

## WORLD EIGHT-BALL POOL RULES

AS USED BY WEPF & AEBF

Revised start date 1/1/2009

Changes are in **Bold Type & Grey Shade**

### Definition:

**Re: Colours**

Red Balls - 1 to 7 or small balls.

Yellow Balls - 9 to 15 or large balls.

### A Spirit of the Game

The Game is known as Eight - Ball Pool. It is expected that players will always play the game in the true spirit and in a sporting manner. The Referee will take whatever action is necessary to ensure that the spirit and rules of the game are observed.

### B Equipment

The Game of Eight - Ball Pool is played with:-

(1) A Cue Ball being a white ball.

(2) Fifteen Object Balls consisting of:

(a) Colours - being a group of seven red balls (or balls numbered 1 to 7) and a group of seven yellow balls (or balls numbered 9 to 15)

(b) The Eight-Ball - being a black ball marked with a number Eight (8).

(3) A six pocket rectangular Pool Table.

### C Definitions

(1) Shot - A shot begins when all balls stop moving from the previous shot. A player plays a shot by striking the Cue ball with the tip of the cue. A shot ends when all balls stop moving from the current shot.

(2) Play - To Play an Object Ball is to play a shot that results in the Cue Ball's first contact with another ball to be with that Object Ball. To Play the Cue ball is to strike it with the tip of the cue.

(3) Ball On - At any time during a frame, a "Ball On" is any Object Ball that the player may play without incurring a penalty.

(4) Pot - A ball is "Potted" when it leaves the bed of the table, enters a pocket and remains in that pocket.

(5) Visit - A "Visit" comprises one shot or a series of shots. Each visit lasts until the player fails to pot a Ball "On", (or until a foul is committed or the frame ends).

(6) Turn - A players "Turn" at the table comprises one visit or, after most fouls committed by the opponent, two visits.

(7) Frame - (a) A Frame is one game of Eight-Ball Pool between two players or two pairs of players. A Frame is played from the opening break and usually through until the Eight-Ball is potted.

(b) **A Player may concede a frame at any time.**

(Note there are other ways that a frame may end - see Loss of Frame)

(8) Match - A Match is a predetermined number of frames of Eight-Ball Pool between two players, two pairs of players or two teams of players.

(9) Player in Control - A player (and the player's partner in doubles) is deemed to be "in Control" of the frame from the time that the balls stop moving from the final shot of an opponent's turn until the balls stop moving from the final shot of the players turn. There can be no instance, once a frame has commenced, that someone is not in control.

### D Object of the Game

The object of the game is to win by being the first player to

(1) Pot a group of colours in any order and in any pockets, and then

(2) Pot the Eight-Ball in any pocket.

When on a group of colours, potting more than one ball of that colour in the same shot is allowed, but a separate shot must be played to pot the Eight-Ball and win the game.

### E Playing from Baulk

(1) Baulk is the rectangular area of the table that is bordered by the Baulk Line and the three cushions at that end of the table.

(2) When playing from Baulk:

(a) The centre point of the Cue Ball must be in Baulk when a shot is played. (If the centre point of the Cue Ball is directly on the Baulk Line it is not deemed to be in Baulk)

(b) The Cue Ball can be moved into position by hand or with the shaft of the cue, but when touched by the tip of the cue, a shot is deemed to have been played.

(c) The Cue Ball may be played in any direction.

(d) If a player wishes to play from Baulk after a Foul Snooker, Foul Jaw Snooker or Time Foul, the player must verbally advise the Referee of his choice and the

Referee will then recover the cue Ball and hand it to the player or place it on top of, and in the centre of, the cushion at the Baulk end of the table for the player to retrieve by hand.

(e) After an In Off, Foul Snooker, Foul Jaw Snooker or Time Foul the player must endeavour to position the Cue Ball so as not to create a Foul Snooker. If the player claims a Foul Snooker from Baulk, the Referee may choose to move the Cue Ball around to determine if there is any position in Baulk where the player would not be Foul Snookered. Whether such a position is found or not, the Referee will announce the result and hand the Cue Ball back to the player, or place it on top of and in the centre of the cushion at the Baulk end of the table, for the player to retrieve by hand.

### F The Break (Break Flow Chart) .pdf

(1) The Object Balls are racked with the Eight-Ball on the Spot.

(2) In the absence of any competition/tournament rules to the contrary, a coin will be tossed to determine which player will break. If a series of frames is to be played, (a match), the break of each subsequent frame will alternate.

(3) The first shot of a frame is called the Break. To Break, the Cue Ball is played at the triangle of Object Balls from Baulk. The frame is deemed to have commenced the instant that the Cue Ball is played.

(4) (a) The Break will be deemed a Fair Break if:

(i) at least one colour is potted, and/or

(ii) four object balls (at least) are driven to a cushion.

(b) If the Break is not a Fair Break it is a Non-Standard Foul and:

(i) The opponent is awarded two visits,

(ii) The balls are re-racked,

(iii) The opponent re-starts the game and is under the same obligation to achieve a Fair Break.

