



for the players

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WORLD EIGHT BALL RULES



PLAYER RULES & *INTERPRETATIONS*

Compiled for City 8-Ball by Jazz
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PLAYING RULES
&
INTERPRETATIONS

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PLAYING RULES & INTERPRETATIONS

A. The Spirit of the Game

The game is known as Eight-Ball Pool. It is expected that players will always play the game in the true spirit and in a sporting manner. The referee will take whatever action is necessary to ensure that the spirit and rules of the game are observed.

B. Equipment

The game of 8-Ball is played with:

1. A 'cue ball' - being a white ball or a red spotted white ball
2. Fifteen 'object balls' consisting of
 - a. 'Colours', being a group of seven red balls (or balls numbered 1 to 7) and a group of seven yellow balls (or balls numbered 9 to 15)
 - b. The 8-Ball, being a black ball marked with the number '8'.
3. A six pocket rectangular pool table with six cushions with general characteristics as follows:
 - a. The cloth will be marked with a spot at the position where a straight line drawn diagonally from the centre of a side pocket to the centre of a corner pocket would intersect with a straight line drawn from the centre of the opposite side pocket to the centre of the other corner pocket.
 - b. The cloth will be marked with a baulk line, being a straight line drawn from cushion to cushion, parallel to, and one fifth of the length of the table, from the face of the cushion that lies the greatest distance from the spot.



Players may not use equipment or accessory items for purposes or in a manner other than for which the items were intended.

A rest (jigger) should be provided as part of in house equipment. Venues may also supply other forms of mechanical bridge, spider or swan neck, however if these are not available no allowances should be made.

C. Definitions

1. **Shot:** A 'shot' begins when all the balls stop moving from the previous shot. A player 'plays a shot' by striking the cue ball with the tip of the cue. A shot ends when all balls stop moving from the current shot.
2. **Play:** To 'play' an object ball is to play a shot that results in the cue ball's first contact with another ball to be with that object ball. To 'play' the cue ball is to strike it with the tip of the cue.
The word 'strike' means making contact between the cue tip and a ball.
3. **Ball 'on':** At any time during a frame, a ball 'on' is any object ball that the player may play without incurring a penalty.
4. **Pot:** A ball is 'potted' when it leaves the bed of the table, enters a pocket and remains in that pocket.
5. **Visit:** A 'visit' comprises one shot or a series of shots. Each visit lasts until the player fails to pot a ball on, or a foul is committed or the frame ends.
6. **Turn:** A player's 'turn' at the table comprises one visit or after most fouls committed by the opponent, two visits.
7. **Frame:** A 'frame' is one game of 8-Ball Pool between two players or pairs of players. A frame is played from the opening break and usually through until the 8-Ball is potted. A player may concede a frame at any time. There are other ways a frame may end (M).
8. **Match:** A 'match' is a predetermined number of frames of 8-Ball Pool between two players, two pairs of players or two teams of players.

9. **Player in Control:** A player (and the player's partner in doubles) is deemed to be 'in control' of the frame from the time that the balls stop moving from the final shot of an opponent's turn until the balls stop moving from the final shot of the player's turn. There can be no instance, once a frame has commenced that someone is not in control.

During a doubles match both players of a partnership are deemed to be in control of the table when it is their team's visit to the table. Talking between partners is allowed from the point balls stop moving at the end of a partner's turn (throughout the opponent's turn) and until the cue ball is struck at the beginning of the other partner's turn. Only the player whose turn it is, is allowed to touch the table.

D. Object of the Game

1. The object of the game is to win by being the first player to pot a group of colours in any order and in any pocket and to pot the 8-Ball in any pocket.
2. When on a group of colours, potting more than one ball of that colour in the same shot is allowed. A separate shot must be played to pot the 8-Ball and win the game.

E. Playing from Baulk

1. '**Baulk**' is the rectangular area of the table that is bordered by the baulk line and the three cushion at that end of the table.

2. When playing from baulk:

- a. The centre point of the cue ball must be in baulk when a shot is played. If the centre of the cue ball is directly on the baulk line it is not deemed to be in baulk.
- b. 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.

It is not a foul for a player to use the cue to reposition the cue ball in baulk when the cue ball is in hand. If the tip of the cue touches the cue ball during such a manoeuvre a standard foul will be called for failing to perform a legal shot. If this happens prior to the break a foul break will be called thereby allowing the opponent to reposition the cue ball.

c. The cue ball may be played in any direction.

d. i. After an 'in off' the referee will recover the cue ball and hand it to the incoming player or place it on top of and in the centre of the cushion at the baulk end of the table for the player to retrieve by hand.

