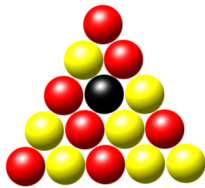


Rules for Pub Pool

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.

The game is played on a pub pool table with 16 balls.¹



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)

- a. The balls are racked as illustrated with the black on the black spot.²
- b. Order of play is determined by the flip of a coin.³
- c. The opening player plays at the object balls from baulk⁴. An object ball must be pocketed, or at least TWO object balls pass the middle line of the table to be classed as a "fair break".
 - i. Failure to do so is a foul break and will result in the balls being re-racked.
 - ii. The opposing player then starts the game with two visits.
- d. 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.
- e. 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 opponent¹⁷
- f. 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.¹⁶
- g. If a foul is committed, before groups are decided, then those balls are ignored in determining the groups to be played.
- h. If a ball, or balls, are legally pocketed, this entitles the player to one additional shot and this continues until the player either:
 - i. Fails to pocket one of their own set of allocated balls, or;
 - ii. Commits a foul at any time.

4. STANDARD FOULS

- a. In off (white pocketed) – except in the case of a fair break¹⁷
- b. Hitting an opponent's ball before hitting one of your own.¹⁸
- c. Failing to hit any ball with the white.
- d. Jump Shot.⁵
- e. Hitting the black ball before hitting one of your own if there are balls of your own colour remaining.¹⁸
- f. Potting any opponent's ball.¹⁸
- g. Ball off the table.⁶
 - i. 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.
 - ii. If the white, then the white played from in hand.
- h. If a player's body or clothing should touch any ball.⁷
- 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 white.
- k. Striking the white 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 white with the cue more than once.
- p. Playing a push shot.⁸
- q. Failing to nominate when required to do so¹⁶.
- r. Foul break as defined in rule 3.

5. PENALTY FOLLOWING A STANDARD FOUL

- a. The offending player loses their next visit to the table, giving their opponent two visits to the table.
- b. 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 baulk⁴. Moving⁹ the white to baulk does not count as a shot, or visit.
- c. 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.
 - i. 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.
 - ii. The player must not pot the black ball, unless they are on the black ball. (rule 7a)
- d. 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

- a) If a player pockets the black ball before all the balls in their own group¹⁰, the player loses the game.
- b) A player going in off the black ball when the black ball is pocketed loses the game.
- c) 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.
- d) A player who clearly fails to make any attempt to play a ball of their own group will lose the game.
- e) 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

- a. Touching opponent's ball or black ball - the player MUST play a ball of their own group¹¹.
- b. 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 ball¹².

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 pocketed¹⁰ in any pocket, and all the remaining balls have come to rest.

9. STALEMATE

- a. Should any situation arise whereby a legal shot is impossible¹⁵ to play¹³, then the frame shall be restarted¹⁴.
- b. 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 restarted¹⁴.

These rules should be read in conjunction with the definitions