(c) (i) If the Cue Ball is potted on a Fair Break it is a Non-Standard Foul that is penalised by the turn passing to the opponent.

(ii) If the Break is not a Fair Break and the Cue Ball is potted, the penalty for failure to perform a Fair break applies, (see (b) above)

- (5) If the Eight-Ball is potted on any Break, the balls are re-racked and the same player will break again. When the Eight-Ball is potted on the Break, all other aspects of the shot are ignored. (Except if a Serious Foul or breach of the Spirit of the Game occurs).

#### G Legal Shot

- (1) On all shots the player must:

- (a) Cause the cue ball's initial contact with a ball to be with a Ball On, and then,  
 (b) Pot a Ball On or cause the Cue Ball or any Object Ball to contact a cushion.

- (2) Failure to play a Legal Shot is a Standard Foul

#### (3) Exceptions:

**(a) On the Break, the conditions of a Legal Shot do not apply (see (F) The Break)**

**(b) When playing out of Total Snooker a player is only obliged to meet the conditions of (1) (a) above.**

**(i) Definition: A player is in a Total Snooker when it is impossible to play any part of any of the player's own colour by the way of a 'straight line shot'. leaving an opponent in a Total Snooker is not a foul.**

**(ii) If a player believes that a Total Snooker exists, the player may ask the referee for a ruling.**

**(iii) If the referee rules that a Total Snooker exists, the player's obligations under the Legal Shot rule are relaxed as follows: - The player need only cause the Cue Ball 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.**

**(iv) In a Total Snooker, the straight sections of the cushions do come into consideration. If a player has to strike a cushion prior to impact with a Ball On, then a Total Snooker does exist.**

- (4) Interpretations:

- (a) If the Cue Ball's initial contact is with an Object Ball that is touching a cushion, simply forcing that Object Ball into the same cushion does not constitute a Legal Shot.  
 (b) If the Cue Ball and an Object Ball are touching the same cushion simply forcing the Cue Ball and or the Object Ball into the same cushion does not constitute a Legal Shot.

#### H Deciding Colours

- (1) General:

(a) When Colours have not been decided the table is deemed to be Open. When the table is Open a player may play at either group of Colours.

(b) Colours can never be decided on a foul shot.

(c) Once Colours are decided, the player remains on that coloured group for the duration of the frame. The opponent remains on the opposite coloured group.

(d) Playing a shot after neglecting to nominate a choice of Colours is a Standard Foul. Any balls potted on such a shot are left in the pocket and ignored for the purpose of deciding colours

- (2) On the Break.

(a) If no colours are potted on the break the table is Open.

(b) If one or more Colours are potted on the break the player then has a right and obligation to verbally advise the referee of a choice of colour before proceeding. Failure to do so is a Standard Foul. If a player is fouled under this rule the opponent faces an Open Table.

(c)(i) If the player nominates a colour that was potted on the break, the player is on that colour no matter what happens next.

(ii) If the player nominates a colour that was not potted on the Break, to be on that colour the player must pot a ball of that colour on the next shot.

- (3) After the break.

(a) If a player pots one or more balls of the same colour, the player is then on that colour.

(b) If a player pots one or more balls of different colours, the player then has a right and obligation to verbally advise the Referee of a choice of Colour before proceeding. Once a Colour is nominated in these circumstances, the player is on that colour no matter what happens next. Failure to nominate is a Standard Foul. If a player is fouled under this rule the opponent faces an open table.

#### I

#### Time Allowed

(1) A player has a maximum of sixty seconds to play each shot.

(2) The Referee will start timing when all balls have come to rest from the previous shot.

(3) If the first 30 seconds elapses before a shot are played, the Referee will call Thirty Seconds as a warning to the player. This call must be made the instant the thirty seconds has expired. A Referee should

not postpone the call because it appears that the player is about to play a shot.

- (4) If a shot is not played within sixty seconds it is a Non-Standard Foul. The incoming player is awarded two visits from:

- (a) where the Cue ball lies, or if the player wishes or, if the player wishes  
 (b) from baulk.

- (5) The Referee may decide to grant Time Out, being a period when timing ceases:

- (a) at the request of the player, (For example something is obstructing the player or the player needs to leave the playing area) and/or,  
 (b) Because the Referee deems that it is warranted, (For example the Referee may call time out when making a close Foul Snooker decision or when searching for a piece of equipment requested by the player).

**(6) When the referee has racked the balls, the referee will call 'Time Running'. The on coming player must then play the Break Shot within 60 seconds.**

#### J

#### Fouls

There are four types of foul. Standard Fouls, Non-Standard Fouls, Serious Fouls and Loss of Frame Fouls. A player can only be penalised for one Foul at a time. If two or more fouls are committed during a shot, the foul that carries the most severe penalty will apply.