Although it is the duty of the referee to recover the cue ball following an in off, a player will not be penalised for performing this duty. If the player recovers the cue ball or the player is preventing the referee from recovering the cue ball, timing will commence from the point the cue ball reaches the trough. At this point "Time running" is called.

ii. If a player wishes to play from baulk after a foul snooker, foul jaw snooker or time foul, the player must verbally advise the referee of this choice and the referee will then recover the cue ball and hand it to the player or place it on top of, and in the centre of the cushion at the baulk end of the table for the player to retrieve by hand, If the player touches or recovers the cue ball it is a standard foul.

When a player commits a foul with the cue ball in hand: if the foul is made before the cue ball is placed on the table the opponent has two visits with ball in hand; if the foul has been made after the ball has been placed on the table then the opponent must play from where the cue ball lies (whether in or out of baulk), unless foul snookered.

e. After an in off, foul snooker, foul jaw snooker or time foul, the player must endeavour to position the cue ball so as not to create a foul snooker. If the player claims a foul snooker from baulk, the referee may choose to move the cue ball around to determine if there is any position in baulk where the player would not be foul snookered. Whether such a position is found or not, the referee will announce the result and hand the cue ball back to the player or place it on top of, and in the centre of the cushion at the baulk end of the table for the player to retrieve by hand.

Assessing a snooker in baulk: All positions for the cue ball in baulk must be examined. This includes being able to place the cue ball in the jaws of a pocket (possibly touching a ball on) or being able to place the cue ball in the middle of a cluster of balls. A referee should not attempt to place the cue ball into such positions; the fact that it could be done is enough to deny a snooker.

F. The Break

1. The object balls are racked with the **8-Ball on the spot** with **red at the top**.
2. In the absence of any competition/tournament rules to the contrary, a coin will be tossed or players will '**lag**' (p15) to determine which player will break. The winner of the toss or lag decides who will break first. If a series of frames is to be played (a match), the break of each subsequent frame will alternate.
3. The first shot of a frame is called the '**break**'. To break, the cue ball is played at the triangle of object balls from baulk. The frame is deemed to have commenced the instant that the cue ball is played.



The time allowed rule (I) applies to the break. For player in control the frame is started when the cue ball is struck on the break shot. If the break shot is not taken within the time allowed then a non-standard time foul will be awarded. The referee should ensure that both players are present. Should the breaking player wish to check the rack, they must do so before the referee hands the cue ball and calls time running. Once time running has been called, time out will not normally be granted.

- 4 a. The break will be deemed a fair break if:-
 - i. At least one colour is potted and/or
 - ii. Four object balls at least are driven to a cushion.
 - b. If the break is not a fair break it is a non-standard foul and:-
 - i. The opponent is awarded two visits.
 - ii. The balls are re-racked.
 - iii. The opponent re-starts the game and is under the same obligation to achieve a fair break.
 - c.
 - i. 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.
 - ii. If the break is not a fair break and the cue ball is potted, the penalty for failure to perform a fair break applies.
5. If the 8-Ball is potted on any break, the balls are re-racked and the same player will break again. When the 8-Ball is potted on the break all other aspects of the shot are ignored (except a breach of the spirit of the game).

When the 8-Ball is potted from the break shot all aspects of the break are ignored and the break will be taken again with no penalty. As soon as the black ball falls the referee will call "Void break" and both the object balls and the cue ball may be gathered for the re-rack. There is no need to wait for all balls to stop moving. If the player broke with two visits, again the player will break with two visits.

6. Where the wrong player performs the break, if:
 - i. the break is fair, the opponent will continue with 2 visits and an open table.
 - ii. the break is not a fair break, see 4(b) above.

Void Break: A void break does not result in a restart as defined above. When the 8-Ball is potted from the break shot all aspects of the break are ignored and the break will be taken again with no penalty. If the player broke with two visits, again the player will break with two visits.

G. Legal Shot

1. On all shots the player must:
 - a. cause the cue ball's initial contact with a ball to be with a ball 'on',
Simultaneous initial contact between a ball on, and a ball not on, is not a foul.
 - b. and then pot a ball 'on' or cause the cue ball or any object ball to contact a cushion.
If a player plays a shot that causes a ball to enter a pocket and jump out without making contact with a cushion then no penalty for failing to hit a cushion will apply. For the legal shot rule, the back of the pocket will count as a cushion.
If a player plays into a ball touching a cushion and that ball comes away from the cushion and returns to the same cushion without touching another object ball then the shot is a foul. If that ball comes away from the cushion, hits another object ball and returns to the original cushion, then the shot is legal.
If a player plays into a ball touching a cushion and the cue ball simultaneously contacts the ball on and the cushion, a legal shot has not been completed.

