



Bristol Pool League

A THE SPIRIT OF THE GAME

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

B 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 ball stops moving from the final shot of an opponent's turn until the ball stops 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.

C OBJECT OF THE GAME

- 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.
- When 'On' a group of Colours, potting more than one ball of that Colour in the same shot is allowed. But a separate shot must be played to Pot the Eight-Ball and win the game.

D PLAYING FROM BAULK

1 'Baulk' is the area of the table behind the Baulk Line at that end of the table.

2 When playing from Baulk:-

- The centre point of the Cue Ball must be behind the Baulk Line.
- The Cue Ball can be moved into position by hand of shaft of the cue. NOT Cue Tip.
- The Cue Ball may be played in any direction.

E THE BREAK

1 The Object Balls are racked with the Eight-Ball on the spot.

2 Players will Lag for Break.

3 To 'Break', the Cue Ball is played at the triangle of Object Balls from Baulk. The frame commences the instant the Cue Ball is played.

4 a The Break will be deemed a fair Break if:-

- At least one ball is potted.

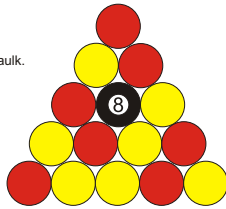
AND/OR

- Four Object Balls (at least) are driven to a cushion.

b If the Break is not a fair Break it is a Non-Standard Foul AND:-

- The opponent is awarded two visits.
 - The balls are re-racked.
 - The opponent re-starts the game and is under the same obligation to achieve a Fair Break.
- c i If the Cue Ball is potted on a Fair Break it is a Non-Standard Foul that is penalised by the turn passing to the opponent.
- If the break is not a Fair Break and Cue Ball is potted, the penalty for failure to perform a Fair Break applies (see b) above).

5 If the Eight Ball is potted on any break, the balls are re-racked and the same player will break again. (Except if a Serious Foul or breach of the 'Spirit of the Game' occurs.)



F LEGAL SHOT

1 On all shots, the player must:-

- Cause the Cue Ball's initial contact with a ball to be with a ball 'On' and then
- Pot a ball 'On' or Cause the Cue Ball or any Object Ball to contact a cushion.

2 Failure to play a 'Legal Shot' is a Standard Foul.

EXCEPTIONS

- On the Break, the conditions of a Legal Shot do not apply (see E The Break).
- When playing out of a Total Snooker a player is only obliged to meet the conditions of 1 a) above.

INTERPRETATIONS

a If the Cue Ball's initial contact is with an Object Ball that is touching a cushion, simply forcing that object ball into the same cushion does not constitute a Legal Shot.

G DECIDING COLOURS

1 GENERAL

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

b Colours can never be decided on a foul shot.

c Once Colours are decided, the player remains 'On' that coloured group for the duration of the frame.

d Playing a shot after neglecting to nominate a choice of Colours is a Standard Foul.

Any balls potted on such a shot are left in the pocket and ignored for the purpose of deciding Colours.

2 ON THE BREAK

a If no Colours are potted on the break the table is 'Open'.

b If one or more Colours are potted on the break the player must verbally advise the referee of a choice of Colour before proceeding. Failure to do so is a Standard Foul.

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

3 AFTER THE BREAK

a If a player pots one or more balls of the same Colour, the player is then 'On' that Colour.

b If a player pots one or more balls of different Colours, the player must verbally advise the referee of a choice of Colour before proceeding. Failure to do so is a Standard Foul.

H TIME ALLOWED

1 If the Time rule is being applied, a player has a maximum of sixty seconds to play each shot.

2 If the first thirty seconds elapses before a shot is played, the referee will call 'Thirty Seconds' as warning to the player.

3 If a shot is not played within sixty seconds it is a Non-Standard Foul. The incoming player is awarded two visits from:-

- Where the Cue Ball lies, OR if the player wishes,
- From Baulk

4 The Referee may decide to grant 'Time Out', if warranted.

5 Time Rule only applies when League referees are appointed.

I STANDARD FOULS

Standard 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 two visits to the opponent.

1 Potting the Cue Ball - 'In Off' (except on a Fair Break).

2 Playing from outside Baulk when obliged to play from Baulk.

3 Potting an opponent's ball. (Except when it is the properly nominated ball following a Foul Snooker of Foul Jaw Snooker).

