

Rules







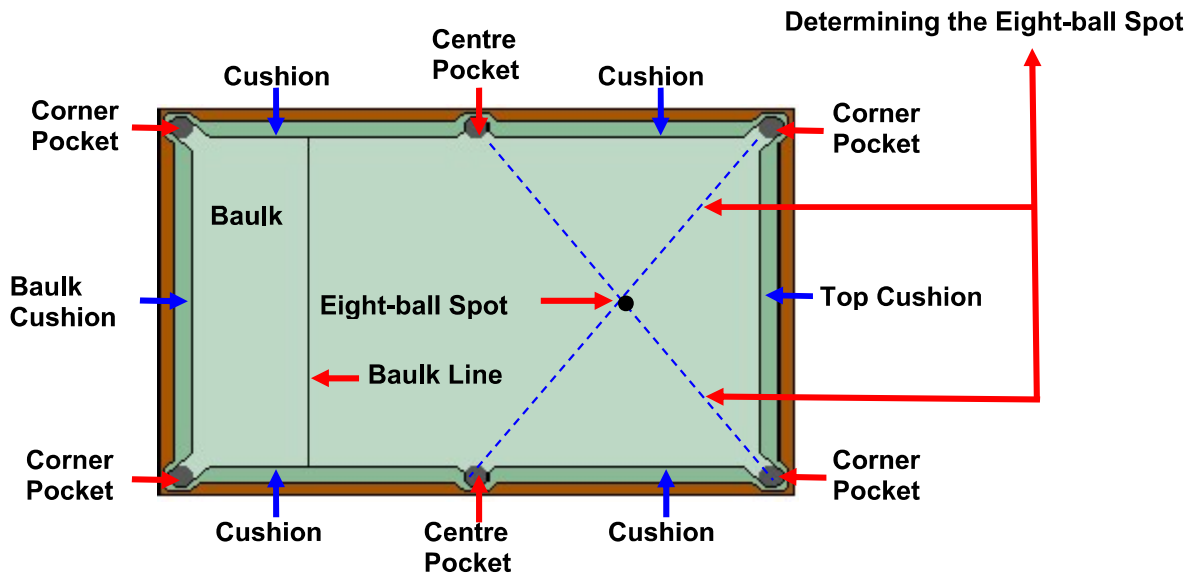
A. THE SPIRIT OF THE GAME:

1. The game is known as International Eight-ball Pool.
2. It is expected that players will always play the game in the true spirit and in a sporting manner.
3. The Referee will take whatever action is necessary to ensure that the spirit and rules of the game are observed.

B. EQUIPMENT:

The game of Eight-ball Pool is played with:

1. A "Cue Ball" - being a white ball with 6 red spots
Cue Ball 
2. Fifteen "Object Balls" consisting of 14 Colour Object balls
 - (a) Being a group of seven red balls
Red Balls or balls numbered 1 to 7 
 - (b) Being a group of seven yellow balls
Yellow Balls or balls numbered 9 to 15 
3. The "Eight-ball" being a striped black ball, solid and marked with a number "8" or an "Aramith" © logo.
Eight-ball 
4. Spider, rest, gooseneck rest, cross rest
5. Proscribed cues
6. A rectangular Pool table - with six pockets and six cushions:
 - (a) The cloth will be marked with a spot at the position where a straight line drawn diagonally from the centre of a side pocket to the centre of a corner pocket would intersect with a straight line drawn from the centre of the opposite side pocket to the centre of the other corner pocket.
 - (b) The cloth will be marked with a baulk line, being a straight line drawn from cushion to cushion, parallel to, and one fifth of the length of the table from the face of the cushion that lies the greatest distance from the spot (Called the Baulk Cushion).



7. The "Playing Surface" of the table is defined as the flat part of the table between the six cushions.
8. The "cushion" is defined as the six rails and the six pockets of a pool table.

C. DEFINITIONS:

1. **Shot**

A "shot" begins when all balls stop moving from the previous shot. A Player "plays a shot" by striking the Cue ball with the tip of the cue. A "shot" ends when all balls stop moving from the current shot.