2. Failure to play a legal shot is a standard foul.

3. Exceptions:

a. On the break the conditions of a legal shot do not apply. (F)

b. When playing out of a total snooker a player is only obliged to meet the conditions of G1a.

i. Definition: A player is in a **total snooker** when it is impossible to play any part of any of the player's own colour by way of a straight line shot. Leaving an opponent in a total snooker is not a foul.

ii. If a player believes that a total snooker exists, the player may ask the referee for a ruling.

iii. If the referee rules that a total snooker exists, the player's obligation under the legal shot rule are relaxed as follows: The player need only cause the cue ball's initial contact to be with a ball 'on'. The requirement to pot a ball and/or cause a ball to strike a cushion is waived.

iv. In a total snooker the straight sections of the cushions come into consideration. If a player has to strike a cushion prior to impact with a ball on, then a total snooker exists.

The definition of a snooker does not apply to a total snooker. If a shot is not preceded by a foul and a player asks the referee for a snooker, the referee should interpret this as if the player were asking for a total snooker. The call, if awarded, should be "Total Snooker" to make it clear that a total snooker has been awarded.

4. Interpretations:

a. If the cue ball's initial contact is with an object ball that is touching a cushion, simply forcing that object ball into the same cushion does not constitute a legal shot.

b. If the cue ball and the object ball are touching the same cushion, simply forcing the cue ball and/or that object ball into the same cushion does not constitute a legal shot.

H. Deciding Colours

1. General

a. When colours have not been decided the table is deemed to be 'open'. When the table is open a player may play at either group of colours.

During an open table the 8-Ball cannot be used as a ball on unless nominated after a foul snooker.

b. Colours can never be decided on a foul shot.

c. Once colours are decided, the player remains on that coloured group for the duration of the frame. The opponent remains on the opposite coloured group.

d. Playing a shot after neglecting to nominate a choice of colours is a standard foul (H3b). Any balls potted on such a shot are left in the pocket and ignored for the purpose of deciding colours.

2. On the break:

a. If no colours are potted on the break the table is open.

b. If one or more colours are potted on the break the player then has a right and obligation to verbally advise the referee of a choice of colour before proceeding. Failure to do so is a standard foul. If a player is fouled under this rule the opponent faces an open table.

c. i. If the player nominates a colour that was potted on the break, the player is on that colour no matter what happens next.

ii. If the player nominates a colour that was not potted on the break, to be on that colour, the player must pot a ball of that colour on the next shot.

3. After the break:

a. If a player pots one or more balls of the same colour, the player is then on that colour.

b. If a player pots one or more balls of different colours, the player then has a right and obligation to verbally advise the referee of a choice of colour before proceeding. Failure to do so is a standard foul. If a player is fouled under this rule, the opponent faces an open table.

A referee should not request nomination from a player as this could be interpreted as coaching.

Players are normally advised of playing groups once and then afterwards only if asked directly by the player in control.

I. Time Allowed

1. A player has a maximum of sixty seconds to play each shot.
2. The referee will start timing when all balls have come to rest from the previous shot.
3. If the first thirty seconds elapses before a shot is played the referee will call "Thirty seconds" as a warning to the player. This call must be made the instant the thirty seconds has expired. A referee should not postpone the call because it appears that the player is about to play a shot.
4. If a shot is not played within sixty seconds it is a non-standard foul. The incoming player is awarded two visits from:
 - a. where the cue ball lies, or if the player wishes
 - b. from baulk.
5. The referee may decide to grant time out, being a period when timing ceases,
 - a. at the request of a player, eg something is obstructing the player or the player needs to leave the playing area, and/or
 - b. because the referee deems that it is warranted, eg the referee may call time out when making a close foul snooker decision or when searching for a piece of equipment requested by a player.

Time out may be called at the referee's discretion:

Player requesting a rest which is not immediately available
Something obstructing the player
Referee making a close snooker, total, or touching ball decision
Player lost a contact lens
Player needs to leave the playing area urgently
Player fastening shoe laces
Player may visit WC before or after a frame with referee permission

Time out should not be called:

Any telephone call
Searching for chalk
Fetching a drink
Looking for a cigarette/lighter

6. When the referee has racked the balls, the referee will call "Time running". The oncoming player must then play the break shot within 60 seconds.

Players have 30 seconds to play their shot from the 30 second indication. This includes the break shot.

If a player plays a shot while time out has been called, eg when a referee is away from the table getting a rest, it is a standard foul penalised under K4.

J. Fouls

There are *three* types of foul: 'standard fouls', 'non-standard fouls' and 'loss of frame fouls'. A player can only be penalised for one foul at a time. If two or more fouls are committed during a shot, the foul that carries the most severe penalty will apply.

Following a foul, call "Foul" as soon as the foul is seen. Do not wait for the balls to stop. Give reason at the same time if not obvious. Wait for the balls to stop moving and take any actions as needed, eg retrieve cue ball, re-spot ball, re-rack balls. Then make the remainder of the call to the incoming player, "Two visits", or other appropriate call.

