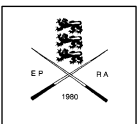


INTERNATIONAL 8BALL POOL RULES

Referees

Rules & Guidance



Rules & Guidance for International 8Ball Pool Rules

This Booklet has been produced for use by Qualified World Rules Referees & prospective International Rules Referees Exam candidates

Compiled using the Official
International 8Ball Pool Playing Rules

The Booklet contains references to:

**International 8Ball Pool Playing Rules
Guidance to the rules
Referees Calling Procedure
&
Guidance to Refereeing**

For any enquiries regarding this
Rules & Guidance Booklet

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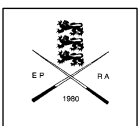


Diagram (1)

showing method of locating 8Ball Spot and placement of the
Baulk (Break) Line & Imaginary Centre Line

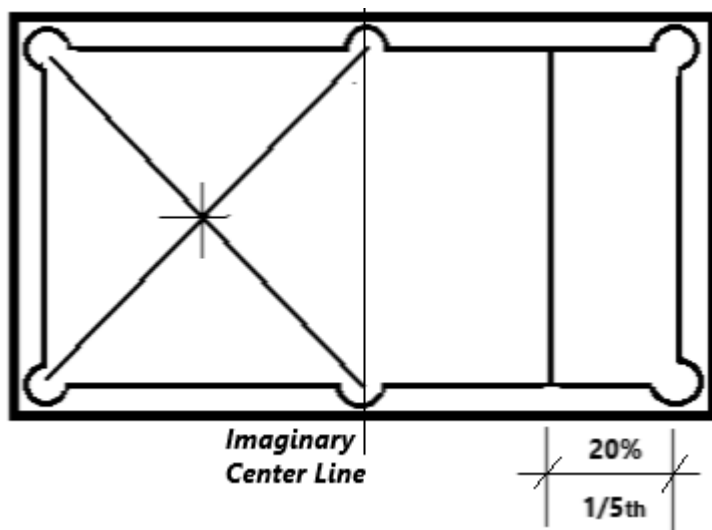


Diagram (2)
showing
Ball sequence for
Racking &
placement of
Rack Line

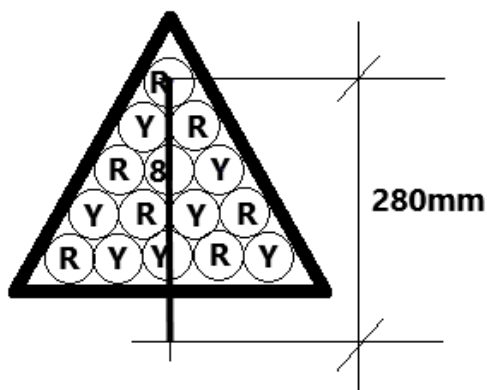
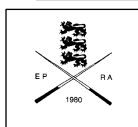


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1: THE SPIRIT OF THE GAME

The game will be referred to as International 8Ball Pool. It is required that all players play in the Spirit of the Game and in a Sportsman like manner.

Referees will endeavour to ensure that the Spirit and Rules of the Game are upheld at all times.

2(a): EQUIPMENT

Only equipment that is generally accepted within the Game, is accepted, Any other equipment must be agreed by the Tournament Director. Equipment must only be used in a manner intended, use in any other way will constitute a Foul.

The Game will be played on a Rectangular Table of 6 Pockets and 6 Cushions.

Permitted Equipment:

- a)** Cue Ball (generallyly white with Red spots)
- b)** 2 Groups of 7 Object Balls (generally Red & Yellow)
- c)** Black 8Ball (generally Striped)
- d)** Mechanical Rests (generally incl. Standard Rest, Spider & Gooseneck)
- e)** For purpose Cue/s

Guidance:

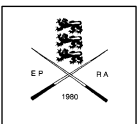
(2:) EQUIPMENT

1: If any standard equipment as described above (d) is unavailable, no allowances should be made by the Referee. Players may use their own, but it must be purpose made for the same use.

2: A Time Out will NOT be awarded for a player to collect / put back any equipment that they are supplying themselves. This includes Rests, Cues, Chaulk, Hand Towels etc.

3: Should a tip fall off a players cue, a Time Out to re-tip or replace the cue will be awarded at the Tournament Organisers discretion.

4: Should a falling tip make contact any ball on the table, then a Foul will be called.



2(b): TABLE LAYOUT

The Playing Surface will be the flat area bordered by the cushions.

The Playing Surface will be marked as: (see Diagrams (1) & (2) page 3))

The 8Ball spot will be at the intersection of 2 imaginary diagonal lines drawn from the centre of the centre pockets to the centre of the Top pockets.

The table will be marked with a 'Head Ball' and an '8Ball' spot.

There will be a vertical line drawn from the 'Head Ball' spot through the '8Ball' spot, for a total length of 280mm, towards the centre of the Top Cushion. This will be regarded as the 'Rack Line'.

The table will also be marked with a Baulk (Break) Line (see Diagram (1) page 3)). This line will be drawn across the table, at a distance of $1/5^{\text{th}}$ (20%) the length of the Playing Surface, from, and parallel to, the Baulk cushion.

Guidance:

2(b): TABLE LAYOUT

In the event that the table is incorrectly marked, the match should move to another table. If there are no tables available or all other tables are marked the same, then the match must either be played on an incorrectly marked table or the match abandoned, depending on both players agreeing.

This also applies to damaged tables.

3: OBJECT OF THE GAME:

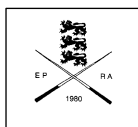
The Game will be played using 15 Object Balls and a Cue ball

(as described in 2a: items a – c). A player must Legally pot all of their Group of balls (either by single or combination shot) and then pot the 8Ball in a separate shot.

4(a-d): THE LAG:

- a)** Players will Lag at the beginning of a match, to decide the Break sequence. The winner of the Lag will decide which player is to Break first. The winner will be the player whose ball finishes closest to the Baulk Cushion. Thereafter, the Break will alternate.
- b)** The Lag Balls should be of equal size and weight. Both players should strike the Lag Ball simultaneously. To achieve this the Referee will count down from 3 to 1.
- c)** An automatic Loss of Lag will be called if a player's ball:
 - i) Crosses into the opponents half of the table
 - ii) Fails to contact the top cushion

Cont/.



4(c) Cont/.

