OFFICIAL RULES OF
THE WORLD EIGHTBALL POOL FEDERATION
THE GOVERNING BODY FOR EIGHTBALL POOL

A. The Spirit of the Game

The Game is known as Eight Ball Pool. It is expected that players will always play the game in a fair and friendly manner. The game is not intended to be competitive. The referee, or any enters concerned, will take whatever action is necessary in order to ensure that the spirit and rules of the game are observed.

B. Object of the Game

A player (and the player’s partner in doubles) is deemed to be “In Control” of the frame from the time that the balls come to rest from the final shot of an opponent until the balls are seen to have stopped and the frame is completed. There can be no incurrence of a foul, irrespective of any foul that may have occurred, if the incident occurred, no penalty shall be imposed on either of the players and the frame shall continue.

C. Playing from Baulk

1. GENERAL

a) If a player believes that a Foul Snooker or Foul Jaw Snooker has occurred, he must notify the referee of this immediately after the completion of the snookered shot.

b) A player who deliberately interferes, by word or action, so as to disrupt an opponent’s play. It is a Standard Foul.

2. Exceptions

a) When snookering or jaw snookering a player shall not be allowed to play the incoming ball until the cue ball is free of the cushion, pocket or any other object, and the incoming shot is not “straight-line”.

b) If a player is Snookered by the straight sections of the cushions. If a straight section of a cushion is obstructing the Cue Ball, it is to be repositioned so that the Cue Ball can be played in a “straight-line” way. If it is impossible, as near as possible to the spot, in a direct line between the spot and the centre point of the cushion that the greatest distance from the Bedline. If this is not possible, the cue shall not be used and the player must call for another ball until a cushion is free.

3. Snookers

a) When, during the playing of a shot, the tip of the cue strikes the Cue Ball twice and the referee is satisfied that the direction of the cushion does not impede the player’s option to continue play, the player will be considered to have played away all balls from the Cushion, pocket or any other object, and the incoming shot is not “straight-line”. If the Cue Ball is snookered, the player will be allowed to play the incoming ball until the Cue Ball is free of the cushion, pocket or any other object, and the incoming shot is not “straight-line”.

b) If, after a player has played a shot, the Cue Ball remains on the cushion, pocket or any other object, a repositioning of the incoming shot shall be allowed. If the Cue Ball is snookered, the player will be allowed to play the incoming shot until the Cue Ball is free of the cushion, pocket or any other object, and the incoming shot is not “straight-line”.

4. Push Shots and Double Hits

a) If a player uses a push shot, a push shot is played directly at the Cue Ball. If the Cue Ball is snookered, the player will be allowed to play the incoming shot until the Cue Ball is free of the cushion, pocket or any other object, and the incoming shot is not “straight-line”.

b) If a player uses a push shot, a push shot is played directly at the Cue Ball. If the Cue Ball is snookered, the player will be allowed to play the incoming shot until the Cue Ball is free of the cushion, pocket or any other object, and the incoming shot is not “straight-line”.

5. Foul Snooker

a) If a player is snookered by a ball of the player’s own Colour by way of a “straight-line” shot, the player is deemed to have committed a Foul Snooker, and all other Foul Snookers will apply.

b) If a player is snookered by the straight sections of the cushions. If a straight section of a cushion is obstructing the Cue Ball, it is to be repositioned so that the Cue Ball can be played in a “straight-line” way. If it is impossible, as near as possible to the spot, in a direct line between the spot and the centre point of the cushion that the greatest distance from the Bedline. If this is not possible, the cue shall not be used and the player must call for another ball until a cushion is free.

T. Balls Off the Table

1. Playing a ball remaining off the table (either by hitting it with the cue ball or by cause it to jump a ball) is not a Fair Break.

