



THE OFFICIAL **BLACKBALL INTERNATIONAL** **POOL RULES**

BY KOBUS KIRSTEIN

are you ready for print!
globalmediagroup



World Pool-Billiard Association
The Official Website of the World Governing Body of Pool

Official Rulebook for Blackball Pool

SECTION 1

Definitions

p 4-9

SECTION 2

Equipment and table layout

p 10-11

SECTION 3

Rules of Blackball Pool

1. The game
2. Requirements of the game
3. Open break shot
4. Lag for break
5. Cue ball on opening break
6. The rack
7. Legal break shot
8. Playing from Baulk
9. Blackball Break Shot
10. Deciding Groups
11. Deciding groups after a foul
12. Continuous Play
13. Cue Ball in Hand
14. Touching Balls
 - a. Playing away from a touching object ball 'ON'
 - b. Playing away from a touching object ball 'NOT ON'
 - c. Playing away from two or more touching balls
15. Combination Shots
16. Balls of the table
 - a. By its own means
 - b. A ball remaining off the table

p 12
p 12
p 13
p 13-16
p 17
p 18-19
p 20
p 21
p 21
p 22
p 22
p 22
p 23
p 24-25
p 24-25
p 24-25
p 24-25
p 26-27
p 28-29
p 28-29
p 28-29



17.	Re-Spotted Balls	p 30
18.	Interference	p 31
19.	Ball falling in without being hit	p 32
20.	Object Ball Frozen to a Cushion	p 33
21.	Stalemate	p 34
22.	Slow or Negative Play	p 35
23.	Snookers	p 35
24.	When a Frame or Game is completed	p 36
25.	Fouls	p 37-42
26.	Legal shot	p 37-42
27.	Jump shots	p 37-42
28.	Push Strokes	p 37-42
29.	Double Hit.	p 40
30.	Penalty after a foul	p 37-42
31.	Loss of frame fouls	p 43
32.	Deliberate foul	p 43
33.	Time foul	p 44
34.	Unsportsmanlike conduct	p 45-46
35.	Coaching	p 47
36.	Leaving the playing area	p 47
37.	A referee may, if requested, advice on the rules of the game.	p 47
38.	9 Ball Re-Racks	p 48
39.	Playing without a Referee	p 49
40.	Mobile phones	p 49
41.	Smoking and alcohol	p 49
42.	Electronic headgear	p 50

Definitions

Shot:

A player 'plays a shot' by striking the cue ball with the tip of the cue. A 'shot' ends when all balls have come to rest.

Play:

To 'play' an object ball is to play a shot that results in the cue ball's contact with an object ball. To 'play' the cue ball is to strike it with the tip of the cue.

Ball On:

At any time during a frame, a ball 'on' is any object ball that the player may play without incurring a penalty.

Pot:

A ball is 'potted' when it leaves the bed of the table, enters a pocket and remains in that pocket.

Free shot:

A free shot means that with the first shot only, after a foul has been committed, you may play any ball on the table but do not pot the blackball.

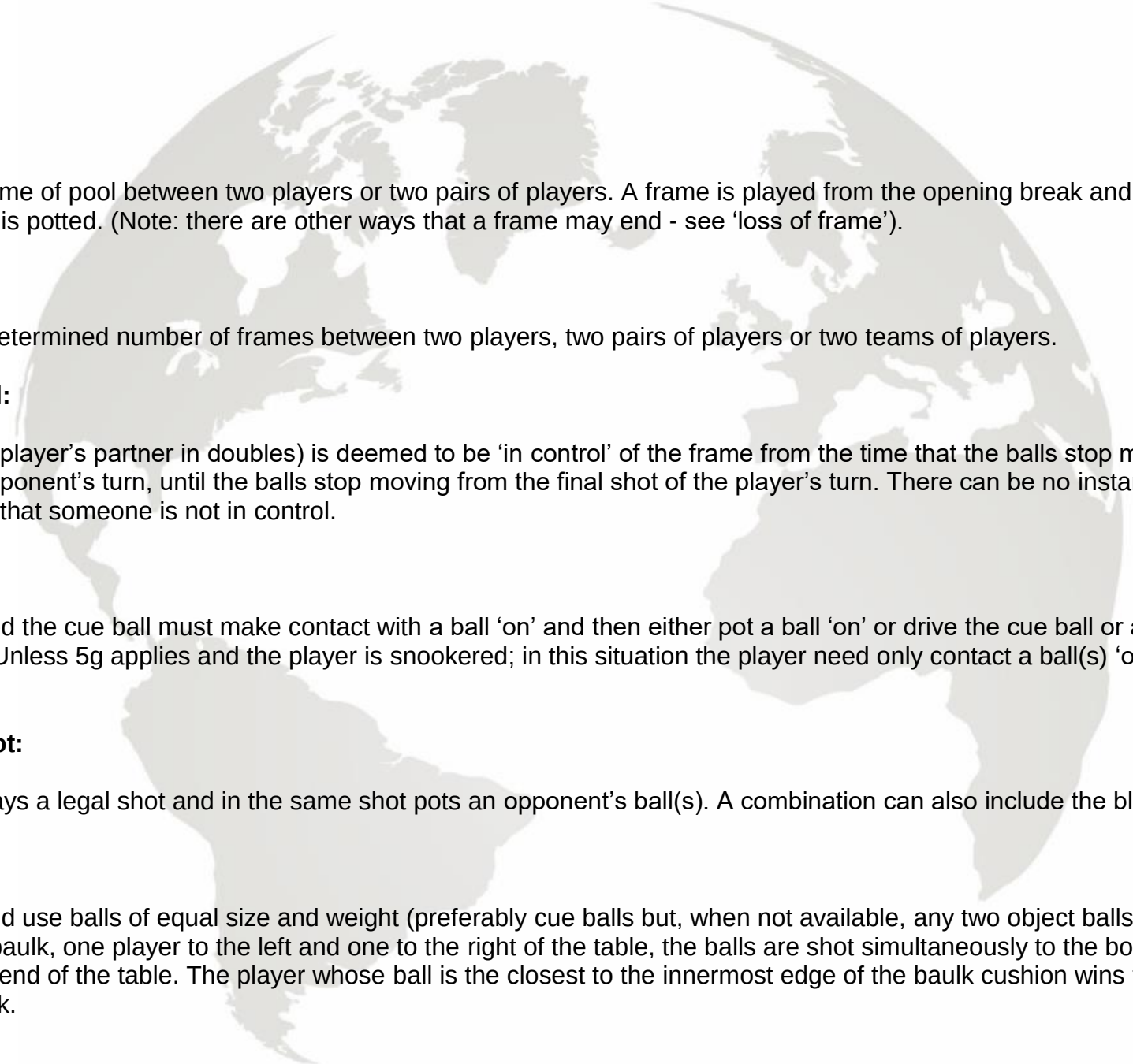
Turn:

A player's 'turn' at the table comprises of one visit or, after most fouls committed by the opponent - a free shot plus one visit.

Visit:

A visit comprises of a shot or a series of shots.





Frame:

A frame is one game of pool between two players or two pairs of players. A frame is played from the opening break and usually through until the blackball is potted. (Note: there are other ways that a frame may end - see 'loss of frame').