- iii) Drops into a pocket
- iv) Hits the side cushion
- v) Jumps off the table
- vi) Comes to rest within the jaws of a pocket
- vii) Player commits a Standard Foul

d) Players will lag again if:

- i) Both players commit a Foul
- ii) Player fails to strike their ball before the opponents ball hits the top cushion
- iii) Referee cannot decide which ball is closest to the top cushion

Guidance:

(4:) THE LAG

1: *If possible, Referees should ensure that there are no other balls or the triangle on the table when the Lag is taken. This will depend on whether the Tournament Organisers require the table to be fully racked. If not possible, the rack should be pulled to the centre of the Top cushion.*

2: *It would be helpful if the Referee can ascertain if the players are Right or Left handed. This can help with unimpeded cueing for the players, Right Handed to Lag on the Left of the table and Left Handed to Lag on the Right.*

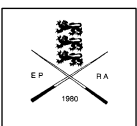
3: *Balls used for the Lag should be of equal size and weight. Normally a Red and a Yellow ball would be used or two cue balls if they are available.*

4: (e-i) THE BREAK

e) The Break will be deemed a Legal Break if the player scores a total of 3 points. Scored as:

- i) 1 point for each object ball potted (to include the 8Ball)
- ii) 1 point for each ball that passes an imaginary line drawn between the centres of the two centre pockets (not to include balls potted)
- iii) To be deemed as passed the imaginary line, the whole ball must be passed it

f) i) Failure to perform a Legal Break will ALWAYS result in the frame being re-racked.



4(f) Cont/.

- ii) The opponent has the right to either Break the re-racked frame or request that the original player is to Break again
- g)** i) Following the Break off shot, the table remains open, even if balls are potted.
ii) If the player in control fails to make a Legal Pot, the table remains Open for the incoming player.
- h)** i) If the 8Ball is potted on a Legal Break (together with other Object Ball/s) then it is ALWAYS re-spotted (**(see 6:m) Re-spotting Balls**) The player in Control then carries on with their visit – Open Table.
ii) If the 8Ball is the sole ball potted on a Legal Break, then it is ALWAYS re-spotted. The incoming player then has an Open Table.
- i)** i) If the Cue ball is potted on a Legal Break, it is a Loss of Turn Foul. The incoming player is awarded One Visit – Cue ball in Hand – Open Table.
The Cue Ball is played from Baulk (behind the Baulk (Break) Line) and in any direction.
ii) If the Cue ball leaves the table and comes to rest other than on the flat playing surface of the table, it is a Standard Foul. The incoming player is awarded a Standard Foul – One Visit – Cue ball in Hand – Open Table. The player may place the Cue ball anywhere on the table and play in any direction.

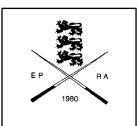
Guidance:

(4:) THE BREAK

1: *When calculating the number of points scored on the Break, the Referee should ensure that any balls counting, are completely over the imaginary line drawn between the centres of the two middle pockets*

2: *Any balls passing the centre line but also being potted, only count as 1 point.*

3: *Referees should take care in ensuring that, any balls that have passed the centre line but have hit the Baulk cushion and come back into the top half of the table, are counted.*



5: THE RACK

The balls will be racked as per **diagram (2) Page 3**. The Head ball will be placed on the Head spot at the top of the Rack Line and the 8Ball on the 8Ball spot.

Guidance:

5: THE RACK

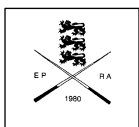
Unless agreed by the Tournament Organisers, players should not be permitted to 'Rack' their own balls, when there is a Referee officiating the match. If players are permitted to 'Rack' their own balls in this instance, Referees should ensure that the 8ball and head ball are on their spots. Racking 'High' can give the breaker the advantage of potting a ball/s from the break.

6: IN-PLAY

6: (a) DECIDING GROUPS

- (1)** Groups are decided when the first ball is Legally Potted (**see 6e (12)**). The Referee will call first Group in-play.
- (2)** The table is Open when groups have not been decided. Following a Legal Break the table is ALWAYS considered OPEN. Any balls potted on the break (group balls) are ignored. Groups are only decided when a player legally pots an object ball. Once a players group is decided, these balls are considered balls On.
- (3)** Failing to make a legal pot, the table will remain Open.
- (4)** If a ball of both groups are potted on a single shot to decide groups, then the colour of the ball struck first will be the group On. If a Foul is played in this instance, then the table remains Open.
- (5)** When the object ball group being played is not obvious, for instance, the player is playing at a group of balls or balls in close proximity to each other or the player is snookered behind the 8Ball or there is no clear target:
 - i) The player MUST indicate clearly the group colour they intend to play, to the Referee or their opponent, if no Referee is on the match.
 - ii) Failing to comply with **(5) i)** above, when potting a ball on an Open Table, will result in a Loss of Turn (**see 6d**) and the table will remain Open.

Cont/.



6(a)(5) Cont/.

- iii) Failure to make first contact with a called group is a Loss of Turn **(see 6(d))**. The table remains Open
- iv) First contact to be with the called group, but, potting a ball of the other group and none of the called group, is a Loss of Turn **(see 6(d))** The table remains Open.
- v) Potting a ball of the called group is a Legal Shot and that group is assigned to that player.
- vi) It is the responsibility of the player In Control to ensure that the call for nomination of group is made in a Fair and Sporting manner.

Guidance:

6(a) DECIDING COLOURS

1: *The Referee should not request a group nomination, when nomination is required, this could be construed as Coaching.*

2: *While the table is Open, it not permitted to use the 8Ball as a Ball On.*

3: *The player will be advised, of their Group, immediately an object ball is potted on a Legal Shot on an Open Table (Red/Yellow Balls In Play). When the opponent takes control, they will be advised of their Group (Red/Yellow Balls In Play).*

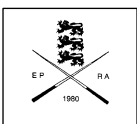
4: *Players will be advised of their Groups once only, they can be reminded on verbal request. This also applies when an Open table exists.*

6: (b) CONTINUING A FRAME

Players are deemed to be 'In Control' of the frame, for as long Legal Shots are played and balls On are potted. Players will relinquish control of the table to the opponent when:

1: *The player in control fails to pot a ball/s of their own group.*

2: *The player in control commits a Foul.*



Guidance:

6: (b) CONTINUING A FRAME

1: A player is deemed to be 'In Control' of the table, from the time all the balls stop moving from the final shot of their opponents visit, to the time all the balls stop moving from the final shot of their visit.

2: There can be no point in a frame (from the break shot) when a player is not In Control of the table. (The only exception being when a Time-out has been called).

3: Should a player take a shot or involve themselves in the frame, during a Time-out, then they are deemed to have played Out of Turn and a Standard Foul is called.

