

Updated 19/07/2017 (V1.3)



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## Basildon District Independent Club Pool League 8 Ball Pool Playing Rules

**Please Note:** These playing rules are no longer in use by EPA.  
They have been modified and are here for the benefit of BDICPL members.

For the current EPA Playing Rules,  
please refer to the [World Eight Ball Pool Federation Rules](#)

### 1. THE GAME

The game shall be known as 8 Ball Pool and referred to in these rules as "The Game". It is intended that players and teams should play 8 Ball Pool in the true spirit of the game and in a sportsmanlike manner. It should be clearly understood that the referee is the sole judge of what is fair and unfair play. The referee will take whatever action is necessary to ensure that these rules are observed. See rule 5(a)

### 2. REQUIREMENTS OF THE GAME

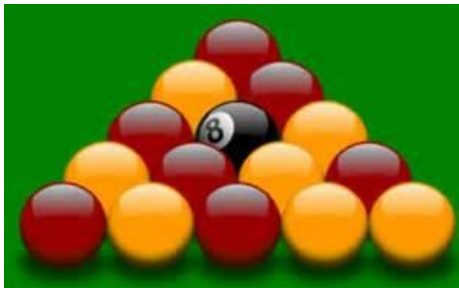
The game is played on a rectangular 6-pocket table with 15 balls plus a white ball known as a cue ball. The 15 balls comprise two groups of 7 red balls and 7 yellow balls and the black 8 ball. The 14 red and yellow balls are referred to as object balls.

### 3. OBJECT OF THE GAME

The player or team pocketing all their group of object balls in any order, and then legally pocketing the 8 ball, wins the game.

### 4. COMMENCEMENT OF THE GAME (OR RE-START / RE-RACK)

- A. It is the responsibility of all players and referees to know these rules before playing or refereeing a game of pool using these rules.
- B. The balls are racked as illustrated below with the 8 ball (black) on the 8 ball spot, which is at the intersection of the centre and corner pockets.



New high quality 8 ball pool balls sets are allowed which contain a "striped" 8 ball (black) but a 6 red "spotted" cue ball (white) is not allowed.

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- C. All referees should stand throughout the entire game and be mobile around the table whilst refereeing, to be able to see all shots clearly. Referees should speak clearly so both players can hear all instructions. No mobile phones must be used whilst refereeing.
- D. Order of play is determined by the referee flipping of a coin. The winner of the flip has the option of breaking, or requesting their opponent to do so.
- E. The opening player plays at the triangle of object balls by striking the cue ball from any position on, or behind, the baulk line. An object ball must be pocketed, or at least **THREE** object balls hit any cushion. Failure to do so is a foul break and will result in the balls be re-racked as per rule sheet.  
**The opposing player then starts the game with two visits.**
- F. If the 8 ball (black) is pocketed from the break shot, the balls will be re-racked and the game will be restarted by the same player.  
**No penalty will be incurred.**
- G. If from the break a player pockets one or more object balls they **MUST** verbally nominate to the referee their choice of playing group. Failure to nominate a group is a foul, giving two visits to the oncoming player. The referee must confirm the nomination before the player continues to play.
- H. During normal play, players must be aware that during each visit to the table, except the break and total snooker, either of the following must happen:
1. a legal ball must be potted
  2. the cue ball, at least one object ball or the black 8 ball must strike a cushion **AFTER** initial contact between cue ball and an object ball has been made during a legal shot.
- NB: If an object ball is touching a cushion it is deemed “frozen”. If the cue ball or an object ball makes contact with the “frozen” ball and does not strike a cushion after, it has not struck a cushion legally.
- Failure to do either of the above option 1 or 2 will result in a foul.**
- I. On the first occasion after the break a player legally pockets an object ball, including following a foul, then **that** ball denotes their group, **unless** one or more of both groups are pocketed, then the player **MUST** nominate a group before play continues. **Failure to nominate will result in a foul.**
- J. If no object ball is pocketed from a legal break, then the players continue alternatively playing at either group of balls until a legal pot is made, which decides that player's group of balls they shall play.

