

BLACKBALL RULES *(Edited 27/8/15)*

1. THE GAME

The game shall be known as “Tenerife 8 Ball”, “8 Ball Pool”, or “Pub Pool”, and be 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.

2. EQUIPMENT

The game of Blackball Pool is played on a six pocket rectangular pool table with six cushions and a set of balls consisting of :-

- A) A white ball that is called the ‘cue ball’
- B) Two groups of balls consisting of seven red (or blue) balls, and seven yellow balls (or solid balls numbered from one to seven, and striped balls numbered from nine to fifteen), which are called the ‘object balls’.
- C) A black ball (8 ball).
- D) Spider rest, goose-neck rest, and cross rest.
- E) Prescribed cues.
- F) No other equipment will be permitted unless previously accepted and ratified by the WPA.

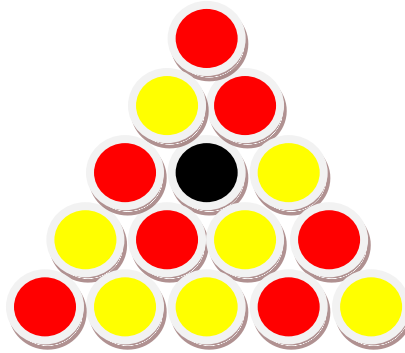
The bed of the table should be marked with a black spot at the intersection of two imaginary lines joining the centre and corner pockets. The cloth will be marked with a baulk line, being a straight line drawn from cushion to cushion at 1/5 of the length of the table from the face of the cushion that lies the greatest distance from the black spot.

3. OBJECT OF THE GAME

The player or team pocketing their group of object balls in any order and legally pocketing the blackball wins the game.

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

OPENING BREAK SHOT



4b. THE BREAK

The first shot of a frame is called the 'break'. To break, the cue ball is played at the triangle of object balls from any position within baulk. The frame is deemed to have commenced the instant the players' cue tip contacts the cue ball. The referee is responsible for the racking of the balls, which may be checked by the breaking player.

- a) The break will be deemed a legal break if at least one ball is potted, or at least two different object balls fully pass an imaginary line between the two centre pockets.
- b) If the break is not a legal break, the opponent is awarded one free shot plus one visit (the player may play the cue ball from where it lies, or he/she has the option to play the cue ball from baulk), or to re-rack, (to include one visit after the break shot).

4c. PLAYING FROM BAULK

Baulk is the rectangular area of the table that is bordered by the baulk line and the three cushions at that end of the table.

- a) The centre point of the cue ball must be in baulk when a shot is played.
- b) The cue ball can be moved into position only by hand and not with the shaft of the cue. It is a foul to touch the cue ball with anything other than the tip of the

cue. The player may continue to adjust the position of the cue ball by hand until he/she takes a shot.

- c) The cue ball may be played in any direction. After a foul, if the player decides to play from baulk, the player must position the cue ball in baulk without touching any other balls.

4d. BLACKBALL BREAK SHOT

If the black ball is potted on any break including a re-rack break, all the balls are re-racked and the same player breaks again. No penalty will be incurred, this applies even if the other balls including the cue ball are potted, or leave the playing surface – off the bed of the table.

4e. DECIDING GROUPS

Groups are never decided:-

- a) On the break.
- b) On a foul.
- c) If taking a free shot after a foul
- d) In a combination shot in which balls from both groups are potted.

After the break off shot the table is open and the player in control may play a ball(s) from either group. The black ball cannot be used as a 'ball on' to pot any object ball, except after a foul has been committed and the table remains open. If the player in control pockets a ball(s) of a single group, the player is on that group of balls. Once the groups are decided, the player remains on that group for the duration of the frame. The opponent remains on the opposite group for the duration of the frame.

If a foul is committed on an open table and one or more object ball(s) are potted, then those balls are ignored in determining the groups to be played, and the oncoming player has a free visit playable from where the cue ball stopped, or he/she can play from baulk. The incoming player faces an open table.

4f. LEGAL SHOT

On all shots, including "free" and "open table" shots, the player must :

- a) Cause the cue ball's initial contact with a ball to be a ball 'on', (which may be via a cushion/s first), and then pot a ball 'on', except where 6b applies or

- b) Cause the cue ball or any object ball to contact a cushion after initial contact, (which may be via a cushion/s first). Failure to play a legal shot is a foul except when rule 5g applies, (full ball snookers).

4g. CONTINUING PLAY

If a ball(s) is legally pocketed, this entitles that player to one additional shot and this continues until the player either :

- a) Fails to pocket one of his/hers group of allocated balls.
- b) Commits a foul.

4h. CUE BALL IN HAND

When a player has the cue ball in hand, he/she plays from any position within baulk and in any direction.

