CLUBS NEW ZEALAND
8 BALL RULES
2027

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/unders/solids or 9-15/overs/ stripes.

3. CONCEDED FOULS – any foul that is not called or claimed by the opponent will be conceded once the next shot is played. No claim will apply to that unclaimed foul except if it resulted in loss of frame under rule 25.

4. ESTABLISHMENT OF BREAK AND THE RACKING OF BALLS

(a) The determination of who breaks is made by the opponents tossing a coin or by undertaking a lag contest as described in (b).

(b) A lag is where both players or a representative of each team shall strike a ball from behind the D line and play to the top cushion, the winner is determined when the balls come to rest and the closest to the bottom cushion will be deemed the winner. Once struck there is to be no outside influence of the ball until they come to rest.

(c) The players/opponents will break alternatively for all frames comprising that match and in the case of a pairs match who breaks on behalf of that team is entirely of their choosing.

(d) The player/striker to rack their own break and the spot (front) ball to be placed on the rack spot, 8 Ball in centre of third row, and an "under" and an "over" at each back corner of the fifth row in line with the top rail. The cue ball to be placed in the "D".

(e) If the breaking player or team has an issue with the process of the racking of these balls a referee is to be called to ensure all aspects as required above have been complied with and any remedial action undertaken cannot be further challenged.

(f) Once the player or team racking the balls is satisfied then they will place the white ball in the "D" which is when the player or team racking has 30 seconds to complete their first shot.

(g) All and any ancillary equipment used to rack the balls must be removed from the playing surface before the break shot is played.

5. BREAK SHOT –The following applies to the rack break shot, no penalties (rule 7 through to rule 36) will apply unless specified below:

(a) Cue ball is to be played from within the 'D';

(b) The break is invalid if less than four object balls fail to touch a cushion, in which case the balls must be re-racked and the opposing player/team may instead choose to break instead of the offending player/team and the break is neither successful or unsuccessful;

(c) Any ball potted will count as having touched a cushion;

(d) The break shot is not completed successfully if the white ball is potted or leaves the bed of the table;

(e) If any ball other than the white leaves the table the break is not completed successfully;

(f) When an object ball is potted from a valid rack break, and there has been no intentional or unintentional interference with the balls, the player has completed a successful break. If the eight ball is potted from the rack break, it is considered a legally potted ball and it is to be re-spotted in accordance with rule 10.

(g) If either of the set balls cannot 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 reracked in accordance with rule 5 (b).

(h) In the event of a successful break being achieved as determined from above (a) to (g) then that player is entitled to have the next turn and must then nominate a set of his/their choice and continues to play pursuant to rule 6. If the break is unsuccessful then the opponent has the next turn of play to establish a set, in accordance with rule 6.

6. ESTABLISHMENT OF SET- A set is established by a player nominating and potting one or more balls of that nominated set without fouling. The nomination process must include acknowledgement by the opponent and specifically identifying a set by name or demonstrative indication. This will also apply to any free ball potted legally within the provisions of rule 15. Any subsequent fouls committed after this shot but as part of the same turn will not negate this establishment of the set.

7. TURN –refers to a sequence of legally played shots by a player or team (in the case of doubles); A turn ends when a player either-

(a) Fails to pot a ball legally,

(b) Commits a foul,

(c) Or asks an opponent to play again when entitled to.

7a. SCOTCH PAIRS- The players will have alternate shots not turns.

8. PLAY AGAIN OPTION-

(a) if a player fouls, the opponent may make that player play again from where the cue ball comes to rest, and if pocketed or played off the table it is to be played within the 'D'.

(b) If the offending player removes the ball from the table after committing a foul, refer to rule 20.

9. BALLS OFF THE TABLE- off the table means coming to rest right off the playable surface of the table:

(a) If the player's set of balls and the black are to be re-spotted on the rack spot in accordance with rule 10. The black ball is to be replaced first and then the player's balls when they are both involved.

