



Paphos 8 Ball Pool League

8 Ball Pool Rules

(pages 2 to 7)

Admin & League Basics

(pages 8 & 9)

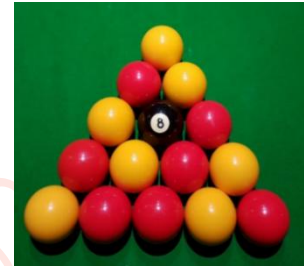
8 Ball Pool Rules

The Game is known as Eight-Ball Pool. It is expected that players will always play in the true spirit of the game 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.

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.

1. Starting The Game

- a. The balls are racked as shown
- b. Order of play is determined by the flip of a coin. The winning player/s can decide if they wish to break or not. All following breaks will alternate between the two teams.
- c. The opening player plays at the object balls from baulk. The object balls must be scattered around the table with at least two balls hitting a cushion to be classed as a "fair break". A potted ball counts as hitting a cushion.
- d. Failure to do so is a foul break and will result in the balls being re-racked and the same player then starts the game.
- e. If the black is potted from the break shot, the balls will be re-racked, and the same player will restart the game. No penalty will be incurred. This applies even if a foul shot is played.



2. Choosing Colours

- a. If a **ball is potted from the break** the player must nominate their choice of colour which they do not have to pot. Should the player commit a foul then he shall remain on the colour nominated.
- b. If the **cue ball is potted on a fair break** the player is penalised by the turn passing to the opponent who will have 2 visits. They will then have an "open" table on the first shot and then must nominate their choice of colour on their second shot.
- c. **If no ball is potted on a fair break** and the turn is passed to the opponent, colours are determined by the first legally potted object ball. If one or more balls of both sets of object balls are potted, then that player must nominate his group of object balls before playing their next shot.
- d. **If no ball is potted on the break** and the turn is passed to the opponent who then pots a ball but commits a foul before groups are decided, the potted ball(s) are ignored in determining the groups to be played and the table is deemed open for the next player visit.

3. Playing the Game

- a. In normal play, if a ball or balls, are legally pocketed, this entitles the player to one additional shot and this continues until the player either: -
 - i. Fails to pocket one of their own sets of allocated balls, or;
 - ii. Commits a foul at any time.
- b. When a shot is made at least one ball must hit a cushion during the shot, either before or after hitting the object ball. This can include the white ball. A potted ball also counts as hitting a cushion. Failure to do so will be called a foul.
- c. ***Touching opponent's ball or black ball*** the player must play away from the touching ball and hit a ball of their own group and touch a cushion. Failure to do so will result in two shots awarded to their opponent.
- d. ***Touching their own ball*** the player must play away from the touching ball and be deemed to have played that ball. A ball must still touch a cushion.
- e. In doubles, a player will continue with his visit to the table (when 2 shots have been awarded for a foul, the player completes his second visit to the table) until he
 - i. either fails to pot a ball or
 - ii. commits a foul shot

4. Finishing The Game

- a. A player potting the black legally, having potted all their nominated colour balls, wins the game.

5. Fouls

- a. White going in off into a pocket.
- b. Hitting an opponent's ball before hitting one of your own except on the first visit of 2 shots after a foul.
- c. Failing to hit any ball with the white.
- d. Jump Shot. This is when the white ball jumps over another ball.
- e. Hitting the black ball before hitting one of your own if there are balls of your own colour remaining except on the first visit of 2 shots after a foul.
- f. Potting any opponent's ball except on the first visit of 2 shots after a foul.
- g. Ball off the table.
 - i. Any object ball shall be returned to the back cushion behind the black spot, or as near as possible to that spot without touching any other ball, in direct line between that spot and the centre of the baulk line.

5 Fouls Continued

- ii. If the white ball leaves the table, then the white played from in hand and played from behind the baulk line.
- h. If a player's body or clothing should touch any ball.
- i. Player not having at least part of one foot on the floor.
- j. Playing or touching with the cue any ball other than the white.
- k. Striking the white with any part of the cue other than the tip.
- l. Playing out of turn.
- m. Playing before all balls have come to rest.
- n. Playing before any ball(s) require re-spotting.
- o. *Push Shots & Double Shots.* Striking the white with the cue more than once or playing a push shot.
 - i. When, during the playing of a shot, the tip of the cue strikes the Cue Ball twice and the referee can see each contact.
 - ii. When, during the playing of a shot, a player plays the cue slowly enough through the Cue Ball that the cue tip remains in contact with the Cue Ball so as to be seen visibly pushing it along.
 - iii. When the Cue Ball is played into a touching Object Ball.
- p. Failing to nominate when required to do so.
- q. Foul break as described in section 1.
- r. A player, in a doubles match, converses with their partner after the player has addressed the table. Addressing the table is defined by both hands on the table when the player prepares to take his shot. A player may converse with their partner after potting each ball.
- s. Failing to either hit a cushion or pot during a shot.

NB - If the white or any other ball is touching the cushion it does not count as a ball hitting the cushion.
- t. Any person or persons commenting while a player is in the process of taking a shot will be warned by the referee and should the same person or persons commit the offence again then the player taking the shot will receive two shots. This will be noted on the score sheet.

5 Fouls Continued

- u. When two shots are awarded on the black the only foul shots that can occur are missing the black, the white going in off or leaving the table or a ball not hitting a cushion.