2. **Play**

To "play" an object ball is to play a shot that results in the cue ball's first contact with another ball to be with that object ball. To "play" the cue ball is to strike it with the tip of the cue. In this instance the word "strike" means making contact between the cue tip and the Cue ball.

3. **Ball On**

At any time during a frame, a ball "On" is any object ball that the player may play without incurring a penalty.

4. **Pot**

A ball is 'potted' when it leaves the playing surface, enters a pocket and remains in that pocket.

5. **Visit**

A "visit" comprises one shot or a series of shots. Each visit lasts until the player fails to pot a ball "On", (Or until a foul is committed or the frame ends).

6. **Turn**

A player's "turn" at the table comprises one visit.

7. **Frame**

A frame is one game of Eight Ball Pool between two players or two pairs of players.

A frame is played from the opening break and usually through until the Eight-ball is potted.

Note: there are other ways that a frame may end.

A player may concede a frame at any time.

8. **Match**

A match is a predetermined number of frames of Eight-ball Pool between two players, two pairs of players or two teams of players.

9. **Player in Control**

A player (and the player's partner in doubles) is deemed to be "In Control" of the frame from the time that the balls stop moving from the final shot of an opponent's turn until the balls stop moving from the final shot of the player's turn.

10. **Frozen Balls**

(a) An object ball is deemed frozen whilst touching a cushion. It is a "Standard Foul" if the cue ball initially contacts a frozen ball first and the shot does not result in:

- i) A ball being potted OR
- ii) The cue ball contacting a cushion OR
- iii) The frozen ball contacting a cushion attached to a different rail OR
- iv) Any other object ball contacting a cushion with which it was not already in contact before the shot is played.

(b) A frozen ball MUST be confirmed by the players or a referee before any shot can be played where the frozen ball may be contacted directly as the ball "On". A ball is only deemed frozen if confirmed by the Referee or player, prior to the shot being taken.

D. **Block Warning**

For any event administered by SAPRA, the following "First and Final Warning" will be given at the commencement of a day's play or start of a session as a block warning to all players and spectators:

"Good morning / afternoon / evening Ladies and Gentleman, my name is ... and I am the Senior Referee for this event. In accordance with the rules this is the first and final warning for foul language and coaching. Any Foul Language by a player will be penalised by a "Loss of Frame". Any word or action deemed as coaching by a Referee will be penalised by a "Standard Foul". This includes the use of a mobile device whilst in the playing area."

E. **OBJECT OF THE GAME:**

1. The object of the game is to win by being the first player to:
 - (a) Pot a group of colours in any order and in any pockets, and then
 - (b) Pot the Eight-ball in any pocket.
2. When "On" a group of colours, potting more than one ball of that colour in the same shot is allowed. But a separate shot must be played to pot the Eight-ball and win the game.
3. The Eight-ball cannot be used as a ball "On" to pot any colour object ball, when colours have not been decided.

F. LAG FOR BREAK

If competition or tournament rules require a lag for break then the following procedure should be used: Referees should ensure that there are no other balls or the racking triangle on the table when the lag is about to commence. The players should have access to the full top rail to hit and not be restricted. 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 playing surface, the Referee shall count back from 3 to 1 so that the balls are struck simultaneously to the top 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 top cushion only 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 playing surface OR
2. the ball fails to contact the top cushion OR
3. the ball drops into a pocket OR
4. the ball hits any side cushion OR
5. the ball jumps off the playing surface OR
6. the ball rests within the corner pocket and past the nose of the baulk cushion OR
7. either player commits any standard foul.

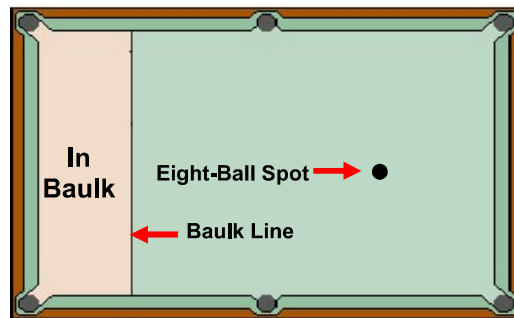
Players will lag again if:

1. Both players foul OR
2. The referee is unable to decide on which ball is closest to the bottom cushion OR
3. One player's ball strikes the top cushion before the other player's ball is hit.

