

# BLACKBALL RULES

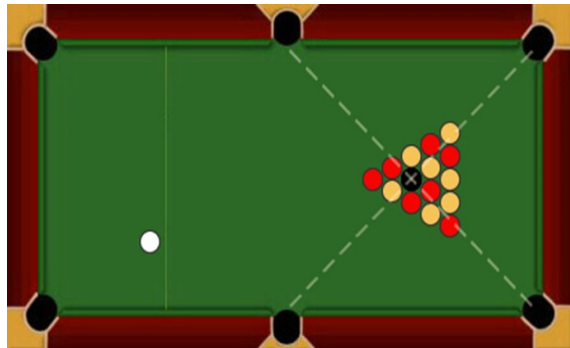


## OBJECT OF THE GAME

The player/team pocketing all of their object balls and then legally pocketing the black ball in its nominated pocket, wins the game.

## GAME RULES

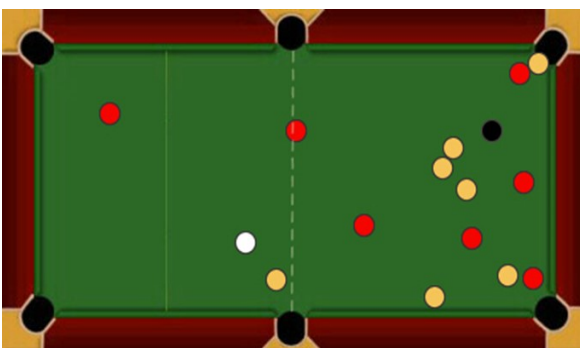
### 1. Racking Balls



The balls are racked as illustrated with the black on the black spot. Order of play is determined by the players. The opening player plays at the group balls from any area behind the baulk line.



### 2. Legal & Illegal Break



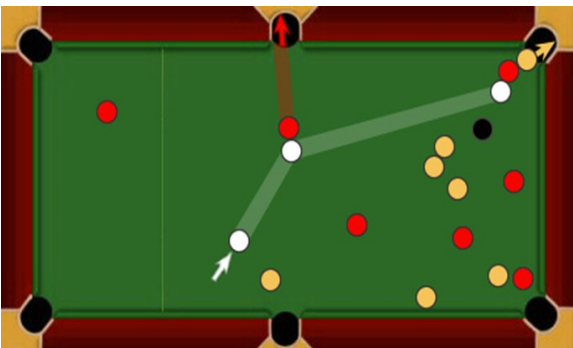
A group ball must be pocketed, or at least **TWO** group balls pass the middle line of the table to be classed as a **Fair Break**.

Failure to do so is a **Foul Break** and will result in the balls being re-racked. The opposing player then starts the game with **TWO** turns.

If the **Cue Ball** is potted on a **Fair Break** it is a **Non-Foul** where the next turn passes to the opponent.

If the **Black Ball** is pocketed from the break shot (before or after an object ball), that player automatically **WINS** the game.

### 3. Determining Groups



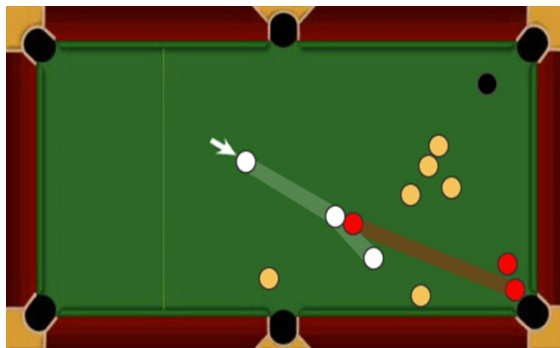
The players colour group is determined by the first legally potted ball.

If one or more balls of both sets of group balls are potted, then that player must nominate their group of balls to be played for the remainder of the game.

If a ball is legally pocketed, this entitles the player to one additional shot which will continue until the player either:

- A) Fails to pocket one of their own set of allocated balls, or
- B) Commits a foul

### 4. Legal Shot Defined



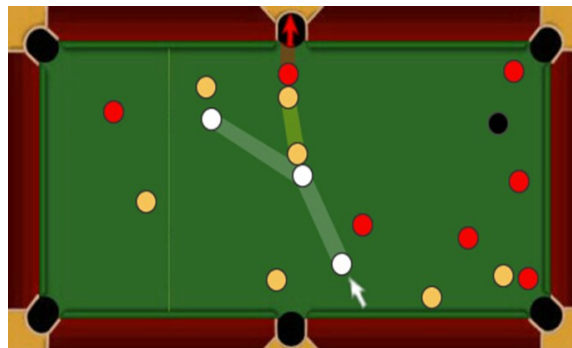
To play a legal shot a player must cause the cue balls initial contact to be with an 'on' ball and THEN....