#### Exceptions:

**1. In the case of a Serious Foul and a Time Foul, where the incoming player has the right to 'Ball in Hand'. The penalty for Time foul still applies, even though a Serious Foul has been called and applied.**

**2. In the case of a Serious Foul and a Foul Break, the incoming player has the right to 'Ball in hand'. The penalty for a Foul Break still applies, even though a Serious Foul has been called and applied.**

#### K

#### Standard Fouls

Standard Fouls are to be called by the Referee as soon as they occur and the fouled player is in control, until all balls from that shot come to rest. the Referee then awards two visits to the opponent.

- (1) Potting the Cue Ball - In Off (except on a Fair Break - see (F) The Break (4) (c) (1)) The incoming player plays from Baulk (see Playing from Baulk (2) (d) (1)).
- (2) Playing from outside Baulk when obliged to play from Baulk. (See Playing from Baulk (2) (a)).
- (3) Potting an opponent's ball (except where it is the properly nominated ball following a Foul Snooker or a Foul Jaw Snooker).
- (4) Failing to cause the Cue Ball's initial contact with a ball, to be with a Ball On.
- (5) Accidentally striking the Cue Ball with any part of the cue other than the tip.
- (6) Accidentally striking an Object Ball with any part of the cue.
- (7) Playing a shot before the balls have come to rest from the previous shot.
- (8) Playing a shot before any balls that required spotting, have been spotted.
- (9) (a) Touching the table while having a cigarette (lit or unlit) in hand or mouth.
  - (b) Causing a cigarette (lit or unlit) to touch the table or enter the space directly above the table.
  - (c) Touching the table while having a beverage container in hand.
  - (d) Causing a beverage container or beverage to touch the table or enter the space directly above the table.
- (10) Touching the table when not in control of the frame (see Definitions (9) Player in Control). Exception - When a player's turn is finished that player has a maximum of 10 seconds to move away from the table. (See (11)below).
- (11) Not moving away from the table within 10 seconds of the time that all the balls stopped moving from the final shot of a turn at the table.
- (12) Coaching - During a frame, a player is required to play without receiving any advice from other persons, relating to the playing of the frame. Should a team member or bona fide supporter of a player offer advice, the Referee will issue a first and Final Warning to that person that a repetition will result in the player being penalised via a Standard Foul. Because it may not always be possible for the Referee to hear if a statement made to a player is advice, the Referee may issue the First and Final Warning on the grounds that any statement made to a player, other than general

- barracking, is deemed to be coaching. In a tournament setting, a first and Final Warning may be given once only, before the commencement of the days play, as a block warning to all players and spectators.
- (13) Leaving the playing area without permission. If a player needs to leave the playing area during a frame or match, Time Out must firstly be granted by the Referee, (see Time Allowed (5)).
- (14) Playing a shot after neglecting to nominate a choice of Colour when the obligation and right to do so existed. (See Deciding Colours (1) (b)).
- (15) Playing a Push Shot or Double Hit of a type defined in Push Shots and Double Hits.
- (16) Failing to perform a (see Legal Shot).
- (17) After being awarded a Foul Snooker or Foul Jaw Snooker - Playing an opponents ball or the Eight Ball without firstly nominating that ball.
- (18) Playing a shot while not having at least one foot touching the floor.
- (19) Failing to Play Away from a Touching Ball (see Touching Balls (1)).
- (20) Causing a ball to remain off the playing surface. (See Balls Off the Table)).
- (21) Players body or clothing touching any ball.
- (22) Accidental Jump Shot, miscue, or when forcing the Cue Ball to a cushion and the rebound jumps a ball. (If the Cue Ball leaves the bed of the table and misses an Object Ball that would have been struck had the Cue Ball not left the table on an otherwise identical shot, the Cue Ball is deemed to have jumped over that Object Ball). A break shot that results in the pack being jumped will be deemed to be Not a Fair Break (see 4b). Also note M5 Serious Fouls.**

#### L Non - Standard Fouls

- Non-Standard fouls are to be called by the Referee as soon as they occur and the fouled player is in control, until all balls from that shot come to rest. The Referee will then impose the relevant penalty. Non-Standard Fouls are so called because the penalty and/or options of the incoming player may vary.
  - (1) Failure to perform a Fair Break (see The Break (4) (a) & (b)).
  - (2) Failure to play a shot within sixty seconds of the time that the balls came to rest from the previous shot. (see Time Allowed (4)).

- (3) Potting the Cue Ball on a Fair Break (see The Break (4) (c) (1)).

#### M Serious Standard Fouls

Serious Fouls are to be called by the Referee as soon as they occur and the fouled player is in control, until all balls from that shot come to rest. The Referee will replace the balls as near as possible to the position they were in before the Serious Foul was committed and award two visits to the opponent.

