

Rules for Pub Pool

Definitions

1. 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".
2. The black spot is at the intersection of the centre and corner pockets.
3. 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.
4. "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.
5. A jump shot is defined as when the white jumps over any part of any ball before making contact with any ball.
6. A ball shall be deemed "off the table" if it comes to rest anywhere other than on the bed of the table.
7. Except the white after the referee calls a "foul", when the player is entitled to the white in hand.
8. 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 it's forward motion.
9. 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.
10. Except on the break off shot.
11. Except on the first shot of the first visit following any foul, this entitles the player to any ball.
12. 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.
13. It does not matter whether this situation has been arrived at by accident or design.
14. 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.
15. 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.
16. A player is required to nominate ONLY when deciding colours. Failing to nominate and playing his next shot is a foul.
17. 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"⁹ but does not have two visits.
18. Except on the first shot only following a foul. See 5c.

Guidance

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

These definitions form part of the rules for pub pool.

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