The winner of the lag has the choice to break or can hand the break over to the opponent.

G. PLAYING FROM BAULK:

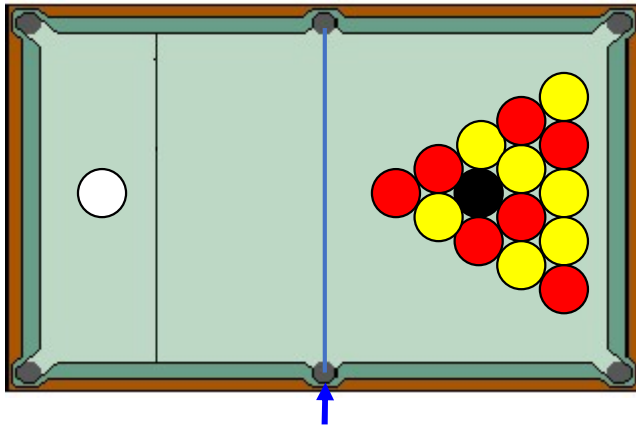
1. Baulk is the rectangular area of the table that is bordered by the Baulk line and the three cushions at that end of the table away from the Eight-Ball spot.






2. **When playing from Baulk:**
 - (a) The centre point of the Cue Ball must be in Baulk when a shot is played. The baulk line is considered to be part of the baulk. The base of the cue ball must be on or behind the baulk line. If the centre of the Cue Ball is directly on the Baulk Line it is deemed to be in Baulk.
 - (b) The Cue Ball can be moved into position by hand or with the shaft of the cue, but when touched by the tip of the cue, a shot is deemed to have been played.
 - (c) The Cue Ball may be played in any direction.

H. THE BREAK:

1. The object balls are racked with the Eight-ball on the spot.
The object balls are to be racked strictly in accordance with the Rules (as shown below).
No mirror image is allowed.



-  **Red Balls or Balls numbered 1 to 7**
-  **Black Ball**
-  **Yellow Balls or Balls numbered 9 to 15**

2. In the absence of any competition / tournament rules to the contrary, the players will “lag” to determine which player will break. The winner of the lag shall decide who will break first.
If a series of frames is to be played (a Match), the break of each subsequent frame will alternate.
The player, who wins the lag, has a choice of who will break.
The player, who breaks, provides the coin/token.
3. To commence a frame, the player who is breaking, shall position the cue ball anywhere in baulk but **MUST NOT** position the cue ball over the break line by more than 50% of its diameter.
4. The first shot of a frame is called the “break”.
To “break”, the cue ball is played at the triangle of object balls from Baulk.
The frame is deemed to have commenced the instant the Referee has placed the cue ball on the playing surface against the baulk cushion and called “Time Running”.
5.
 - (a) The Break will be deemed a “Legal Break” if the player breaking, obtains a minimum of three (3) cumulative points. 1 point for each object ball potted (eight-ball included, so that does count) and 1 point for each ball that has passed an imaginary line between the two centre pockets that is not potted. A ball is deemed as having “passed” the centre line if the whole ball is over the imaginary line. Any ball passing the centre line but also potted, only count as 1 point.
 - (b) Failure to perform a legal break will **ALWAYS** result in a re-rack. The opponent has the option to break or to choose to give the break back to the original breaker.
 - (c) If the eight-ball is potted off a legal break, it is always re-spotted after all balls have come to rest on the playing surface. To re-spot the eight-ball, the centre point of the eight-ball is placed on the eight-ball spot or if this is not available as near as possible to the spot in a direct line between the spot and the centre of the top cushion. If there is no space available on this line, place the eight-ball on the baulk cushion side of the spot as near as possible to its spot in a direct line between the spot and the top cushion. If the eight-ball is the only ball potted on a “Legal Break” then control of table goes to the incoming player, after re-spotting the eight-ball. If it’s potted with other colours and all the criteria of a “Legal Break” have been fulfilled, the breaker continues, after re-spotting the eight-ball.
6. If the cue ball, on a legal break:
 - (a) Goes “In-off”, a “Loss of Turn” occurs and the incoming player is awarded one visit with cue ball in hand, to be played from baulk, in any direction.
 - (b) Leaves the playing surface, a “Standard Foul” will be called against the breaker, with the incoming player receiving one visit with ball in hand, played from anywhere on the playing surface.
7. If any object ball/s leaves the playing surface and stays off the playing surface, on a legal break, a “Standard Foul” will be called against the breaker, with the incoming player receiving one visit with ball in hand, played from anywhere on the playing surface, after the ball/s have been re-spotted.