- A) Pot any '**On Ball**' or balls, OR...
- B) Cause the cue ball or any other ball to contact a cushion.

An 'on' ball might include balls from either group or the black if a player has a '**first shot after foul**'.

In the situation above, if the red ball falls short of the pocket and no ball strikes a cushion *after* the cue ball hits the red, then this results as a foul.

### 5. Standard Foul



A player who commits a foul loses their turn, giving their opponent **TWO** turns of play.

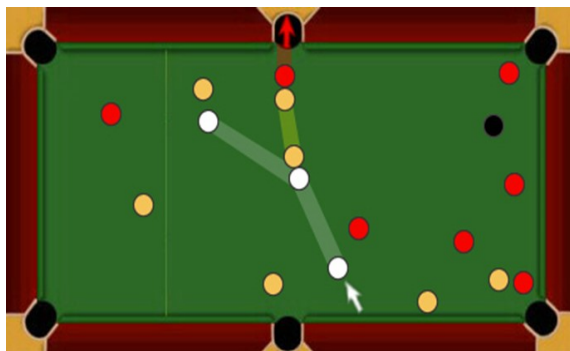
Each **Turn** lasts until the player:

- A) Fails to pocket one of their own balls
- B) The player commits a foul

If the player commits a foul the opposing player may proceed to play from where the white lies or play the white from anywhere within the Baulk line.

If a ball has left the table resulting in a foul refer to **Rule 8**.

### 6. First Shot After Foul

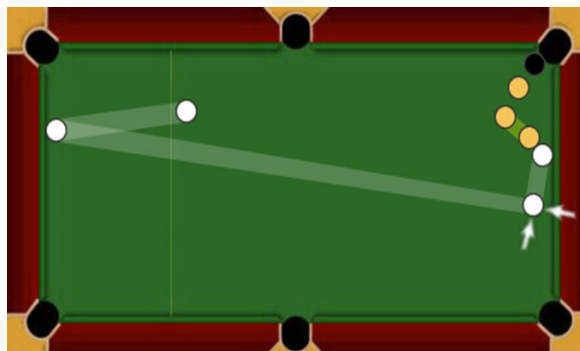


On the **First Shot Only** after a **Standard Foul**, the oncoming player may play the white onto any ball without penalty, including their opponent's ball and black ball.

The player **Must Not** pocket the black ball in this shot, unless they are on the black ball.

If any object ball is pocketed the player is deemed to have sunk a **Legal Ball** and continues with their turn.

### 7. Deliberate Foul

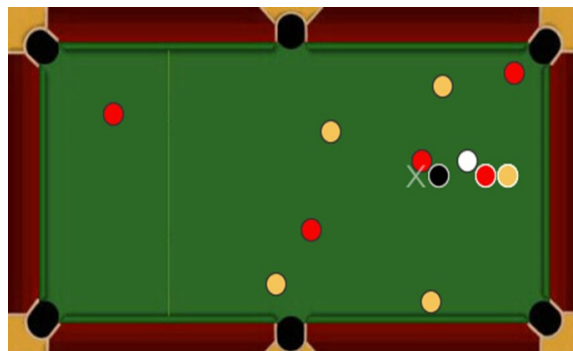


Any player who commits a deliberate foul or clearly fails to attempt to play an '**On Ball**' will result in instant loss of game.

Above the player's object ball is red. Only the black remains to be potted however the player is snookered.

There is a possible shot, up and down the table, to escape the snooker. Failure to attempt this shot is considered a deliberate foul.

### 8. Balls Leaving Table



Any ball leaving the table results in a foul.

The **Object** and **Black** ball shall be returned to the black spot, or as near as possible to it (without touching any other balls) in a direct line between that spot and the centre of the baulk line.

If the **White** ball leaves the table the opponent may resume play from anywhere on the table.