4i TOUCHING BALLS

PLAYING AWAY FROM A TOUCHING BALL 'ON'.

The instant a player plays away from a touching object ball on, the player is deemed to have played that ball. Therefore, the player needs to then only pot a ball of his/her own group, or cause any ball, including the cue ball to strike a cushion to fulfil the requirements of a legal shot.

PLAYING AWAY FROM A TOUCHING BALL 'NOT ON'.

The player must play away from the touching ball and fulfil all the requirements of a legal shot.

PLAYING AWAY FROM TWO OR MORE TOUCHING OBJECT BALLS

The player in control must play away from all the touching balls and then meet all the requirements of a legal shot. If unable to do so, the game is declared a stalemate and is then re-racked.

4j. COMBINATION /SKILL SHOTS

- a) Combination shots are allowed provided the player contacts one of his/her own group of balls first and pots his/her ball and the opponents ball in any order.
- b) A combination shot can include your last object ball(s) and the blackball to win the frame as long as you play your object ball(s) first and pot both balls.
- c) A combination shot can include playing the blackball (when the blackball is 'on') onto an opponent's object ball(s) and potting both balls.
- d) Following a foul, a player may use the "free" shot to play his/her opponents ball onto the blackball to pocket and win the frame, provided the player is "on" the blackball, and regardless of whether or not the opponents ball is also pocketed.

4k. BALLS OFF THE TABLE

It is a foul if a ball leaves the playing surface, does not return by its own means, and remains off the playing surface, other than being pocketed. If a ball leaves the playing surface and remains off the playing surface, it shall be returned to the table :

- a) If it is the cue ball it is to be played from baulk.
- b) If it is an object ball(s) it is to be spotted, refer to rule 4L.

PLAYING SURFACE

The playing surface of the table is the flat part of the table between the cushions.

- a) 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.
- b) It **IS** a foul if a ball leaves the playing surface, comes into contact with a person or object that is not part of the table, and then returns to the table.

4L. RE-SPOTTED BALLS

If it is the cue ball which has left the table, it is to be played from baulk. A ball is spotted when its centre point is placed on the black spot, or if this is not possible, then it is placed as near 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. If any of the following balls require spotting, they are spotted in the following order :

- a) Blackball
- b) Red (or blue, or solid 1-7) balls.
- c) Yellow (or striped 9-15) balls.

Spotted balls should be placed as close as possible to each other and any intervening balls, without touching each other.

4m. INTERFERENCE

IF ANY BALLS ARE MOVED DURING A 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 players' control.

No penalty will be incurred for the above situations, the referee will try to return the ball(s) to the original position(s). The referees' decision on the placement of the ball(s) is final.

A player may not use a block of chalk or any other foreign object as a matter of marking for a shot. It is not a foul to place your chalk on the table while in control, but it should be removed before the opponent addresses the table.

4n. BALL FALLING IN WITHOUT BEING HIT

BALL ON EDGE OF POCKET

- a) If a ball falls into a pocket without being hit by another ball – after being motionless for five seconds or longer – and being no part of any stroke in progress, it shall be replaced and play to continue.
- b) If a ball falls into a pocket 'by itself' during a shot, so that it would have been hit by another ball had that ball still been there, all balls are to be replaced into their positions prior to stroke. The player may then replay his/her shot or choose a different shot.
- c) If a ball balances momentarily on the edge of a pocket and then falls in, it shall count as in the pocket and not be replaced.

4o. OBJECT BALL FROZEN TO A CUSHION

This rule applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion. After the cue ball makes contact with the frozen object ball, the shot must result in either :

- a) A ball being pocketed or
- b) The cue ball contacting a cushion or
- c) The frozen ball being caused to contact a cushion attached to a separate rail
or

- d) Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of these four requirements results in a foul.

A ball which is touching a cushion at the start of a shot and then is forced onto a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball then contacts the cushion again.

An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

4p. STALEMATE

Should any situation arise whereby a legal shot cannot be played, whether this situation is arrived at by accident or design, the frame shall be restarted.

4q. WHEN A FRAME OR GAME IS COMPLETED

The game is completed when the blackball is potted during a legal shot and all the remaining balls including the cue ball have come to rest or in a loss of frame situation.

FOULS

5. GENERAL

Fouls are to be called by the referee as soon as they occur and the fouled player immediately loses control of the table. The referee then awards a free shot to the opponent

Any foul is punishable by losing control of the table and the award to your opponent of one free shot plus one visit.

5a. POTTING THE CUE BALL

Potting the cue ball – ‘in off’ (also from the break).

Following an “in-off”, the player or referee may recover the cue ball from the basket.

5b. PLAYING FROM BAULK

Only the referee may recover the ball from the table.