- (1) (a) Playing a shot out of turn (accidentally or deliberately. A player who plays a shot at any time during a frame when the right to do so does not exist has played out of turn. (For example a player who plays a shot immediately after playing a foul or immediately after the Referee has called a foul on that player, has played out of turn).
  - (b) Exception- a shot played out of turn accidentally. In this case the Referee will give the opponent the choice of either playing the balls from where they lie or replaying the frame. If the frame is replayed the same player is to break again).
- (2) Deliberately striking a ball other than the Cue Ball with the tip of the cue.
- (3) Deliberately causing any ball or balls to be moved in a manner other than that which may result from playing a normal shot.
- (4) Deliberately striking the Cue Ball with other than the tip of the cue.
- (5) Deliberate Jump Shot caused by elevating the cue on the shot, and forcing the Cue Ball to rebound from the bed of the table and causing the Cue Ball to Jump over any ball. (If the Cue Ball leaves the bed of the table and misses an Object ball that would have been struck had the cue Ball not left the table on an otherwise identical shot, the Cue Ball is deemed to have jumped over that object ball). Also note K22 Standard Fouls**
- (6) Deliberately interfering, by word or action, so as to disrupt an opponent's play.

#### N Loss of Frame Fouls

- (1) Committing a foul in the same shot that the Eight Ball is potted (except on The Break).
- (2) Potting the Eight Ball when a ball or balls of the players own Colour are still on the table (except on The Break).

- (3) Potting the Eight Ball and the last ball, or balls, of the players own Colour in the same shot.
- (4) Committing two Serious Fouls in the one frame.
- (5) Committing a Serious Foul that disrupts the table to such an extent that the Referee deems it impossible to return the balls as close as possible to their original positions.
- (6) Any deliberate attempt to prevent the opponent from potting the Eight Ball, when the opponent is on the Eight Ball, by way of a Serious Foul or other unsporting manoeuvre.
- (7) If a player breaches the 'Spirit Of The Game' to such an extent that the frame (or match) should be awarded to the opponent.
- O Push Shots and Double Hits
- (1) Definitions: - Most shots commonly known as Push Shots in the game of Snooker are allowed in the game of Eight-Ball. Generally, any shot played with speed will not be deemed to be a Push Shot, regardless of the fact that the cue tip may have come into contact with the cue ball more than once.
- (2) Exceptions that are Standard Fouls are:
- (a) When, during the playing of a shot, the tip of the cue strikes the Cue Ball twice and the Referee is able to actually see each contact.
- (b) When, during the playing of a shot, a player plays the cue so slowly through the Cue Ball that the cue tip remains in contact with the Cue Ball so as to be visibly pushing it along.
- (c) When the Cue Ball is played into a touching Object Ball (see Touching Balls (1) (a)).
- P Snookers
- (1) Definition: - A player is Snookered when it is impossible to play the finest cut possible on both sides of any of that players own Colour by way of a straight-line shot. Snookering an opponent is not a Foul.
- (2) A player cannot be Snookered by a ball of the players own Colour. That is, if one of the players own coloured group is an obstructing ball, it will be ignored for the purposes of determining a Snooker.
- (3) A player cannot be Snookered on an Object Ball if the Cue Ball is touching that Object Ball.
- (4) A player cannot be Snookered by the straight sections of the cushions. If a straight section of a cushion is preventing the finest possible cut on the side of an Object Ball, that section of cushion will be deemed not to exist for the purposes of determining a Snooker on that Object Ball.
- (5) If an Object Ball is partly obscured by a curved section of a cushion (the Jaw) this in itself does not constitute a Snooker.
- Q Foul Snookers
- (1) Definition: - When an opponent plays a foul shot and this results in the incoming player being snookered, the incoming player is deemed to be Foul Snookered.
- (2) If a player believes that a Foul Snooker exists, the player may ask the Referee for a ruling.
- (3) If the Referee rules that a Foul Snooker exists, the player initially has the following options:
- (a) Play the Cue Ball from where it lies (see (4) (a) below)
- OR
- (b) Ask the Referee to remove the Cue Ball so as to allow the player to play from Baulk (see (4) (b) below).
- (4) (a) (i) If the player chooses to play the Cue Ball from where it lies, the player may, if the player wishes, nominate the Eight Ball, (but see (5) below), or any one of the opponent's Colour. The player can nominate a particular ball by verbal description of it, or its position, or by pointing at it. The Referee may ask for further information if \par any doubt exists as to which ball has been nominated.
- (ii) Once nominated, a ball is deemed to become one of the players Colour for the first shot of the first visit. The player may then play any of the player's own Colour, or the nominated ball. If any of the players Colour and/or the nominated ball are potted, the player continues with the first visit.
- (b) If the player chooses to play the Cue Ball from Baulk, a Foul Snooker may no longer exist. In this case the procedure under the heading (E) Playing from Baulk (2) (d) (2) and (2) (e) should be followed. If the Referee decides that a Foul Snooker does still exist, the player may nominate a ball and follow the procedure in (4) (a) above.
- (5) If the Eight Ball is nominated it may be played, but potting it will mean loss of frame.
- (6) If a player is On the Eight Ball and is Foul Snookered, the Player may play a nominated ball or the Eight Ball and pot either, or both, of these balls, directly or \par indirectly, in any pocket or pockets. Assuming the player does not commit a foul:-
- (i) If neither the Eight Ball nor the nominated ball is potted, the player's first visit is complete.
- (ii) If the nominated ball is potted and the Eight Ball is not, the player continues with the first visit.
- (iii) If the nominated ball and the Eight Ball are potted, the player wins the frame.
- (iv) If the Eight Ball is potted and the nominated ball is not, the player wins the frame.
- (7) If a Foul Snooker exists and the Cue Ball is touching an opponent's ball or balls, the player may, but is not obligated to, nominate one of those touching balls.
- R Foul Jaw Snooker
- If an opponent fouls and the Cue Ball comes to rest on, or near, a Jaw, (the curved part of a cushion), and that jaw is preventing the player from playing the finest cut possible on both sides of any of that player's own Colour by way of a straight-line shot, the player is deemed to be Foul Jaw Snookered and all the rules pertaining to Foul Snookers will apply.
- S Touching Balls
- (1) General:-
- (a) if the Cue Ball is touching an Object Ball, the player is obliged to Play away from the Object Ball at an angle of more than 90 degrees, (that is, play the shot without causing the Cue Ball to make any initial further contact with that Object Ball).
- (b) If, when playing away from a touching ball, the touching ball rocks or moves, without being contacted further, but simply because the Cue Ball is no longer there, no penalty will apply.
- (2) When Colours have been decided:-
- (a) Playing away from a touching Object Ball of the players own Colour. The instant a player plays away from a touching Object Ball of the player's own Colour the player is deemed to have played that ball. Therefore, the player needs to then only pot a ball or cause any ball to strike a cushion to fulfil all the requirements of a Legal Shot.

