

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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Rules for Killer – an alternative pub pool game

General

1. Each player receives three lives.
2. A deck of cards determines the playing order randomly.
3. 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.
4. The object of the game is to be the last player with lives remaining at the end of the game.

Playing the Game

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

Break-Off

1. The first player to play (or the next player to play at recommence of game) as determined by the turning of the top playing card.
2. The balls are racked with the black ball in the centre.
3. The player breaks from baulk⁴.
4. If he performs a legal pot, play continues on to the next player.
5. If the white goes in-off the break shot, he immediately loses a life.
6. If he fails to pot and the white remains on the table, he is entitled to one more shot.

General rules of play

1. The next player is always determined by turning over the next card.
2. 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.
3. Whenever the white is potted or leaves the table, the next player must play from baulk⁴.
4. When the last ball is potted, the balls are re-racked and the next card turned over to determine who breaks.
5. 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:

1. 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.
2. The break off shot is as described above.
3. Control of the table passes on turning the card to reveal the next player.

Rules for 14-1 – an alternative pub pool game

Principles of Play

Random draw will be determine the order of play.

General

1. Each player has two attempts, played one after the other, consisting of one visit to pot as many balls as he can.
2. 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.
3. The playing order will be determined randomly.
4. The object of the game is to achieve the highest break possible.

Break-Off

1. Each player will break from baulk⁴ 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).
2. 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

1. The player breaks (see above).
2. Provided he makes a legal break (ie if the white does not goes down or leave the table) he continues with one visit.
3. If the player pots all the balls on the table the balls will be re racked and the player breaks again.
4. 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 hand⁹.
5. The total number of all balls potted legally shall be his final score.

Notes

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

These rules should be read in conjunction with the definitions

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