

# GUERNSEY 8-BALL POOL

## OFFICIAL (OLD) RULES



Fully Approved by  
*Guernsey World 8-Ball Pool Association*  
&  
International Leisure Ltd



### 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. It should be clearly understood that the referee is the sole judge of what is fair and unfair play. The referee will take whatever action is necessary to ensure that these rules are observed.

### 2. REQUIREMENTS OF THE GAME

The game is played on a rectangle 6-pocket table with 15 balls, plus a cue ball. Balls comprise two groups, represented by two different coloured balls plus the 8-ball which is black. Balls in two groups are known as object balls.

### 3. OBJECT OF THE GAME

The player or team pocketing their group of object balls first in any order and then legally pocketing the 8-ball (black), wins the game.

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

a. The balls are racked as illustrated (right) with the 8-ball (black) on the 8-ball spot which is at the intersection of the centre and corner pockets.

b. Order of play is determined by :-

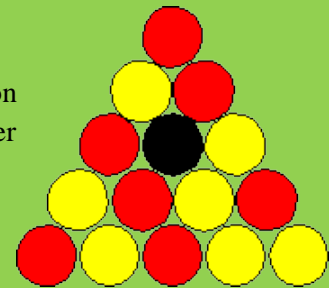
i) In team league play the home team shall break first

ii) In singles/tournament matches the honour of break shall be decided by lagging

c. The opening player plays at the triangle of object balls by striking the cue ball from any position within the ‘D’. He/she must pocket a ball or cause at least two object balls to hit a cushion. Failure to do so is a foul break and will result in the balls being re-racked. The opposing player re-starts the game by breaking the pack and is awarded two visits.

d. On the break or subsequent open table shot if a player legally pockets an object ball, then that denotes his/her group, unless he/she pockets balls from each group, when he/she must nominate his/her choice before continuing to play.

e. If a foul is committed on the break other than in 4f any balls pocketed are ignored in determining groups.



- f. If the player pockets the 8-ball (black) from the break, the game shall be re-started by the same player. No penalty will be incurred. The balls to be re-racked. This applies even if other balls, including the cue ball, are pocketed as well.
- g. 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 his/her set of allocated balls, or
  - ii) Commits a foul, at any time.
- h. Combination shots are allowed provided the player hits one of his/her own group of balls first (unless rule 6b applies)

## **5. FOULS**

- a. In off (cue ball pocketed).
- b. Hitting opponent's object balls before his/her own ball or balls, except when rule 6b applies.
- c. Failing to hit any ball with the cue ball.
- d. Jump shots – 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/her own group of balls have been potted, except when rule 6b applies.
- f. Potting any opponent's balls except when rule 6b applies.
- g. Ball off the table.
  - i) Any object ball or the 8-ball (black), shall be returned to the 8-ball spot (see 4a) or as near as possible to that spot without touching any other ball, in a direct line between that spot and the centre of the 'D'.
  - ii) If the 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. If a player's clothing or body should touch any ball.
- i. Player not having at least one foot in contact with the floor.
- j. Playing or touching with the cue any ball other than the cue ball.
- k. Playing out of turn.
- l. Playing before balls have come to rest.
- m. Playing before the ball or balls have been re-spotted.
- n. Striking the cue ball with any part of the cue other than the tip.
- o. Striking the cue more than once.

- p. Failing to clearly nominate when rule 4d applies.
- q. Failing to clearly nominate when rule 6a i) applies.
- r. Foul break (see 4c).
- s. Push stroke (see 8a).
- t. Moving an object ball or the 8-ball (black) when playing away from a touching ball.
- u. Touching the cue ball with the cue tip prior to taking the shot when 'lining up' the cue ball within the 'D'.
- v. Touching the table while having a cigarette (lit or unlit) in hand or mouth or causing a cigarette (lit or unlit) to touch the table or enter the space directly above the table.
- w. Touching the table while having a beverage container in hand or causing a beverage container or beverage to touch the table or enter the space directly above the table.
- x. Coaching by any member of a player's team shall:
  - i) On the first instance of any match constitute a warning from the referee.
  - ii) On any subsequent instance to rule 5v i) constitute a foul with the opposing player being awarded two visits.

## **6. PENALTY FOLLOWING ANY FOUL**

- a. Following any foul described under rule 5 the oncoming player shall be awarded two visits, for the first shot only of the first visit he/she shall play the cue ball from where it lies unless the cue ball is foul snookered when the player may either:
  - i) Nominate to play a free ball as in 6b
  - ii) Have the referee remove the cue ball when it will then be played from within the 'D' as in rule 8b and proceed as 6b. Moving the cue ball to the 'D' does not constitute a Shot or Visit.
- b. Following any foul the oncoming player may nominate to play and pocket any of his/her opponent's object balls and the 8-ball (black) without penalty. However, he/she may not pocket the 8-ball (black), which would mean loss of game, unless the player has already pocketed all of his/her own group of object balls and only needs to pocket the 8-ball (black) to win the game.
- c. Following a foul and during the oncoming player's first visit as described in 6a, on failing to legally pocket any ball, the player may continue for a second visit without interruption, which shall subsequently conclude on failure for a second time to legally pocket an object ball.