Match:

A match is a predetermined number of frames between two players, two pairs of players or two teams of players.

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.

Legal Shot:

On all shots played the cue ball must make contact with a ball 'on' and then either pot a ball 'on' or drive the cue ball or any other ball to touch a cushion. Unless 5g applies and the player is snookered; in this situation the player need only contact a ball(s) 'on' to execute a legal shot.

Combination shot:

When a player plays a legal shot and in the same shot pots an opponent's ball(s). A combination can also include the blackball.

Lag for break:

Each player should use balls of equal size and weight (preferably cue balls but, when not available, any two object balls). With ball in hand behind the baulk, one player to the left and one to the right of the table, the balls are shot simultaneously to the bottom cushion and back to the baulk end of the table. The player whose ball is the closest to the innermost edge of the baulk cushion wins the lag, and has the option to break.



Shot

A shot begins when the tip contacts the cue ball due to a forward stroke motion of the cue stick. A shot ends when all balls in play have stopped moving and spinning. A shot is said to be legal if the shooter did not foul during the shot.

Ball Pocketed

A ball is pocketed if it comes to rest in a pocket below the playing surface or enters the ball return system. A ball near the brink of a pocket partly supported by another ball is considered pocketed if removal of the supporting ball would cause the ball to fall into the pocket.

If a ball stops near the edge of a pocket, and remains apparently motionless for five seconds, it is not considered pocketed if it later falls into the pocket by itself. During that five second period, the referee should ensure that no other shot is taken. An object ball that rebounds from a pocket back onto the playing surface is not a pocketed ball. If the cue ball contacts an already pocketed ball, the cue ball will be considered pocketed whether it rebounds from the pocket or not. The referee will remove pocketed object balls from full or nearly full pockets, but it is the shooter's responsibility to see that this duty is performed.

Driven to a Rail

A ball is said to be driven to a rail if it is not touching that rail and then touches that rail. A ball touching a rail at the start of a shot (said to be "frozen" to the rail) is not considered driven to that rail unless it leaves the rail and returns. A ball that is pocketed or driven off the table is also considered to have been driven to a rail. A ball is assumed not to be frozen to any rail unless it is declared frozen by the referee, the shooter, or the opponent.

Driven off the Table

A ball is considered driven off the table if it comes to rest other than on the playing surface but is not pocketed. A ball is also considered driven off the table if it would have been driven off the table except for striking an object such as a light fixture, piece of chalk or a player which causes it to return to the table. A ball that contacts the top of the rail is not considered to have been driven off the table if it returns to the playing surface or enters a pocket

Scratch

A shot on which the cue ball is pocketed is called a scratch.



Cue Ball

The cue ball is the ball that is struck by the shooter at the beginning of a shot. It is traditionally white, but may be marked by a logo or spots. In pocket billiard games, a single cue ball is used by both players.

Object Balls

The object balls are struck by the cue ball with the usual intent of driving them into pockets. They are typically numbered from one to the number of balls used in the game. Colours and markings of the object balls are covered under the WPA Equipment Specifications.

Set

In some matches, the match is divided into parts called sets, with a certain number of sets won required to win the match. In turn, a certain number of points or a rack won is required to win each set.

Rack

The rack is the framing device, typically triangular, used to arrange the object balls for the break shot at the start of the game. It also refers to the group of balls so arranged. To rack the object balls is to group them with the rack. A rack is also a portion of a match played with a single rack of object balls. Some games, such as nine ball, are scored at one point per rack.

Break

A break shot is the opening shot of a match or rack, depending on the game. It happens when the object balls have been racked and the cue ball is played from behind the head string usually with the intent of breaking the rack apart.

Inning

An inning is a player's turn at the table. It begins when it is legal for him to take a shot, and ends at the end of a shot when it is no longer legal for him to take a shot. In some games a player may choose not to come to the table in certain situations when play would normally pass to him, and then the player remaining at the table continues the inning (e.g. a push-out at nine ball). The player whose turn it is to play is called the "shooter."



Position of Balls

The position of a ball is determined by the projection of its center vertically downward onto the playing surface. A ball is said to be placed on a line or spot when its center is placed directly over that line or spot.

Re-spotting Balls

In some games, object balls are required to be placed on the playing surface other than when forming a new rack. They are said to be re-spotted when they are so placed.

Restoring a Position

If the balls are disturbed, the rules of the game may require them to be replaced where they were. The referee will replace the balls to their original position as accurately as possible.

Jump Shot

A jump shot is one in which the cue ball is made to go over an intervening obstacle such as an object ball or part of the cushion. Whether such a shot is legal depends on how it is accomplished and the intention of the shooter. Usually a legal jump shot is played by elevating the cue stick and driving the cue ball down into the playing surface from which it rebounds.

Miscue

A miscue occurs when the cue tip slides off the cue ball possibly due to a contact that is too eccentric or to insufficient chalk on the tip. It is usually accompanied by a sharp sound and evidenced by a discoloration of the tip. Although some miscues involve contact of the side of the cue stick with the cue ball, unless such contact is clearly visible, it is assumed not to have occurred. A scoop shot, in which the cue tip contacts the playing surface and the cue ball at the same time and this causes the cue ball to rise off the cloth, is treated like a miscue. Note that intentional miscues are covered by

Balls Settling

A ball may settle slightly after it appears to have stopped, possibly due to slight imperfections in the ball or the table. Unless this causes a ball to fall into a pocket, it is considered a normal hazard of play, and the ball will not be moved back. If a ball falls into a pocket as the result of such settling, it is restored as closely as possible to its original position. If a settling ball falls into a pocket during or just prior to a shot, and this has an effect on the shot, the referee will restore the position and the shot will be replayed. The shooter is not penalized for shooting while a ball is settling. See also 8.3 Ball Pocketed.

Restoring a Position

When necessary for balls to be restored or cleaned, the referee will restore disturbed balls to their original positions to the best of his ability. The players must accept the referee's judgment as to placement.

Outside Interference

When outside interference occurs during a shot that has an effect on the outcome of that shot, the referee will restore the balls to the positions they had before the shot, and the shot will be replayed. If the interference had no effect on the shot, the referee will restore the disturbed balls and play will continue. If the balls cannot be restored to their original positions, the situation is handled like a stalemate.

Concession

If a player concedes, he loses the match. For example, if a player unscrews his jointed playing cue stick while the opponent is at the table and during the opponent's decisive rack of a match, it will be considered a concession of the match.

Stalemate

If the referee observes that no progress is being made towards a conclusion, he will announce his decision, and each player will have three more turns at the table. Then, if the referee determines that there is still no progress, he will declare a stalemate. If both players agree, they may accept the stalemate without taking their three additional turns. The procedure for a stalemate is specified under the rules for each game.

