

Costa Blanca Pool Rules | 20/09/2020

One. The Game

The game shall be known as "8 ball Pool" or "Pool" or "Pub Pool" and referred to in these rules as "The Game". It is intended that the game is to be played in good spirit and in a sportsmanlike manner.

The game is to be played on a pub pool table with 16 balls.

Two. Object of the Game

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

Three. Commencement of the game (or restart)

- a. The balls are racked as shown in the above picture with the black on the black spot.
- b. For the first Game, the order of play is determined by the flip of a coin. The 'away' player making the choice.
- c. The opening player plays the white ball at the object balls from the baulk. An object ball must be pocketed or if no balls are pocketed, at least two balls must pass the middle line of the table to be classed as a "legal break." Failure to do any of these is a foul break and will result in a re-rack with the opposing player restarting with two visits.
- d. If the black ball is pocketed from the break, the balls will be re-racked and the same player will restart the game. No penalty will be incurred even if a foul shot is played.
- e. If the white ball is pocketed on a legal break, it is classed as a non-standard foul which is penalised by the turn passing to the opponent. If the opponent pots a ball on the first visit there is no "carrying shot." If no balls are pocketed on the first visit, one more shot is allowed.
- f. Colours are determined by the first legally potted object ball. If one or more of each colour is potted from the break, the player must nominate their choice of colour.
- g. If a foul is committed before the groups are decided, then these balls are ignored in determining the groups to be played.
- h. After a foul, if a ball or balls are legally pocketed, this entitles the player to one additional shot until the player either –
 1. Fails to pocket one of their choice of balls.
 2. Commits a foul at any time.

Four. Standard Fouls

- a. White going in off.
- b. Hitting an opponent's ball before hitting one of your own.
- c. Failing to hit any ball with the white.
- d. A jump shot.
- e. Hitting the black ball before hitting your own choice if there are any of your own choice remaining.
- f. Potting an opponent's ball.
- g. Ball off the table –
 1. Any object ball or the black ball shall be returned to the black spot or as near as possible to that spot without touching any other ball or in a direct line between the black spot and the centre of the baulk line.
 2. If the white leaves the table, then it is placed on the baulk cushion and moved by the player.
- h. If a player's body or clothing touches any ball.
- i. Players not having a part of one foot on the floor.
- j. Playing or touching with the cue any ball other than the white.
- k. Striking the white ball with any other part of the cue than the tip.
- l. Playing out of turn.
- m. Playing before all the balls have come to a rest.
- n. Playing before any balls require re-spotting.
- o. Striking the white with the cue more than once.
- p. Playing a push shot.
- q. Failing to nominate when required to do so.
- r. Foul break as defined in Rule 3.

Five. Penalty following a Standard Foul

- a. The offending player loses their next visit to the table, giving their opponent two visits to the table.
- b. If the white has come to rest on the playing surface, then the player having two visits may play the white where it lies or have the referee place it on the baulk cushion. The player can then move it using his hands only.
- c. On the first shot only on the first visit, a player may without nomination, play the white onto any ball without penalty including any opponents ball or the black ball.
- d. If any object ball is potted directly, or by combination, the player is deemed to have pocketed a legal ball and continues with the first visit.
- e. The player must not pot the black ball unless they have none of their own balls left.
- f. When the player fails to pot a ball on the first or subsequent shots on the first visit, play continues with the second visit.

Six. Loss of Game

- a. If a player pockets the black ball before all the balls in their group are potted, the player loses the game.
- b. A player potting the white in the same shot as they pot the black, loses the game.
- c. A player pocketing the black ball and any other ball on the same shot loses the game. Except following a foul when only the black ball 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 black ball as well as the ball(s) of the opponent's group in any combination and in any order.
- d. A player who fails to make any attempt to play a ball of their own group will lose the game.
- e. If a player seeks to gain advantage by deliberately touching a moving ball or retrieving a ball dropping into a pocket they will lose the game.

Seven. General

Touching ball -

- a. When the white ball is touching an opponent's ball or black ball – the player must play a ball of their own group.
- b. When the white is touching one of the players own group balls, the player must play away from that ball. They will have deemed to have played that ball.

Player in control of the table –

A player is said to be in control of the table from the time their body, cue or clothing comes into contact with any part of the table prior to taking their shot. This continues until their opponent does the same. Any balls falling into a pocket during the time the player is in control will be deemed to be part of that player's visit.

Completion of the Game –

The game is completed when the black ball is legally pocketed and when all other balls on the table have come to rest.

Eight. Stalemate

- a. Should any situation arise whereby a legal shot is impossible to play, then the game will be restarted.
- b. If in the opinion of the referee, neither player is allowing the game to progress or a stalemate situation has arisen, then the game shall be restarted.

These rules should be read in conjunction with the definitions

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