## **7. LOSS OF GAME**

- a. If a player pockets the 8-ball (black) before he/she pockets all balls in his/her own group, except as allowed in rule 4f, he/she loses the game.
- b. A player going in off the 8-ball (black) when the 8-ball (black) is potted, loses the game.
- c. A player who clearly fails to make any attempt to play a ball of his/her own group will lose the game.

- d. If a player seeks to gain advantage by deliberately touching a moving ball or retrieving a ball dropping into the pocket (including the cue ball) shall lose the game.

## **8. GENERAL**

- a. **PUSH STROKE** - Defined as when the tip of the cue remains in contact with the cue ball once it has commenced its forward motion.
- b. **CUE BALL IN HAND** – When a player has the cue ball in hand he/she plays from any position within the ‘D’ and in any direction.
- c. **PLAYER IN CONTROL** – A player is said to be in control of the table from the time that his/her body, cue or clothing touches the table prior to his/her shot, through his/her visit and up until his/her opponent does likewise prior to his/her visit. Any balls which fall into the pockets during this period [including 8-ball (black)], he/she is said to have potted and he/she is liable to any penalties or benefits normally awarded to him/her in the rules of the game (rule 5c applies).
- d. The game is completed when the 8-ball (black) is potted in any pocket and all the remaining balls including the cue ball have come to rest, except where rule 4g applies.
- e. **TOUCHING BALL** – A player must play away from a touching ball which must not move (see 5t). If the touching ball is one of the players own group, he/she is deemed to have played that ball. If the touching ball is not one of his/her own group the cue ball must strike one of his/her own group. When 6b applies, a player must play away from a touching ball and is deemed to have played that ball.
- f. **SNOOKERED** –
  - i) A player is snookered when it is impossible to play the finest cut possible on both sides of any player’s own group of balls by way of a “straight-line” shot.
  - ii) Snookering an opponent by way of a legal shot as defined in these rules is not a foul.
  - iii) A player cannot be snookered on an object ball if the cue ball is touching that object ball.
  - iv) A player cannot be snookered by the straight sections of the cushions. If a straight section of a cushion is preventing the finest possible cut on the side of an object ball, that section of cushion will be deemed not to exist for the purpose of determining a snooker on that object ball.
  - v) A player cannot be foul snookered by any of his/her own object balls. I.e., if the removal of the player’s own object ball, irrespective of if that ball is partially snookered or not, would allow the finest cut possible on both sides of an object ball past that partially snookered ball by way of a “straight-line” shot then a foul snooker does not exist.
  - vi) If an object ball is partly obscured by a curved cushion (jaw), in the event of a “foul snooker” the restriction of the jaw shall be taken into account and a foul snooker shall be deemed to exist.

## **9. STALEMATE**

Should any situation arise whereby a legal shot cannot be played, then the game shall be restarted by the same player whether this situation is arrived at by accident or design. 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 by the same player.

## 10. Guidance

- a. The term 'shot' means striking the cue ball once.
- b. The term 'visit' refers to one term at the table comprising one or a series of shots.
- c. The term 'break' refers to the first shot of the game or the first shot of a game being restarted.
- d. Coaching is deemed to be unsportsmanlike behaviour (see rule 1)
- e. A referee may, if requested, advise on rules of the game.
- f. The term 'open table' refers to the onset of the game following a legal break but prior to any ball being legally pocketed.
- g. When rules require a lag for break then the following procedure should be used:

Each player should use balls of equal size and weight. With the balls in baulk, one player to the left and one to the right of the table, the balls are struck simultaneously to the foot cushion and back to the baulk end of the table. The player whose ball is the closest to the innermost edge of the baulk cushion wins the lag. The lagged ball must contact the foot cushion at least once. Other cushion contacts are immaterial, except as prohibited below.

It is an automatic loss of the lag if:

- (1) the ball crosses into the opponent's half of the table,
- (2) the ball fails to contact the foot cushion,
- (3) the ball drops into a pocket,
- (4) the ball jumps the table,
- (5) the ball touches the long cushion,
- (6) the ball rests within the corner pocket and past the nose of the head cushion, or
- (7) the ball contacts the foot cushion more than once.

If both players violate automatic-loss lag rules, or if the referee is unable to determine which ball is closer, the lag is a tie and is replayed.

If one player strikes the ball, the other player has to strike his ball before the opponent's ball reaches the foot cushion in order to have a simultaneous lag. If this is not the case and the referee feels that the player who played second wanted to get an advantage out of that, then the lag has to be replayed.