6. Penalty

- a. The offending player loses their next visit to the table, giving their opponent two visits to the table.
- b. When the white has come to rest on the playing surface, the player having two visits may proceed to play from where the white lies, or the white may be played from behind the baulk line. Moving the white to behind the baulk line does not count as a shot, or visit.

7. When a foul is declared

- a. When two shots are awarded from a foul, on the first shot only of the first visit, the oncoming player may, without nomination: -
 - i. Play the white onto any ball without penalty, including any opponent's ball or black.
 - ii. Pot either his own or opponents coloured ball(s) directly, or by combination. The player is deemed to have pocketed a legal ball and continues with the first visit.
 - iii. The player may use the black ball to pot another ball on their first visit.
- b. 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.
- c. If, after consultation with the referee, a player may only get out of a snooker by playing a foul shot then a re-rack shall be called and the game is started again.

8. Loss of Game

- a. A player who clearly fails to make any attempt to play a ball of their own group will lose the game.
- b. If a player pockets the black ball before all the balls in their own group, the player loses the game.
- c. A player pocketing the black ball and any other ball on the same shot will lose the game.
- d. The white going in off the black ball when the black ball is pocketed loses the game.
- e. If a player seeks to gain advantage by deliberately touching a moving ball or retrieving a ball dropping into the pocket, they shall lose the game.
- f. Any player who interferes with their opponent while taking a shot shall lose the game.

9. Player In Control

- a. In doubles a player may talk with his partner during their visit to the table, up until the player has two hands on the table preparing to take a shot.
- b. In singles 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 balls falling in when a player is in control shall be deemed to have been part of that players visit.
- c. Players are requested to allow the players at the table to play their match without any comments and allow them unobstructed access to the table throughout their match.

The Referee and players will follow the above Rules. The Referees' decision will be final.

ADMIN & LEAGUE BASICS

1. Match Timings & Order of Play

- a) An area must be reserved for the away team.
- b) 7.00 - table is ready to be played – no further movement or change.
- c) 7.15 - players arrive.
- d) 7.15 to 7.30 - away team to be given 15 minutes practice on the match table providing they arrive on time enabling the game to start on time.
- e) Once started the normal order of play is 3 doubles, followed by 6 singles matches.
- f) Determining order of play – score sheet:
 - i. The home team captain will write on the score sheet their 3 doubles players for the first 3 matches and fold the sheet over obscuring those players names. The away captain will then write in their players names for the first 3 doubles matches.
 - ii. Once the doubles matches have been played the same process will be used for deciding the 6 singles matches.
 - iii. Late players to be discussed with captains who can, if necessary, agree to adjust the order of play, not drawn pairings
- g) 7.30 - 1st doubles match starts. Once started, apart from allowing for food, play must be continuous.
- h) 7.45 - if play does not commence by 7.45pm, the 1st doubles will be forfeited and 1 point awarded to the present team.
- i) Once the match is underway, if at any point play is delayed by 15 minutes, (i.e. no additional players arrived), the points for the next game due to be played will be awarded to the present team. This will continue until either play can resume, or there are no available players at 9pm
- j) There can be no delays after 9pm.
- k) At the end of the match, a captain must take a picture of the score sheet, signed by both captains and send it to Mark (+357 95934130). This will eventually be superseded by captains entering scores online.

2. Points

- a) One point shall be awarded per game won. Doubles, one point per game, a total 3 points. Singles, one point per game, total of eighteen points. A total of 21 games/points per night.

2 Points continued

- b) For the league table points, each team will be given one point for their attendance, and the winning team will be given another three points.
- c) Game abandoned at 9pm - the game will be finalized with the points awarded as they stand. The team that is present will receive the points for games not played.
- d) Once commenced, if play is delayed by 15 minutes, the points for the next game due to be played will be awarded to the present team. This will be repeated for additional 15-minute delays.
- e) There can be no delays after 9pm and the game will be finalized with the points awarded. The present team will receive the points for a win.

3 Postponements

- a) Postponed games need to be played within 6 days of original fixture.
- b) If the away team postpones within 24 hours of the fixture, then they shall pay a fee of 40 euro to the opposing venue to cover costs, unless there are agreed exceptional circumstances.
- c) Where a game is not played within 6 days for any reason, the team not responsible for the postponement shall be given 14 legs and 3 points for the win.

4 Players

- a) A player may transfer providing both team captains agree, and the league informed (text Mark +357 95 934130)
- b) Players can only transfer once during the league.
- c) Only a registered player may play.
- d) A player can be registered on the night of the game before 1930 (text Mark +357 95034130).
- e) There is no restriction whether a player is a resident or non-resident.
- f) Teams with only 5 players – in the spirit of the game, one player plays twice decided by a random draw between players present. This will be permitted 3 times a *season*.
- g) Where a team is short of a player, the **3 points for a win will be awarded towards the team** with the extra player. As there is no opponent & no game played, **no points are awarded to the player** present for player stats.
- h) Where a game is played, should a player later be deemed illegal, the illegal player will be stripped of any points, and awarded to the legal player and team.

5 Miscellaneous

- a) **League** - in the event of two teams finishing level on points and legs there will be a deciding game, 3 doubles & 6 singles, played at a neutral venue by random draw.
- b) **Knock out Cup** - If teams are level in a cup game, there will be one match best of three by players nominated by their team played on the same night.
- c) **Singles Stats** - based on singles matches played with most wins followed by most legs won.
- d) Cup competition to tbc after captains meeting.

Finalised 4th Oct 2025