(b) Opponent's set balls are to be treated as pocketed and not replaced on table.

(c) Cue ball is to be placed within the 'D' and played from within the 'D' by the player undertaking the next shot.

10. RACK SPOT –the eight or black 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.

11. WITHIN THE 'D'- the contact point of the cue ball and table is to be on or within the line of the 'D'.

12. BALL IN PLAY – a ball is in play, including the cue ball, if it is stationary, in contact with the bed of the table at a position not less than ¼ of its diameter from the drop lip of the pocket. If a declared ball in play falls into the 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 into the pocket unaided it shall be re-spotted in accordance with rule 10. A ball in play can be called by either player at any time and will remain in play until it is contacted by another ball. The cue ball may also be declared a ball in play.

13. 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 10.

14. FREEBALL PENALTY – a player may ask an opponent to play again or use a free ball (any object ball) as an extra ball to their own set, for that penalty shot only. A nomination is required before the shot is played, otherwise rule 15(e) applies.

15. MINOR FOUL – the following fouls have a free ball penalty:

(a) Cue ball is pocketed;

(b) Any snooker, as determined by rule 18, by the opponent;

(c) Any foul, whether normally a minor foul or major foul as determined under rule 20, where no set has been established as defined under rule 6;

(d) Jump Shot as defined by rule 24;

(e) Failure to nominate when under a freeball penalty the player could have nominated a freeball but failed to do so.

(f) Unintentional interference;

(g) Ball off the table;

(h) Shot time foul;

(i) Communication during play; with the exception in scotch pairs;

(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 it should have been within the 'D'.

16. 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.

17. 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, or

(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.

18. SNOOKER- A player is snookered if unable to strike both extreme playable edges of any of their set balls, and:

(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 the snooker;

(d) Any player may request a referee's opinion as to whether or not they are snookered;

(e) Whenever a trainee referee gives a decision then a qualified or designated referee can be called to give a final assessment as to whether a snooker applies.

19. QUALIFIED OR DESIGNATED REFEREE- The host club **MUST** ensure that at least one suitably qualified **SENIOR** Referee is appointed and available throughout the tournament. In determining whether a Referee is suitably qualified, consideration should be given to the individuals knowledge of the Clubs New Zealand 8 Ball Rules, previous officiating experience, and the ability to competently adjudicate matches and rule disputes.

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 14. If the offending player moves the cue ball from its position on the table after committing any foul the penalty shall be a multi combo-ball penalty as in rule 22.

21. MAJOR FOULS- the following fouls have a combo-ball penalty once a set has been established:

(a) Playing or potting the opponent's ball;

(b) Playing or potting 8 ball out of sequence;

(c) Playing out of turn;

(d) Any two consecutive turns where either minor or major fouls are committed when a play it again option has been exercised;

(e) Anytime the cue ball fails to contact an object ball;

(f) Double cueing.

22. MULTI COMBO-BALL PENALTY (no play it again option can be exercised)- give the opponent a combo-ball with the visit of their turn. At the conclusion of the first turn the player will be given a second turn and must execute this option. Any foul committed in the execution of the multi-combo, even if this is in execution of the first turn, 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 directly with intent;

(c) Any foul following a second play it again option has been exercised in consecutive turns;

(d) Any intentional and/or demeanour foul at the discretion of the tournament referee or tournament controller as per Rule 31;

(e) The striking of the cue ball when the situation exists that the player cannot physically and legally strike any of their own set of balls.

24. JUMP SHOT – is a shot executed 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.

25. LOSS OF FRAME - the following foul has a loss of frame penalty; when any foul is incurred when a player is on the 8 Ball, except a snooker in which case a freeball will apply in accordance with rule 15 (b). Any loss of frame penalty is final and the frame may not be continued with.

