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# Pub Pool Rules

Simple rules for playing pool in the pub



For a copy of these rules visit [www.pubpoolrules.com](http://www.pubpoolrules.com)

## 1. THE GAME

The game shall be known as "8 Ball Pool", "Pool" or "Pub Pool" and referred to in these rules as "The Game". It is intended that the game be played in good spirit and in a sportsmanlike manner.

## 2. OBJECT OF THE GAME

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

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

- The balls are racked as illustrated with the black on the black spot.<sup>2</sup>
- Order of play is determined by the flip of a coin.<sup>3</sup>
- The opening player plays at the object balls from baulk<sup>4</sup>. An object ball must be pocketed, or at least TWO balls play the middle line of the table to be classed as a "fair break".
  - 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.
- If the black is pocketed from the break shot, the balls will be re-racked and the same player will restart the game. No penalty will be incurred. This applies even if a foul shot is played.
- 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<sup>17</sup>.
- Colours are determined by the first legally potted object ball. If one or more balls of both sets of object balls are potted then that player must nominate his group of object balls.<sup>18</sup>
- If a foul is committed, before groups are decided, then those balls are ignored in determining the groups to be played.
- If a ball, or balls, are legally pocketed, this entitles the player to one additional shot and this continues until the player either:
  - Fails to pocket one of their own set of allocated balls, or;
  - Commits a foul at any time.

## 4. STANDARD FOULS

- In off (white pocketed) - except in the case of a fair break<sup>17</sup>
- Hitting an opponent's ball before hitting one of your own. <sup>18</sup>
- Failing to hit any ball with the white.
- Jump Shot.<sup>9</sup>
- Hitting the black ball before hitting one of your own if there are balls of your own colour remaining. <sup>18</sup>
- Potting any opponent's ball. <sup>18</sup>
- Ball off the table.<sup>9</sup>
  - Any object ball or the black ball, shall be returned to the black spot, or as near as possible to that spot without touching any other ball, in direct line between that spot and the centre of the baulk line.
  - If the white, then the white played from in hand.
- If a player's body or clothing should touch any ball.<sup>7</sup>
- Player not having at least part of one foot on the floor.
- Playing or touching with the cue any ball other than the white.
- Striking the white with any part of the cue other than the tip.
- Playing out of turn.
- Playing before all balls have come to rest.
- Playing before any ball(s) require re-spotting.
- Striking the white with the cue more than once.
- Playing a push shot.<sup>9</sup>
- Failing to nominate when required to do so<sup>18</sup>.
- Foul break as defined in rule <sup>3</sup>.

## 5. PENALTY FOLLOWING A STANDARD FOUL

- The offending player loses their next visit to the table, giving their opponent two visits to the table.
- If the white has come to rest on the playing surface, then the player having two visits may proceed to play from where the white lies, or the white may be played from baulk<sup>4</sup>. Moving<sup>7</sup> the white to baulk does not count as a shot, or visit.
- On the first shot only of the first visit, the oncoming player may, without nomination, play the white on to any ball without penalty, including any opponent's ball, or black ball.
  - If any object ball is pocketed directly, or by combination, the player is deemed to have pocketed a legal ball, and continues with the first visit.
  - The player must not pot the black ball, unless they are on the black ball. (rule 7a)
- 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.

## 7. LOSS OF GAME

- If a player pockets the black ball before all the balls in their own group<sup>19</sup>, the player loses the game.
- A player going in off the black ball when the black ball is pocketed loses the game.
- A player pocketing the black ball and any other ball on the same shot will lose the game. Except following a foul when only the black ball 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 black ball as well as ball(s) of the opponent's 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 will lose the game.
- If a player seeks to gain advantage by deliberately touching a moving ball or retrieving a ball dropping into the pocket he/she shall lose the game.

## 8. GENERAL

### Touching ball

- Touching opponent's ball or black ball - the player MUST play a ball of their own group<sup>19</sup>.
- 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<sup>19</sup>.

### 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 balls falling in when a player is in control shall be deemed to have been part of that player's visit.

### Completion of game

The game is completed when the black ball is pocketed<sup>10</sup> in any pocket, and all the remaining balls have come to rest.

## 9. STALEMATE

- Should any situation arise whereby a legal shot is impossible<sup>15</sup> to play<sup>13</sup>, then the frame shall be restarted <sup>14</sup>.
- If, in the opinion of the referee, neither player is allowing the game to progress or a stalemate situation has arisen, then the frame shall be restarted <sup>14</sup>.

