

CLUBS NEW ZEALAND EIGHT BALL RULES - 2014

1. **OBJECT** - the object is to win by potting a set of balls in any sequence and then potting the 8 ball in accordance with the following rules.
2. **SET OF BALLS** - a set of balls is either "1-7 /under's/solids" or "9-15 /over's/stripes".
3. **CHALK** – chalk colours that adversely affect the cloth and/or balls will not be allowed.
4. **CONCEDED FOULS** - any foul that is not called or claimed by the opponent will be conceded once the next shot is played. No claim for a penalty will apply to that unclaimed foul.
5. **RACKING** – the spot (front) ball to be placed on the rack spot, 8 ball in centre of third row, and an 'under' and an 'over' to each back corner of the triangle. The cue ball to be placed in the 'D'.
6. **RACK BREAK** - no penalties (Rule 7 through to Rule 37) will apply to the rack break:
 - (a) Cue ball to be played from within the 'D';
 - (b) Toss/lag for break and then break alternately;
 - (c) The break is invalid if less than four object balls fail to touch a cushion;
 - (d) If rule 6(c) is not achieved, the balls will be re-racked and the opponent may decide who plays whilst retaining original breaking order for the following frames;
 - (e) Any ball potted will count as having touched a cushion;
 - (f) When an object ball is potted from the rack break, and at least three other balls have touched a cushion, the player has the choice of set and continues. In order to establish a set the player must next nominate and pot one or more balls of the set without fouling. They must make their choice of set known either to the opponent and/or the referee before play continues; failure to do so will incur loss of turn. The incoming opponent has an open table;
 - (g) When the 8 ball is potted it is re-spotted;
 - (h) When the cue ball is potted by itself or in conjunction with any other ball(s), or any ball is played off the table, the turn ends. No set can be claimed and no penalty applies. If the cue ball was potted or played off the table it is re-placed in the 'D' and it is the opponent's turn. Set claim is now to be established in accordance with rule 7;
 - (i) If either of the set balls can not be played because of a full snooker by the 8 ball or the cushion, the break will be deemed to be invalid and the balls will be re-racked in accordance with rule 6(d);
 - (i) Break attempt must occur within 30 seconds following the toss/lag.
7. **SET CLAIM**
A set is established by a player nominating and potting one or more balls of a set without fouling. This will also apply to any free ball potted legally within the provision of rule 15.
8. **TURN.** – refers to a sequence of legally played shots by a player or team (in the case of doubles):
 - (a) A turn ends when a player either (i) fails to pot a ball, (ii) fouls, (iii) asks opponent to play again.

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9. **PLAY AGAIN OPTION** - if a player fouls, the opponent may make that player play again from where the cue ball rests. There will be no play again option, when the penalty is a multi-combo.
10. **BALLS OFF THE TABLE** - off the table means coming to rest right off the bed of the table:
 - (a) player's set balls and the 8 ball are to be re-spotted on the rack spot in accordance with rule 11;
 - (b) opponent's set balls are pocketed;
 - (c) cue ball placed within the 'D'.
11. **RACK SPOT** - the ball is to be placed on the rack spot or as close to it, as is possible, along the centre line without touching any other ball.
12. **WITHIN THE 'D'** - contact point of cue ball and table to be on or within the line of the 'D'.
13. **BALL IN PLAY** - a ball in play is a ball that is stationary and in contact with the bed of the table at a position not less than $\frac{1}{4}$ of its diameter from the drop lip of the pocket. If a declared ball in play falls into a pocket unaided, it shall be replaced and no penalties or claims will apply. Any ball that is not declared and has been pocketed unaided will remain pocketed and no penalty or claim will apply. If an undeclared 8 ball falls in to the pocket unaided it shall be re-spotted in accordance with rule 11. A ball in play can be called by either opponent/s at any time and will remain in play until contacted.
14. **POTTED 8 BALL** - whenever the 8 ball is potted as a freeball or potted out of sequence it shall be re-spotted on the rack spot in accordance with rule 11.
15. **FREEBALL PENALTY** - a player may ask the opponent to play again or use a free ball (any ball) as an extra ball to their own set for that penalty shot only. A nomination is required before the shot is played.
16. **MINOR FOUL** - the following fouls have a free ball penalty:
 - (a) cue ball pocketed;
 - (b) any snooker by the opponent;
 - (c) one or more balls of the un-nominated set is potted in an open table turn;
 - (d) jump shot;
 - (e) failure to nominate – applies to which set a player is choosing and when a player has a free ball by virtue of being awarded a penalty i.e. they have the right to call the ball on as one of their own set but forget to;
 - (f) unintentional interference;
 - (g) ball off the table;
 - (h) shot time foul;
 - (i) communication during play;
 - (j) striking any ball other than the cue ball;
 - (k) playing before any appropriate balls have been re-spotted and/or come to rest;
 - (l) playing a shot without at least one foot touching the floor;
 - (m) playing the cue ball from outside the "D" when applicable.