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 either be mutually agreed upon by the players or called by a referee. The referee will issue a warning to players that, **If this frame is not played to its conclusion, it is in jeopardy of being declared a stalemate.** If the players fail to satisfy the referee that the frame situation is being advanced, the referee will declare a stalemate and all play will cease. The 8 Ball will then be placed at the centre of the top cushion (behind the rack spot). A ball from each set will be placed on the top cushion on opposite sides of the 8 Ball equidistant from the black ball to the pocket. Players will then have only one ball of their original set and the 8 Ball left to play. The players will toss/lag to decide who takes the first turn and the cue ball is to be played from within the 'D'.

27. SHOT TIMING- Players will be given 30 seconds to complete a shot for all matches. Referees are to not include any inability for a player to play a shot due to proximity of other players from other tables which affect the execution of the shot or are interfering with the line of sight of a shot. For a foul to be incurred a 10 second warning must be given before the expiry of the time period. Each player (or team in a pairs match, including scotch pairs) can ask for one extension in every frame of a match of 30 seconds which is requested when 10 second warning is given. Any other factors to be taken into account, like sound system announcements or disorderly conduct within vicinity by crowd are to be taken into account at discretion of referee.

28. BALL CLEANING- A referee will have the discretion to clean a ball, including the cue 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 either by referees, or other persons appointed for this specific task, with the notification and authorisation of the tournament controller;

(a) Any player who is not ready at the control area after having been called to stand by and after receiving a warning announcement is made. Then within 2 minutes of their match being then called for play, shall forfeit the first frame to the opponent;

(b) After every additional minute a frame will be forfeited until the match is lost.

30. COMMUNICATION DURING PLAY –

(a) Doubles players may discuss tactics before the first shot of each turn up to the point when the cue ball is struck.

(b) In singles matches any direction or assistance given by a member of the crowd is to be treated in accordance with rule 31. It is acknowledged that in general, the player cannot control this themselves so the fouls can be awarded against the offending spectator if he/she is a competitor to apply to their next match.

(c) In Scotch pairs **communication is allowed** at any time and both players may be at the table at the same time.

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 determined by them to be appropriate including; verbal warning, minor foul, major foul, extreme foul, loss of frame or loss of match.

32. PROTESTS – Any player wishing to lodge a protest must notify the tournament controller within 10 minutes of a match ending. Players need to be aware that under rule 3 that the conceding of a foul is expressly covered so cannot be adjudicated upon again.

33. DRESS STANDARDS- The level of the appropriateness of the standard of clothing and footwear is up to the judgement of the tournament controller. The specific minimum requirements are as follows;

(a) Tailored slacks, skirt or trousers, NO Jeans or shorts

(b) Collared shirt or a collared blouse with sleeves;

(c) Enclosed dress shoes- dress boots or casual footwear of one colour. That trainers, walking shoes and sketchers are one colour, slip on or Velcro are clean and tidy with no rips and have a closed in toe and heel.

34. REFEREES- Those persons appointed or designated as referees for an event may call fouls at any stage and have the discretion to apply a ruling in keeping with the objects of the game when it is not specifically covered within these rules.

35. RE-RACKS – No re-racks 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 checked by the table groomer or any other person appointed by the tournament controller to undertake this role. The tournament controller has the discretion of passing that table fit for play or not for the rest of the tournament.

36. MEASURES & MARKERS – Players by mutual agreement may use a ball that has been pocketed to determine whether a free ball exists before involving a referee. However, in all other circumstances no potted ball may be used and/or any ancillary equipment, nor marking of a table either by outside agency or by finger print to determine any aid to assist the playing of a player's shot. Any such offence called by a referee will be a demeanour foul and subject to the discretion on penalty determined under rule 31.

37. OUTSIDE ACCIDENTAL INTREFERENCE- When the striker is accidently bumped or pushed causing a ball or balls to move unintentionally, the ball or balls will be replaced to the best

agreement of both players, failing that, a referee's assistance if required, with no foul penalty and play will continue.