4 Failing to cause the Cue Ball's initial contact with a ball, to be with a ball 'On'.

5 Accidentally striking the Cue Ball with any part of the cue other than the tip.

6 Accidentally striking an Object Ball with any part of the cue.

7 Playing a shot before all balls have come to rest from the previous shot.

8 Playing a shot before any balls that require spotting, have been spotted.

9 Touching the table when not in control of the frame (if agreed between opponents at start of frame).

10 Not moving away from the table within 10 seconds of the time that all the balls stopped moving from the final shot of a turn at the table (if agreed between opponents at start of frame).

11 Coaching:- During a frame, a player is required to play without receiving any advice from other persons relating to the player of the frame. Should a team member or bona fide supporter of a player offer advice, the referee will issue a 'First and Final Warning' to that person, or persons, that a repetition will result in the player being penalised via a Standard Foul.

12 Leaving the player area without permission.

13 Playing a shot after neglecting to nominate a choice of Colour when required to do so (see G Deciding Colours 1 d).

14 Playing a Push Shot or Double Hit.

15 Failing to perform a 'Legal Shot'.

16 After being awarded a Foul Snooker or Foul Jaw Snooker:- Playing an opponent's ball or the Eight-Ball without firstly nominating that ball.

17 Playing a shot while not having at least one foot touching the floor.

18 Failing to 'Play Away' from a touching ball.

19 A ball remaining off the table.

20 Player's body or clothing touching any ball.

J NON-STANDARD FOULS

Non-Standard 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 will then impose the relevant penalty.

1 Failure to perform a Fair Break (see E The Break 4 a) & b)).

2 Potting the cue ball on a Fair Break (see E The Break c) i).

3 An opponent's ball falling without being hit while the player is in control. (see T. Balls Falling Without Being Hit b).

K SERIOUS FOULS

Serious 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 will replace the balls as near as possible to the positions they were in before the Serious Foul was committed and award two visits to the opponent.

1 Playing a shot out of turn (accidentally or deliberately).

a A player who plays a shot at any time during a frame when the right to do so does not exist has played out of turn. (For example, a player who plays a shot immediately after playing a foul, or immediately after the referee has called a foul on that player is to break again).

b EXCEPTION - a shot played out of turn accidentally, that disrupts the balls to such an extent that the referee deems it impossible to replace them, the referee will give the opponent the choice of either playing the balls from where they lie or replaying the frame. (If the frame is replayed, the same player is to break again).

2 Deliberately striking a ball other than the Cue Ball with the tip of the cue.

3 Deliberately causing any ball or balls to be moved in a manner other than that which may result from playing a normal shot.

4 Deliberately striking the Cue Ball with other than the tip of the cue.

5 Causing the Cue Ball to jump over any ball. (If the Cue Ball leaves the bed of the table and misses and 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).

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

L LOSS OF FRAME FOULS

1 Committing a foul in the same shot that the Eight-Ball is potted. (EXCEPT on the break).

2 Potting the Eight-Ball when a ball or balls of the player's own Colour are still on the table (EXCEPT on the break).

3 Potting the Eight-Ball and the last ball or balls of the player's own Colour in the same shot.

4 Committing two serious Fouls in the one frame.

5 Committing a Serious Foul that disrupts the balls to such an extent that the Referee deems it impossible to replace them as close as possible to their original positions.

6 Any deliberate attempt to prevent the opponent from potting the Eight Ball, when the opponent is on the Eight-Ball, by way of a Serious Foul or other unsporting manoeuvre.

7 If a player breaches the 'Spirit of the Game' to such an extent that the frame (or match) should be awarded to the opponent.

M PUSH SHOTS AND DOUBLE HITS

1 DEFINITIONS: Generally any shot played with speed will not be deemed to be a Push Shot regardless of the fact that the cue tip may have come into contact with the Cue Ball more than once.

2 EXCEPTIONS: that are Standard Fouls:-

a When, during the playing of a shot, the tip of the cue strikes the Cue Ball twice and the referee is able to actually see each contact.

b When, during the playing of a shot, a player plays the cue so slowly through the Cue Ball that the cue tip remains in contact with the Cue Ball so as to be visibly pushing it along.

c When the Cue Ball is played into a touching Object Ball.

N SNOOKERS

1 DEFINITION: A player is 'snookered' when it is impossible to play the finest cut possible on both sides of any of that player's own Colour by way of a 'straight-line' shot.