EQUIPMENT

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



1. A white ball that is called the 'Cue Ball'.



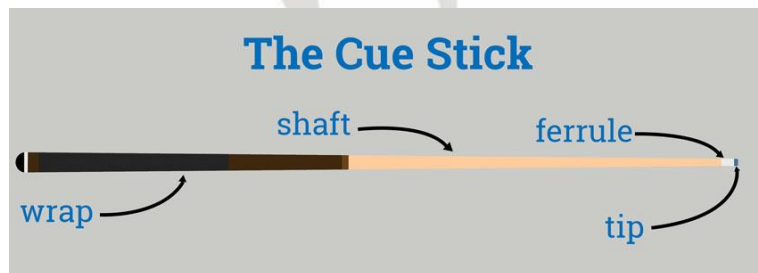
2. Balls Red/Yellow/Blue, which are called the 'Object Balls'.



3. Spider rest, Goose neck rest and Cross rest.



5. Prescribed cues.



6. Triangle Rack



No other equipment will be permitted unless ratified by WPA.

BLACKBALL POOL RULES

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
1. THE GAME The Game shall be known as 'Blackball' and referred to in these rules as the 'game'. It is intended that players and teams should play Blackball 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 shall take whatever action is necessary to ensure that these rules are observed. 2. REQUIREMENTS OF THE GAME Black ball is played with 15 object balls there are two groups of seven (red, blue, yellow) balls and the black ball. The player or team pocketing their group of object balls and legally pocketing the black ball wins the game. Shots are not called.	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, which are called the 'object balls'. (c) A blackball. (8 ball.) (d) Spider rest, goose-neck rest and cross rest. (e) Prescribed cues. <i>.No other equipment will be permitted unless ratified by WPA.</i>	

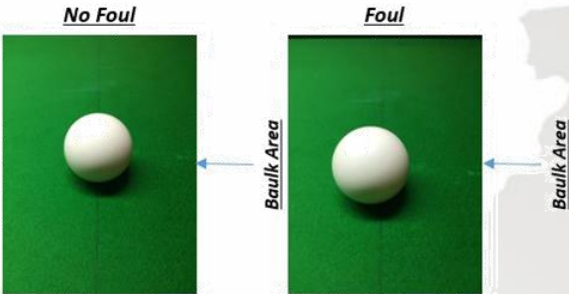


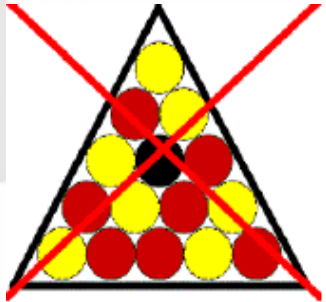
<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
3. OPENING BREAK SHOT The opening break shot is determined by the LAG. The player winning the LAG has the choice of performing the opening break shot or assigning it to the opponent. In any match the LAG is performed once only, breaks alternate thereafter, but winner breaks can also be applied depends on the Tournament Director 4. LAG FOR BREAK The following procedure is used for the lag for the opening break. Each player should use balls of equal size and weight (preferably cue balls, but when not available any two object balls). With the balls in hand behind the baulk line, one player to left and one player to the right of the table, the balls are shot simultaneously to the top cushion to then return as close as possible to the baulk cushion. The player whose ball is the closest to the edge of the baulk cushion wins the lag.	1. When the players lag, it's decided the frame has started; a player is responsible for all fouls committed once the lag is decided. 2. It is an automatic loss of lag if: a. The ball crosses into the opponent's half of the table.  b. The ball fails to contact the top cushion. 	REFEREE's CALL: Must announce which player won the lag. LAG WON BY (NAME or TEAM or PROVINCE) MOVING THE CUE BALL with the shaft of the cue at the lag or during the game while the cue ball is played from bulk is not a 'foul'. As long as the cue ball is not moved in a forward movement with the tip of the cue. If it is moved forward with the tip of the cue it will be a foul REFEREE's CALL: Loss of lag REFEREE's CALL: Loss of lag

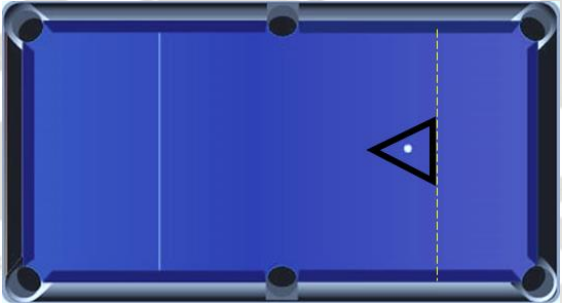
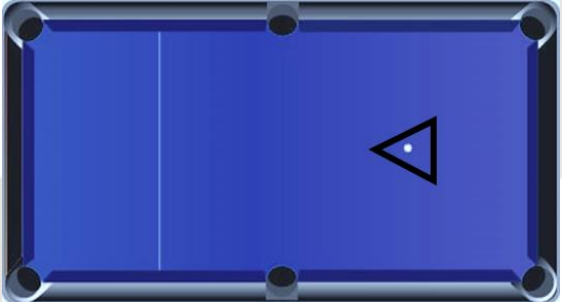
<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREE'S INSTRUCTION/CALL</u>
	c. The ball drops into a pocket.  d. The ball jumps off the table.  e. The ball touches the side cushion. 	REFEREE's CALL: Loss of lag REFEREE's CALL: Loss of lag REFEREE's CALL: Loss of lag

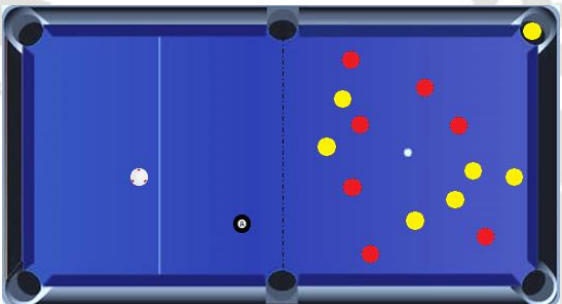
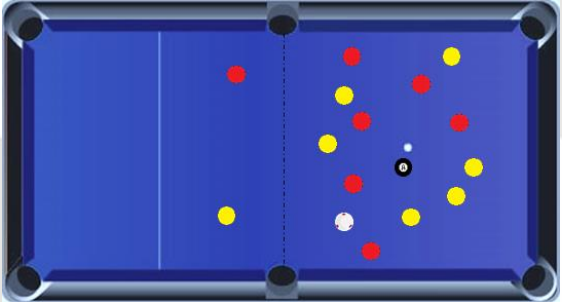
<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREE'S INSTRUCTION/CALL</u>
	f. The ball rests within the corner pocket and past the nose of the baulk cushion  g. If the ball touch the top cushion twice.  The Players Will Lag Again If: a. A player's ball is struck after the other ball has touched the foot cushion; 	REFEREE's CALL: Loss of lag REFEREE's CALL: Loss of lag REFEREE's CALL: Re lag

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
	b. The referee cannot determine which ball has stopped closer to the head cushion; or  c. Both lags are bad. The player who wins the lag chooses who will break the first rack. 	REFEREE's CALL: Re lag REFEREE's CALL: Re lag

