



These are the Rules by which the DHPL play.

1. THE GAME

The game shall be known as 8 Ball Pool and referred to in these rules as "The Game". It is intended that players and teams should play 8 Ball Pool in the true spirit of the game and in a sportsmanlike manner.

2. REQUIREMENTS OF THE GAME

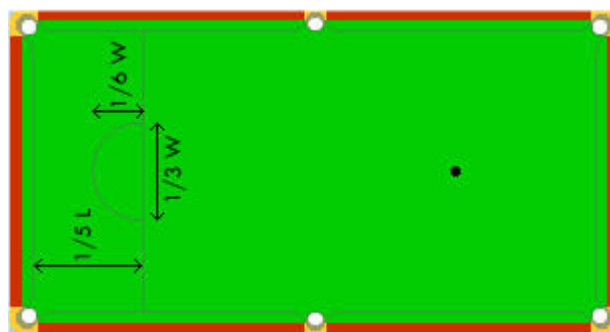
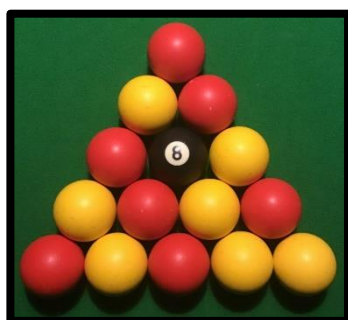
The game is played on a rectangular 6-pocket table with 15 balls plus a cue ball.

The table is marked as indicated below:

The cloth will be marked with a "baulk line" being a straight line drawn from cushion to cushion, parallel to, and one fifth of the length of the table from the face of the cushion that lies the greatest distance from the spot. Basically, this means that you measure down from the top of the table (opposite end to the black spot) a distance equal to one fifth of the length of the table and draw the line across the table.

The cloth will be marked with a "spot" at the position where a straight line, drawn diagonally from the centre of a side pocket to the centre of a corner pocket, would intersect with a straight line drawn from the centre of the opposite side pocket to the centre of the other corner pocket (The black spot).

The 'D' is a semi-circle with a diameter of $\frac{1}{3}$ of the width of the playing area (so a radius of $\frac{1}{6}$). **However only the baulk line is used during play**, so no D need be present.



Balls comprise of two numbered, 1-7 which are solid coloured balls, 9-15 are striped coloured balls or red, the 8 ball is a solid colour black. Alternatively, the numerical groups 1-7 and 9-15 may be represented by two different sets of 7 coloured balls. Usually red replaces stripes (9-15), yellow replace solid (1-7). Balls in the two groups are known as object balls.

3. OBJECT OF THE GAME

The player or team pocketing all their group of object balls in any order, and then legally pocketing the 8 ball, wins the game.

4. COMMENCEMENT OF THE GAME (OR RE-START)

1. The balls are racked as illustrated below with the 8 ball (black) on the 8 ball spot, which is at the intersection of the centre and corner pockets
2. Order of play is determined by the flip of a coin. The winner of the flip has the option of breaking or requesting their opponent to do so.
3. The opening player plays at the triangle of object balls by striking the cue ball from any position on, or behind the baulk line. At least TWO object balls hit any cushion. Failure to do so is a foul break and will result in the balls be re-racked as per rule sheet. The opposing player then starts the game with two visits.
4. If the 8 ball (black) is pocketed from the break shot, the balls will be re-racked and the game will be restarted by the same player. No penalty will be incurred. This applies even if other balls, including the cue ball, are pocketed, or leave the playing surface ("off the table").
5. On breaking:
 - a. If a coloured ball is legally potted (no foul committed on break), the table remains 'open.'
 - b. The player who broke and legally potted can now choose either colour for their next shot.
 - c. The next legal pot (no foul committed) following the break denotes your colour for the remainder of the frame.
 - d. If however, a foul is committed off the break (or while the table remains open) the FIRST of the two shots is a 'free table' shot. Potting a coloured ball here does NOT assign your colour, as this is a 'free table' shot.
 - e. Your colour is only decided by the FIRST legal pot outside of the 'free table' situation.
 - f. If the FIRST legal pot outside of the 'free table' results in one or more of each colour being potted, the player must nominate their colour for the remainder of the frame **before** playing their next shot. Failing to nominate will result in a foul, and the table remains 'open.'