I. LEGAL SHOT:

1. To play a "Legal Shot" the player must cause the cue ball's initial contact with a ball "On", and then:
 - (a) Pot a ball, OR
 - (b) cause the cue ball or any object ball to contact a cushion. The "cushion" is defined as the six rails and the six pockets of a pool table.
2. Failure to play a legal shot is a "Standard Foul".
3. **Exceptions:**
On the break, the conditions of a legal shot do not apply.
4. Interpretation of Frozen Balls:
 - (a) An object ball is not considered Frozen to a cushion unless it is examined and confirmed as such by either the Referee or one of the players prior to that object ball being involved in a shot.
 - (a) If the Cue Ball's initial contact is with an Object Ball that is Frozen on a cushion, simply forcing that Object Ball into the same cushion does not constitute a Legal Shot
 - (b) If the Cue Ball and the Object Ball are Frozen on the same cushion, simply forcing the Cue Ball and / or that Object Ball into the same cushion does not constitute a Legal Shot.
5. Continuing a frame in the course of play, if a legal shot is played and the balls(s) from the player's own group are potted, play continues and the player is entitled to an additional shot. The player will lose his/her turn and return control of the table to the opponent if they:
 - (a) Fail to pot one or more of their own colour AND / OR
 - (b) Commits a "Standard Foul".

J. DECIDING COLOURS:

1. Colours are decided on the first ball legally potted. The Referee will call first Colour in play.
2. The table is considered an "Open Table" when the choice of Colours (red or yellow) has not yet been determined. The table is always open immediately after the break shot. Balls potted from the break are disregarded. The player's designated Colour (red or yellow) will not be determined until a player legally pockets an object ball. Once Colours are determined, object balls from a player's Colour are referred to as "On" ball(s).
3. Failure to make a legal pot result in the table remaining open.
4. If one of each Colour is potted in one shot, the player will be "On" the Colour struck by the cue ball first unless a foul has occurred, in which case the table remains open.
5. Where the choice of Colours is not obvious. (e.g., player cues up to a group of object balls / object balls of both groups sitting close to each other / player is snookered behind the eight-ball / the lay of the table is such no object ball being a clear target):
 - (a) The player MUST indicate to the Referee and/or the opponent the intended Colour.
 - (b) Failure to call a Colour, after potting a ball, whilst the table is open, is "Loss of Turn" and the table remains open.
 - i) Failure to strike called Colour is "Loss of Turn", table remains open.
 - ii) Striking called Colour but potting only other colour ball is "Loss of Turn", table remains open.
 - iii) Potting called Colour is a legal pot and Colour is assigned to player.
 - iv) The onus is on the player in control of the table to make the call, in order for the colour to be decided in a fair and sporting manner.
6. Colours are not decided on a foul shot.
7. When it is "Open Table", the Eight-ball may not be used as a ball "On" to decide colours.
8. When a player plays a combination shot on an "Open Table", the player has to pot both colours and will then be "On" the colour struck first. When any combination shot fails on an "Open Table", it will be "Loss of Turn" and still an "Open Table" for the incoming player.
9. In the event of a touching ball if colours have not been decided, the player MUST nominate a colour (This is for clarity of the shot and not to decide a group for the remainder of the frame). Failure to nominate is "Loss of Turn".