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
5. CUE BALL ON OPENING BREAK The opening break shot is taken with Cue Ball in hand behind the Baulk Line. On the opening break shot, <i>the game is considered to have commenced once the Cue Ball has been struck by the Cue Tip.</i> CUE BALL may be moved with the shaft of the cue. As long as the cue ball is not moved in a forward movement with the tip of the cue. If it is moved forward with the tip of the cue it will be a foul	More than 50% of the cue ball may not cross the head string /balk line otherwise it will be a foul. If the centre of the cue ball is on the baulk line this is deemed as being in baulk 	REFEREE's CALL: Foul

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
6. THE RACK The balls are racked as illustrated with the blackball on the black spot, which is at the intersection of the centre and corner pockets. The rack should always be setup with reds / blue balls at the front as illustrated by the picture in the rules. If it is not setup as per the picture, then it is wrong. Why does it matter that the reds / blue are at the front? It's because of the rule described further down this page here regarding the order in which balls are re-spotted behind the eight-ball spot if they need to be. The red / blue balls are the dominant colour and are always re-spotted before the yellows, and for this same reason, the dominant colour group goes at the front of the pack on setup.	The balls are racked as illustrated with the Blackball on the black spot (which is at the intersection of the centre and corner pockets). The balls must be racked as tightly as possible, which means each ball should be touching its neighbour. After racking the balls the incoming player may inspect the balls so racked. The referee shall be the sole authority regarding the suitability of the rack for play.  No mirror image is allowed 	The referee MUST rack the balls. It is advisable to keep the cue ball in your possession until you are ready to start the frame. Offer the ball to the incoming player and announce ‘Ball in Hand.....Time running’. Should the player waist time by not accepting the ball or turn away from the referee at that time, place the cue ball on the table behind baulk against the baulk cushion and call ‘Ball in Hand Time running’. <i>During block (roaming) refereeing, Referees must still ensure that balls are racked correctly.</i>

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
	 	Referees: Must make sure the rack is parallel with the bottom table cushion. Referees: Must make sure the black ball is on the foot spot

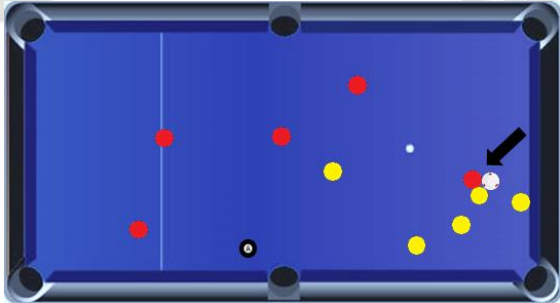
<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
7. LEGAL BREAK SHOT The first shot of a frame is called the 'break'. To 'break', the cue ball is played at the triangle of object balls from any position within baulk. The frame is deemed to have commenced the instant the players cue tip contacts the cue ball (a) The break will be deemed a legal break if at least one ball is potted, OR (b) At least two different object balls (red, blue, yellow, black) fully pass an imaginary line between the middle of the two centre pockets. (c) 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 a re-rack if he/she chooses. (To include one visit after the break shot.) (d) If the player picks up the cue ball from an illegal break and plays from bulk and do not ask for a re rack and he/she breaks and blackball drops on break it is a loss of frame (e) If he/she ask for a re rack on an illegal break it is normal breaking rules	a. The 'Break' will be deemed a 'Legal' break if: At least one ball is potted, OR at least two different object balls (it can also be of the same colour/group) fully passes an imaginary line between the middle of the two centre pockets.   b. If the 'Break' is not a 'legal' break. The opponent is awarded one 'Free Shot' plus 'One Visit' or a 'Re-Rack' if he/she so chooses. The player plays from where the cue ball lies or he/she has the option to play the cue ball from 'Baulk'.	Failure to perform a legal break: the referee calls Foul Break as soon as it occurs and the fouled player immediately loses control of the table. Referees Call: Legal Break ... Open Table Referees Call: Legal Break. Open Table. red/blue/solids or yellow/stripes potted Referees Call: Foul/Illegal Break incoming player has a choice of a 'Re-Rack' OR can play the balls as they stand with one 'Free-Shot' plus one visit OR the player can play the cue ball from 'Baulk' if he/she so chooses. *It is legal if the object balls, which pass the imaginary line between the two centre pockets, return back past the imaginary line.

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
8. 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 (if the centre point of the cue ball is directly on the baulk line it is deemed to be in baulk). b. The cue ball can be moved into position by hand OR with the shaft of the cue, it is a foul to touch the cue ball with the tip of the cue while being moved into position, but when touched by the tip of the cue, a shot is deemed to have been played. The player may continue to adjust the position of the cue ball BY HAND OR WITH THE SHAFT OF THE CUE until he/she takes a shot. The cue ball may be played in any direction. After a foul, if the player decides to play from baulk the player must endeavour to position the cue ball in baulk without causing a touching ball situation with any ball(s).	ONLY THE REFEREE MAY PICK UP THE CUE BALL (if the game is not refereed then the player in control must ask his opponent (who fouled) to pick up the cue ball). The player may reposition the cue ball anywhere in baulk not in contact with an object ball. 1. If the player places the cue ball, and the cue ball while in hand touches any other ball on the table the player will be deemed to have fouled. 2. If the player places the cue ball and the cue ball, while not in hand, rolls over because of loose cloth and causes another ball to move, it will not be seen as a foul and the referee must replace the balls as close as possible to its original spot. 3. When playing without a referee and a foul is committed the player in control has the option of playing the cue ball from where it lies or wishes to pick up the cue ball back to the baulk area. He/She the player in control must seek permission from his/her opponent the player who committed the foul to 'pick-up' the cue ball. Picking up the cue ball yourself will result in a LOSS OF FRAME. The opponent may not unreasonably withhold his/her consent. 4. If a player picks up any ball (cue ball or object ball) without permission, he/she will lose the rame.	ONLY THE REFEREE MAY PICK UP THE CUE BALL if the games is being refereed otherwise the player in control must ask his opponent, that has been fouled, to pick up the Cue Ball upon which the opponent may not unreasonably withhold his/her consent. It is a 'Foul', if during placement, the cue ball touches any other ball. If it happens the referee will immediately call: Referees Call: Foul And award a 'Free shot' plus 'One Visit' to the opponent. Referees Call: Loss of frame.

