



Pool Rules

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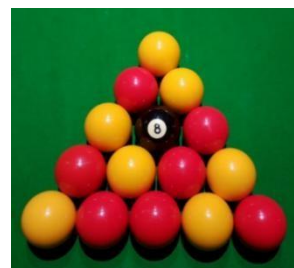
Paphos 8 Ball Pool Rules

It is expected that players will always play in the true spirit of the game 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.

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 then pot the Eight-Ball in any pocket.

1. Starting The Game

- a. The balls are racked as shown.
- b. Order of play is determined by the flip of a coin. The winning player/s can decide if they wish to break or not. All following breaks will alternate between the two teams.
- c. The opening player plays at the object balls from baulk. The object balls must be scattered around the table with at least two balls hitting a cushion to be classed as a "fair break". A potted ball counts as hitting a cushion.
- d. Failure to do so is a foul break and will result in the balls being re-racked and the same player then starts the game.
- e. If the black is pocketed from the break shot, the balls will be re-racked, and the same player will restart the game. No penalty will be incurred. This applies even if a foul shot is played.



2. Choosing Colours

- a. Break and ignore all potted balls. The table is "open".
- b. Colours are decided by the 1st legally potted ball.
- c. The table is still "open" if balls from **both groups are potted**.
- d. When there is a foul on the break (for example the white ball is pocketed), any coloured balls potted are ignored and play passes to your opponent who is entitled to 2 shots, the first of which is classed as an open table.
 - I. 1st shot - As it is an open table you can pot a ball, but on a free table, a ball potted does not count for determining colours. It is ignored. The shot can be used to open up a table or align balls for the second shot.
 - II. The player gets their 2nd turn and a ball potted becomes the 1st legally potted ball for deciding colours

3. Playing the Game

- a. In normal play, if a ball or balls, are legally pocketed, this entitles the player to one additional shot and this continues until the player either: -
 - i. Fails to pocket one of their own sets of allocated balls, or;
 - ii. Commits a foul at any time.
- b. When a shot is made at least one ball must hit a cushion during the shot, either before or after hitting the object ball. This can include the white ball. A potted ball also counts as hitting a cushion. Failure to do so will be called a foul.
- c. **Touching opponent's ball or black ball** the player must play away from the touching ball and hit a ball of their own group and touch a cushion. Failure to do so will result in two shot penalty awarded to their opponent.
- d. **Touching their own ball** the player must play away from the touching ball and be deemed to have played that ball. A ball must still touch a cushion.
- e. **Combination shots are allowed** – One or more object balls from **both** groups can be potted without penalty in a single “combination shot”. In combination shots: -
 - i. The player must hit their own colour first, then object balls from **both groups can be potted without penalty** in a single 'combination' shot.
 - ii. Combination shots do not have to be called.
 - iii. The coloured balls may drop into the pockets in any order but the 'on' ball must be struck legally first.
 - iv. Attempting to complete a combination shot that results in only potting your opponent's ball is a foul shot.” [Useful video to watch – click here](#)

Combination shot using the black ball to win the frame.

- i. **Potting both your own ball(s) and the blackballs** - play your remaining group of ball(s) 1st, and **the black ball** to win the frame – all balls of your group potted
- ii. **Where you are “on” the black**, you can hit the black onto your opponent's ball potting both balls to win the frame.
- iii. **After a foul**, the opponent takes his turn with 2 shots **using the “free” shot** to play an opponent's ball onto the black ball to pocket the black and win the frame. In this instance you do **not** need to pot the opponent's ball.

4. Finishing The Game

- a. A player legally potting the black, having potted all their nominated balls, wins the game.

5. Standard Fouls - all standard fouls - incoming player receives two shots (no carry)

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

5. Standard Fouls Continued

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

6. Penalty for a standard foul

- a. The offending player loses their next visit to the table, giving their opponent two visits to the table.
- b. When the white has come to rest on the playing surface, the player has two visits. He may proceed to play from where the white lies, or the white may be played from behind the baulk line. Moving the white to behind the baulk line does not count as a shot, or visit.

7. When a foul is declared

- a. When two shots are awarded from a foul, the 1ST SHOT ONLY is classed as the 1st VISIT and a "free" table. After this 1st visit, the player takes their next shot, classed as their 2nd visit, to play until he misses a pot, or legally pots the back ball.
- b. When two shots are awarded from a foul, on the first shot only, the oncoming player may, without nomination: -
 - i. Play the white onto any ball without penalty, including any opponent's ball or black.
 - ii. Pot either his own or opponents coloured ball(s) directly, or by combination. The player is deemed to have pocketed a legal ball and continues with the 2nd visit.
 - iii. The player may use the black ball to pot another ball on their first visit.
- c. If, after consultation with the referee, a player may only get out of a snooker by playing a foul shot then a re-rack shall be called, and the game is started again.

8. Loss of Game

- a. A player who clearly fails to make any attempt to play a ball of their own group will lose the game.
- b. If a player pockets the black ball before all the balls in their own group, the player loses the game.
- c. The white going in off the black ball when the black ball is pocketed loses the game.
- d. If a player seeks to gain advantage by deliberately touching a moving ball or retrieving a ball dropping into the pocket, they shall lose the game.
- e. Any player who interferes with their opponent while taking a shot shall lose the game.