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- 17. SHOT** - a shot is the tip of the cue making contact with the cue-ball to apply forward motion to the cue-ball in an attempt to strike an object ball. A shot cannot be played until all balls are stationary.
- 18. DOUBLE CUEING.**
- (a) When, during the playing of a shot, the tip of the cue strikes the cue ball twice and each contact can be clearly seen or heard;
 - (b) When, during the playing of a shot, the player plays the cue so slowly through the cue ball that the tip can be seen to remain in contact with the cue ball and visibly pushing it along.
- 19. SNOOKER** - a player is snookered if unable to strike both extreme edges of any of their set balls:
- a) all of a player's set balls must be snookered for a claim to apply;
 - b) a player's own set balls and rail cushions are not a cause of a snooker;
 - c) a jaw snooker by an opponent is the cause of a snooker;
 - d) any player may request a referee's opinion as to whether or not they are snookered;
 - e) wherever a referee gives a decision, players can request the tournament controller to check that the correct decision was given.
- 20. COMBO-BALL PENALTY** - a player may ask the opponent to play again or place the cue ball in any position on the table and then by choice include a freeball as in rule 15. If the offending player removes the cue ball after committing a combo-ball foul the opponent may:
- a) request that the cue ball is replaced for a play again option;
 - b) take a combo-ball penalty.
- 21. MAJOR FOULS** - the following fouls have a combo-ball penalty once a set has been established:
- a) playing or potting the opponents ball;
 - b) playing or potting 8 ball out of sequence;
 - c) playing out of turn;
 - d) any two successive fouls, (on a play again option);
 - e) anytime the cue ball fails to contact an object ball;
 - f) double cueing.
- 22. MULTI COMBO-BALL PENALTY** (no play again option will apply) – will give the opponent a combo-ball with the first visit of their turn. At the conclusion of the first turn the player will be given a second turn (refer to rule 8). Any foul committed in the execution of the multi-combo will result in an end to the penalty with all applicable fouls to be applied.
- 23. EXTREME FOULS** - the following fouls have a multi combo-ball penalty:
- (a) playing the opponents ball directly with intent;
 - (b) playing the 8 ball out of sequence with intent;
 - (c) any foul following a 2nd play again option;
 - (d) any intentional and/or demeanour foul at the discretion of the referee or tournament controller as per Rule 31.
- 24. JUMP SHOT** - a jump shot is when the cue ball is caused to leave the bed of the table and then passes over all or any part of any ball before contacting an object ball.

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25. LOSS OF FRAME - the following foul has a loss of frame penalty:

- (a) any foul when on the 8 ball, except a snooker in which case a freeball will apply in accordance with rule 16 (b);

26. STALEMATE - a stalemate is when the players have either repeatedly played shots that are not an attempt to pot a ball or reached a position where both are reluctant to attempt anything other than a defensive shot. A stalemate can be either mutually agreed upon or called by a referee. The referee will issue a warning to players that the frame is in jeopardy of being declared a stalemate. If the players fail to satisfy the referee that the frame situation has been resolved, the referee will declare a stalemate and all play will cease. The 8 ball will then be placed at the centre of the back cushion (behind the rack spot). Players will now have only one ball of their original set and the 8 ball left to play. A ball from each set will be placed on the back cushion on opposite sides of the 8 ball at the approximate centre of each half of the table. The cue ball will be placed in the D; the players will toss/lag to decide who takes 1st turn.

27. SHOT TIMING – players will be given 30 seconds to complete a shot. A 10 second's warning before calling a time foul. Extra time may be permitted by referees.

28. BALL CLEANING - a referee will have the discretion to clean a ball only following a player/s request. If a player requests a ball to be cleaned during a referee shot timing, the clock will only be paused and timing will resume once the referee signals a return to play.

29. TIME CALL - to be conducted by referees, only with notification and authorisation of the tournament control:

- (a) any player who is not ready at the control area within 2 minutes of their match being called up for play, shall forfeit the first frame to the opponent;
- (b) after each additional minute a frame will be forfeited until the match is lost.

30. COMMUNICATION DURING PLAY

- a) no player may discuss tactics or seek coaching during play;
- b) doubles players may discuss tactics at the table on the 1st shot of each turn.

31. Demeanour - in all instances players are to refrain from coaching from the sidelines and to ensure their behaviour both on and off the floor is exemplary. Wherever a player becomes abusive or uncontrollable, or chooses not to play to the rules in accordance with their intent the appointed referee may apply a penalty.

32. PROTESTS – any player wishing to lodge a protest must notify the tournament controller within 10 minutes of a match ending. Protests may be lodged on any ruling given by a referee.

33. DRESS STANDARDS

- (a) Tailored slacks, dress or skirt (for ladies) or trousers (for men);
- (b) Collared shirt or a collared blouse with sleeves;
- (c) Dress shoes – or dress boots.

Optional - waistcoat, dress pullover or cardigan, tie or bow tie.

Team uniforms are welcome provided they comply with the above.

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- 34. **DEFAULTS** - any player who defaults from an event after the start of play without good cause shall be subject to possible disciplinary action.
- 35. **REFEREES** - may call fouls at any stage of play and have the discretion to apply a ruling in keeping with the objects of the game.
- 36. **RE-FRAMES** - no re-frames will be permitted if and when a table is deemed to be out of level. The frame in progress is to be completed and then the table and/or balls can be checked by the table groomer at the discretion of the tournament controller.
- 37. **MEASURES & MARKERS** - no form of measure or marker is allowed to be used on the table. All balls that are pocketed are out of play & cannot be used by players as a measure.