2 A player cannot be Snookered by a ball of the player's own Colour. That is, if one of the player's own coloured group is an obstructing ball, it will be ignored for the purposes of determining a Snooker.

3 A player cannot be Snookered on an object ball if the Cue Ball is touching that Object Ball.

4 A player cannot be Snookered by the straight sections of the cushions. If a straight section of a cushion is preventing the finest possible cut on the side of an Object Ball, that section of cushion will be deemed not to exist for the purposes of determining a Snooker on that Object Ball.

5 If an Object Ball is partly obscured by a curved section of a cushion (Jaw), this in itself does not constitute a Snooker.

O TOTAL SNOOKERS

1 DEFINITION: A player is in Total Snooker when it is impossible to play any part of any of the player's own Colour by way of a 'straight-line' shot.

2 If a player believes that a Total Snooker exists, the player may ask the referee for a ruling.

3 If the referee rules that a Total Snooker exists, the player's obligation under the 'Legal Shot' rule are relaxed as follows:- The player need only cause the Cue Ball's initial contact to be with a ball 'On'.

P FOUL SNOOKERS

1 DEFINITION: When a foul occurs, and this results in the incoming player being Snookered, the incoming player is deemed to be Foul -Snookered.

2 If a player believes that a Foul Snooker exists, the player may ask the referee for a ruling.

3 If the referee rules that a Foul Snooker exists, the player initially has the following options:-

- Play the Cue Ball from where it lies (see 4 a) below). OR
- Ask the referee to remove the Cue Ball so as to allow the player to play from the Baulk (see 4 b) below).

4 a i If the player chooses to play the Cue Ball from where it lies, the player may nominate the Eight-Ball (but see 5 below) or any one of the opponent's Colour. The player can nominate a particular ball by verbal description of it, or its position, or by pointing at it.

ii Once nominated a ball is deemed to 'become one' of the player's Colour for the first shot of the first visit. The player may then play any of the player's own Colour or the nominated ball. If any of the player's Colour and/or the nominated ball are potted, the player continues with the first visit.

b If the player chooses to play the Cue Ball from Baulk, a Foul Snooker may no longer exist. If the referee decides that a Foul Snooker does still exist, the player may nominate a ball and follow the procedure in 4 a) above.

5 If the Eight-Ball is nominated it may be played, but potting it will mean loss of frame.

6 a If a player is 'On' the Eight Ball and Foul Snookered:- The player may play a nominated ball or the Eight-Ball and pot either or both of these balls, directly or indirectly, in any pocket or pockets.

Assuming the player does not commit a foul:-

- If neither the Eight-Ball or the nominated ball is potted, the player's first visit is complete.
- If the nominated ball is potted and the Eight-Ball is not, the player continues with the first visit.
- If the nominated ball and the Eight-Ball are potted, the player wins the frame.
- If the Eight-Ball is potted and the nominated ball is not, the player wins the frame.

7. If a Foul Snooker exists and the Cue Ball is touching an opponent's ball or balls, the player may, but is not obliged to, nominate one of those touching balls.

Q FOUL JAW SNOOKER

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

R TOUCHING BALLS

1 GENERAL

a If the Cue Ball is touching an Object Ball, the player is obliged to 'Play Away' from that Object ball at an angle of more than 90 degrees. (That is, play the shot without causing the Cue Ball to make any initial further contact with that Object Ball).

b If, when playing away from a touching ball, the touching ball rocks or moves without being contacted further, but simply because the Cue ball is no longer there, no penalty will apply.

2 Playing away from two or more touching Object balls. If any of the touching Object balls are of the players' Colours, the player will be deemed to have played away if player plays away from any one of the touching balls of the player's Colour. That is, the player may play into any of the other touching balls. The player needs then to only pot a ball or cause any ball to strike a cushion to fulfill the requirement of a Legal Shot.

S BALLS OFF THE TABLE

1 It is a Standard Foul if a ball leaves the playing surface (other than being potted) and remains off the playing surface or doesn't return by its own means.