When the player fails to pot a ball in the first visit and the balls have come to rest, call "Second visit". The second visit is deemed to have started when the first shot of the second visit is played, ie when the cue tip contacts the cue ball, not when the referee makes the call. This clarifies the position when ball/s fall into pocket/s in deciding whether the player is in control of the first/second visit.

K. Standard Fouls

Standard fouls are to be called by the referee as soon as they occur and the fouled player is in control until all balls from that shot come to rest. The referee then awards two visits to the opponent.

1. Potting the cue ball 'in off' (except on a fair break (F4ci)). The incoming player plays from baulk (E2di).
2. Playing from outside baulk when obliged to play from baulk (E2a).

3. Potting an opponent's ball except when it is the properly nominated ball following a foul snooker.
4. Playing out of turn. A player who plays a shot immediately after playing a foul or immediately after the referee has called a foul on that player, has played out of turn.
5. Accidentally striking the cue ball with any part of the cue other than the tip.
6. Accidentally striking an object ball with any part of the cue.
7. Playing a shot before all balls have come to rest from the previous shot.
8. Playing a shot before any balls that require spotting have been spotted.
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 - a. Touching the table while having a cigarette (lit or unlit) in hand or mouth.
 - b. Causing a cigarette, lit or unlit, to touch the table or enter the space directly above the table.
 - c. Touching the table while having a beverage container in hand.
 - d. Causing a beverage container or beverage to touch the table or enter the space directly above the table.

For the purposes of this rule the word 'cigarette' is generic, encompassing cigars, cheroots, e-cigarettes and pipes. A cigarette contained in a packet which protrudes from a (breast) pocket does not constitute a foul. A cigarette placed behind the ear will constitute a foul if entering the space above the table.
10. Touching the table when not in control of the frame (C9). Exception: When a player's turn is finished, that player has a maximum of 10 seconds to move away from the table.
If a player touches the table in appreciation or frustration of a good shot and it is obvious the player's opponent is about to lose control of the table, ie the balls are almost at rest and nothing will be pocketed, a foul should not be called. The referee should remind players to stay away from the table until all balls have come to rest.
In doubles, only the player whose turn it is, is allowed to touch the table.
11. Not moving away from the table within 10 seconds of the time that all balls stopped moving from the final shot of a turn at the table.
12. Coaching: During a frame, a player is required to play without receiving any advice from other persons relating to the playing of the frame. Should a team member or bona-fide supporter of a player offer advice, the referee will issue a first and final warning to that person that a repetition will result in the player being penalised via a standard foul. Because it may not always be possible for the referee to hear if a statement made to a player is advice, the referee may issue the first and final warning on the grounds that any statement made to a player, other than general barracking is deemed to be coaching. In a tournament setting, a first and final warning may be given once only, before the commencement of the day's play as a block warning to all players and spectators.
Coaching of any sort can only be penalised via a standard foul and then only if the block warning has been issued. If any coaching is attempted the offender/s will be instructed to stop. If ignored, the offenders will be instructed to leave. Should the above fail, then the game may be abandoned, or any other action the referee feels is appropriate (A)
If the coaching clearly affects the result, eg player about to pot the black is reminded that ball/s of own group remain, the referee should award the frame away even if a non-player gave the advice.
- Talking between partners in doubles is allowed from the point balls stop moving at the end of a partner's turn (throughout the opponent's turn) and until the cue ball is struck at the beginning of the other partner's turn.*
13. Leaving the playing area without permission. If a player needs to leave the playing area during a frame or match, time out must firstly be granted by the referee (I).
14. Playing a shot after neglecting to nominate a choice of colour when the obligation to do so existed (H1d).
15. Playing a push shot or double hit (O).
16. Failing to perform a legal shot (G).

17. After being awarded a foul snooker or foul jaw snooker, playing an opponent's ball or the 8-Ball without first nominating that ball.
18. Playing a shot while not having at least one foot touching the floor.
19. Failing to play away from a touching ball (R1a).
20. A ball remaining off the table (S).
21. Player's body or clothing touching any ball.
22. Jump shot. (If the cue ball leaves the bed of the table and misses an object ball that would have been struck had the cue ball not left the table on an otherwise identical shot, the cue ball is deemed to have jumped over that object ball.) A break shot that results in the pack being jumped will be deemed to be not a fair break. (F4b)
The cue ball leaving the bed of the table and making first contact with the reverse side of an object ball that it would have struck had it not left the table on an otherwise identical shot is not a jump shot.
If the cue ball leaves the bed of the table, jumps over an object ball, hits the cushion and returns to make first contact with that object ball, then a jump shot has been played.

L. Non-Standard Fouls

Non-standard fouls are to be called by the referee as soon as they occur and the fouled player is in control until all balls from that shot come to rest. The referee will then impose the relevant penalty. Non-standard fouls are so called because the penalty and/or options of the incoming player may vary.