As this is a new rule, and a material change to the previous season, some examples of this rule in practice have been provided to ensure clarity and aid in understanding:

Example 1

*Player 1 breaks, legally pots a red ball off the break (no foul committed).
Player 1 then has the choice to pot a yellow or a red on their next shot.
Player 1 pots a yellow, and no foul is committed (white doesn't go in etc)
Player 1 is yellow for that frame.*

Example 2

*Player 1 breaks, pots a red, a yellow AND pots the white (foul committed).
Player 2 has two shots.
Player 2 pots a yellow with the first shot. The 'free table' shot.
Player 2 is not on yellow, as the pot was made with the free table shot, and has the choice to pot either a yellow or red, as the table is an 'open table'
Player 2 pots another yellow, and no foul is committed.
Player 2 is yellow for that frame.*

Example 3

*Player 1 breaks, no balls are potted. Table remains an 'open table.'
Player 2 does not pot on their visit. Table remains an 'open table.'
Player 1 pots a red on their next visit, and no foul is committed.
Player 1 is red for that frame.*

Example 4

*Player 1 breaks, pots a red, no foul committed.
Player 1 legally pots a red and a yellow in their next shot, no foul committed.
As one of each colour has been legally potted outside of the 'open table' Player 1 nominates red as their colour for that frame **before** playing their next shot.
Player 1 is red for that frame.*

6. If a foul is committed, the oncoming player has two shots. The first shot is a 'free table' and the oncoming player may play at any ball on the table, including the 8 ball (black) for the first shot.

The 'free shot' also allows the player to pot any coloured ball (their own or their opponents) without this being considered a foul with the exception of the 8 ball (black) as per rule **7. LOSS OF GAME, Section A**, "If a player pockets the 8 ball (black) before all the balls in their own group."

7. If a ball, or balls, are legally pocketed, this entitles the player to one additional shot and this continues until the player either:
 1. Fails to pocket one of their own set of allocated balls, or;
 2. Commits a foul at any time.
 3. Clears the table and wins.
8. Combination shots are allowed, providing the player hits one of their own group first, or any ball with the first shot following any foul (see Rule 6 (C)).

5. FOULS

1. In off (cue ball pocketed)
2. Hitting an opponent's ball(s) with the cue ball on first impact of the cue ball, except with the first shot following any foul.
3. Failing to hit any ball with the cue ball, except where Rule 8(C) applies.
4. Jump shot - defined as when the cue ball jumps over any part of any ball before making contact with any ball.
5. Hitting the 8 ball (black) with the cue ball on first impact of the cue ball before all their own group are pocketed, except with the first shot following any foul.
6. Potting any opponent's ball, except with the first shot following any foul.
7. Ball off the table.
8. Any object ball or the 8 ball (black), shall be returned to the 8 ball spot (see Rule 4 (A)), or as near as possible to that spot without touching any other ball, in direct line between that spot and the centre of the string line.
9. If the cue ball, then the cue ball played from in hand (see Rule 8 (B) general). A ball shall be deemed "off the table" if it comes to rest anywhere other than on the bed of the table.
10. If a player's body or clothing should touch any ball.
11. Player not having at least part of one foot on the floor.
12. Playing or touching with the cue any ball other than the cue ball.
13. Striking the cue ball with any part of the cue other than the tip.
14. Playing out of turn.
15. Playing before all balls have come to rest.
16. Playing before any ball(s) require re-spotting.
17. Striking the cue ball with the cue more than once.
18. Push shot - defined as where the cue tip remains in contact with the cue ball for more than the momentary time commensurate with a normal stroked shot, or the cue tip

remains in contact with the cue ball once it has commenced its forward motion, or as pushing the cue ball onto/through another ball.

19. Foul break, failing to hit an object ball or drive at least two object balls to hit any cushions.
20. Where a player is in control of the table, see Rule 8 (C) any opponents ball(s) which fall into pockets during this period, i.e., a hanging ball drops once the player has taken control of the table is a foul.
21. Striking 2 (or more) balls simultaneously where 1 (or more) of the balls is not the players chosen colour. This is often difficult to 'see' however it is typically very audible, i.e., a single 'Audible' contact vs. an 'Audible' double contact where one ball is struck first, either the legal ball or the illegal ball (which would of course be a foul anyway) but a single 'Audible' contact would result in a foul being called. If it is expected to be a close call prior to the shot, the player/players should request close supervision of the shot by their Captains.