6: (c) COMBINATION SHOTS

On a 'Combination Shot' balls from both groups may be potted. Providing that the cue balls first contact is with a ball On. The balls can be potted in any order. Playing a Combination Shot that results in only a ball from the opponents group being potted, is a Loss of Turn (**see 6: (d)**). Notification is not required for a Combination Shot.

Guidance:

6: (c) COMBINATION SHOTS

If the player in control is on the 8Ball, they may pot the 8Ball and the opponents ball/s, in the same shot, without penalty, providing the cue balls first contact is with the 8Ball. Potting only the opponents ball/s results in a Loss of Turn (**see 6:**

6: (d) LOSS OF TURN

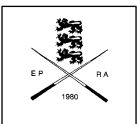
Following a Loss of Turn, the control of the table returns to the opponent. The cue ball is played from where it lies. Providing the cue balls first contact is with a ball On, potting the opponents ball is a Loss of Turn. The exception being when an open table exists.

1: Accidentally potting a ball of the opponents group

2: Failing to complete a Legal Combination Shot

3: Playing a Tactical shot – ie. Playing a ball On to deliberately pot a ball of the opponents group

4: Failing to call a group on an Open Table, unless the group being played is obvious. (**see 6: (a): (5) i) & ii)**)



Guidance:

6: (d) LOSS OF TURN

1: Potting an opponents ball/s, either by accident or design, will result in a Loss of Turn Foul. The opponent plays the cue ball from where it lies. This includes, when a player attempts a Combination Shot, potting only the opponents ball/s.

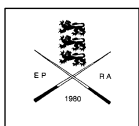
2: If, on an Open Table, the group the player is intending to play is obvious, then nomination of that group is not required. If, however, it is not obvious, then nomination of the group is required. This could be that the player is playing towards a cluster of balls or a ball/s of each group are in close proximity to each other etc.

6: (e) STANDARD FOULS

Standard Fouls will be called immediately they occur, however, the Fouling player remains In Control until all the balls have stopped moving, from that shot. The opponent is awarded One Visit – Cue ball In Hand, the cue ball can be placed anywhere on the table and played in any direction. **(see 6: (f) 6: Loss of Frame))**

- 1:** Potting the Cue Ball (In-off) **(Except on the Break (see 4i))**
- 2:** Playing from On or Outside of the Baulk (Break) Line when obliged to play from Baulk
- 3:** Playing out of Turn. ie. When a player plays a shot directly following a Foul or a Foul has been called on that player. To include Breaking Out of Turn
- 4:** Striking the cue ball with any part of the cue, other than the tip. Positioning the cue ball with the cue, when Ball in Hand, is permitted providing the cue tip does not make contact with the cue ball.
- 5:** Striking any ball, other than the cue ball, with the cue tip or any other part of the cue.
- 6:** Playing a shot before all balls have come to rest from the previous shot.
- 7:** Playing a shot before any balls that require Re-spotting/Re-placing have been Re-spotted/Re-placed.
- 8:** **Coaching:** A player is expected to play the match without advice from fellow Team Mates or bone-fide supporters. Should the Referee consider that advice has been given, then the Referee will issue a First and Final Warning, any repetition will result in a Standard Foul will be issued. As is not always possible to hear exchanges between players and supporters, the Referee can issue a First and Final Warning / Standard Fouls (as applicable) on the grounds that any exchanges (other than general barracking) can be regarded as Coaching.

Cont/.



6: (e) 8: Cont/.

In a Tournament setting, the Senior Referee / Tournament Director, would, in general, issue a 'First and Final Warning' for Coaching. This warning is for the benefit of all Players and Spectators alike. This warning would be given once only prior to the start of Tournament play.

9: Leaving the playing arena without permission

10: Playing a Push Shot

11: Double Hit

12: Failing to play a Legal Shot

13: Playing a shot without having one foot on the floor

14: Failing to play away from a Touching Ball/s

15: Ball remaining off the table

16: Any part of a players body or clothing (incl. jewellery) touching any ball. Any Equipment, or part thereof, supplied by the player/s themselves, touching any ball. (incl. Tips falling off, dropped chalk etc.) Except items supplied by the venue or organisers, this would be regarded as outside a players control.

17: Jump Shot: If the cue ball (upon first striking) should completely jump over any ball that it would have contacted on an otherwise identical shot, had the cue ball not left the playing surface, will be deemed as a Jump Shot.

18: Marking the table to assist in playing a shot.

19: Time Foul

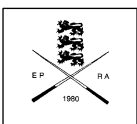
Guidance:

6 (e) STANDARD FOULS

The instant the Referee is aware of a Foul, they will make the appropriate call. When all balls have stopped moving they will call the appropriate penalty. ie.Cue Ball in Hand.

Legal Shot: *Defined as: The cue balls first contact with a ball must be with a Ball On. A Ball On must then be potted or a ball (any ball) must be caused to come into contact with a cushion.*

(see: 6: (h) (1: & 2)) Frozen Ball/s.



Guidance:

6 (e) STANDARD FOULS

6: (e) 1: 'In-off' Should the cue ball enter and drop into a pocket and remain off the table this is an In-off. If the cue ball hits the back of the pocket and then returns to the table, this is not an In-off. The back of the pocket is regarded as a cushion, this also applies when assessing a Legal Shot.

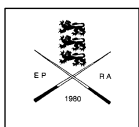
6: (e) 2: 'Playing from Baulk' When required to be playing from Baulk, the cue ball should be placed so that the (imaginary) vertical centre line of the cue ball is behind the Baulk (Break) Line. If the imaginary line is on the Baulk (Break) Line, then this will be deemed as playing from outside Baulk.

6: (e) 3: 'Playing out of Turn' Should a player play a shot, when they do not have the right to do so, will be deemed as playing out of turn. This can apply at any time during a frame, including the Break and when a Time-out is in force. (Time-running not called)

6: (e) 4: 'Striking the Cue Ball' If a player has a Ball in Hand or is obliged to play from Baulk, they may position the cue ball with the shaft of the cue. However, should any part of the cue tip come into contact with the cue ball, then a Legal Shot must occur.