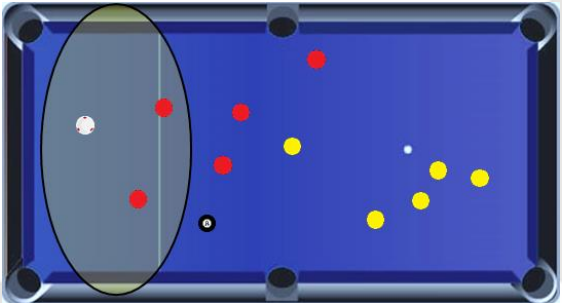
<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
9. Blackball Break Shot. If the Blackball is potted on any break including a 'Re-Rack' break, all the balls are 'Re-Racked' and the same player breaks again. No penalty will be incurred, this applies even if other balls including the cue ball, are pocketed, or leave the playing surface (off the bed of the table) 10. Deciding Groups. a. Groups are never decided on The Break. b. Groups can never be decided on a Foul. c. Groups can never be decided on a Free Shot. After the break off shot the table is 'open' and the player in control may play a ball(s) from either group. <i>The blackball cannot be used as a 'Ball ON'</i> to pot any object ball, except after a foul has been committed and the table is open. If the player in control pockets a ball(s) of both groups with the next shot, 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 for the duration of the frame.	General The table will remain open until one of the players legally pockets a ball(s) from a single group of balls, then that group of balls will determine his/her group. If groups have been decided, after a foul the table is deemed open for the free shot only. When on a group of balls, potting more than one ball of that colour in the same shot is legal as well as potting your opponents' ball in the same shot as that the player in control potted his ball by way of a legal shot.	Referees Call: Re-Rack same player to Break Referees Call: Open Table Referees Call: Open Table Referees Call: Red/Yellow/Blue in Play

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
11. Deciding groups after a foul. If a foul is committed on an open table and one or more object ball(s) are pocketed, then those ball(s) are ignored in determining the groups to be played and the incoming player has a 'free shot' playable from where the cue ball stopped or he/she can play from baulk. The incoming player faces an 'open' table. 12. Continuous Play. If a ball(s) are legally pocketed, this entitles the player to one additional shot and this continues until the player either: a. Fails to pocket one of his/her set of allocated balls, or b. Pockets all his/her set of allocated balls, or c. Commits a foul, at any time. 13. 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.	If a player faces an open table after a foul, the player may play a ball(s) of either group (or pot if they wish), or play the blackball, but may not pot it on his/her free shot. After which the table remains open. If the blackball is potted on his/her free shot while the table is open the player loses the frame. The player in control plays until he/she misses or fouls causing him/her to lose control of the table Only the referee may pick up the cue ball and hand it to the player or should the player delay taking the cue ball from the referee then the referee will put the cue ball on the table behind baulk against the cushion. Regarding legal placement refer.	Referees Call: Loss of Frame Referees Call: Ball in Hand – Time Running

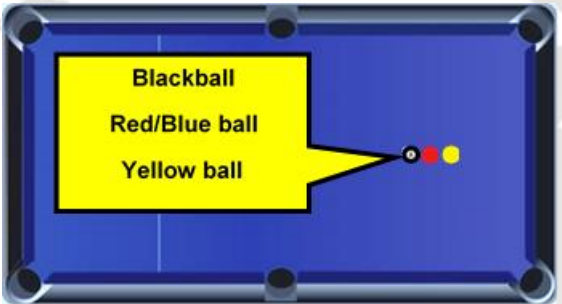
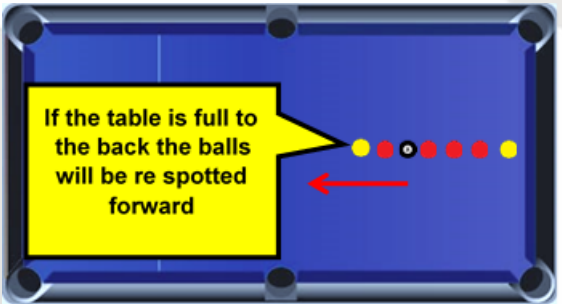
<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
14. Touching Balls. Playing away from a touching object ball 'ON'. The instant a player plays away from a touching object ball 'ON', the player is deemed to have played that ball. Therefore, the player needs to then only pot a ball of his/her own group, or cause any ball including the cue ball to make contact with a cushion to fulfil the requirements of a legal shot. Playing away from a touching object ball 'NOT ON'. The player must play away from the touching ball 'not on' and then meet all the requirements of a legal shot.	If the cue ball is touching any object ball, the player is obliged to '<i>play away</i>' from that ball. Should the '<i>touching</i>' ball move while playing away, it is a '<i>foul</i>'?   In this scenario the cue ball is touching the yellow object ball. The player is 'on' red and is considered to play away to play a legal shot on red.	Referee's Instruction: If a foul is committed the Referee will in all cases award One Free Shot plus One Visit. Referees Call: Touching Ball Referees Call: Foul if red ball moves Referees Call: Touching Ball Referees Call: Foul if yellow ball moves

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
Playing away from two or more touching balls. The player in control must play away from all touching balls and then meet all the requirements of a legal shot, if unable to do so the game is a stalemate and must be re-racked.	In this scenario the cue ball is touching the red and yellow object ball. The player is 'on' red and is considered to play away to play a legal shot on red. 	Referees Call: Touching Ball Referees Call: Foul if yellow or red ball moves

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
c. A combination shot can include playing the blackball (when the blackball is the ball 'ON') onto an opponent's object ball(s) and potting both balls.	For instance, you could play a skill shot on your last object ball by playing it onto the blackball provided you pot both balls, or by playing the blackball, when on the blackball, onto an opponents' object ball and potting both balls to win the frame. Following a foul a player may use his/her free shot to play his/her opponents ball onto the blackball to pocket the blackball and win the frame provided the player is on the blackball, with or without pocketing the opponents ball.	Referees Call: Legal shot frame

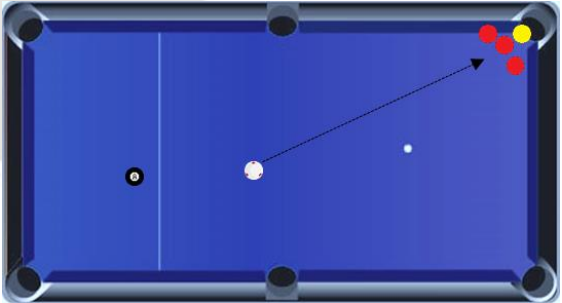
<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
16. Balls of the table. It is a foul if a ball leaves the playing surface (other than being potted) and remains off the playing surface or does not return by its own means. If a ball leaves the playing surface and remains off the playing surface, it shall be returned to the table: - If it is the cue ball it is to be played from baulk. - If it is an object ball(s) it is to be spotted On the foot spot. If foot spot is occupied as close as possible to foot spot backwards towards the cushion.	 	Referees Call: Foul Referees Call: Foul Referees Call: Foul

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
Playing Surface. The playing surface of the table is the part of the table between the cushions. By its own means. - 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. - 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 returns to the playing surface. A ball remaining off the table. All ball(s) remaining off the bed of the table, i.e. the playing surface will be returned to the table and 'Re-Spotted'.	Piece of chalk resting on the cushion does not form part of the table. Therefore, it would be a foul if the ball leaves the playing surface, contacts the piece of chalk and then returns to the table.	Referees Call: Foul Referees Call: Legal shot Referees Call: Foul Referees Call: Foul and re spot the ball(s)

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
17. Re-Spotted Balls. If it is the cue ball it is played from baulk. A ball is spotted when its centre point is placed on the Blackball 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 which lies the greatest distance from the baulk line. If any of the following balls require spotting on an open table they are spotted in the following order. 1. Blackball 2. Red/Blue (Solids) balls 3. Yellow (Stripes) balls Spotted balls should be placed as close as possible to each other and any intervening balls, without touching each other. If any of the following balls require spotting on a closed table they are spotted in the following order. 1. Blackball 2. Balls from the group of the next player it can be blue/red/yellow	To avoid any unnecessary guidance to a player when spotting numbered balls the referee should position each ball so that the number is facing upwards  	Referees Call: To re spot the ball(s) in order