1. Failure to perform a fair break (F4a&4b).
2. Failure to play a shot within 60 seconds of the time that the balls came to rest from the previous shot (I4).
3. Potting the cue ball on a fair break (F4ci).

M. Loss of Frame Fouls

1. Committing a foul in the same shot that the 8-ball is potted. (Except on the Break)
2. Potting the 8-ball when a ball or balls of the player's own colour are still on the table. (Except on the Break)
3. Potting the 8-ball and the last ball or balls of the player's own colour in the same shot.
4. Deliberately striking a ball other than the cue ball with the tip of the cue.
eg Playing an object ball with the cue instead of the cue ball
5. Deliberately causing any ball or balls to be moved in a manner other than which may result from the playing of a normal shot.
eg A player picking the cue ball off the surface of the table before dropping into a pocket.
Banging the side cushion to propel a ball further than it would have otherwise travelled.
6. Deliberately striking the cue ball with other than the tip of the cue.
eg Where a player taps the cue ball with the shaft of the cue or ferrule in order to give a foul without moving the cue ball.
7. Deliberately interfering by word or action, so as to disrupt an opponent's play.
8. If a player breaches the spirit of the game to such an extent that the frame (or match) should be awarded to the opponent.

Points that will be classified as breaching the spirit of the game are:

Foul language

Player throwing cue around

Repeatedly marking the table (U2)

Breaking down or putting away cue

Arguing with an opponent, spectator or referee

Continually disagreeing with the referee's decision and/or ruling

Knowing and intentionally playing out of turn

N. Push Shots and Double Hits

1. Definitions: Most shots commonly known as 'push shots' in the game of snooker are allowed in the game of 8-Ball Pool. Generally, any shot played with speed will not be deemed to be a push shot regardless of the fact that the cue tip may have come into contact with the cue ball more than once.
2. Exceptions that are standard fouls:
 - a. When, during the playing of a shot, the tip of the cue strikes the cue ball twice and the referee is able to actually see each contact.
 - b. When, during the playing of a shot, a player plays the cue so slowly through the cue ball that the cue tip remains in contact with the cue ball so as to be visibly pushing it along.
 - c. When the cue ball is played into a touching object ball (R).

O. Snookers

1. Definition: A player is snookered when it is impossible to play the finest cut possible on both sides of any of that player's own colour by way of a straight line shot. Snookering an opponent is not a foul.
A snooker is completely different to a total snooker in both definition and application. The definition of a snooker is only applicable following a foul.
2. A player cannot be snookered by a ball of the player's own colour. If one of the player's own coloured group is an obstructing ball, it will be ignored for the purposes of determining a snooker.
3. A player cannot be snookered on a object ball if the cue ball is touching that object ball.
4. A player cannot be snookered by the straight sections of the cushions. If a straight section of a cushion is preventing the finest possible cut on the side of an object ball, that section of cushion will be deemed not to exist for the purposes of determining a snooker on that object ball.
5. If an object ball is partly obscured by a curved section (jaw), this in itself does not constitute a snooker.

When assessing a snooker the distance between object ball and cue ball is important. When the cue ball and object ball are a table length apart, the points of finest cut are almost the extreme sides of the object ball. As the distance between the balls decreases the points of finest cut become closer together. When the two balls are touching the two points of finest contact are the same point so a player cannot be snookered on a touching ball.

P. Foul Snookers

1. Definition: When an opponent plays a foul shot and this results in the incoming player being snookered, the incoming player is deemed to be '**foul snookered**'.
2. If a player believes that a foul snooker exists, the player may ask the referee for a ruling.
3. If the referee rules that a foul snooker exists, the player initially has the following options:
 - a. Play the cue ball from where it lies (R4a) , or
 - b. Ask the referee to remove the cue ball so as to allow the player to play from baulk (R4b).*If a player has been awarded a foul snooker and the player picks up the ball, it is a standard foul (K21); the referee must retrieve the cue ball. The opponent comes to the table with ball in hand.*
- 4 a. i. If the player chooses to play the cue ball from where it lies, the player may, if the player wishes, nominate the 8-Ball (note R5) or any one of the opponent's colour. The player can nominate a particular ball by verbal description of it or its position or by pointing at it. The referee may ask for further information if any doubt exists as to which ball has been nominated.
 - ii. Once nominated, a ball is deemed to become one of the player's colour for the first shot of the first visit. The player may then play any of the player's own colour or the nominated ball. If any of the player's colour and/or the nominated ball are potted, the player continues with the first visit.
- b. If the player chooses to play the cue ball from baulk, a foul snooker may no longer exist. In this case the procedure under the heading 'Playing from Baulk' (E2dii & 2e) should be followed. If the referee decides that a foul snooker does still exist, the player may nominate a ball and follow the procedure in 4a above.