K. COMBINATION SHOTS

Object balls from both colours can be potted without penalty in a single “combination” shot. The potted balls may drop into the pockets in any order but “On” ball must be struck legally first. Attempting to complete a combination shot that results in only potting ball “Not On” is “Loss of Turn”. Combination shots do not have to be called. If a player is “On” the Eight-ball, the player may pot the Eight-ball and a ball “Not On”, providing that initial contact was with the Eight-ball.

L. LOSS OF TURN

As long as the player strikes an “On” ball first, should an opponent’s ball be potted without also potting an “On” ball, it will be “Loss of Turn”. Control of the table returns to the opponent; cue ball is played from where it lies. The only exception to this is during an “Open Table” where choice of colours has yet to be decided

For example:

1. Potting an opponent's ball accidentally.
2. Failing to complete a legal combination shot.
3. A tactical shot e.g., playing designated colour legally to pot an opponent's ball.
4. Failure to nominate a colour, after potting a ball, if the colour was not obvious or failure to nominate if it was a touching ball situation, whilst the table is open.

M. TIME ALLOWED:

1. A player has a maximum of 45 (forty-five) seconds to play each shot. The tip of the cue must have made contact with the cue ball within this time or a “Standard Foul” shall be granted to the opponent
2. The Referee will start timing when all balls have come to rest from the previous shot OR the Referee has placed the cue ball on the playing surface against the baulk cushion after any “Standard Foul”.
3. As the clock runs down to 5 (five) seconds remaining, the Referee must count down 5-4-3-2-1.
4. One extension per frame is permitted per player, whereby the Referee will add 15 (fifteen) seconds to the total time at the request of the player, thus the player has now 60 seconds to play his/her shot.
5. After the Referee has racked the balls, the Referee will place the cue ball on the playing surface against the baulk cushion and Call – “Time Running”. The incoming player must play the break within 45

N. FOULS:

There are two types of fouls. 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.

O. STANDARD FOULS:

“Standard Fouls” are to be called by the Referee as soon as they occur, however, the fouled player remains in control, until all balls that have been moved from that shot come to rest. The Referee awards cue ball in hand, which can be placed ANYWHERE on the playing surface with one visit to the opponent

- 1) Potting the Cue Ball - "In-off" (Except off the break.
- 2) Playing from outside Baulk when obliged to play from Baulk. The baulk line is considered to be part of the baulk. The base of the cue ball must be on or behind the baulk line.
- 3) 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. This also covers breaking out of turn.
- 4) Accidentally striking the cue ball with any part of the cue other than the tip in general play. Positioning the cue ball with the cue is allowed as long as the tip of the cue is not used.
- 5) Accidentally striking any ball other than the cue ball with any part of the cue or cue tip.
- 6) Playing a shot before all balls have come to rest from the previous shot.
- 7) Playing a shot before any balls that require re-spotting or replacing, have been re-spotted or replaced.
- 8) Coaching: During a frame, a player is required to play without receiving any advice from other persons relating to the playing of the frame. If a team member or bone-fide supporter of a player offers advice, the Referee will issue a "First and Final Warning" to that person that a repetition will result in the player being penalised via a "Standard Foul". Because it may not always be possible for the Referee to hear if a statement made to a player is advice, the Referee may issue the first and final warning on the grounds that any statement made to a player, other than general barracking, is deemed to be coaching. In a tournament setting, a "First and Final Block Warning" may be given once only.
- 9) Leaving the playing area without permission. If a player needs to leave the playing area during a frame or match, "Time Out" must firstly be granted by the Referee.
- 10) Playing a "Push Shot" (defined as when the tip of the cue remains in contact with the cue ball once it has commenced a forward motion).
- 11) Double hitting the cue ball.
- 12) Failing to perform a "Legal Shot".
- 13) Playing a shot while not having at least one foot touching the floor.
- 14) Failing to "Play Away" from a touching ball(s).
- 15) A ball remaining off the playing surface.
- 16) A player's body, clothing, jewelry or accessory, or part of a cue (with the exception of the tip in a legal shot), comes into contact with any ball. A tip falling off a cue or chalk dropped, is the player's responsibility. Should any of these contact a ball on the playing surface, it is deemed a foul. A player is responsible for their "own" equipment brought to the table but not that which is "supplied" by the competition itself. For example, if the end falls off a rest that has been "supplied" by the competition which contacts a ball, this is deemed not a foul.
- 17) Jump shot, miscue or when forcing the cue ball to a cushion and the rebound jumps a ball. (If the Cue ball leaves the bed of the playing surface and misses an Object ball that would have been struck had the Cue Ball not left the playing surface 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 not be deemed to be a Legal Break.
- 18) Marking the table to assist a shot.
- 19) Time foul.
- 20) Touching the table when not in control of the table.
- 21) Touching the table when the Referee is not at the table.
- 22)
 - (a) Touching the table while having a cigarette (lit or unlit) in hand or mouth.
 - (b) Causing a cigarette (lit or unlit) to touch the table or enter the space directly above the table.
 - (c) Touching the table while having a beverage container in hand.
 - (d) Causing a beverage container or beverage to touch the table or enter the space directly above the table.