Playing from outside baulk when obliged to play from baulk. The centre point of the cue ball must be in baulk

5c. POTTING AN OPPONENTS BALL Potting an opponent's ball without potting a ball from your own group, except when the table is open following a foul.

5d. FAILING TO PERFORM A LEGAL SHOT

LEGAL SHOT

On all shots, including "free" and "open table" shots, the player must :

- c) Cause the cue ball's initial contact with a ball to be a ball 'on', (which may be via a cushion/s first), and then pot a ball 'on', except where 6b applies or
- d) Cause the cue ball or any object ball to contact a cushion after initial contact, (which may be via a cushion/s first). Failure to play a legal shot is a foul except when rule 5g applies, (full ball snookers).

5e. JUMPSHOTS

A jump shot is a foul – causing the cue ball to jump over any ball. 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.

5f. PUSH STROKES/SHOT

A push stroke/shot is a foul – defined when the tip of the cue remains in contact with the cue ball once it has commenced forward motion.

5g. SNOOKERS

A player is in a snooker when it is impossible to hit any part of any ball 'on' by way of a straight line shot. In this situation the player need only cause the cue ball to contact a ball 'on' to execute a legal shot. A player does NOT have to pot a ball or cause the cue ball or another ball to contact a cushion once he/she has escaped from the snooker. The player should seek confirmation from the referee if needed.

5i. PLAYING A SHOT BEFORE BALLS COME TO REST

Playing a shot before all the balls have come to rest from a previous shot is a foul. All balls off the bed of the table must be re-spotted before play can legally begin again.

5j. PLAYING IN TURN

Playing out of turn is a foul.

5k. DOUBLE HIT

Causing the cue tip to contact the cue ball more than once in the same shot. When, during a shot, the tip of the cue strikes the cue ball twice and the referee is able to clearly see or hear each contact.

5l. FEET ON THE FLOOR

Playing a shot while not having at least one foot touching the floor. A player must have at least one foot on the floor except where special needs apply (i.e. physical disability or other special needs).

5m. TOUCH A BALL

Players body part or part of their clothing, jewellery, or any other accessory touching any ball. A player is responsible for any equipment that they bring to the table other than those supplied. Should the end fall off a rest that has been supplied, and contact a ball on the table, then this will NOT be a foul as the player should not suffer due to faulty equipment.

5n. REST NOT AVAILABLE

If an **away** player requires to use either a cross rest or bridge, (regardless of which player made the previous shot), that has not provided for by the home venue, the referee may award a standard foul and therefore ball in hand.

(Local bye-law)

PENALTY AFTER A FOUL

6a. FREE VISIT

Following any foul shot, the offending player loses his/her next visit to the table and his/her opponent is entitled to a free shot plus one visit. In blackball you cannot be snookered or foul jaw snookered. After a foul, the table is deemed an 'open' table on the free shot only.

6b. FREE/OPEN TABLE

On the first shot only, of his/her free shot, the oncoming player may, without nomination, play the cue ball onto any ball(s) without penalty provided a legal shot is made, (rule4f).

The free shot after a foul :-

- a) The player can play/pot any of the opponent's ball(s). The table is deemed open for the free shot only.
- b) The player can play a combination shot by playing their opponent's ball(s) and pot his/her own group of balls or play his/her ball 'on' and pot his/her opponent's ball(s).
- c) The player can play the black ball and pot his/her opponent's ball(s) or pot a ball(s) of his/her own group of balls.
- d) The black ball may be played but not potted until it is ball 'on'. (rule 4j applies).

6c. WHITE BALL IN HAND/MOVING TO BAULK

Following any foul, the cue ball may be returned to baulk or played from where it lies on the bed of the table and proceed as to rule 6a, and 6b. The player has the option of playing the cue ball from baulk. Moving the cue ball in this manner does not count as a shot or visit. (The referee should be requested to move the white from the table to baulk refer to rule 7d).

LOSS OF FRAME FOULS

7a. FOUL ON POTTING THE BLACK BALL

Committing a foul in the same shot that the black ball is potted.

7b. POTTING THE BLACK BALL

Potting the black ball when a ball(s) of the players own group are still on the table.

7c. DELIBERATE FOUL

A player who **clearly and intentionally** plays the cue ball to contact a ball(s) not 'on' will have committed a deliberate foul resulting loss of frame. A player who **clearly and intentionally** fails to make an attempt to play the cue ball to contact a ball(s) of his/her own group will lose the frame. These are the **ONLY**

TWO fouls that may attract loss of frame and is under the discretion of the referee.

7d. MOVING THE CUE BALL

The referee is the **ONLY** person who can deliberately touch any ball on the bed of the table, including the cue ball after a foul. If a referee is not available, the player must ask his/her opponent to pick up the cue ball from any position on the bed of the table.