- (b) Playing away from a touching Object Ball of the opponent's Colour. The Player must play away from the touching ball and then meet all the requirements of a Legal Shot.
- (c) (i) Playing away from the touching Eight Ball when On the Eight Ball. The Player must play away from the touching Eight Ball and then need only cause any ball to strike a cushion to fulfil the requirements of a Legal Shot.  
(ii) Playing away from the touching Eight Ball when not on the Eight Ball. The player must play away from the touching Eight Ball and then meet all the requirements of a Legal Shot.
- (d) Playing away from two or more touching Object Balls:-  
(i) If any of the touching Object Balls are of the players Colour, the player will be deemed to have played away if the player plays away from any one of the touching balls of the players Colour. That is, the player may play into any of the other touching balls. The player needs then to only pot a ball or cause any ball to strike a cushion to fulfil the requirements of a Legal Shot.  
(ii). If none of the touching Object Balls are of the players coloured group, the player must play away from all the touching balls and then meet all the requirements of a Legal Shot.
3. When Colours have yet to be decided:-  
(a) Playing away from a touching Coloured Ball. The instant a player plays away from a touching coloured ball the player is deemed to have played that ball. Therefore, the player needs to then only pot a ball or cause any ball to strike a cushion to fulfil all the requirements of a Legal Shot.  
(b) Playing away from a touching Eight Ball. The player must play away from the touching Eight Ball and then meet all the requirements of a Legal Shot.  
(c) Playing away from two or more touching Object Balls. If the player plays away from any of the touching coloured balls the player is deemed to have played that ball. That is, the player may play into any of the other touching Object balls. The player needs then to only pot a ball or cause any ball to strike a cushion to fulfil the requirements of a Legal Shot.

#### T Balls Off the Table

- (1) It is a Standard Foul if a ball leaves the playing surface, (other than being potted) and remains off the playing surface, or doesn't return by its own means.
- (2) Definitions/Examples:-  
(a) Playing Surface: - The Playing surface of the table is the flat part of the table between the cushions.  
(b) By its Own Means:-  
(i) It is not a foul if a ball leaves the playing surface, runs along the top of a cushion, drops back on to the playing surface and comes to rest there, or falls into a pocket.  
(ii) It is a Standard Foul if a ball leaves the playing surface, comes into contact with a person or object that is not a part of the table and then returns to the playing surface.  
(c) Off the Table:- It is a Standard Foul if a ball leaves the playing surface and comes to rest on other than the playing surface, (eg. on the floor or on the top of a cushion).  
(d) Spotted: - A ball is spotted when its centre point is placed on the spot or, if this is not possible, as near as possible to the spot in a direct line between the spot and the centre point of the cushion that lies the greatest distance from the Baulk Line. If this is not possible, as near as is possible to the spot, in a direct line between the spot and the centre point of the baulk line.  
(e) If any of the following balls require spotting, they are spotted in the following order:-  
(i) Eight Ball, then  
(ii) Red Balls in any order (or balls numbered 1 to 7 in numerical order from lowest to highest), and then  
(iii) Yellow Balls in any order (or numbered balls 9 to 15 in numerical order from lowest to highest). Spotted balls should be placed as close to each other and any intervening balls as possible, without touching.
- (3). If a ball leaves the playing surface and remains off the playing surface, it shall be returned to the table:-  
(a) If it is the Cue Ball it is to be played from baulk.  
(b) If it is an Object Ball (or Balls) it is to be spotted.