6: (e) 5: 'Striking an Object Ball' Striking any ball with any part of the cue, including the tip, will be a Foul. If the cue ball is struck with the tip, then the requirements of a Legal Shot must be met. If the Referee thinks that a player has deliberately breached this rule, to gain an advantage, then they should consider if the Spirit of the Game has been breached. **(see 6: (f) (2))**

6: (e) 8: 'Coaching' If the Referee considers that Coaching has occurred, they will issue a First and Final warning to that match, if one has not been given already. If there are other matches involved, they should request that a First and Final Warning be issued to all players and spectators. **"Any word or action deemed by the Referees to be Coaching, will be penalised with a Standard Foul, including using a mobile phone whilst involved in a match".** Referees should be sure that the words/action can be interpreted as Coaching. Should suspected 'Coaching' cause a player to visibly alter their Shot or change how they are looking at the table or if there is a definite Instruction, such as: "Play the Double" / "Reds look best" / "It's not your shot" etc. should be considered as 'Coaching'. Sayings such as "Take your time" would not normally be considered as 'Coaching' but Referees should consider the situation on the table. Even if the Coaching prevents a Loss of Frame foul, it is penalised with a Standard Foul.



Guidance:**6 (e) STANDARD FOULS**

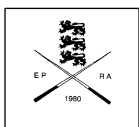
6: (e) 14: 'Touching Balls' *If it has been agreed that the cue ball is touching an object ball, the player must play away from that ball at an angle of more than 90 degrees. Should the object ball move in this process, the Referee should be certain that this is not the case because the ball has moved into a divot on the table or that it has moved because it was resting on some debris on the table.*

6: (e) 15: 'Ball of the Table' *Should a ball (any Ball) leave the bed of the table and come to rest back on the flat surface of the table, it must have done so under its own volition. Should it return after hitting an object not associated with the table itself, then a Foul should be called. That would include the player themselves. However, should a ball leave the table, run along the top of a cushion and then return to the playing surface, this is not a foul. Similarly, should the ball drop into a pocket, this would be regarded as being potted and the player would get the benefit or required penalty of the pot.*

6: (e) 17: 'Jump Shot' *A Jump Shot refers to the action of the cue ball upon first Striking, If the cue ball jumps the object ball being played, but hits that ball on the back, this is not a Jump Shot, the cue ball must completely jump the object ball. If the cue ball were to completely clear the object ball, but, hit a cushion and return to hit the object ball it jumped, this is a Jump Shot. Similarly, if the cue balls first contact is with a cushion, then jumps an object an object ball, this is also a Jump Shot. Once a shot has been played and the cue balls first contact is with the ball intended, if any balls are jumped either by the cue ball or any other ball after this contact, these are not regarded as Jump Shots.*

6: (e) 18: 'Marking the Table' *If a player deliberately marks the playing surface or cushions in an effort to assist a shot, this is a Standard Foul. The marking could be with chalk on the cue tip or by finger mark or placing a block of chalk in a strategic position etc. The Referee should endeavour to remove any marks or items. Should a player persist in doing this, a Breach of the Spirit of the Game should be considered.*

6: (e) 19: 'Time Foul' *A Time Foul will be called when a player exceeds the allowed time to strike the cue ball to play a shot. The time allowed is 45 seconds or 90 seconds if an extension has been allowed. The stopwatch should be shown to the player before re-setting. If a shot is played after the Time Foul is called, this is Playing Out of Turn. (see 6: (e) 3))*



6: (f) LOSS OF FRAME FOULS:

Loss of Frame Fouls will be called immediately they occur.

It might be necessary to explain the reason to the player.

Including but exclusive to:

- 1:** Deliberately Striking the opponents ball.
- 2:** Unsporting behaviour / Bring the Game into Disrepute.
 - 1) Foul Language
 - 2) Throwing a Cue around / Unscrewing a Cue as if to concede.
 - 3) Continually arguing with the Referee / opponent.
 - 4) Interfering with an opponent when on a shot, either verbally or physically.
- 3:** Committing a foul in the same shot as the 8Ball is potted (excluding the Break).
- 4:** Potting the 8Ball when Ball/s of the players group are still on the table (except on the Break). Including potting the players last ball On and the 8Ball in the same shot.
- 5:** A player who clearly and intentionally fails to play a ball of their own group.
- 6:** Intentionally placing the cue ball (Ball in Hand following a foul) to create a Stalemate situation.

Guidance:

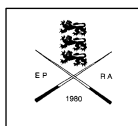
6: (f) LOSS OF FRAME FOULS

- 1:** *Deliberately causing the cue balls first contact to be with an object ball NOT On.*
- 2:** *Not Playing in the Spirit of the Game (Unsporting behaviour)-*

Examples:

- i) Audible bad language / Excessive hitting or kicking the table / Excessive hitting a cue on the table or floor. The referee should warn the player that any re-occurrence of this will result in a Loss of Frame. (One warning per match in Singles/doubles – One warning per frame in Team Matches).*
- ii) Dismantling a cue or placing a full length cue in its case/Shaking hands with the opponent as if to concede.*
- iii) Constant arguing with the referee (refusing to accept referee /Senior referees decision) or opponent.*

Cont/.



Guidance:

6: (f) LOSS OF FRAME FOULS:

6: (f) 2) Cont/.

- iv) *Attempting to interfere with the opponents shot, either verbally or physically. This could include: jangling coins in their pocket/noisily chaulking a cue/moving about in their eyeline/making audible comments such as "I've seen these missed"*

6: (f) 6) *If a player has cue ball in hand and deliberately places it in such a way that a Legal Shot is not possible, and then asks for a Stalemate, they will lose the frame.*

The examples mentioned are not meant to be exhaustive, The actions of the player and the state of the table should be taken into consideration.

6: (g) STALEMATE

Should a situation arise where a Legal Shot cannot be played (**see 6: (e) (12))** whether arrived at by accident or design, a Stalemate will be called. The frame will be re-racked and the player who originally broke will break the re-racked frame, this to include if a Foul/Illegal Break was originally made.

Guidance:

6: (g) STALEMATE:

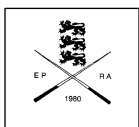
A Stalemate implies that a player cannot play a Legal Shot in order to hit a ball On, by way of a straight line shot, with or without the use of the cushions. The use of side is not a consideration, nor can the players ability to play a shot be assumed by the Referee.

6: (h) FROZEN BALL/S:

1: A ball is deemed to be Frozen if it touching a cushion. If the cue balls first contact is with a Frozen ball On, then the following must occur, or a Standard Foul is called.

- 1) A ball On is potted
- 2) The Frozen ball contacts a different cushion
- 3) Any other ball contacts a cushion

2: A ball is only deemed to be Frozen if it announced by the Referee / opponent, prior to the shot being taken.



Cont/.