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
19. Ball falling in without being hit. a. If a ball falls into a pocket without being hit by another ball, after being motionless for five seconds or longer, and being part of any stroke in progress, it shall be replaced and play shall continue. b. If a ball falls into a pocket 'by itself' as a player shoots at it, so that any ball passes over the spot the ball had been on, unable to hit it, the cue ball and the object ball(s) are to be replaced to their positions prior to the stroke, and the player will replay his/her shot., (any other object ball(s) disturbed on the stroke are to be replaced to their original positions). a. If a ball balances momentarily on the edge of a pocket and falls in, it shall count as in the pocket and not be replaced.	For example, a player plays the cue ball at his/her hanging ball 'ON' and before contact, the ball 'ON' falls into the pocket causing the cue ball to follow into the pocket or hit the edge of the pocket and hit a ball(s) not 'ON' resulting in a foul. In this instance all balls that were disturbed would be replaced and the player will play the shot again or another shot if he/she chooses as the player was not responsible for the ball falling in and therefore should not be penalised.	The referee will return the ball(s) to their original positions, he/she will check with the players for agreement but the final decision rests with the referee. The referee will seek the player's advice in replacing the ball(s) to their original positions but the final decision rests with the referee. The referee will return the ball(s) to their original positions, he/she will check with the players for agreement but the final decision rests with the referee. Same player to play on.

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
20. 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 is a 'Foul'.	A ball which is touching a cushion at the start of a shot and then is forced into 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, and 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, if the frame is not refereed, prior to that object ball being involved in a shot	Referees Call: Frozen Ball

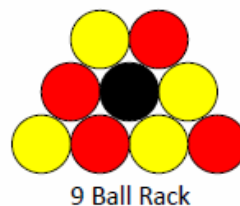
<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
21. Stalemate. Should any situation arise whereby a legal shot cannot be played, then the frame shall be re-started whether this situation is arrived at by accident or design, the frame shall be re-started taking into consideration 'Guidance 8f'.	If the 'Re-Rack' is due to stalemate by accident or design the same player will break again. In this scenario it is a stalemate.  In this scenario it is a stalemate.  	Referees Call: Stalemate... Re-Rack same player Breaks Referees Call: Stalemate... Re-Rack same player Breaks Referees Call: Stalemate... Re-Rack same player Breaks NB: ONLY A REFEREE CAN USE A WHITE BALL TO SEE IF THERE IS A GAP FOR THE CUE BALL TO PASS.

RULE

22. Slow or Negative Play.

INTERPRETATIONS

Due to 'slow or negative play' the players will 'Re-Lag' to determine who will break.
Re-Racks may be a reduced number of balls in accordance with competition rules.



REFEREES INSTRUCTION/CALL

Referees Call: Slow or Negative play – 9 Ball
Re-Rack ... Re-Lag

How to rack the 9 ball re-rack.

1. Rack all 15 balls as normal.
2. Remove the 1st and last row of the triangle of balls racked.

Referees Call: Snooker Accepted

23. Snookers.

A player is in 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 (rule 5d).

In this situation the player needs only to 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 must seek confirmation from his/her opponent or Referee if it is snooker or not. The player must say **Snooker** and not Total.

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
24. 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.	After a player has won a frame or game, the referee must <i>wait for all the balls to stop moving</i> and announce, Frame/Game to Player/Province. If the referee has not made the call yet, a player will be penalised by loss of frame if he/she plays a shot, or interferes with any remaining balls, including the cue ball, unless all ball(s) have stopped moving.	Referees Call: Frame/Game to Player/Province

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
25. Fouls. 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 the opponent of a 'Free-Shot' plus ONE 'Visit' or under serious circumstances 'Loss of Frame'.	Referee's Call: - A – Foul
Potting the Cue ball – “In-Off” (also from the break).	Following an “In-Off”, the Referee will recover the cue ball from the basket. If the match is not refereed the player will recover the cue ball from the basket. The Referee will hand the cue ball to the player who is in control of the table. Should the player delay taking the cue ball from the Referee then the Referee will put the cue ball on the table behind Baulk against the Baulk cushion and call “Time Running”.	Referee's Call: - B – Loss of Frame
Playing from outside baulk when obliged to play from baulk.	The centre point of the cue ball must be in baulk or may be directly on the baulk line.	Referee's Call: - Foul (only after the cue ball is pocketed)
Potting an opponent's ball without potting a ball from your own group except where Rule 4q applies.		Referee's Call: - Foul

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
26.LEGAL SHOT Failing to perform a legal shot. On all shots, the player must: a. Cause the cue ball's initial contact with a ball 'ON', except where Rule 6b applies OR b. Cause the cue ball or any object ball to contact a cushion. Failure to play a legal shot is a foul except when Rule 5g applies.	Legal Shot a. On all Shots, the player must.... Cause the cue ball's initial contact with a ball to be a ball "ON", and then pot a ball "ON" or Cause the cue ball or any object ball to contact a cushion. Failure to play a legal shot is a foul. b. Balls touching a cushion If the referee deems a ball(s) to be touching a cushion he/she will announce "FROZEN BALL" and the following rules will apply (a) If the cue ball's initial contact is with an object ball that is touching a cushion, simply forcing the object ball into the same cushion does not constitute a legal shot. (b) If the cue ball and an object 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.	Referee's Call: - Foul Referee's Call: - Frozen Ball Referee's Instruction: - To determine and call Frozen Ball Referee's Call: - Foul Referee's Call: - Foul

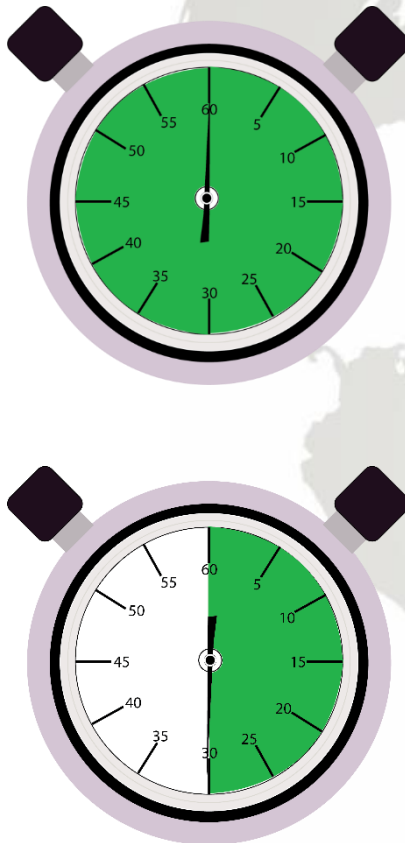
<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
27. Jump shots. A jump shot is a foul – causing the cue ball to jump over any ball (if the cue ball leaves the bed of the table and misses an object ball that would have been struck had the cue ball not left the table on an otherwise identical shot, the cue ball is deemed to have jumped over that object ball)	If any ball leaves the bed of the table and misses an object ball that would have been struck had the cue ball not left the bed of the table on an otherwise identical shot the cue ball is deemed to have jumped over that object ball.	Referees Call: Foul
28. Push Strokes. A push stroke is a foul – defined as when the tip of the cue remains in contact with the cue ball once it has commenced its forward motion.		Referees Call: Foul
Striking the cue ball with any part of the cue other than the tip.		Referees Call: Foul
Playing a shot before all balls have come to rest from the previous shot.	All balls must be at a standstill before playing the next shot.	Referees Call: Foul
Playing a shot before all balls that require spotting, have been spotted.	All balls off the bed of the table must be re-spotted before play can legally begin again.	Referees Call: Foul
Playing out of turn.		Referees Call: Foul

