball moves away from the direction of the cue ball a foul would be called.
  - B. 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.
  - C. Player in control:- A player is said to be in control of the table from the time 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) will be deemed to have been potted.
  - D. Completion of Game:- The game is completed when the 8 ball (black) is pocketed legally in any pocket, and all the remaining balls have come to rest, except on the break (see [rule 5\(D\)](#)).
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## 11. STALEMATE / RE-RACK :-

- A. Should any situation arise whereby a legal shot is **IMPOSSIBLE** to play, then the game shall Be restarted by the player who started that frame, whether this situation has been arrived at by accident or design.
- B. If in the opinion of the referee neither player is allowing the game to progress, the referee will advise the players they have up to 3 shots each to show progress is being made, if there is still no progress then the game will be shall be restarted by the player who started that frame. If the player who started that frame did so by virtue of their opponent making a foul break, that player will break on any restart, not the opponent who made the foul break.

- C. A re-rack is a result of a player not being able to hit one of their own set of balls. The referee must make a judgement call whether a player can make a reasonable attempt to play their own set of balls, If not then the referee will call a re-rack. The player who broke in the original game will do so again.
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**12. GUIDANCE :-**

- A. The term "SHOT" means striking the cue ball once.
  - B. The term "VISIT" refers to the one turn at the table comprising of one or a series of shots.
  - C. The term "BREAK" refers to the first shot of a game, or the first shot of a game being restarted.
  - D. Coaching is deemed unsportsmanlike behaviour. (see [rule 2](#)).
  - E. A referee may, only if requested, advise on the rules of the game.
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**12. BALL SET UP :-**

- A. The following ball set up is showing the Reds & Yellows but if you have Spots & Stripes then replace the reds with the stripes
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