6. PENALTY FOLLOWING ANY FOUL

- A. Following any foul the offending player loses their next visit to the table, giving their opponent two consecutive visits to the table.
- B. If the cue ball has come to rest on the playing surface, then the player having two visits may proceed to play from where the cue ball lies, or the cue ball may be played from any position on or behind the baulk line. Moving the cue ball in this manner does not count as a shot or visit.
- C. On the first shot only of the first visit, the oncoming player may, without nomination, play the cue ball on to any ball without penalty, including any opponent's ball(s), or 8 ball (black). If any object ball(s) is pocketed directly, or by combination, the player is deemed to have pocketed a legal ball(s) and continues with the first visit. However, the player must not pot the 8 ball (black), which would mean loss of game. Except if the player is on the 8 ball (black), then the game would be won. When the player fails to pot a ball on the first or subsequent shot of the first visit, play then continues with the second visit. The second visit is deemed to have started when the cue ball is struck on the first shot of the second visit.

7. LOSS OF GAME

- A. If a player pockets the 8 ball (black) before all the balls in their own group, except on the break (see Rule 4D)), the player loses the game.
- B. A player going in off the 8 ball (black) when the 8 ball (black) is pocketed, loses the game.
- C. A player pocketing the 8 ball (black) and any other ball on the same shot will lose the game. Except following a foul when only the 8 ball (black) and ball(s) of the opponent's group are on the table, then with the first shot of the first visit, the player

may legally pocket the 8 ball (black) as well as ball(s) of the opponent's group by any combination and in any order.

- D. A player who clearly fails to make any attempt to play a ball of their own group will lose the game.

8. GENERAL

A. Touching ball.

1. Touching opponent's ball or 8 ball (black), the player **MUST** play away and hit a ball of their own group. Except on the first shot of the first visit following any foul, this entitles the player to play any ball, but must still play away without moving the touching ball, else that would be deemed a push shot and a foul.

2. Touching any ball the player is legally entitled to play, the player may;
 - i. Play away from the touching ball and be deemed to have played that ball. Should the cue ball fail to make contact with any ball, or strike the opponents ball, or 8 ball (black), then the shot is fair, no foul.

B. Cue ball in hand

When a player has the cue ball in hand, the ball is played from any position **on, or behind the baulk line**, and in any direction.

C. Player in control

A player is said to be in control of the table from the time their body, cue, or clothing touches the table prior to their shot, throughout the visit, and up until the opponent does likewise prior to their visit, any opponents ball(s) which fall into pockets during this period, i.e., a hanging ball drops once the player has taken control of the table is a foul, see Rule 5(S).

D. Completion of game.

The game is completed when the 8 ball (black) is pocketed legally in a nominated pocket, and all the remaining balls have come to rest, except on the break (see Rule 4(D)).

9. STALEMATE

Should any situation arise whereby a legal shot is **IMPOSSIBLE** to play, then the game shall be restarted by the player who started that frame, whether this situation has been arrived at by accident or design.

If in the opinion of the Team Captains neither player is allowing the game to progress, or a stalemate situation has arisen, then the game shall be restarted by the player who started that frame. The Team Captains shall not allow numerous visits with neither player making

any attempt to make the opening pot which decides the playing groups (unless it is felt that progress is being made). If the player who started that frame did so by virtue of their opponent making a foul break, that player will break on any restart, not the opponent who made the foul break.

10. 8-Ball Clearance

An 8-ball clearance is achieved when a player pots all of their seven coloured balls and the black ball in a single visit. There are conditions which must be achieved for an 8-Ball Clearance to be valid, these are as follows:

- A. All seven colours and the black must be potted in a single visit to the table
- B. Your opponent must have ALL of their seven colours still on the table (you therefore cannot achieve an 8-Ball Clearance if your opponent pots one or more of their colours, or if you pot one of your opponent's colours legally following a foul).
- C. An 8-Ball clearance does not have to be from the break and can be achieved in any single visit as long as the other conditions have been achieved.
- D. If the 8-Ball Clearance is achieved following your opponent fouling, the 8-Ball Clearance must be achieved in one of the two shots awarded (each shot is treated as a separate visit for this purpose)

11. GUIDANCE

- A. The term "SHOT" means striking the cue ball once.
- B. The term "VISIT" refers to the one turn at the table comprising of one or a series of shots.
- C. The term "BREAK" refers to the first shot of a game, or the first shot of a game being restarted.
- D. Coaching is deemed unsportsmanlike behaviour. (See Rule 1).