Guidance:

6: (h) FROZEN BALL/S

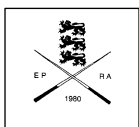
- 1:** *If a Frozen ball is caused to leave the cushion, strike another object ball, and then returns to the same cushion, this is a Legal Shot.*
- 2:** *If both the object ball and cue ball are Frozen to the same cushion, then:*
 - i) *A ball On must be potted*
 - ii) *Either the cue ball or object ball must contact a different cushion*
 - iii) *Any other object ball must be caused to contact any cushion*
- 3:** *A simultaneous between a Frozen ball and a the cushion is NOT a Legal Shot*
- 4:** *Simply forcing a Frozen ball into the cushion is NOT a Legal Shot*
- 5:** *If the Frozen ball, upon being struck, leaves the cushion and then returns to the same cushion, without making contact with another object ball, this does Not constitute a Legal Shot. This could be caused by an uneven table or blemish*

6: (i) OUTSIDE INTERFERENCE:

- 1:** There is no penalty if any balls are moved in the following circumstances:
 - 1) By person/s not involved in the frame
 - 2) As a result of being bumped
 - 3) Events deemed to be outside the players control
- 2:** The Referee alone will replace any necessary balls as close as possible to their original positions. Re-racks will not be granted except under exceptional circumstances. The Referees decision is final.
- 3:** If the Referee considers it is warranted, the shot clock can be re-set. This is at the Referees discretion, their decision is final.

6: (j) SHOT CLOCK:

A player is allowed 45 seconds to play a shot, the cue tip must have made contact with the cue ball within this time. Failing to complete this will result in a Time Foul being called and a Standard Foul called. The 45 seconds will commence from the time all the balls have come to rest from the last shot and will stop immediately the cue tip has struck the cue ball. At 35 seconds the Referee/Timekeeper will call "Ten seconds remaining" they will then count down from 5 seconds. Once per frame the player is allowed to request a time extension of 45 seconds, this will be added to any shot time remaining.



Guidance:**6: (j) SHOT CLOCK:**

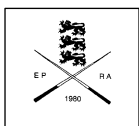
- 1:** All calls will be made in a clear and audible manner for the benefit of both players and spectators.
- 2:** Referees/Timekeepers will not spend an inordinate amount of time staring at the stopwatch, at the detriment of their other duties.
- 3:** Should the Ten Seconds call be made late, for whatever reason, the player will still be awarded 10 seconds from the time the call is made. At some point the Referee may need to concentrate more on a situation on the table rather than the stopwatch, but should be aware of how much time is remaining.
- 4:** If a Time Foul is called the Referee/Timekeeper will not clear or re-set the stopwatch until they shown the offending player that 45 seconds (minimum) have elapsed.

6: (K) BALLS FALLING IN WITHOUT BEING HIT:

- 1:** If a ball comes to rest on the edge of a pocket, but drops into the pocket within 5 seconds, the ball is deemed to have been potted.
- 2:** If a ball comes to rest on the edge of a pocket and drops in after 5 seconds, then it is replaced to its original position and the incoming player begins their visit. The Referees decision is final.
- 3:** If any ball falls into a pocket, but is not part of the shot being played, the ball will be replaced and the visit continues.
- 4:** If any ball should fall in without being hit during the course of a shot, but would have been hit had it not dropped in, then that ball is replaced and all other balls are returned to their original positions (including the cue ball). The player in control may then either play the same shot again OR if they wish, play a different shot, without penalty.

Guidance:**6: (k) BALLS FALLING IN WITHOUT BEING HIT:**

The instant the Referee decides that all balls have stopped moving, they will commence timing. If within 5 seconds a ball falls, it's deemed to be potted and the player who played the previous shot is regarded as potting it, they, therefore, receive either the benefit or penalty, depending on whether it was a ball On or not.



6: (l) BALLS OFF THE TABLE:

Should any ball leave the bed of the table and come to rest other than on the playing surface will be penalised with a Standard Foul. (other than a Legal Pot).

- 1) If the cue ball, then, Ball in Hand to be placed anywhere on the table.
- 2) If an object ball, then the ball will be re-spotted. **(see: 6 (m))**

Guidance:

6: (l) BALLS OFF THE TABLE:

- 1:** The Playing Surface (Bed) of the table will be regarded as the flat surface between the cushions.
- 2:** Any ball that leaves the playing surface of the table must return to the playing surface under its own volition. If it contacts an object (that is not part of the table) or person and then returns to the playing surface, then this is a Standard Foul.
- 3:** If the ball leaves the playing surface and then runs along a cushion and then returns to the playing surface (or is potted if a Ball On) then this is not a foul.

6: (m) RE-SPOTTING BALLS (OFF THE TABLE):

Any object ball requiring re-spotting (Off the Table) will be placed directly on the 8Ball spot, if this is not possible, they will be placed as near to the 8Ball spot as possible, in a direct line between the spot and the centre of the top cushion. They will be re-spotted in order as:

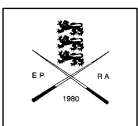
- a) 8Ball
- b) Red Ball/s
- c) Yellow Ball/s

Re-spotted balls must be placed as close as possible to any other balls in close proximity, but without touching any other balls.

6: (n) PLAYERS RESPONSIBILITY:

It is the player's responsibility to be conversant with the playing rules. However, players can ask Referees to advice on the rules. Referees cannot offer advice that may affect the specific playing of a shot or may affect the outcome of a frame. Tournament Organisers should make every effort to ensure that all relevant information is available to the players. It is, however, ultimately, the player's responsibility to know the rules. There is no recourse if a player does not receive correct or complete information.

Note: A Time Out will not be awarded for players to request rule/s clarification during play.



Guidance:**6: (n) PLAYERS RESPONSIBILITY:**

Should a player request clarification of a rule, the Referee must be fully aware as to whether the information provided will have an affect on the particular shot that the player may be considering playing. The choice of shot is the players responsibility and the Referees advice cannot affect the outcome of a shot or frame. Referees must be careful that any clarification given cannot be construed as Coaching.

Should a player request clarification, they will do it in their own time, a Time-Out should not be awarded.

7: COMPLETION OF A FRAME:

A frame is completed when:

- 1:** The 8Ball is potted on a separate and Legal Shot and all the balls of that players group have been potted.
- 2:** The Referee waits for all the remaining balls to stop moving and calls "Frame".
- 3:** Should a player play a shot or interfere with any remaining balls BEFORE all the balls have stopped moving and the Referee has NOT call "Frame", the Referee will award a Loss of Frame Foul, irrespective of the player involved.
- 4:** A player commits any Loss of Frame Foul.