5. If the 8-Ball is nominated it may be played, but potting it will mean loss of frame.
6. If a player is on the 8-Ball and foul snookered: the player may play a nominated ball or the 8-Ball and pot either or both of these balls, directly or indirectly, in any pocket or pockets.
Assuming the player does not commit a foul:
 - a. If neither the 8-Ball or the nominated ball is potted, the player's first visit is complete.
 - b. If the nominated ball is potted and the 8-Ball is not, the player continues with the first visit.
 - c. If the nominated ball and the 8-Ball are potted the player wins the frame.
 - d. If the 8-Ball is potted and the nominated ball is not, the player wins the frame.
7. If a foul snooker exists and the cue ball is touching an opponent's ball or balls, the player may, but is not obliged to, nominate one of those touching balls.

Nomination of free ball: A player is on yellows and has been awarded a foul snooker. The player nominates a ball by pointing at a group of red and yellow balls. While the referee is trying to figure out which ball was nominated the player gets down and plays a shot at that group of balls that results in the cue ball hitting a red ball on the first impact. In this situation the player should have waited for the referee to confirm the nomination by pointing to the nominated ball. The player has committed a standard foul.

Q. Foul Jaw Snooker

If an opponent fouls and the cue ball comes to rest on or near a jaw (curved part of a cushion), and that jaw is preventing the player from playing the finest cut possible on both sides of any of that player's own colour by way of a straight line shot, the player is deemed to be Foul Snookered and all the rules pertaining to Foul Snookers will apply.

R. Touching Balls

The referee must call "Touching ball" when the cue ball is touching any ball/s 'on'. If a touching ball is not called, then a player cannot be penalised for playing the ball as long as the stroke was legal in other respects.

1. General:
 - a. If the cue ball is touching an object ball the player is obliged to play away from that object ball at an angle of more than 90 degrees, ie play the shot without causing the cue ball to make any initial further contact with that object ball.
 - b. If, when playing away from a touching ball, the touching ball rocks or moves without being contacted further but simply because the cue ball is no longer there, no penalty will apply.
2. When colours have been decided:
 - a. Playing away from a touching object ball of the player's own colour: The instant a player plays away from a touching object ball of the player's own colour, the player is deemed to have played that ball. The player then only needs to pot a ball or cause any ball to strike a cushion to fulfil all the requirements of a legal shot.
 - b. Playing away from a touching object ball of the opponent's colour: The player must play away from the touching ball and then meet all the requirements of a legal shot.
 - c i. Playing away from the touching 8-Ball when on the 8-Ball: The player must play away from the touching 8-Ball and then need only cause any ball to strike a cushion to fulfil the requirements of a legal shot.
 - ii. Playing away from the touching 8-Ball when not on the 8-Ball: The player must play away from the touching 8-ball and meet all the requirements of a legal shot.
 - d. Playing away from two or more touching object balls:
 - i. If any of the touching object balls are of the player's colour, the player will be deemed to have played away if the player plays away from any one of the touching balls of the player's colour. That is, the player may play into any of the other touching balls. The player then only needs to pot a ball or cause any ball to strike a cushion to fulfil the requirements of a legal shot.
 - ii. If none of the touching object balls are of the player's coloured group, the player must play away from all the touching balls and then meet all the requirements of a legal shot.

3. When colours have yet to be decided:
 - a. Playing away from a touching coloured ball: The instant a player plays away from a touching object ball the player is deemed to have played that ball. The player then only needs to pot a ball or cause any ball to strike a cushion to fulfil all the requirements of a legal shot.
 - b. Playing away from a touching 8-Ball: The player must play away from the touching 8-Ball and then meet all the requirements of a legal shot.
 - c. Playing away from two or more touching object balls: If the player plays away from any of the touching coloured balls the player is deemed to have played that ball. That is the player may play into any of the other touching object balls. The player needs to then only pot a ball or cause any ball to strike a cushion to meet the requirements of a legal shot.

*When the cue ball is touching two or more object balls and at least one is a ball on, so long as the player plays away from at least one ball on, the player may play into any of the other touching balls without penalty.
This also applies to an open table, where both sets of coloured object balls are on, eg if the cue ball is touching a red and the 8-Ball, the player may play away from the red and into the 8-Ball.*