#### U Balls Falling Without Being Hit

- (1) Any ball that falls into a pocket at any time, without being struck, shall be replaced by the referee to its original position, no penalty. Time will be restarted and the player in control continues with the visit.**
- (2) Should any ball fall into the pocket after a shot is played and before balls come to rest, providing the fallen ball played no part in the shot, once all other balls have stopped moving, it shall be replaced as described above.**  
**a) If a legal pot was made, play continues with same visit.**  
**b) If no pot was made, play continues with the next visit.**  
**c) If a foul was made, then the oncoming player will continue with the appropriate penalty.**
- (3) Should any ball fall into the pocket after a shot is played, but before balls come to rest, and the fallen ball would have been struck, then the Referee will replace the balls to their original positions.**  
**a) If no infringement of the rules were committed during the shot, or if the Cue Ball is potted as a result of a ball falling that the Cue Ball would otherwise hit, the player who played will replay the shot or may play a different shot.**  
**b) If any foul was committed (other than as defined in a) above), then the next player will continue with the appropriate penalty.**

#### V Interference

- (1). If any balls are moved during a frame:-  
(a) By a person other than the players taking part in the frame, or  
(b) as a direct result on one of the players being bumped, or  
(c) due to any other event deemed outside the players control such as:-  
(i) An Act of God, such as an earthquake etc., or  
(ii) Tip falling off the cue, or end falling off a spider etc., the Referee will replace the balls as near as possible to the positions

they were in before the incident occurred. No penalty shall be imposed on either of the players, and the frame shall continue.

- (2) (a) The Referee will prevent any unauthorised marking of the table. If a player causes a block of billiard chalk or other foreign matter to be on any part of the table it is not a \par foul. However the Referee will ensure that the item is removed.
- (b) If a player repeatedly causes a block of billiard chalk, or other foreign matter to be on any part of the table the Referee may deem that the player has breached the Spirit of the Game and award the frame to the opponent.
- (c) Exceptions to (a) above: - A cigarette or beverage container (see Standard Fouls (9)).

W Impossible Shot

A situation may arise during a frame where it is impossible for a player to play a shot without fouling. In such a situation the player has no other option but to commit a foul.

X Stalemate

The Referee shall declare a Stalemate if both the player and the opponent have three turns in succession where the Cue Ball fails to make contact with an Object Ball. In such a case the frame will be replayed with the same player breaking.

Y Referees Guidelines and Duties

The Referee's Guidelines and Duties listed below supplement those directions contained in various other sections of these rules.

- (1) The Referee's decision is final except where players have been advised that it is possible to appeal to a Head Referee or other Higher authority.
- (2) Information to be disclosed/not disclosed by a Referee:-
- (a) (i) A player is responsible for knowing the rules of the game. It is not the Referee's duty to explain or quote the rules to a player.
- (ii) A Referee, if asked by a player, may divulge certain information pertaining to the frame in

question under the guidelines of the Past, Present and Future rule. A Referee may divulge information relating to any Past event, or Present situation in the frame, (eg. "Who's Turn is it?" - Present, "Was that a Foul?" - Past, Which colour am I on? - Present) However, "If I play this shot will it be a Foul?" is a question regarding the Future and the Referee should advise the player that the Referee cannot answer this type of question.

**(3) The Referee shall either toss a coin, or the players shall lag, to determine the break. The winner of the toss or lag shall decide who will break first and the Referee shall announce the decision.**

(4) If an Object Ball (or balls) is potted on the break the Referee will advise both players of this fact by announcing the Ball, (or Balls) potted. When Colours are decided for the first time the Referee will announce Player 'A' on Red (or Yellow) Balls. When that player's turn is complete the Referee will advise the incoming player of the situation by announcing Player 'B' on Yellow (or Red) balls.

(5) (a) The Referee will call fouls as soon as they occur and the fouled player immediately loses control of the table.

- (i) The call for a Standard Foul is Foul, Two Visits.
- (ii) The call for a Non-Standard Foul is Foul, (and announce the relevant penalty).
- (iii) The call for a Serious Foul is Serious Foul, Two Visits.
- (iv) The call for a Loss of Frame Foul is Loss of Frame.

(b) After a player has been awarded two visits the Referee will make no call until the player fails to pot a Ball On (except for 30 seconds time warnings and for any fouls that may occur). The referee will then call Second Visit to advise the player that the First Visit is complete and the Second Visit is about to begin.

(6) The Referee will call any instance when the Cue Ball is touching a Ball On.

(7) In the absence of any competition/tournament rules to the contrary, two Referees will Referee each frame. One Referee will make the standard calls, such as Second Visit and Player A on Red (or Yellow) Balls, while the other Referee will keep the time. Both Referees will be involved in the refereeing of the frame and either

can call fouls. If one Referee calls a foul, the other Referee can not overrule the call. That is the two Referees have equal authority.