After any "Standard Foul":

The Referee or the incoming player may recover the cue ball from the playing surface. The incoming player can play the cue ball from ANYWHERE on the playing surface and play in any direction. The Referee will endeavour to recover the cue ball, place it on the playing surface against the baulk cushion and call "Time Running". However, if the incoming player picks up the cue ball, the Referee immediately calls "Time Running".

Player Recovering the Cue Ball after "In-off":

Following an "In-off", the Referee or the Player may recover the cue ball from the basket. The Referee will call "Time Running" the moment the Player's hand is in the basket, even if the cue ball has not arrived in the basket yet. If the player takes his/her time in recovering the cue ball from the basket, the Referee will recover the cue ball, place it on the playing surface against the baulk cushion and call "Time Running".

Marking the table:

If a player deliberately marks the playing surface or cushions in an effort to assist a shot, this is a "Standard Foul". The marking could be with chalk on the cue tip or by finger mark or placing a block of chalk in a strategic position etc. The Referee should endeavor to remove any marks or items. Should a player persist in doing this, a Breach of the Spirit of the Game should be considered.

P. LOSS OF FRAME FOULS:

1. Deliberately not playing a ball from his/her own colour first, or an "On" ball after a foul, i.e., deliberately striking an opponent's ball.
2. Unsporting behaviour / bringing the game into disrepute. Including but not limited to:
 - (a) Any Foul Language even if only the Referee hears it OR
 - (b) Excessive hitting the table, physically or with a cue OR
 - (c) Dismantling a cue or placing a cue in its case (conceding the frame) OR
 - (d) Constant arguing with the referee (refusing to accept the referee/senior referee's decision) or opponent OR
 - (e) Gamesmanship - Attempting to interfere with the opponent's shot, either verbally or physically. This could include jangling coins in their pocket, noisily chalking a cue, moving about in an opponent's eye line or making audible comments OR
 - (f) Repeatedly marking the table OR
 - (g) Playing a shot while the Referee is away from the table collecting a rest.
3. Committing a foul in the same shot that the eight-ball is potted. (Except on the break).
4. Potting the eight-ball when a ball or balls of the player's own colour are still on the table. (Except on the Break). This includes potting last colour ball and eight-ball in same shot.
5. A player who clearly and intentionally fails to make an attempt to play a ball(s) of his/her own colour.
6. Potting the eight-ball legally, then proceed to move the remaining balls before they have come to rest.
7. Deliberately striking the cue ball with any part of the cue other than the tip in general play. Positioning the cue ball with the cue is allowed as long as the tip of the cue is not used.
8. Deliberately striking any ball other than the cue ball with any part of the cue or cue tip.
9. Deliberately moving a ball(s) that were not played as part of a shot.

A player who clearly and intentionally fails to make an attempt to play a ball(s) of their own group is a "Loss of Frame". The keyword here is "play". Play means to attempt to make a shot at the ball "On". Whether the shot turns into a "legal shot" doesn't come into it. It also has a second meaning if you attempt a shot at the ball "On" but leave the cue ball way short of the attempted ball "On", the referee has the right to call it a deliberate act to leave the ball short, potentially so as not to disturb other balls near your ball "On" in order to gain an advantage.