S. Balls off the Table

1. It is a standard foul if a ball leaves the playing surface (other than being potted) and remains off the playing surface or doesn't return by its own means.
 2. Definitions/Examples:
 - a. '**Playing surface**': The playing surface of the table is the flat part of the table between the cushions.
 - b. 'By its own means':
 - i. It is not a foul if a ball leaves the playing surface, runs along the top of a cushion, drops back onto the playing surface and comes to rest there or falls into a pocket.
 - ii. It is a standard foul if a ball leaves the playing surface, comes into contact with a person or object that is not a part of the table and then returns to the playing surface.
 - c. '**Off the table**': It is a standard foul if a ball leaves the playing surface and comes to rest on other than the playing surface, eg on the floor or on the top of a cushion.
 - d. '**Spotted**': A ball is spotted when its centre point is placed on the spot or, if this is not possible, as near as possible to the spot in a direct line between the spot and the centre point of the cushion that lies the greatest distance from the baulk line.
 - e. If the following balls require spotting, they are spotted in the order:
 - i. the 8-ball. then
 - ii. the red balls in any order or balls numbered 1 to 7 in numerical order, then
 - iii. yellow balls in any order or balls numbered 9 to 15 in numerical order.
- Spotted balls should be placed as close to each other and any intervening balls as possible, without touching.
3. If a ball leaves the playing surface and remains off the table, it will be returned to the table.
 - a. If it is a cue ball it is to be played from baulk.
 - b. If it is an object ball (or balls) it is to be spotted.

T. Balls Falling Without Being Hit

1. Any ball that falls into a pocket at any time, without being struck, will be replaced by the referee to its original position, no penalty. Time will be restarted and the player in control continues with the visit.
2. Should any ball fall into the pocket after a shot is played and before the balls come to rest, providing the fallen ball played no part in the shot, once all other balls have stopped moving, it will be replaced as described above.
 - a. If a legal pot was made, play continues with same visit.
 - b. If no pot was made, play continues with next visit.
 - c. If a foul was made, then the oncoming player will continue with the appropriate penalty.

3. Should any ball fall into the pocket after a shot is played, but before balls come to rest and the fallen ball would have been struck, then the referee will replace the balls to their original positions.

a. If no infringements of the rules were committed during the shot, or if the cue ball is potted as a result of a ball falling that the cue ball would otherwise hit, the player who played will replay the shot or may play a different shot.

b. If any foul was committed (other than as defined in 'a' above), then the next player will continue with the appropriate penalty.

The instant that the referee has determined that a shot is over, time will be started. Any subsequent ball falling, no matter how close to time starting, will be treated as falling without being hit and shall be replaced. Only the fallen ball will be replaced even if other balls were moving.

If it is absolutely clear a moving ball would have struck the ball that fell, the fallen ball is replaced and all other balls are restored to the positions before the shot was played. The same player will then play again without penalty. The player may decide to play a different shot.

U. Interference

1. If any balls are moved during the frame

a. by a person other than the players taking part in the frame, or

b. as a direct result of one of the players being bumped, or

c. due to any other event deemed outside the player's control such as

i. an act of God such as an earthquake, etc

ii. tip falling off a cue or end falling off a spider etc,

the referee will replace the balls as near as possible to the positions they were in before the incident occurred, no penalty shall be imposed on either of the players and the frame will continue.

The decision where to replace balls lies only with the referee. In some circumstances the referee may choose to ask advice regarding the position of balls, but the final decision must lie with the referee. No matter how widely balls are scattered the referee will still replace them, to the satisfaction of the referee. There is no provision for a re-rack because of outside interference.

2 a. The referee will prevent any unauthorised marking of the table. If a player causes a block of billiard chalk or other foreign matter to be on any part of the table it is not a foul but the referee will ensure that the item is removed.

b. If a player repeatedly causes a block of billiard chalk or other foreign matter to be on any part of the table the referee may deem that the player has breached the spirit of the game and award the frame to the opponent.

The referee should always ensure that chalk is removed. It is only if the referee believes that chalk or other foreign matter is being used to mark the table that the referee will issue a verbal warning. Three warnings in the same frame will result in loss of frame.

c. Exception to 'a' above: A cigarette or beverage container (K10).

The referee should not submit to unnecessary requests for balls to be cleaned; nor should he attempt to lift a ball for cleaning if it is in a crucial position.

V. Impossible Shot

A situation may arise during a frame where it is impossible for a player to play a shot without fouling. In such a situation the player has no other option but to commit a foul.

W. Stalemate

The referee shall declare a stalemate if both the player and the opponent have three turns in succession where the cue ball fails to make contact with an object ball. In such a case the frame will be replayed with the same player breaking.

A restarted frame caused by a stalemate will be replayed with the player who made the legal break in that frame breaking again. The player will break with one visit, even if the player originally started with two visits.

Calling Procedures

BLACK BALL POTTED ON BREAK SHOT:

Call "**Void Break**", retrieve all balls and re-rack, "**Same player to restart frame, no penalty.**"

FOUL BREAK:

Call "**Foul Break**", (re-rack balls), "**Opponent to re-start frame with Two Visits**".

CUE BALL POTTED ON A FAIR BREAK:

Call "**Foul**". Timing to restart on handing the cue ball to the incoming player.

