

Blackball Rules - Standard Fouls



This term distinguishes from fouls which lead to the automatic loss of a frame.

All standard fouls - incoming player receives two shots (no carry)

- **1st shot is a 'free' ball** - player can make direct contact with/pot balls from either group
- The player can also make direct contact with the black ball (without potting it)

Normal foul shots include: -

1. **Foul break** – white is potted on the break
2. White going in off into a pocket
3. If a legal ball has not been potted and no cushion has been touched by any ball
4. Failing to hit any ball with the white
5. Playing before all balls have come to rest
6. Playing out of turn
7. Playing before any ball(s) require re-spotting
8. Hitting your opponent's ball with the cue ball except on the 1st visit of the 2-shot penalty after a foul
9. Or potting your opponent's ball except on the 1st visit of the 2-shot penalty after a foul, or as part of a combination shot
10. With a combination shot, failing to pot both your own colour group and your opponents
11. **Push Shots** - the cue tip is still touching the cue ball when the cue ball contacts an object ball
12. **Double Shots** - The cue tip contacts the cue ball more than once on a single shot
13. Hitting the black ball before hitting one of your own except on the first visit of 2 shots after a foul
14. Player not having at least part of one foot on the floor
15. Player's body or clothing, chalk, bridge etc should touch any ball
16. Striking the white with any part of the cue other than the tip
17. **Jump Shot** - This is when the white ball jumps over another ball
18. **Ball off the table** - defined as when the ball leaves the playing surface
 - i. White ball leaves the table - white ball is played from behind the baulk line
 - ii. Coloured ball leaves the table - returned to the back cushion behind the black spot, or as near as possible to that spot without touching any other ball
19. When the cue ball is played into a touching object ball
20. A player, in a doubles match, converses with their partner after the player has addressed the table
21. **Ball touching the cushion** - if the white or any other ball is already touching the cushion it does not count as a ball hitting the cushion – another cushion must be touched
22. **Slow Play** - if the referee feels that a player is playing too slowly he or she may be advised to speed up play. If the player does not comply a foul could be called

REFEREES DECISION IS FINAL