### 9. Fouls, Penalties & Instant Loss of Game

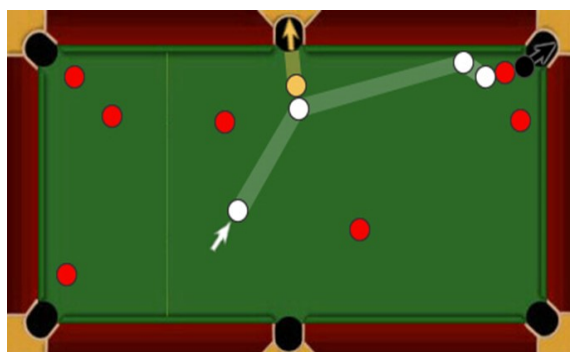
#### STANDARD FOUL

- A) Pocketing the white ball Except in a fair break (**Rule 2**)
- B) Hitting an opponent's ball without hitting one of your own - Except on First Shot After Foul (**Rule 6**)
- C) Failing to hit any object ball or contact a cushion
- D) Jump Shot
- E) Hitting the black ball before hitting one of your own object balls - Exception (**Rule 6**)
- F) Potting any opponent's ball - Exception (**Rule 6**)
- G) Any ball leaving the table the table
- H) If a player's body or clothing should touch any ball
- I) Player not having at least part of one foot on the floor
- J) Playing or touching with the cue any ball other than the white
- K) Playing out of turn
- L) Playing before all balls have come to rest
- N) Striking the white with the cue more than once
- O) Playing a push shot
- Q) Failing to nominate a pocket for the black ball

#### INSTANT LOSS OF GAME

- A) Pocketing the black ball before all the balls in your own group - Exceptions (**Rule 2**) (**Rule 10**)
- B) A player sinking the white ball when the black ball is pocketed
- D) A player who clearly commits a deliberate foul
- E) Deliberately touching, moving, or dropping a ball

### 9. Frame Skill Shot Win

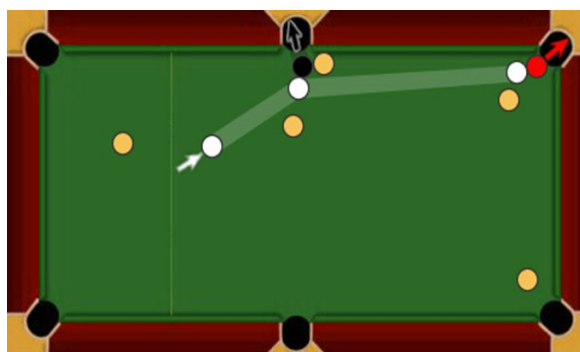


Players may sink their last remaining group ball (or balls) and the black in the same shot.

Initial contact, as always, must be with an 'on' ball.

In this instance the player on yellows pockets the final yellow ball and in the same combination shot wins by pocketing the black ball.

### 10. Nominated Skill Shot

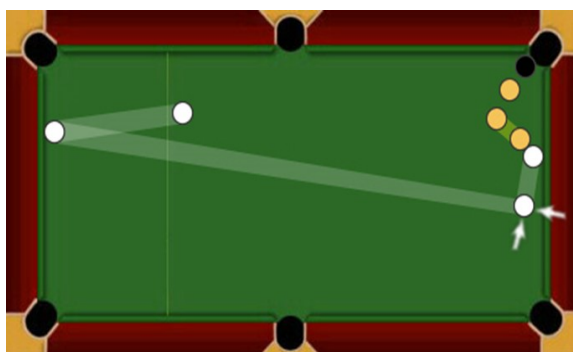


Here, the player on reds may legally strike and pot the black ball and then, in a combination shot, sink the last remaining group ball to win.

The player must nominate the pocket for the black ball or this will result in loss of game.

Failing to sink the red ball would also result in loss of game.

### 11. Standard Win Shot



Once a player has sunk all of their object balls they move onto sinking the black ball.

The player must nominate a pocket for the black ball or this will result in loss of game.

If the player commits a foul while trying to sink the black ball regular foul penalties apply and the game continues.

PLEASE NOTE: BLACKBALL POOL RULES VARY DEPENDING ON THE TYPE OF TABLE IN PLAY (COIN VS NON-COIN OPERATED). COUNTRIES, REIGIONS CUBS AND PRIVATE ORGANISATIONS MAY ALSO OBSERVE VARIATIONS IN GAME PLAY RULES.

**POTBLACK POOL TABLES & ACCESSORIES:** 6226B Great South Road, Horotiu 3262 PH: 0800 476 825 E: sales@potblack.co.nz

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