Call "**One Visit**", "**Open Table**". In the event of a player showing reluctance to accept the cue ball, place the cue ball on the baulk rail and call "**Time Running**".

BREAK SHOT, FAIR BREAK, NO BALLS POTTED:

Call "**Open Table**".

BREAK SHOT, LEGAL BALL/S POTTED:

Call "**Ball/s Potted**".

If player nominates the group potted, call "**Red/Yellow balls in play**".

If player nominates the group not potted, call "**Red/Yellow balls nominated**".

If colour nominated is then potted, call "**Red/Yellow balls in play**".

Failure to pot nominated colour, call "**Open Table**".

WHEN COLOURS ARE DECIDED FOR THE FIRST TIME:

call "**Red/Yellow balls in play**". When that player's turn is complete

call "**Yellow/Red balls in play**".

ANY STANDARD FOUL WHEN GROUP NOT ESTABLISHED:

Call "**Foul, Two Visits**" or if it the first time the player is in/takes control of the table,

call "**Foul, Two Visits, Open Table**"

ANY STANDARD FOULS DURING A FRAME:

Call "**Foul, two Visits**". No further call is made (other than time calls/fouls) until a pot 'on' is missed. Then call "**Second Visit**" to advise the player that the first visit is complete and the second visit is about to begin.

No call is made at the end of this visit.

NON-STANDARD FOULS:

Call "**Foul**", and **announce the relevant penalty.**

LOSS OF FRAME FOULS:

Call "**Loss of Frame**". Explain reason.

TIME FOULS:

This must be called on time even if a Player appears to be about to stroke the shot.

At 30 seconds, call "**Thirty Seconds**".

At sixty seconds, call "**Time Foul, Two Visits**".

Add "**Open Table**", if no group was established and it is the first time a player takes control of the table.

TOUCHING BALL/S: When the cue ball is in contact with any ball/s 'on',

call "**Touching Ball/s**", clearly pointing to ball/s in contact with cue ball.

TIME OUT: If Time Out is granted or required by the Referee,

Call "**Time Out**". At the end of the time out period,

call "**Time Running**".

TOTAL SNOOKER/FOUL SNOOKER: After a request from the player only.

Call "**Total/Foul/Jaw Snooker**", or as appropriate, with "**Time Out**" calls if necessary.

STALEMATE: If the Stalemate rule is invoked,

Call "**Stalemate, restart frame, same player to break, One Visit**".

BALL NOMINATION: Where a Player has a right of ball nomination, after nomination, point to nominated ball and

Call "**Red/Yellow/Black ball nominated**".

Lag For Break

If competition or tournament rules require a lag for break then the following procedure should be used: Each player should use a standard cue ball or spotted white. With the balls in baulk, one player to the left and one to the right of the table, the balls are struck simultaneously to the top/rack cushion and back to the baulk end of the table. The player whose ball is closest to the innermost edge of the baulk cushion wins the lag. The lagged ball must contact the top/rack cushion at least once, Other cushion contacts are immaterial, except as prohibited below.

It is an automatic loss of the lag if

- | | |
|---|--|
| the ball crosses into the opponent's half of the table | the ball fails to contact the top cushion, |
| the ball drops into a pocket, | the ball jumps the table, |
| the ball touches a side cushion, | the ball drops into a pocket, |
| the ball rests within the corner pocket and past the nose of the baulk cushion or | |
| the ball contacts the top/rack cushion more than once. | |

If both players violate automatic loss of lag rules, or if the referee is unable to determine which ball is closer, the lag is a tie and is replayed.

When one player strikes the ball, the other player has to strike his ball before the opponent's ball reaches the top/rack cushion in order to have a simultaneous lag. If this is not the case and the referee feels that the player who played second wanted to get an advantage out of that, then the lag has to be replayed. If this is repeated the break is awarded to the first shooter.

BLOCK WARNING

The Block Warning will be issued prior to the Start of the Australian Eight Ball Federation Championships. Players/Spectators will then be reminded before the Start of each Session of Play for the duration of the Championships that the BLOCK WARNING is in effect.

1. **No Coaching** of a Player is permitted during a frame.
2. **No Food or Drink** is allowed over the table.
3. Should a Dispute arise during the frame the Player must ask for the Head Adjudicator **before the next shot is played**. Team Managers, other Squad Members and Spectators are not permitted to enter the Playing Area, unless requested to do so by the Head Adjudicator.
4. Players must retire to a neutral position upon finishing their visit to the table.
5. Time outs will only be granted at the Umpire's good judgement.
6. No photographs are to be taken with flash attachments, whilst **any** play is in progress. Offenders will have their cameras impounded until the conclusion of the National Championships.
7. Mobile Phones must be turned down to **low, buzz or Off**, whilst in the playing venue. Players **must not** take mobile phones into the playing area. Players and /or spectators found breaching this restriction will be asked to leave the playing venue.