



Turton and Edgworth Pool League Pool Rules

1. **Requirements of “the game”**
 - (a) The game is played on a rectangular six-pocketed table with fifteen balls numbered 1-15 and a cue ball. The balls are in two numerical groups, 1-7 which are plain-coloured balls, and 9-15 which are striped balls, or the groups 1-7 and 9-15 may be represented by two different colours. These groups are known as the object balls
2. **Object of “the game”**
 - (a) The player(s) pocketing their object balls first and legally pocketing the (8) black ball win(s) the game.
 - (b) One point will be awarded to the side winning each frame. In League matches a further two points will be awarded to the side winning the match. (If a team fails to turn up, the appearing team may claim the game with that teams average score being awarded at the end of the season).
3. **Commencement of the “game”**
 - (a) The balls are racked so that the three corner balls are the same colour (group) with the (8) black ball in the centre of the third row.
 - (b) The front ball in the triangle will be placed in a diagonal line with the middle and bottom pockets.
 - (c) The opening player plays the cue ball at the triangle of object balls with the cue ball in any position in the ‘D’.
 - (d) The opening player must pocket a ball or drive at least two object balls to hit a cushion. Failure to do so can result in his opponent accepting the balls as they lie or demanding that the balls be re-racked and the break shot repeated by the same player.
 - (e) On the first occasion a player legally pockets an object ball then that ball denotes his group, unless he pockets a plain and a striped ball when he will verbally nominate his choice and continue to play. The nominated ball need not be potted, c.f. Rule 3 (h).
 - (f) If no object ball is pocketed from a legal break then the players continue alternately until such time an object ball or balls are pocketed.
 - (g) If the black ball is pocketed from the break the game is to be re-racked. This applies even if any other balls are pocketed.
 - (h) If a ball or balls are legally pocketed this entitles the player one additional shot and this continues until the player **either**
 - (i) fails to pocket one of his set or object balls **or**
 - (ii) commits a foul at any time.
 - (l) Combination shots are allowed providing the player hits one of his own allocated balls first.
4. **Fouls**
 - (a) In-off (cue ball pocketed).
 - (b) Hitting opponent’s balls before his own ball or balls, except when Rule 11 applies.
 - (c) Failing to hit any ball.
 - (d) Jump shot - defined as when the cue ball jumps over any part of any ball before making contact with any object ball.
 - (e) If a player hits the 8 ball (black) with the cue ball on the first impact before all his own balls have been potted, except when Rule 12 applies.
 - (f) Potting an opponent’s ball, except when Rule 12 applies.
 - (g) Ball off the table: -
 - (i) If the 8 ball (black) – loss of frame.
 - (ii) If coloured ball, ball to be put in pocket.
 - (ii) If cue ball, the ball to be played from any position within the D.A ball shall be deemed to be “off the table” if it comes to rest other than on the bed of the table.
 - (h) Player not having at least one foot on the floor.
 - (i) Playing with any ball other than the cue ball.
 - (j) Playing out of turn.
 - (k) Playing before balls have come to rest.
 - (l) Playing before ball or balls have been re-spotted.
 - (m) Interfering with the movement of a ball with either body, clothing or cue.
 - (n) Striking the cue ball with the cue more than once.
 - (o) Failure to nominate when Rule 12 (b) applies.

In the event of a foul being committed the opposing player then has the option of taking the cue ball in hand and re-commencing play as per rule 8 or to play from where the cue ball comes to rest. The player must ask the referee to move the cue ball.



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5. The deliberate foul

- (a) It is intended that players and teams should play Pool in the true spirit of the game and in a sportsmanlike manner. These rules have been prepared on the basic premise that no player or team shall gain an advantage by playing a deliberate foul shot. If, therefore, in the opinion of the referee, a deliberate foul shot is played, then the referee may award the offended player or team the following options: -
- (i) **either** to accept the position after the foul shot has been played, **or**
 - (ii) to re-rack the game.
- (b) Where a deliberate foul shot is played the player or team will be cautioned by the referee that to play in such a manner is a breach of this rule and if the player or team continues to play in such a manner the referee shall award the frame to the opponent.

6. Loss of game

- (a) If a player pockets the (8) black ball before he pockets all the balls in his numerical (colours) group, he loses the game.
- (b) A player going in-off the black ball when the black ball is legally potted loses the game.
- (c) The black ball must be potted on a separate stroke. If a player pockets both his final object ball and the black ball with the same stroke, he loses the game.
- (d) If a player picks out any ball from the pocket, not allowing the ball to fall through the mechanism, he loses the game. This includes any deliberate attempt to stop any ball going into the pocket. (Should the ball stick in the pocket it is up to the referee to remove it).

7. Push stroke

A push stroke is not allowed. A player must play away from a touching ball so nominated by the referee. If the touching ball is of the players group then he is deemed to have played the ball. No penalty will be incurred if the touching ball is of the opponents colour group.

8. Cue ball in hand

When a player has the cue ball in hand he may play from any position within the 'D' and in any direction.

9. Player in control

A player is said to be in control of the game from the time that he addresses the table prior to his shot, through his visit and up until the time his opponent does likewise. Any balls which fall into the pockets during this period (including the black ball) he is said to have potted and is liable to any penalties or benefits normally awarded to him for the potting of that ball/balls as are accorded to him in the rules of the game.

A player is deemed to have addressed the table when he touches the tabletop. None players are not allowed to touch the tabletop when they are not in play. Contact with the tabletop by none players will result in a foul been called under rule 4(j)

10. Stalemate

In the event of a situation where it is physically impossible for a player to play a legal shot, the game shall be re-racked.

11. Free table rule

- (a) After any foul is committed the offended player may play and pot any ball he wishes (all object balls are deemed to be neutral) without fouling with his first shot, the exception being that he can play but not pot the black.
- (b) If a player goes in-off from the break having potted an object ball, the opponent has a free table on his first shot. On playing the second ball he must verbally nominate his choice of object balls, otherwise a foul is committed.
- (c) If a player goes in-off from the break, but does not pot an object ball, his opponent has a free table but does not have to nominate on his second shot (Open Table), unless on potting a ball on his first shot (Free Table), on his next shot the player will nominate his choice but does not have to pot the ball.

Notes on the game

"Re-racked"	All fifteen balls placed in the triangle and white in the 'D' (as Rule 3 (a)).
"Shot"	Striking the cue ball once.
"Visit"	Refers to one turn at the table comprising one or a series of shots.
"Break"	Refers to the first shot of the game or the first shot of a game being re-racked.
"Open Table"	When no object balls have been legally potted.