In other words, you could read it this way:

"A player who makes an attempt to play a ball(s) "On" but clearly and intentionally falls short of making contact with the ball(s) "On" in order to gain a potential advantage".

It is an opinion-based rule for the referee to make an informed call. If you are unable to come to a definitive conclusion regarding the shot to which you must rule upon, for the purposes of determining a "Loss of Frame", the benefit of the doubt must go to the player. If the player plays a similar shot again then you will call "Loss of Frame".

Q. PUSH SHOT AND DOUBLE HITS:

Definition of Push Shot:

When the cue ball, having struck the object ball follows the object ball in a similar direction AND at a similar speed, when in close proximity to each other before the shot commences OR after the cue ball has commenced its forward motion and the tip of the cue is still in contact with the cue ball. Generally, any shot played with speed will not be deemed to be a Push shot regardless of the fact that the cue tip may have come into contact with the cue ball more than once.

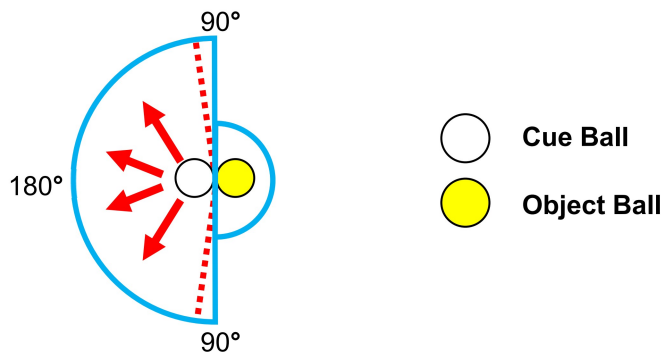
R. STALEMATE

If any situation arises whereby a player cannot play a legal shot by way of a straight line shot, with or without the use of the cushions, it is a Stalemate. The use of side spin on the cue ball is not a consideration, nor can the player's ability to play a shot be assumed by the Referee. The fact that there is a gap for the cue ball to pass, does not imply it cannot be a stalemate. It is a player's responsibility to ask the Referee for a stalemate. The frame shall be restarted with a re-rack. The player who originally broke will restart the re-racked frame.

S. TOUCHING BALLS:

1. General:

- (a) If the cue ball is touching any object ball/s, the player is obliged to "Play Away" from that object ball/s at an angle greater than or equal to perpendicular (90 degrees). That is, play the shot without causing the cue ball to make any initial further contact with the object ball.



- (b) If, when playing away from a touching ball, the touching ball rocks or moves without being contacted further, but simply because the cue ball is no longer there, no penalty will apply.
- (c) If a player plays into any touching ball before colours have been decided, it will be a Standard Foul.
- (d) If a player plays into any touching ball "On" after colours have been decided, it will be a Standard Foul.
- (e) If a player plays into any touching ball "Not On" after colours have been decided, it will be a Loss of Frame Foul.

2. When Colours have yet to be decided:

- (a) **Playing away from one or more touching coloured ball/s:**
If the table is "Open" and touching ball/s have been confirmed, the player must nominate a colour (This is for clarity of the shot and not to decide a group for the remainder of the frame). The player must play away from ALL of the touching balls of any colour and then needs to meet all the requirements of a legal shot, i.e., pot any colour ball or cause the cue ball or any other object ball to touch a cushion.
- (b) **Playing away from a touching Eight-ball:**
The player must play away from the touching Eight-ball and then meet all the requirements of a legal shot, i.e., cause initial contact with any colour ball and then pot a colour ball or cause the cue ball or any other colour object ball to touch a cushion.

3. When Colours have been decided:

- (a) **Playing away from one or more touching object ball/s of the player's own colour:**
The instant a player plays away from any touching object ball/s of the player's own colour, the player is deemed to have played that ball. The player must play away from ALL of the touching balls. The player then just needs to meet all the requirements of a legal shot, i.e., pot a ball "On" or cause the cue ball or any other object ball to touch a cushion.
- (b) **Playing away from a touching object ball of the opponent's colour or the eight-ball when "Not On" the eight-ball:**
If none of the touching object balls are of the players colour including the eight-ball "Not On", the player must play away from ALL of the touching balls. The player then needs to meet all the requirements of a legal shot, i.e., cause initial contact with a ball "On" and then either pot a ball "On" or cause the cue ball or any other object ball to touch a cushion.
- (c) **Playing away from a touching Eight-ball when "On" the Eight-ball:**
The instant a player plays away from the eight-ball, the player is deemed to have played the eight-ball. The player then just needs to meet all the requirements of a legal shot, i.e., cause the cue ball or any other object ball to touch a cushion.