## 1. DURING BREAK AT LEAST TWO BALLS MUST PASS THE CENTRE LINE

## 2. FIRST LEGAL POT DECIDES COLOURS

## 3. BOTH COLOURS POTTED FROM BREAK - PLAYER MUST NOMINATE

## 4. POT THE BLACK ON BREAK - RESTART FRAME

## 5. POT WHITE ON BREAK - ONE SHOT TO OPPONENT



Balls should be racked like this

### Definitions

- Balls comprise of two sets of coloured balls (usually red and yellow) and a black ball and a cue ball, which is white. Balls in the two groups are known as "object balls". The black ball shall be known as the "black" and the cue ball shall be known as the "white".
- The black spot is at the intersection of the centre and corner pockets.
- Order of play is determined by the flip of a coin unless other competition rules apply (for example, "lag for break" or "winner breaks"). The winner has the option of breaking, or requesting their opponent to do so. If more than one frame is being played then breaks shall alternate until the last frame unless other competition rules apply.
- "Baulk" or "Baulk Area" is the area behind the line at the end opposite the black spot. If a player is playing from baulk, he can place the white anywhere behind or on the baulk line.
- A jump shot is defined as when the white jumps over any part of any ball before making contact with any ball.
- A ball shall be deemed "off the table" if it comes to rest anywhere other than on the bed of the table.
- Except the white after the referee calls a "foul", when the player is entitled to the white in hand.
- A "push shot" is defined as where the cue tip remains in contact with the white for more than the momentary time commensurate with a normal stroked shot, or the cue tip remains in contact with the white once it has commenced its forward motion.
- If a player is playing "Ball in Hand", he is advised to ask the referee to retrieve the white from the table (if applicable) and hand it to them before placing it in baulk. 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.
- Except on the break off shot.
- Except on the first shot of the first visit following any foul, this entitles the player to any ball.
- Should the white fail to make contact with any other ball, or strike the opponent's ball, or black ball, then the shot is fair, no foul.
- It does not matter whether this situation has been arrived at by accident or design.
- 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.
- If a route exists between white ball and any ball 'on' that does not require the white to pass through a gap smaller than its diameter or jump over all or part of any ball, then however difficult or unlikely the shot may appear to be, it is not classed as impossible and must be attempted.
- A player is required to nominate ONLY when deciding colours. Failing to nominate and playing his next shot is a foul.
- If the Cue Ball is potted on a break that is otherwise a legal break as defined by 3c then the turn passes to the opponent who has "ball in hand"<sup>20</sup> but does not have two visits.
- Except on the first shot only following a foul. See 5c.

### Guidance

- The term "SHOT" means striking the white.
- The term "VISIT" refers to the one turn at the table comprising of one or a series of shots.
- The term "BREAK" refers to the first shot of a game, or the first shot of a game being restarted.
- Coaching is deemed unsportsmanlike behaviour.
- A referee may, only if requested, advise on the rules of the game.
- Combination shots are allowed, providing that in all other respects the shot is a legal shot.

## RULES FOR KILLER

### General

- Each player receives three lives.
- A deck of cards determines the playing order randomly.
- A player keeps his/her lives if they are able to complete a legal pot on his/her turn. If they do not, they lose one life.
- The object of the game is to be the last player with lives remaining at the end of the game.

### Playing the Game

- Each player is assigned a playing card from a deck containing 3 of each cards.
- This deck is shuffled and managed by the first player drawn in each section.
- Turn over the first card to determine who starts the game (ie the player whose name is next to that card on the board).
- Play continues by drawing the cards one at a time from the top of the deck.
- Play continues until the last ball in the rack is potted when the game shall be recommenced (see break-off).

### Break-Off

- The first player to play (or the next player to play at recommencement of game) as determined by the turning of the top playing card.
- The balls are racked with the black ball in the centre.
- The player breaks from baulk<sup>4</sup>.
- If he performs a legal pot, play continues on to the next player.
- If the white goes in-off the break shot, he immediately loses a life.
- If he fails to pot and the white remains on the table, he is entitled to one more shot.

### General rules of play

- The next player is always determined by turning over the next card.
- If nothing is potted, or if the white goes down or leaves the table, then the player loses a life (except on break shots where he is entitled to one more shot). A tally mark is wiped off of the board next to the player's name and their card (just turned over) is removed from the pack. Thus at any time the number of cards left in the pack should be the same as the number of tally marks left on the board.
- Whenever the white is potted or leaves the table, the next player must play from baulk<sup>4</sup>.
- When the last ball is potted, the balls are re-racked and the next card turned over to determine who breaks.
- When the last card has been turned over (and the resulting shot played) the cards are shuffled again before continuing.

### Notes

Only potting shots that are played as legal in Pub Pool Rules are acceptable - with 3 additions:

- If a ball falls in without being hit the player in control either benefits from this, or in the case of the cue ball, loses a life.
- The break off shot is as described above.
- Control of the table passes on turning the card to reveal the next player.

## RULES FOR 14-1

### General

- Each player has two attempts, played one after the other, consisting of one visit to pot as many balls as he can.
- A player can play direct pots, in-offs, billiard shots and all other shots applicable in pool as a legal pot, except that any ball not potted legally (example the white goes in-off) shall not count, nor will it be replaced on the table.
- The playing order will be determined randomly.
- The object of the game is to achieve the highest break possible.

### Break-Off

- Each player will break from baulk<sup>4</sup> to a rack of balls where the balls are racked in any order. The only criteria being that the black not be the top ball, if the player so chooses (this not being a normal top ball, so the player can elect to have it changed).
- A ball need not be potted on the break, but if one or more balls are potted, it shall count towards his total score, unless a foul is committed.

### General rules of play

- The player breaks (see above).
- Provided he makes a legal break (ie if the white does not go down or leave the table) he continues with one visit.
- If the player pots all the balls on the table the balls will be re-racked and the player breaks again.
- On the second and subsequent breaks, where applicable, the player shall break from where the white ball comes to rest. Except when the white comes to rest within the rack in which case the player has ball in hand<sup>4</sup>.
- The total number of all balls potted legally shall be his final score.

### Notes

- Only potting shots that are played as legal in Pub Pool Rules are acceptable.

### USEFUL POOL WEBSITES

Pub Pool	<a href="http://pubpool.co.uk">pubpool.co.uk</a>
Pub Pool Rules	<a href="http://pubpoolrules.com">pubpoolrules.com</a>
Killer Rules	<a href="http://pubpoolrules.com/killer">pubpoolrules.com/killer</a>
14-1 Rules	<a href="http://pubpoolrules.com/141">pubpoolrules.com/141</a>
Pub Pool Challenge	<a href="http://pubpoolchallenge.com">pubpoolchallenge.com</a>
UK League Directory	<a href="http://ukleagues.com">ukleagues.com</a>
Online Pool Game	<a href="http://poolonline.co.uk">poolonline.co.uk</a>
Over 100 town community pool sites	<a href="http://uk8ball.com">uk8ball.com</a>





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