2 DEFINITIONS/EXAMPLES

a 'Playing Surface':- The Playing Surface of the table is the flat part of the table between the cushions.

b 'By its own means'

i It is not a foul if a ball leaves the playing surface, runs along the top of a cushion, drops back on to the playing surface and comes to rest there or falls into a pocket.

ii It is a Standard Foul if a ball leaves the playing surface, comes into contact with a person or object that is not a part of the table and then returns to the playing surface.

c 'Off the Table':- It is a Standard Foul if a ball leaves the playing surface and comes to rest on other than the playing surface (e.g., on the floor or on the top of a cushion).

d 'Spotted':- A ball is spotted when its centre point is place on the spot or, if this is not possible, as near as possible, as near as possible to the spot in a direct line between the spot and the centre point of the cushion that lies the greatest distance from the Baulk Line. If any of the following balls require spotting, they are spotted in the following order:-

1 Eight-Ball, then Red Balls then Yellow Balls.

2 Eight Ball, Numbered Balls in numerical order.

3 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 (Or Balls) it is to be Spotted.

T BALLS FALLING WITHOUT BEING HIT

Any ball that falls into a pocket at any time, without being stuck, Shall be replaced by the referee to its original position. If any other balls are moved in these circumstances they shall also be replaced as near as possible to their original positions. no penalty, player in control continues with the visit.

U INTERFACE

1 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 such as:-

- An 'Act of God' such as an earthquake etc.

ii Tip falling off a cue or end falling off a spider etc. the referee will replace the balls as near as possible to the positions they were in before the incident occurred, no penalty shall be imposed on either of the players and the frame shall continue.

V IMPOSSIBLE SHOT

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

W STALEMATE

The referee shall declare a Stalemate if both the player and the opponent have there turns in succession where the Cue Ball fails to make contact with an Object Ball. In such a case, the frame will be replayed with the same player breaking.

X BPL HOUSE RULES

The following rules will be rigidly enforced. Failure to comply will mean the Elected League Committee taking disciplinary action(s) whose decision will be final.

a Unless informed otherwise League Meetings will be held 7.00 - 8.30 p.m. on the first Thursday of each month. A person representing each team must attend to pay subscriptions and hand in result cards. This will be the only opportunity each month to hand in result cards.

RESULT CARDS WILL NOT BE ACCEPTED AT ANY OTHER TIME BY POST.

FAILING TO HAND IN CORRECTLY COMPLETED SCORE CARDS WILL MEAN LOSS OF POINTS.

A CARD MUST ALSO BE SUBMITTED TO COVER A FREE DATE AND CUP MATCHES.

b League matches will commence at 8.00 p.m. according to rule. In the event of a team failing to arrive and be ready to play the first frame after 8.15 p.m. they will forfeit the first frame. These forfeits will continue for every 15 minutes after 8.00 p.m. until 5 frames has been reached.

c When a match is in progress a team must be able to play the next frame directly following the end of the preceding frame in the correct sequence as the format of play dictates. If unable to do so the whole match will be forfeited.

d Players must not be barracked. Any player who feels he has been barracked should report this to his captain after informing the referee(s). The captain must not sign the match card and report the incident to the Committee giving as many details as possible through the dispute procedure see rule e.

e If a dispute arises the frame should not be continued. The rest of the frames within the match should be played and if the result is a tie captains should not sign the card. This must be reported, in writing, to the Committee within 48 hours after the dispute giving as much detail as possible.

f If a team or landlord wishes to stop the match and restart on another night convenient to both teams, the remaining players in attendance who have not yet played must sign the back of the score card so as to indicate that they are eligible to play at the restart. If a team or teams are unable to complete a match due to running out of time the match must be restarted in time to find a result to be handed in at the next League Meeting.

g Players can transfer from one team to another within a League up to half way through the season. No transfers can take place after this unless under exceptional circumstances which will have to be authorized by the Committee.

h New players cannot be signed on after half way through the season. This rule may be relaxed by the Committee if the team's membership falls below 9 players.

i A player can only play in knock-out cup competitions for one team in any one season.

j If non-registered players are played this will result in the offending team losing the match. New signings must be handed to the secretary before the player can play in a match.

k If a team moves to play at another pub it must take with it two thirds of the players in order to keep the team's status within the League.

l If a team drops out within a season and returns to the League the following season (the team still comprising of players of the original team) the team must pay to the League any outstanding fees. If however the team comprises of all new players fees will not be owed to the League.

m Any points not covered in the above rules will be dealt with at the discretion of the Elected League Committee, whose decision will be final and not open to appeal.

n **THIS RULE SHEET MUST BE DISPLAYED IN A PROMINENT POSITION CLOSE TO THE PLAYING AREA.**