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- K. If a foul is committed, (other than as in [rule 4\(F\)](#)), and one or more object balls are pocketed before playing groups are decided, then those balls are ignored in determining the groups to be played. The oncoming player may play at any ball on the table, including the 8 ball (black) for the first shot, and the first legal pot will determine the group to be played.
- L. If any ball or ball(s) are legally pocketed, this entitles the player to one additional shot and this continues until the player either fails to legally pocket one of their own group of balls or commits a foul at any time.
- M. A player may find themselves in a situation where they are in a TOTAL snooker. This is where they are unable to directly strike either side of any of their group of balls because the way is obscured by another ball or cushion. They may elect to call a TOTAL SNOOKER situation by calling "TOTAL". The referee will then confirm or disagree with the call. If the call is confirmed the player will only need to make contact with the object ball.
- N. Combination shots are allowed, providing the player hits one of their own group of balls first, or any ball following a foul situation (see [rule 6\(C\)](#)).

## 5. FOULS

- A. If any player or team member that gives abuse, heckling banter or specific coaching hints from the sideline, then the referee will call a foul and the opposing player will be awarded two visits for unsporting behaviour.
- B. Cue ball pocketed. (Sometimes referred to as "In off")
- C. Hitting an opponent's ball(s) with the cue ball on first impact of the cue ball, except with the first shot following any foul.
- D. Failing to hit any ball with the cue ball, except where rule 8(C) applies.
- E. Jump shot - defined as when the cue ball jumps over any part of any ball before making contact with any ball.
- F. Hitting the 8 ball (black) with the cue ball on first impact of the cue ball before all their own group are pocketed, except with the first shot following any foul.
- G. Potting any opponent's ball, except with the first shot following any foul.

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H. Ball off the table:

1. Any object ball or the 8 ball (black), shall be returned to the 8 ball spot (see [rule 4\(B\)](#)), or as near as possible to that spot without touching any other ball, in direct line between the black spot and the back cushion along the central string line.
2. If it is the cue ball, then the cue ball can be played from in hand (see [rule 8\(B\)](#) general).

**A ball shall be deemed "off the table" if it comes to rest anywhere other than on the bed of the table.**

- I. If a player's body or clothing should touch any ball. Except the cue ball after the referee calls a "foul", when the player is entitled to the cue ball in hand (see [rule 6\(B\)](#)).
- J. Player not having at least part of one foot on the floor.
- K. Playing or touching with the cue any ball other than the cue ball.
- L. Striking the cue ball with any part of the cue other than the tip.
- M. Playing out of turn.
- N. Playing before all balls have come to rest.
- O. Playing before any ball(s) require re-spotting.
- P. Striking the cue ball with the cue more than once.
- Q. Push shot - defined as where the cue tip remains in contact with the cue ball for more than the momentary time commensurate with a normal stroked shot, or the cue tip remains in contact with the cue ball once it has commenced its forward motion.
- R. Failing to nominate when balls of both groups are pocketed with the first legal pot.
- S. Foul break, failing to pot an object ball or drive at least THREE object balls to hit any cushions.

## 6. PENALTY FOLLOWING ANY FOUL

- A. Following any foul the offending player loses their next visit to the table, giving their opponent two consecutive visits to the table. (This is also sometimes referred to as “two shots”).
- B. If the cue ball has come to rest on the playing surface, then the player having two visits may proceed to play from where the cue ball lies, or the cue ball may be played from any position on or behind the baulk line.  
Moving the cue ball in this manner does not count as a shot, or visit.  
**Players are advised to ask the referee to hand them the cue ball.**
- C. On the first shot only of the first visit, the oncoming player may, without nomination, play the cue ball on to any ball without penalty, including any opponent’s ball(s) or 8 ball (black). If any object ball(s) is pocketed directly, or by combination, the player is deemed to have pocketed a legal ball(s), and continues with the first visit. However, the player must not pot the 8 ball (black), which would mean loss of game, except if the player is on the 8 ball (black), then the game would be won. 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. The second visit is deemed to have started when the cue ball is struck on the first shot of the second visit. Referees should remind the oncoming players, after a “foul” has been committed, how many visits (or shots) remain until the end of the players visit.