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
29. 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.	Referees Call: Foul
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)	Referees Call: Foul
Player's body or part thereof, clothing, jewellery or any accessory or part of a cue touching any ball.	A tip falling off a cue is the player's responsibility and should it contact any balls on the table it is a foul and normal rules apply.	Referees Call: Foul
	A player is responsible for any equipment that they bring to the table other than some supplied by the tournament. Should the end fall off a rest or spider that has been supplied, and contact a ball on the table, this will not be a foul as the player should not suffer any penalty because of faulty equipment supplied.	Referees Call: No Foul
	Should it be their own equipment, it will be foul and normal rules apply.	Referees Call: Foul

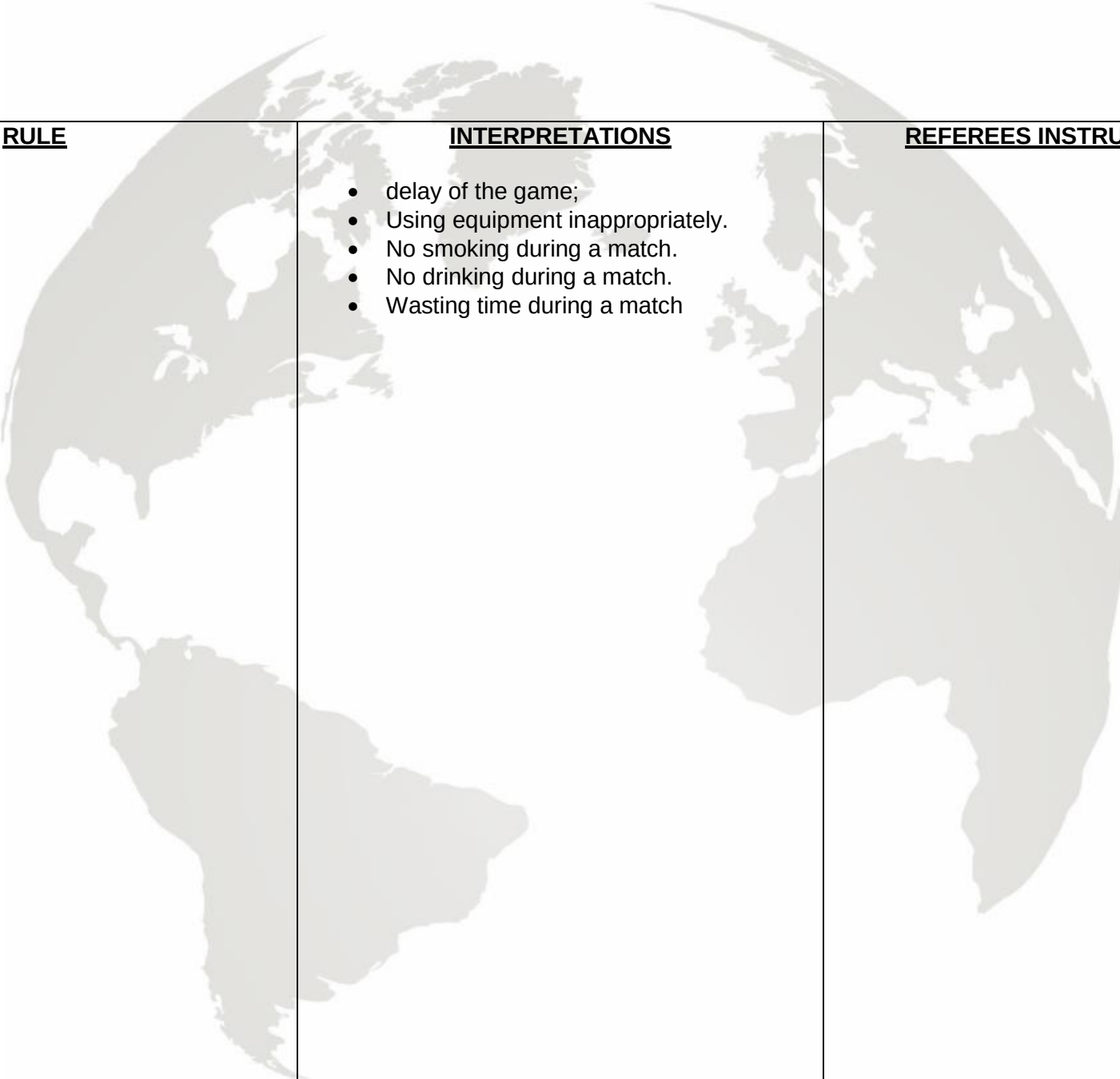
<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
30. Penalty after a foul. Following any foul the offending player loses his/her next visit to the table and his/her opponent is awarded a free shot plus one visit. On the first shot only, of his/her free shot, the oncoming player may, without nomination, play the cue ball onto any ball(s) without penalty. He / She the player in control must seek permission from his/her opponent to pick up the cue ball. The player who committed the foul to 'pick-up' the cue ball. Picking up the cue ball yourself will result in a LOSS OF FRAME. The opponent may not unreasonably withhold his/her consent.	THE FREE SHOT: (After a Foul) - The player can play or pot any of his/her or the opponent's ball(s). (The table is deemed open for the free shot only). - 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). - The player can play the blackball and pot his/her opponent's ball(s) or pot a ball(s) of his/her own group of ball(s). The blackball may be played but not potted unless it is ball "ON" (Rule 4j applies)	Referees Call: Loss of Framel

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
Following any foul, the cue ball may be returned to baulk or played from where it stopped on the bed of the table and proceed as in Rule 6a and Rule 6b.	• The Player has the option of playing the cue ball where it lies or from baulk • Moving the cue ball in this manner does not count as a shot or visit. • When playing without a referee and a foul is committed and a player wishes to pick up the cue ball back to the baulk area. He/She the player in control must seek permission from his/her opponent the player who committed the foul to 'pick-up' the cue ball. Picking up the cue ball yourself will result in a LOSS OF FRAME. The opponent may not unreasonably withhold his/her consent The player must ask the opponent to pick up the cue ball and hand it to him/her	Referee's Instruction: - The Referee must pick-up the cue ball and hand it to the oncoming player. Should the player waste time by not accepting the ball or turn away from the Referee, the Referee at that time places the cue ball on the table behind baulk against the baulk cushion and call "TIME RUNNING".