T. BALLS OFF THE PLAYING SURFACE

1. It is a "Standard Foul" if a ball leaves the playing surface (other than being potted) and does not return by its own means and remains off the playing surface.
2. Definitions / Examples:
 - (a) "Playing Surface": - The Playing Surface of the table is the flat part of the table between the six cushions.
 - (b) "By its own means": -
 - (i) It is not a foul if a ball leaves the playing surface, runs along the top of a cushion, drops back on to the playing surface and comes to rest there or falls into a pocket.
 - (ii) It is a Standard Foul if a ball leaves the playing surface, comes into contact with a person or object that is not a part of the table and then returns to the playing surface.
 - (c) "Off the Table": - It is a Standard Foul if a ball leaves the playing surface and comes to rest on other than the playing surface. (e.g., On the floor or on the top of a cushion)
 - (d) "Spotted": - A ball is spotted when its centre point is placed on the spot or, if this is not possible, as near as possible to the spot in a direct line between the spot and the centre point of the top cushion. If this is not possible, as near as is possible to the spot, in a direct line between the spot and the centre point of the baulk cushion.
 - (e) If any of the following balls require spotting, they are spotted in the following order: -
 - (i) Eight-ball, then
 - (ii) Red Balls in any order (or balls numbered 1 to 7 in numerical order), then
 - (iii) Yellow Balls in any order (or balls numbered 9 to 15 in numerical order)
 - (iv) Spotted balls should be placed as close to each other and any intervening balls as possible, without touching.
3. If a ball leaves the playing surface and remains off the playing surface, it shall be returned to the table:
 - (a) If it is the Cue Ball from the Break, it is a "Standard Foul" and it is to be played from anywhere on the playing surface.
 - (b) If it is the Cue Ball during open play, it is a "Standard Foul" and is to be played from anywhere on the playing surface.
 - (c) If it is an Object Ball (or Balls) it is to be Spotted.

U. BALL FALLING WITHOUT BEING HIT:

Definitions:

A shot is "complete" when all balls have come to rest.

A shot is "in progress" when the cue ball has been struck and all the balls have not come to rest.

1. After a shot is "complete", any ball/s that drop into a pocket, without being struck, will be replaced to their original positions.
2. During a shot "in progress", any ball/s that drops into a pocket, without being struck and would NOT have been played as part of a shot, shall be replaced to their original positions after all balls have come to rest.
3. During a shot "in progress", any ball/s that drops into a pocket without being struck and would have been played as part of a shot, ALL BALLS will be replaced to their original positions after all balls have come to rest.

Following the balls having been replaced to their original positions, the original player will always continue with no penalties, unless:

- (a) A foul has been committed OR
- (b) the original player failed to pot a ball "On" (the exception to this is point 3, where the original player will always continue).

V. INTERFERENCE:

1. There is no penalty if balls are moved in these circumstances:
 - (a) By persons other than players taking part in the frame OR
 - (b) As a result of players being bumped OR
 - (c) Events deemed not within a players control:
 - (i) "An Act of God", such as an earthquake, etc.
 - (ii) End falling of a rest or part of in-house equipment, etc.
2. The Referee will return the balls as close as possible to their original positions whenever possible. Re-racks will only be granted in extreme circumstances. The Referee's decision is final.
3. The Referee can reset the shot clock if they consider the situation warrants it. The decision is at Referee's discretion.
4. If a part of a rest or equipment supplied by the player falls and causes balls to move, it will however be a "Standard Foul".

W. COMPLETION OF A FRAME

A frame is over when the eight-ball is potted on a legal shot and all the balls have come to rest or in a "Loss of Frame" situation.