7e. PREVENTING A BALL FROM GOING 'IN-OFF'

If the cue ball is in the process of going 'in-off' and the player catches the cue ball preventing it from going into the pocket, this results in loss of frame.

7f. DISRUPTING AN OPPONENTS PLAY

Deliberately interfering, by word or action so as to disrupt an opponent's play.

GENERAL TOURNAMENT AND LEAGUE GUIDELINES

8a. TIMED SHOTS AND FOULS

Players have 60 seconds to play a shot, including the break shot or a shot with 'ball in hand'. The referee starts timing when all balls have come to a rest from the previous shot.

If a player has not played within 60 seconds it is deemed a foul. If 30 seconds elapse before a player has played a shot, the referee will announce "thirty seconds". The call must be made the instant the time has elapsed, and not postponed because the player is about to play a shot. The referee may recover the cue ball from the basket if a player is slow in doing so. The referee will hand the ball to the player in control. As soon as the cue ball is handed over, or the player recovers the ball, the referee begins timing.

A 'time out' is called for the following reasons :-

- a) Player requests a rest or bridge.
- b) Something or someone is obstructing the player.
- c) There is a 'touching ball' decision.

Byelaw : This rule is NOT used, instead refer to rule 8f which is the adopted rule for time.

8b. UNSPORTSMANLIKE CONDUCT

If a player breaches the 'spirit of the game' to such an extent that the frame, or match should be awarded to the opponent.

GUIDELINES ON UNSPORTSMANLIKE CONDUCT :-

- a) Foul language.
- b) Player throwing his/her cue around or unscrewing it as if to concede.
- c) Arguing with an opponent, referee or spectator.
- d) Continuously disagreeing with the referee's decisions.
- e) Interfering while his/her opponent is playing a shot.
- f) Not moving away from the table after his/her visit.

8c. COACHING

During a frame, a player is required to play without receiving any advice from other persons relating to the playing of the frame. If, in the opinion of the referee, the outcome of the frame has been compromised, the referee may decide to award the frame to the opponent.

8d. LEAVING THE PLAYING AREA

If a player needs to leave the playing area during a match, the player must have the permission of the referee. A player must not leave the playing area during a frame unless under exceptional circumstances.

8e. REFEREE ADVICE

A referee may, if requested, advise on the rules of the game. When asked for a clarification of a rule, the referee can explain the applicable rule to the best of his/her ability. The referee may NOT offer, or provide any subjective opinion that would affect play, such as whether a legal shot can be played on a prospective shot. The referee will not be held responsible for incorrect information, as it is the players' duty to know the rules of the game.

8f. EXCESSIVE TIME

The referee ensures that excessive time is not taken whilst playing a shot. This will be in accordance with local competition rules and guidance, and is necessary when an event doesn't apply the 'time rule' as described in rule

8g. SLOW/NEGATIVE PLAY RE-RACK

The balls are re-racked with nine balls following slow or negative play. Rack fifteen balls as normal, remove the ball at the apex, and the back five. Players must lag to decide who breaks.

8h. DOUBLES PLAY In doubles matches, once a player has approached the table, conversation with others, including his/her partner, is unsporting and shall be dealt with under the competition rules (refer to rule 8b

REFEREE GUIDELINES

a) Equipment Check provided equipment. Short cue if required, rest and bridge, copy of rules (home team).

b) Calling The referee is to call groups (red or yellow) when they are chosen, and the correct colour for the opposing player before his visit. There is no requirement to remind players after that, unless they ask. The referee will also announce "open table" as appropriate when a player approaches the table. The referee is also to call in a clear manner that both (or all four if doubles) can hear if a foul is committed.

c) It is the players responsibility to ask the referee when:

- 1) The player requires the cue ball moving to baulk after a foul.
- 2) There may be a touching ball situation.
- 3) A snooker may have occurred.

In both the above situations (2) and (3), the referee should assess the conditions, then only if the players asks, advise him of the status, otherwise it could be deemed that the referee is giving advice. If the player does not ask and then makes a shot which is contrary to the referees view of the position, the referee may then call a foul. It is prudent therefore to ask the referee in all situations where this may arise.

d) Time on visits. If a referee thinks a player is taking excessive time, he may call " 15 seconds" by which time, the stroke should have been made. The penalty is a standard foul.

e) Ungentlemanly Conduct. Leaving the playing area of the table in order to take a drink, light a cigarette etc whilst on a visit should attract a foul. Extending thinking time by returning to a table to chalk up or wipe a cue could also be warned against if done excessively. These circumstances could also bring about a time warning. Coaching from the side-lines from spectators also, as in "think about it" , "take your time" etc can be considered coaching and may attract a foul, in which case any spectators should be warned.