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
31. LOSS OF FRAME FOULS Committing a foul in the same shot as the Blackball is potted. Potting the Blackball when a ball(s) of the player's own colour/group are still on the table.		Referees Call: Loss of Frame Referees Call: Loss of Frame
32. DELIBERATE FOUL A player who clearly and intentionally plays a ball "NOT ON", A player who clearly and intentionally fails to make an attempt to play a ball(s) of his/her group or fails to make a bona fide attempt to play a legal shot. The Referee is the only person allowed to touch any ball including the cue ball after a foul. (If a referee is not available then the player must ask his/her opponent's permission to pick up the cue ball from any position on the bed off the table including the pockets). Catching or preventing the cue ball from going "IN-OFF" If the cue ball is in the process of going "IN OFF" and the player catches the cue ball in the pocket preventing it from going into the mechanism then it is a Loss of Frame. Deliberately interfering, by word or action, so as to disrupt an opponents' play.	Failing to make a Bona Fide attempt to play a legal shot will be deemed to be a deliberate foul and will result in loss of frame if a referee refs the game. If there is roaming referees the referee will be called in to assess the table to see who is been advantage or dis advantage. According to that the call will be a foul or loss of frame If a player picks up any ball without permission, he/she will lose the frame If the cue ball is in the process of going "IN OFF" and the player catches the cue ball in the pocket preventing it from going into the mechanism then it is a Loss of Frame	Referees Call: Loss of Frame Referees Call: Foul / Loss of Frame Referees Call: Loss of Frame Referees Call: Loss of Frame Referees Call: Loss of Frame

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
33. GENERAL TOURNAMENT GUIDELINES TIME FOUL (Maximum 60 seconds per shot) Tournament settings only when Referees are available. (Rule 8a) 	TIME ALLOWED A player has a maximum of 60 (sixty) seconds to play each shot, including the break and “BALL IN HAND”. • The Referee will start timing when all balls have come to rest from the previous shot. • If a player has not played a shot within 60 seconds, it is a foul. The opponent will be awarded a free shot plus one visit. If the first 30 (thirty) seconds has lapsed before the player has played his/her shot, the Referee will announce “THIRTY SECONDS” as a warning to the player. The call must be made the instant the thirty seconds has expired. • The Referee should not postpone the call because it appears that the player is about to play the shot, even if it means speaking on a player’s hand. • Following an “IN OFF”, the Referee will recover the cue ball from the basket; if the match is not refereed the player will recover the cue ball from the basket, and hand it to the player in control of the table. As soon as the cue ball is handed to the player the Referee will start timing and the player has a maximum of 60 (sixty) seconds to play his/her shot.	“TIME OUT” may be called for the following reasons The Referee must use his/her own discretion and this call must be made loud enough so that both players can hear the call: • A player requesting a cue-rest • Something is obstructing the player • A “Touching ball” decision • A “Snooker” decision Referee’s Call: - “Thirty Seconds” Referee’s Call: - “Time Foul” Referee’s Call: - “Ball in Hand, Time Running”

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
34. Unsportsmanlike conduct If the player breeches the “SPIRIT OF THE GAME” to such an extent that the frame (or match) should be awarded to the opponent.	GUIDELINES TO UNSPORTSMANLIKE CONDUCT • Foul Language • Player throwing his/her cue around or unscrewing it as if he/she is to concede • Arguing with an opponent, spectator or Referee • Continuously disagreeing with the Referee’s decision and/or ruling • Interfering while your opponent is on playing his shot • At the end of your visit not moving away from the table and out of your opponent’s way • Deliberately changing the position of the balls in play other than by a legal shot • Continuing to play after a foul has been called or play has been suspended • Practising during a match • Deliberately marking of the table • No Swearing will be permitted while a frame/game is in progress. If a player swears so that the Referee can hear, the Referee must give the player A FIRST AND FINAL WARNING and if this happens again the player will lose the frame. • If at any tournament where a block warning has been given at the start of the day, a player swears, the player will be penalised with loss of frame foul. • Cell Phones.	Referee’s Call: - Loss of Frame/match Referee’s Call: -Foul, Foul Language, Warning Referee’s Call: - Foul , Foul Language Loss of Frame Referee’s Call: - Foul , Foul Language Loss of Match



<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
	• delay of the game; • Using equipment inappropriately. • No smoking during a match. • No drinking during a match. • Wasting time during a match	

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
35. Coaching. During a frame, a player is required to play without receiving any advice from others 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.	The Referee should in all cases see that the game is played in a fair and just manner.	Referee's Call: - Loss of Frame
36. Leaving the playing area. If a player needs to leave the playing area during a match, the player must have the referees' permission. A player must never leave the playing area during a frame unless exceptional circumstances apply, and the tournament director has been advised before the match begins.	If the match isn't refereed players should only take necessary bathroom breaks between frames.	Referee's Call: - Loss of Frame/match
37. A referee may, if requested, advice on the rules of the game.	The Referee will explain the applicable rule to the best of his/her ability but must 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 player's duty to know the rules of the game. The referee may advice on PAST and PRESENT shots and not on FUTURE shots	

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
The Referee should ensure that excessive time is not taken to play a shot and should act in accordance with competition rules or guidance. 38. 9 Ball Re-Racks. 9 ball re-racks following Slow or Negative play. Rack the 15 balls as normal and then remove the top ball and back five. The players must also Re-LAG to determine who will break in this situation. In doubles matches once a player is addressing the table conversation with others including the partner is unsporting and shall be dealt with under competition rules.	How to rack the 9 ball re-rack. 1. Rack all 15 balls as normal. 2. Remove the 1st and last row of the triangle of balls racked. As per illustration below: 9 Ball Rack On their first visit after the opponents' have fouled or finished their visit the doubles partners may talk and directly after the break when the table is deemed to be open	Referee's Call: - Shot clock Referees Call: Foul

<u>RULE</u>	<u>INTERPRETATIONS</u>	<u>REFEREES INSTRUCTION/CALL</u>
39. Playing without a Referee. When a referee is not available, any dispute between two players should immediately be referred to the Tournament Director or an appointed substitute. Play must stop to allow the official to be called as any protest must be made immediately and prior to any subsequent shot being taken, or it cannot be considered or honoured. If the player fails to do so, the foul is considered not to have occurred.	All Players must honour an opponent's request that play be halted if an official is to be summoned or if a referee is to check or verify a rule question with other officials. Failure to honour such requests may result in disqualification or forfeiture of the game or match under the provisions of 'Unsportsmanlike Conduct'.	Referees Call: Loss of Frame/game
40. MOBILE PHONES Active athletes are not allowed to use their mobile phone, smart phones, pagers, or music devices during the match. Mobile phones must be turned off and may not lie on the table or in any other visible spot.	Cell Phones may not be accessed for messages, information or conversations at any time during a match by singles or scotch doubles players, or during your game in team play. You must turn off all audible ringers and other notification tones while on the event floor. In situations where an athlete has already been asked once to put away his/her mobile phone, earphones a second violation will be considered as unsportsmanlike conduct.	Referees call: Foul / Loss of frame
41. SMOKING AND ALCOHOL	Smoking and consuming of alcoholic beverages are not permitted during the match. This includes time-outs and other delays. A penalty will be imposed, if these rules are violated. Water are allowed	Referees call: Loss of frame / Loss of match