## 7. LOSS OF GAME

- A. If a player pockets the black 8 ball before all the balls in their own group, except on the break (see [rule 4\(F\)](#)), the player loses the game.
- B. A player pocketing the cue ball in the same shot as the black 8 ball is pocketed will lose the game.
- C. A player pocketing the black 8 ball and any other ball on the same shot will lose the game. Except if it is the first shot after a foul has been called, and the player has already potted all of their own nominated group of object balls and only needs to pot the black 8 ball.
- D. A player deliberately distracts the attention of their opponent in an unsporting manner by throwing their cue, setting down their cue or unscrewing their cue in such a way that this gives the referee the impression the player is admitting defeat.
- E. A player who clearly fails to make any attempt to play a legal shot and plays a deliberate foul in the opinion of the referee will lose the frame.

## 8. GENERAL

### A. Touching ball.

1. If the cue ball stops and is very close to an object ball or 8 ball (black) the referee must check whether it is touching. If it is, he must declare a “touching ball” and indicate which balls are touching.
2. When the cue ball is touching an opponent's ball or black 8 ball the player **MUST** play an object ball of their nominated group and then make contact with a cushion. The only exception is on the first shot of the first visit following any foul, this entitles the player to play any ball then contact a cushion.
3. When the cue ball is touching any ball of their nominated group. The player **MUST** then play away from the touching ball and only make contact with a cushion.
4. If a player plays the cue ball into a touching ball and doing so moves the touching ball it will result in a foul being called by the referee and their opponent awarded two visits.
5. If the cue ball stops and is touching two object balls or an object ball and an 8 ball (black), the referee must check which balls are touching. The referee must declare “touching two balls” and indicate which ball(s) are touching. Rules A2 A3 and A4 (as above) still apply in this situation. But if a player plays the cue ball into either touching ball and doing so moves either touching ball it will result in a foul being called by the referee and their opponent awarded two visits.
6. If the cue ball is touching either one or more object ball(s) or black 8 ball and no legal shot is possible in the opinion of the referee, the referee will declare a re-rack and the game will be replayed by the player who started the game.

### B. Cue ball in hand.

When a player has the cue ball in hand, the ball is played from any position on, or behind, the string line, and in any direction.

### C. 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. This includes any ball(s) which fall into pockets during this period, including the black 8 ball.

### D. Completion of game.

The game is completed when the 8 ball (black) is pocketed legally. in any pocket, and all the remaining balls have come to rest.

## 9. STALEMATE

Should any situation arise whereby a legal shot is IMPOSSIBLE to play, then the referee will rule to restart the frame by the player who started that frame, whether this situation has been arrived at by accident or design.

If in the opinion of the referee neither player is allowing the game to progress, or a stalemate situation has arisen, then the game shall be restarted by the player who started that frame. The referee shall not allow numerous visits with neither player making any attempt to make the opening pot which decides the playing groups (unless it is felt that progress is being made). 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.

## GUIDANCE

- A. The term "SHOT" means striking the cue ball once.
- B. The term "VISIT" refers to the one turn at the table comprising of one or a series of shots.
- C. The term "BREAK" refers to the first shot of a game, or the first shot of a game being restarted.
- D. Coaching is deemed unsportsmanlike behaviour. (see [rule 5\(A\)](#)).
- E. A referee may, only if requested advise on the rules of the game in the PRESENT and the PAST they must **not** advise in the FUTURE

Examples:

- 1) The PRESENT. "What colour am I playing?"
- 2) The PAST. "Was that a foul?"
- 3) The FUTURE. "If I play this shot will it be a foul?"

**Remember: Rule 4(A): It is the responsibility of all players and referees to know these rules before playing or refereeing a frame of pool using these rules.**