**BALLARAT EIGHT BALL ASSOCIATION INC.**

**BY-LAWS**

REVISED BY THE A.G.M (8/1/2014) & S.G.M. (9/4/2014)

REVISIONS ARE IN **BOLD TYPE OR GREYSHADED**

1. RULES OF THE GAME

The rules used shall be those adopted and changed from time to time by the Australian 8 Ball Federation.

2. COMMENCEMENT OF GAMES

(a) The 'starting time' for Divisions 1 to 5 is 7.00 PM, and for all other Divisions is 7.30 PM.

A match in Premier Division shall consist of three (3) stages of six (6) singles frames. In the event of a score of 9-9 in a home & away match, the match is drawn and both teams will receive two (2) premiership points. In the event of a score of 9-9 in a final, the two Captains will select three (3) players to be involved in a best of three single frame play-off.

A match in Divisions 2 **and lower** shall consist of two (2) stages of six (6) singles frames, separated by one (1) stage of three (3) doubles frames.

(b) Three singles players are to be named by 'starting time', with the other three by 30 minutes after 'starting time'. No alteration to order of the draw at any time, unless agreed to by both captains.

(c) No player is permitted to play two games in any one stage.

(d) Failure of any player to be at table on commencement of game, that particular game awarded to other side. At the

Captain's discretion - if a team is not present at 'starting time' the first frame shall be forfeit, the next two frames by 15 minutes after "starting time", and the match by 30 minutes after 'starting time'.

(e) If a team receives a walkover on the night, the team shall receive four points and the average of the games won by the other winning teams in the same division for percentage, providing the score sheet is returned as per law 4(a).

(f) No player is allowed to play doubles alone.

(g) No participating team member shall practice on a different table during a match. One warning is given, which is a final warning. Penalty: loss of frame for the infringing player.

(h) If a Team has an inadequate number players, the order of players will be set in a sequential order beginning with the first game of a set (example if a team has only five players then the order shall start at the first position progressing to the fifth position and the sixth position shall be a forfeit.)

(i) Premier division is a handicap system. Players handicap are evaluated on the last four seasons a player has played in. That all new players handicap are recalculated at nine weeks. New players shall start off a five unless the player's ability is known.

### 3. PLAYER PLAYING PROCEDURES.

(a) Team Registration shall be \$120 per team per season, or an amount agreed to by the majority of members at a general

meeting of the Association. Fees are to be paid on or before nominations close, which is prior to the draw being completed by the committee. Nominations will close Noon, Saturday after the A.G.M. in January and Nominations will close Noon, Saturday after the nominations night mid year. Player registration forms are to be completed and returned no later than Noon, Friday, before round 5. Penalty: Teams who have not returned player registrations will receive a four point penalty per round from round 5 onwards, until the form is returned.

(b) Parent, spouse or legal guardian must accompany players under the age of eighteen (18) years.

(c) A player cannot transfer after playing in six (6) rounds with one team. If a player is found by the Association to have played six (6) rounds with one team and plays with another team, that team (the player is not qualified for) shall lose the match and the score will stand, except the personal results of the infringing player and those gained for the Team.

(d) A player can only play with one team in the same round. Penalty: Both teams shall lose their matches by the average score of their respective divisions.

(e) To qualify to play in finals, players must play in six different rounds of matches with one team.

(f) The Committee shall determine finals format and venues.

(g) The Committee will publish a list of finals venues by whatever means they deem appropriate.

(h) Any team playing unqualified player/s in the finals will lose the match.

(i) To separate teams tied for positions on the final ladder, the results of previous encounters will decide rank. Should teams still be equal, a play-off match will be scheduled.

(j) Premiership teams must be promoted up one division (alternative: miss the next season); further, all qualified players from premiership teams must be promoted up one division (alternative: miss the next season). Clarification: if a premiership team disbands, the players from that team must either go up a division or miss the next season, or, if a player leaves a premiership team that player must still be promoted up a division. Penalty: any team with a member that contravenes this by-law shall lose the match and the score will stand, except the personal results of the infringing player. Under exceptional circumstances an individual player may apply to the BEBA Executive, in writing, prior to playing in the Association for a decision/ruling.

(k) Any unfinancial Team at the completion of the first half of a season shall be disqualified from competing in the remainder of that season. Any points awarded to any Team in a season prior to a Team being disqualified for non payment shall remain for the remainder of that season.

(l) If a Team ceases to be a Team in the first half of a competitive season, any matches played against that Team shall be reverted to byes for the remainder of that season

with no points or frames awarded. If a Team ceases to be a Team in the second or latter half of a competitive season, any matches played against that Team shall be reverted to byes as from the commencement of the second or latter part of that competitive season for the remainder of that season with no points or frames awarded

(m) If it is found that players are playing a out of order during a game they are playing, then that game will be restarted with the proper numbered players. If however the game is completed then the result will stand and further any other players out of turn due to the out of turn game shall play each other. (Example player 5 played player 6 of an opposing team and the game was completed then the next game will be between player 6 and 5 of the opposing team)

(n) All venues must provide a smoke free playing area for all matches. Should either team choose to play in the smoke free area, that the smoke free area must be used for the match. If a team refuses to play in the smoke free area, that team shall forfeit the match.

