

# World Eight Ball Pool Rules - Rule Changes

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## Overview

Serious Foul rule has been integrated into Standard Foul rule AND Loss of Frame Rule

## F The Break

(6) Where the wrong player performs the break, if:-

- (i) the break is fair, the opponent will continue with 2 visits and an open table.
- (ii) the break is not a Fair Break, see 4(b) above.

## J Fouls

There are three types of foul. Standard Fouls, Non-Standard Fouls, and Loss of Frame Fouls. A player can only be penalised for one foul at a time. If two or more fouls are committed during a shot, the foul that carries the most severe penalty will apply

## K Standard Fouls

(4) Playing out of turn. {A player who plays a shot immediately after playing a foul or immediately after the referee has called a foul on that player, has played out of turn.

(22) Jump shot. (If the Cue ball leaves the bed of the table and misses an Object ball that would have been struck had the Cue Ball not left the table on an otherwise identical shot, the Cue Ball is deemed to have jumped over that object ball). A break shot that results in the pack being jumped will be deemed to be not a Fair Break (see 4b)

## M Loss of Frame Fouls

(4) Deliberately striking a ball other than the Cue Ball with the tip of the cue

(5) Deliberately causing any ball or balls to be moved in a manner other than that which may result from playing a normal shot.

(6) Deliberately striking the Cue Ball with other than the tip of the cue.

(7) Deliberately interfering, by word or action, so as to disrupt an opponent's play.

# World Eight Ball Pool Rules - Guidance Changes

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## 4.1 Lag for break

If competition or tournament rules require a lag for break then the following procedure should be used:

Each player should use balls of equal size and weight. These would preferably be the only two balls on the table.

## 8.1 "Time Out"

If a player plays a shot while "Time Out" has been called (for example when a Referee is away from the table getting a rest) it is a Standard Foul penalised under K4 Playing out of Turn.

## 10.1 Playing out of turn (Rule K4)

A player who plays a shot immediately after playing a foul or immediately after the referee has called a foul on that player, has played out of turn.

In other circumstances, the player should be penalised for K10 'Touching the table when not in control of the frame' before a shot is played. Should the referee miss this call and a shot is played, then K4 will apply. [Exception see 11 Breaching the Spirit of the Game.]

Playing a shot when a 'Timeout' is in force, [see 8.1 "Timeout"]

## 10.2 Cigarettes or Beverages (Rule K9)

For the purposes of this rule the word 'Cigarette' should be considered generic, encompassing Cigars, Cheroots, e-cigarettes and Pipes.

## 11. Loss of Frame Fouls (rule M)

M5 **Deliberately** causing any ball or balls to be moved in a manner other than that which may result from playing a normal shot. A player picking the cue ball off the surface of the table before dropping into a pocket was guilty of a serious foul, it is now Loss of Frame

M6 **Deliberately** striking the Cue Ball with other than the tip of the cue. In the situation where a player taps the cue ball with the shaft of the cue or ferrule in order to give a foul without moving the Cue Ball was guilty of a serious foul, it is now Loss of Frame.

M7 **Deliberately** interfering, by word or action, so as to disrupt an opponent's play was guilty of a serious foul, it is now Loss of Frame.

M8 Points that will be classified as "Breaching the Spirit of the Game" are:

- Foul language
- Player throwing cue around
- Arguing with an opponent, spectator or Referee
- Continuously disagreeing with the Referees decision and/or ruling
- Repeatedly marking the table (rule U2)
- Knowingly and intentionally playing out of turn
- Player (or players partner in doubles) breaking down, or putting away, cue.

[This does not apply to putting away a Breaking Cue]