Sundry: 1: TIME-OUT:

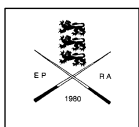
A Time-out may be awarded if the Referee deems it necessary, either at the request of a player or for the benefit of the Referee.

A Time-out may be granted for: (examples)

- 1:** To collect a piece of 'House' equipment that is not immediately at hand (Rest etc.).
- 2:** Someone or something is obstructing the player in control.
- 3:** A player needs to urgently leave the arena
- 4:** The Referee needs to make a decision on a close situation (not obvious) on the table ie. Touching ball or Stalemate etc.

A Time-out will not be awarded for: (examples)

- 1:** Collecting an item of self-supplied equipment.
- 2:** A player to visit the toilet, unless dispensation has been agreed with the Tournament Organisers. Players can use the toilet between frames with permission of the Referee.

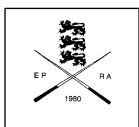


Guidance:**TIME-OUT:**

- 1:** *During a Time-out, neither player is regarded as being in control of the table. Referees should ensure that both players are stood away from the table.*
- 2:** *A player playing a shot during a Time-out (before Time-running is called) is deemed to have Played Out of Turn. **(see: 6: (e) 3:).***
- 3:** *Awarding a Time-out (or not) will be at the Referees discretion.*

Sundry: 2: DEFINITIONS:

- 1:** **Shot:** A 'Shot' begins when all the balls have all the balls have stopped moving from the previous 'Shot' (exception: Break Shot). A player plays a shot by striking the cue ball with the cue tip. A 'Shot' ends when all the balls have stopped moving from the current shot.
- 2:** **Play:** To 'Play' an object ball is to play a 'Shot' that results in the cue balls first contact with another ball to be with that object ball.
- 3:** **Ball On:** A 'Ball On' is any object ball that the player can legally play without incurring a penalty.
- 4:** **Pot:** A ball is considered 'Potted' when it completely leaves the tables playing surface, enters a pocket and does not return to the playing surface.
- 5:** **Visit:** A 'Visit' comprises of a 'Shot; or series of 'Shots'. A 'Visit' lasts until the player fails to pot a ball, commits a foul or the frame is ended.
- 6:** **Turn:** A 'Turn' comprises of one 'Visit'.
- 7:** **Frame:** A 'Frame' is a single game of pool between two players or two pairs of players in Doubles. A 'Frame' commences from the Break-off shot, normally until the 8Ball is potted. A 'Frame' can end in other ways. **(see: 6: (f) Loss of Frame Fouls)**
(note: A player may concede a 'Frame' at any point)
- 8:** **Match:** A 'Match' is a pre-agreed number of 'Frames' between two players or two pairs of players or two teams of players.
- 9:** **In Control:** A player is deemed to be 'In Control' from the time the balls stop moving from the final shot of the opponents 'Turn' to the time that balls stop moving from the final shot of the players 'Turn'. (exception: Break Shot).
- 10:** **Strike:** To 'Strike' the cue ball is to make contact with the cue ball and cue tip.
- 11:** **Call:** To make a 'Call' is to give oral advice/instruction that is audible for the benefit of both players and spectators alike.



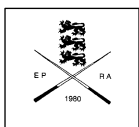
Sundry: 3: REFEREES GUIDANCE: (a) REMIT:

- (i)** It is the Referees responsibility to ensure that the game is played in accordance with the rules and in the Spirit of the Game. They will make the appropriate calls in accordance with Calling Procedure, for the benefit of Players and Spectators alike.
- (ii)** The Referee will take whatever actions are required to ensure that the rules are observed. They will, as required, issue warnings and award Fouls or frame away if necessary. In extreme circumstances they may award Game Away or Abandon a game. They may also seek the advice of the Senior Referee (if one is in attendance), the Senior Referees decision will be final.
- (iii)** Although referees are permitted to clarify rules during a frame, at the request of a player, they cannot advise players on situations that may alter the outcome of a shot or frame, some advice could be construed as Coaching. Questions like, "Will the cue ball pass through that gap" or "If I play that shot will it be a foul" CANNOT be answered. It is ultimately the players responsibility to be fully conversant with the rules, discretion should be used by the Referee.

Sundry 3: (b) TABLE REFEREEING:

- (i)** The Referee will ensure that they are in the optimum position to have a clear view of the proceedings on the table and of the player. If, to ensure the optimum view, the Referee has to stand in front of spectators or cameras (if the match is being streamed or televised) then they will do so, however, this must be kept to a minimum and the Referee should move position as soon as is viable.
- (ii)** The Referee should, if possible, move after each shot, even if only to move back to their original position. This has several benefits, it keeps the Referee alert, keeps the Referee in optimum position, gives both players the confidence that the Referee is alert and aware of situations and possible situations on the table. Moving also stops the Referee from being in front of any particular spectators for an inordinate amount of time.
- (iii)** The Referee should never stand directly in a players eye line or such a position that might interfere with a players sighting of a shot, unless absolutely unavoidable They should also be static when the player plays their shot.
- (iv)** Referees should be 100% certain and confident in any call they make, 99% is NOT sufficient.

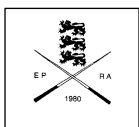
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Sundry 3: (b) Cont/.

- (v):** All 'Calls' made by the Referee should be precise and in accordance with the Calling Procedure, they should also be audible to both players and spectators alike.
- (vi):** At the start of the first frame, the Referee will announce who is breaking. At the start of subsequent frames, the Referee will announce the frame number, who is to break and the current score, (ie. Frame 4 – XXXXX to break – Leading/Trailing by 2 frames to 1). At the end of each frame (legal) they will call 'Frame'.
- (vii):** In the absence of a Timekeeper, the Referee will be expected to undertake both the Referees and the Timekeepers duties. They will not, however, spend an undue amount of time looking at their stopwatch, and certainly not at the detriment of concentrating on a particularly tight situation on the table. They should, however, be aware of the approximate amount of time remaining. Should a 35 second (80 seconds if a time extension granted) call or 5 second call be made late, for whatever reason, the required amount of remaining time (ie. 10 seconds or 5 second countdown) will start from the time the relevant late call was made, even though this might give the player slightly more time. It must be ensured that all the players involved are in full Dress Code (as advised) and have the correct wristbands (if Required).
- (viii):** If players are out of Dress Code, the Referee should wait until the frame is completed and then take the players/s to the Tournament Organisers for a final decision and to award the relevant penalty (if required).
- (ix):** If a player/s are not WEARING the required wristband/s, the Referee should stop the frame immediately and take the player/s to the Tournament Organisers for a final decision and to award the relevant penalty (if required). It should be checked that if multiple wristbands are required, that one has not slipped behind another. Having the wristbands in a players pocket is not sufficient.
- (x):** As soon as matches are finished, the Referee should ensure that the tables are brushed, ironed and racked without delay (unless instructed otherwise).
- (xi):** Should the Senior Referee be required/requested, the Referee should go to the Senior Referee, on their own, and explain the situation and give their decision. The Senior Referee will then go to the table concerned and make their own decision. The Senior Referees decision is final.