(o) The Most Consistent Award shall be decided by a differential method with the highest differential result being declared the winner.

In the event of players tying on the same highest differential the award will be decided by the player with the highest win percentage (1st tiebreaker) if still tied then by the player playing the higher number of games (2nd tiebreaker).

A players eligibility for the award being that a player must play seventy five percent of all available games in a season, i.e. differential method is if a player plays 54 games in division one and wins forty and loses fourteen games the differential result would be  $(40-14= +26)$ .

In all divisions a singles game is considered to be one game and a doubles game is considered to be one game with each of the players sharing the result, i.e. a player playing three games winning a singles and doubles and losing a singles the net result would be  $1+.5-1= +.5$ .

(p) A delegate from each and every team nominating must attend the AGM. Non compliance will be sanctioned, with a four point penalty. Definition of delegate: one of six or more members of team, Non playing manager of the team, Licensee, Publican or Manager of the venue of team, however delegate can only represent one team. No proxies will be allowed

#### 4. LODGING OF SCORE SHEETS.

(a) All score sheets, home & away and finals, are to be placed in Association Score Box at the location designated by the committee or by email to the recorder at the designated email address (scanned score sheets only) by 12 noon on the Friday after each match.

(b) For home & away, and finals, the winning captain (or in the event of a drawn match - the home team captain) is

responsible for the lodging of the score sheet.

(c) For home & away matches: If scoresheets are late both teams shall lose and the score will stand. (Exception: in the event of a drawn match, the away team shall receive their 2 points). If the scoresheet is not received at all, both teams will lose by the average losing score of their division. (Exception: in the event of a drawn match, the away team shall receive their 2 points, and the score will stand, if the result is brought to the attention of the Committee). For finals matches: If scoresheets are late or not received at all, the Captain of the winning team will be fined \$60 (or an amount agreed to by the majority of members at a general meeting of the Association), payable before the next match. Penalty: The team shall not play the next match.

(d) Score sheets are required to be filled in correctly and neatly with division number and date.

(e) A team giving a walkover without 24 hours prior notice to either their opponents or the Secretary shall be fined \$20.00 and the team shall be suspended until such fine is paid. The amount in the By-Law was suspended at AGM 9/01/08

(f) Unless notice in writing to the Committee detailing exceptional circumstances, any team giving 3 walkovers in a season shall be disqualified from competition.

#### 5. TEAM REGISTRATION

(a) Any team wishing to rejoin or enter the B.E.B.A. Inc. must forward a written

application to the Secretary, B.E.B.A. Inc. prior to the specified team nomination night. All applications for team membership shall be approved by a majority of the Committee present at the meeting at which the application is considered,

(b) The Committee shall determine approval of entry to the B.E.B.A. INC. of each team in each season.

(c) Any team may resign from the B.E.B.A. Inc. and such resignation must be in writing and forwarded to the Secretary of the B.E.B.A. Inc.

(d) Any team upon ceasing to be a member of the B.E.B.A. Inc. for any reason whatsoever, shall not be entitled to the return of membership subscription or any portion thereof.

(e) The Committee may, in accordance with its constitution, expel from the B.E.B.A. Inc. or otherwise punish or penalise any TEAM whose conduct in the opinion of the Committee is discreditable or injurious to the character or interests of the B.E.B.A. Inc.

#### 6. MEMBERS REGISTRATION

(a) The number of members shall be unlimited.

(b) All members shall endeavour to attend the Annual General Meeting of the B.E.B.A. Inc.

(c) All members upon admission are bound by the constitution, By-Laws and playing rules of the B.E.B.A. Inc.

(d) The Committee may, in accordance with the constitution, expel from the B.E.B.A. Inc. or otherwise punish or

penalise any member whose conduct, in the opinion of the Committee is discreditable or injurious to the character or interest of the B.E.B.A. Inc.

#### 7. COMMITTEE MEETINGS

Any member of the B.E.B.A. Inc. may attend any committee meeting, but may only listen to the operations and procedures of the meeting unless otherwise directed through the chair.

#### 8. LIFE MEMBERS

Any member of the B.E.B.A. Inc. may nominate - in writing- any person who has rendered outstanding service, and is deemed a fit and proper person to be granted life membership of the B.E.B.A. Inc. The Committee will convene a special meeting to discuss Life Membership annually to decide if a Membership is to be awarded that year. No more than two(2) Life Memberships can be awarded in any one year.

Life Members will be presented with a badge and be admitted at no cost to all functions of the B.E.B.A. Inc.

#### 9. REPRESENTATIVES

Any members that represent the Association in the Victorian State Team, or the Australian Team, shall be entitled to a minimum of \$100 (or an amount agreed to by the majority of members at a committee meeting of the Association) being remuneration for travelling expenses.