9. Player In Control

- a. In singles 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. Any balls falling in when a player is in control shall be deemed to have been part of that players visit.
- b. In doubles a player may talk with his partner during their visit to the table, up until the player takes position to take a shot.
- c. Players are requested to allow the players at the table to play their match without any comments and allow them unobstructed access to the table throughout their match.

10. Referee Decision is Final

- a. All games are to have a referee.
- b. Players **DO NOT** call or shout potential fouls from the sidelines – Captain only talks to Referee.
- c. Rule 5.s... refers to distracting play which if continues can be subject to a 2 shot penalty. This rule extends to players on sidelines or other areas near the table shouting out potential fouls – talk to your captain who can let the referee know
- c. **Ultimately the referee's decision is final.**

ADMIN & LEAGUE BASICS

1. Match Timings & Order of Play

- a) An area must be reserved for the away team.
- b) 7.00 - table is ready to be played – no further movement or change.
- c) 7.15 to 7.30 - away team to be given 15 minutes practice on the match table providing they arrive on time enabling the game to start on time.
- d) The match will be 6 singles matches only, each best of 3 frames.
- e) Determining order of play – score sheet:
 - i. The home team captain will write on the score sheet their 6 singles players and fold the sheet over obscuring their players names. The away captain will then write in their 6 players names.
 - ii. Team captains can allow for late players in the order they determine on the score sheet. Late players to be discussed with captains who can, if necessary, agree to adjust the order of play, not drawn pairings
- f) 7.30 - 1st singles match starts. Once started, apart from allowing for food, play must be continuous.
- g) 7.45 - if play does not commence by 7.45pm, the 1st singles match will be forfeited and 3 points awarded to the present team.
- h) Once the match is underway, apart from allowing for food, if at any point play is delayed by 15 minutes, (i.e. no additional players arrived), 3 points for the next singles game will be awarded to the present team. This will continue until either play can resume, or there are no available players at 9pm
- i) There can be no delays after 9pm.
- j) At the end of the match, a captain must take a picture of the score sheet, signed by both captains and send it to Mark (+357 95934130). This will eventually be superseded by captains entering scores online.

2. Points

- a) **Singles Matches:** Each singles match is played on a best of 3 frames basis with 1 point awarded per frame won. If a player wins the 1st two frames, he will be given all 3 points, and the 3rd frame does not need to be played. There is a total of 18 points per match.

- b) **Match Tie:** In the event of a tie with 9 points each, there will be one frame with a player nominated by their team captain played on the same night. Sudden death!
- c) For the league table points, each team will be given one point for their attendance, and the winning team will be given another three points.
- d) Game abandoned at 9pm - the game will be finalized with the points awarded as they stand. The team that is present will receive the points for games not played.
- d) Once commenced, if play is delayed by 15 minutes, the points for the next game due to be played will be awarded to the present team. This will be repeated for additional 15 minute delays.
- e) There can be no delays after 9pm and the game will be finalized with the points awarded. The present team will receive the points for a win.

3. Postponements

a) **Knockout Matches**

- i) 1st leg – if neither team can play the official date and cannot agree a rearranged date, the 2nd leg will be played and the score from the 2nd leg will be the final score for that round of the knockout. The team with the highest score goes through to the next round.
- ii) 1st leg – one team can play the official date; other team cannot play either official date or alternative. The team available on the official day goes through to the next round.
- iii) 2nd leg – if neither team can play the 2nd leg and cannot agree a rearranged date... the team with the highest score from the 1st leg goes through to the next round.
- iv) 2nd leg – one team can play the 2nd leg but not agree a new date. The team available on the official day goes through to next round regardless of score.

b) **League Matches**

- i) Neither team can play the Wednesday (official day), or agree a 2nd date, the game is void and no score recorded.
- ii) **Team not responsible for the delay, offers a 2nd date. If the opposition cannot make either date, the team not responsible for the delay will receive 11 points and the win.**

3. b) League Matches Continued

- iii) If the away team postpones within 24 hours of the fixture, then they shall pay a fee of 40 euro to the opposing venue to cover costs, unless there are agreed

exceptional circumstances. Unlike food prepared at a venue, some teams order food delivery on the night, so no cost is applied before an order is made.

- iv) Postponed games need to be played within 6 days of original fixture.

4. Players

- a) A player may transfer providing both team captains agree, and the league informed (text Mark +357 95 934130)
- b) Players can only transfer once during the league.
- c) Only a registered player may play.
- d) A player **MUST** be registered on the night of the game before 1930 (text Mark +357 95934130).
- e) There is no restriction whether a player is a resident or non-resident.
- f) Teams with only 5 players – in the spirit of the game, one player plays twice decided by a random draw between players present. This will be permitted 3 times a *season*.
- g) Where a team is short of a player, the **3 points for a win will be awarded to the team** with the extra player. As there is no opponent & no game played, **no points are awarded to the player** present for player stats.
- h) Where a game is played, should a player later be deemed illegal, the illegal player will be stripped of any points, and awarded to the legal player and team.

5. Miscellaneous

- a) **League** - in the event of two teams finishing level on points and legs there will be a deciding game, 6 singles, played at a neutral venue by random draw.
- b) **Knock out Cup** - If teams are level in a cup game, there will be one frame by a player nominated by their team played on the same night. Sudden death!
- c) **Singles Stats** - based on singles matches played with most wins followed by most legs won.