Cont/.



Sundry 3 (b): Cont/.

- (xii)** The Referee should not be afraid to rectify any mistakes they might make, it will give players confidence in the Referees ability and their acceptance that they are fallible. A player cannot be penalised because of a mistake by the Referee.

Sundry 3 (c): TIMEKEEPER:

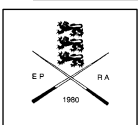
- (i):** Depending on Tournament rules and/or Referee availability, there would normally be two Referees per match, a Match Referee and a Timekeeper.
- (ii)** Both these Referees have equal status (unless Tournament rules dictate otherwise, stating that Timekeepers cannot call fouls). Should either make a Foul call, then this call cannot be overruled by the other.
- (iii):** A Timekeeper would, in general, find a spot where they have an excellent view of the table but, are not impeding the view of spectators or the Referee. They would normally remain quite static, but, may need to move occasionally to ensure an adequate view of the movement of the balls.
- (iv):** The Timekeeper will make the majority of timing calls, including the 35 second call (80 seconds if a time extension granted) and the 5 second countdown also any Time-foul calls. However, Time-out and Time Running calls will be made by the Referee as an instruction to the Timekeeper.
- (v):** The Timekeeper would also normally keep the score sheet or scoring device up to date at the end of each frame, (singles and doubles matches) and may, if required, keep the Referee updated as to the score and who is to break the next frame. In general, in Team matches, the teams themselves will deal with their own scoresheets.

Sundry 3 (d): ROAMING REFEREEING (Walk-about):

When Roaming Refereeing, Referees will be given a specific number of tables to be in control of, they should ensure that they make note of which table numbers they are responsible for and spend their time equally between these tables.

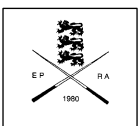
- (i):** Referees should be mobile between the tables allocated to them and not spend an inordinate amount of time on any one table, unless there is a tight situation on a particular table that requires their attention. Referees should be aware of this possibility.
- (ii):** Should the Referee notice a wrong decision or call or a call that should have been made and wasn't, then they should correct this and explain why.

Cont/.



Sundry 3 (d): Cont/.

- (iii):** The Referee should ensure that there is no time wasting between frames and get the frames/matches started as soon as is possible. They should not, however, rack the balls for matches, doing this could encourage players to wait for the Referee to rack the balls. However, if players are experiencing problems racking the balls, they may request assistance.
- (iv):** There can be delays experienced in Team matches when there could be a change of playing order at halfway points etc. the Referee should ensure that this is kept to a minimum and encourage a speedy resumption of play. Players should also be discouraged from going to the toilets immediately prior to their game being due to start, they will be aware of when they are due on. In singles matches the Organisers may have a set number of frames that need to be played before a 'Comfort Break' can be taken. Although some discretion should be used, players should be discouraged from taking an unreasonable amount of toilet visits. Unless they have dispensation agreed with the Organisers.
- (v):** It must be ensured that all the players involved are in full Dress Code (as advised) and have the correct wristbands (if Required).
- (vi):** If players are out of Dress Code, the Referee should wait until the frame is completed and then take the players/s to the Tournament Organisers for a final decision and to award the relevant penalty (if required).
- (vii):** If a player/s are not WEARING the required wristband/s, the Referee should stop the frame immediately and take the player/s to the Tournament Organisers for a final decision and to award the relevant penalty (if required). It should be checked that if multiple wristbands are required, that one has not slipped behind another. Having the wristbands in a players pocket is not sufficient.
- (viii):** As soon as matches are finished, the Referee in that area should ensure that the tables are brushed, ironed and racked without delay (unless instructed otherwise).
- (ix):** Should the Senior Referee be required/requested, the Referee should go to the Senior Referee, on their own, and explain the situation and give their decision. The Senior Referee will then go to the table concerned and make their own decision. The Senior Referees decision is final.
- (x):** The Referee should not be afraid to rectify any mistakes they might make, it will give players confidence in the Referees ability and their acceptance that they are fallible. A player cannot be penalised because of a mistake by the Referee.



MISCELLANEOUS 1:

(A): Understanding Players Calls:

Players may not use the exact calls that a Referee would, the Referee must be sure that they understand what the player is requesting, taking into account the situation on the table. This is no more evident than when a language barrier exists. As long as the Referee is satisfied that they are able to understand the request.

(B): Ball Cleaning:

The Referee will not accept constant requests to clean a ball/s if it is deemed unnecessary, the Referee should use their discretion as some conditions may affect the balls. The Referee will not accept requests to clean a ball/s if it is considered that retrieving and replacing ball/s could be precarious. I.e. Balls in clusters or close proximity to another ball/s.

(C): Table Preperation:

The tables should always be brushed with the nap. Cushions first, then the bed of the table, always in straight lines. The bed should then be ironed from Baulk to Top cushion, the heat of the iron should always be checked to insure it's not too hot. Cushions should never be ironed. In the event that an iron is not available, then the back of the brush can be used and then the table re-brushed or a Nap Block can be used. (see Diagram 3: Below)

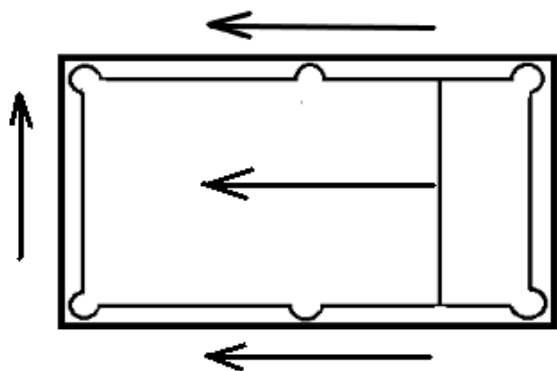


Diagram 3:

*Showing the direction of
Nap also Brushing the
Cushions and Bed and
direction of Ironing the
Bed*

(D): Accepting Decisions:

Should a player refuse to accept the decision of a Referee (or Senior Referee when available), the match will either be abandoned or awarded to the opponent, as applicable. The Tournament director/Organisers should be informed.

(E): Initial Breaker:

The Referee will either conduct a Lag or Toss a Coin to decide who Breaks first. The player winning the Lag or Coin Toss, will have the option of either Breaking or passing the Break to their opponent. If a player has had frames deducted at the beginning of a match for late arrival or any other infringement, then the Breaking sequence will be from when the Lag / Coin Toss was conducted, not back dated.

(F): Touching Ball/s:

The Referee will announce any occasion that the cue ball is touching a Ball On. They will call similarly on a ball/s not On, upon request. If balls have not been called as Touching, then they will be regarded as NOT Touching.

(G): Referees Time Keeping:

At the morning briefing, the Referees will be given all the relevant information for the day, by the Senior Referee. This will include the days working/breaks schedule. I.e. 60 minutes On, 30 minutes Off. The Break time (Off) is not the time away from the table, Referees will be required to return from their break 2 – 3 minutes early, This will give sufficient time to get to their allocated zone/table and take any necessary instruction from the Referee they are relieving.

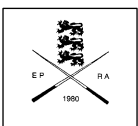
When Table Refereeing, the oncoming Referee will need to take over the match Timing, at an appropriate stage, know which player is on which ball group and be informed of any relevant information on the match.

Roaming Referees (Walk-about) will need to obtain any information of any relevant problems or situations on their group of tables.

It should be noted that the Break time is not a set time, if a Referee is late relieving the Referee in their allocated position, then the relieved Referee will have that amount of time taken off their break, i.e. 5 minutes late relieving on a 30 minute break will mean the outgoing Referee only gets 25 minutes break. Referees will be asked to report to the Senior Referee when returning from their break but not normally when going On break.

Referees will be informed of their days start time, but finishing times cannot, generally, be guaranteed.

No alcohol is to be consumed by Referees until they have been Stood Down at the end of their days work.



(H): Senior Referee:

Should the Senior Referee be required, then the Referee should go to them, alone, explain the situation and give their decision, the Senior Referee will then attend the relevant table, assess the situation and make their own decision, this decision will be final.

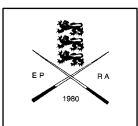
When a Senior Referee is in attendance, Floor/Table Referees should not approach the Top Table/Tournament Organisers unless absolutely necessary. Any problems problem's should be reported to the Senior Referee first. This would include Dress Code, Wrist bands, Table Engineer required and empty tables, etc.

(I): Referees Equipment:

Referees should be in possession of the following at all times.

- a)** Stopwatch (preferably including a spare)
- b)** Ball Marker
- c)** Spare Cue Ball (preferably two) for assessing situations on the table.
- d)** Coin (suitable for Tossing for Break)
- e)** Pen and Paper.
- f)** White Gloves.

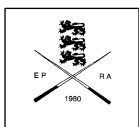
The Guidance's contained here-in are not considered to be exhaustive, Referees should not be afraid to bring queries and requests for clarifications to the Senior Referee. It will install confidence in the Referee by the Senior Referee. Better to ask a question than to create a possible problem on the table.



English Pool Referees Association

International 8Ball Pool Rules Referees Calls & Procedures

	<u>Situation</u>	<u>Calls & Procedures</u>
<u>A</u>	Lag winner	Push losing ball away / call (Name) wins the Lag
<u>B</u>	Re-Lag	Place Lagging balls against Baulk cushion / call Re-lag – state reason
<u>C</u>	Loss of Lag	Call Loss of Lag / state reason – Call (Name) wins Lag
<u>D</u>	Foul Break	Call Foul Break / ascertain who will Break Re-rack – Re-rack Balls / call (Name) to Break
<u>E</u>	8Ball potted with other object balls & Legal Break	Re-spot 8Ball / call Open Table – Time Running
<u>F</u>	Standard Foul on Open Table	Call Foul / state reason if not obvious / Incoming Player call Cue ball in Hand / hand incoming player the cue ball / call Open Table – Time Running
<u>G</u>	Standard Foul when Groups first decided	Call Foul / state reason if not obvious / call cue ball in hand / if players first visit to table / call Red or Yellow balls in play / hand incoming player the cue ball / call Time Running
<u>H</u>	Loss of Frame Foul including Breach of Spirit of the Game	Call Loss of Fame Foul / state reason if not obvious / rack next frame if applicable
<u>I</u>	Potting a Ball to decide Groups	Call Red or Yellow Balls in Play



	<u>Situation</u>	<u>Calls & Procedures</u>
<u>J</u>	Ball Nomination	If the player Nominates a ball/group to be Played to decide Groups / call Red or Yellow ball Nominated / indicate ball nominated. If the ball is potted / call Red or Yellow Balls in play / if the ball is not potted / call Open Table
<u>K</u>	First visit to Table after Groups decided	Call Red or Yellow Balls to Play
<u>L</u>	Shot Clock (45 Seconds)	At 35 seconds / call 10 Seconds Remaining / at 40 seconds / Countdown Remaining 5 Seconds
<u>M</u>	Shot Clock Extension (45 seconds added (allowed once per Frame))	If player requests an extension / call Extention added / at 80 seconds / call 10 Seconds Remaining / at 85 Seconds / Countdown Remaining 5 Seconds
<u>N</u>	Time Foul	Call Time Foul – Cue ball in hand / hand incoming player the cue ball / call Time Running
<u>O</u>	Time Out	If reason is valid / call Time Out / pause your stopwatch /when over / call Time Running / re-start your stopwatch. <u>(Players should not involve themselves in the frame while a Time out is in progress)</u>
<u>P</u>	Touching Ball/s	If you consider the cue ball is Touching an Object Ball/s or are asked / Check / call Touching Ball/s / Indicate ball/s
<u>Q</u>	Frozen Ball/s	If you consider ball/s are Frozen to a cushion or you are asked / Check / call Frozen Ball/s / Indicate ball/s
<u>R</u>	Stalemate (No Legal Shot available)	If you consider or are asked for a Stalemate / Call Time-out if required / Carefully check that no Legal Shot is available / call Stalemate / Re-rack the balls / The player who made the original Break will break the re-racked. This to include if a Foul/Illegal Break was made / call Same Player to Break – If not a Stalemate / call Not a Stalemate. / call Time Running if a Time-out was called.