2. Failing to “Play Away” from a touching ball.

3. Committing a Serious Foul that disrupts the balls to such an extent that the Referee deems it unplayable.

4. Failing to “Play Away” from a touching ball.

5. Failing to “Play Away” from a touching ball.

6. Failing to “Play Away” from a touching ball.

7. Failing to “Play Away” from a touching ball.

8. Failing to “Play Away” from a touching ball.

9. Failing to “Play Away” from a touching ball.

10. Failing to “Play Away” from a touching ball.

11. Failing to “Play Away” from a touching ball.

12. Failing to “Play Away” from a touching ball.

13. Failing to “Play Away” from a touching ball.

14. Failing to “Play Away” from a touching ball.

15. Failing to “Play Away” from a touching ball.

16. Failing to “Play Away” from a touching ball.

17. Failing to “Play Away” from a touching ball.

18. Failing to “Play Away” from a touching ball.

19. Failing to “Play Away” from a touching ball.

20. Failing to “Play Away” from a touching ball.

B. Push Shots and Double Hits

a) If a player uses a push shot, a push shot is played directly at the Cue Ball. If the Cue Ball is snookered, the player will be allowed to play the incoming shot until the Cue Ball is free of the cushion, pocket or any other object, and the incoming shot is not “straight-line”.

b) If a player uses a push shot, a push shot is played directly at the Cue Ball. If the Cue Ball is snookered, the player will be allowed to play the incoming shot until the Cue Ball is free of the cushion, pocket or any other object, and the incoming shot is not “straight-line”.

C. Playing from Baulk

1. Eight-Ball

2. Any ball that falls into a pocket at any time, without being struck, shall be replaced by the Referee, if he so desires, before the next player takes his turn. It is a Standard Foul.

3. Failing to “Play Away” from a touching ball.

4. Failing to “Play Away” from a touching ball.

5. Failing to “Play Away” from a touching ball.

6. Failing to “Play Away” from a touching ball.

7. Failing to “Play Away” from a touching ball.

8. Failing to “Play Away” from a touching ball.

9. Failing to “Play Away” from a touching ball.

10. Failing to “Play Away” from a touching ball.

11. Failing to “Play Away” from a touching ball.

12. Failing to “Play Away” from a touching ball.

13. Failing to “Play Away” from a touching ball.

14. Failing to “Play Away” from a touching ball.

15. Failing to “Play Away” from a touching ball.

16. Failing to “Play Away” from a touching ball.

17. Failing to “Play Away” from a touching ball.

18. Failing to “Play Away” from a touching ball.

19. Failing to “Play Away” from a touching ball.

20. Failing to “Play Away” from a touching ball.

D. Deciding Colours

1. General

2. Exceptions

3. Exceptions

4. Exceptions

5. Exceptions

6. Exceptions

7. Exceptions

8. Exceptions

9. Exceptions

10. Exceptions

11. Exceptions

12. Exceptions

13. Exceptions

14. Exceptions

15. Exceptions

16. Exceptions

17. Exceptions

18. Exceptions

19. Exceptions

20. Exceptions

E. Playing from Baulk

1. GENERAL

2. Exceptions

3. Exceptions

4. Exceptions

5. Exceptions

6. Exceptions

7. Exceptions

8. Exceptions

9. Exceptions

10. Exceptions

11. Exceptions

12. Exceptions

13. Exceptions

14. Exceptions

15. Exceptions

16. Exceptions

17. Exceptions

18. Exceptions

19. Exceptions

20. Exceptions

F. Push Shots and Double Hits

1. General

2. Exceptions

3. Exceptions

4. Exceptions

5. Exceptions

6. Exceptions

7. Exceptions

8. Exceptions

9. Exceptions

10. Exceptions

11. Exceptions

12. Exceptions

13. Exceptions

14. Exceptions

15. Exceptions

16. Exceptions

17. Exceptions

18. Exceptions

19. Exceptions

20. Exceptions

G. Playing from Baulk

1. GENERAL

2. Exceptions

3. Exceptions

4. Exceptions

5. Exceptions

6. Exceptions

7. Exceptions

8. Exceptions

9. Exceptions

10. Exceptions

11. Exceptions

12. Exceptions

13. Exceptions

14. Exceptions

15. Exceptions

16. Exceptions

17. Exceptions

18. Exceptions

19. Exceptions

20. Exceptions

H. Deciding Colours

1. General

2. Exceptions

3. Exceptions

4. Exceptions

5. Exceptions

6. Exceptions

7. Exceptions

8. Exceptions

9. Exceptions

10. Exceptions

11. Exceptions

12. Exceptions

13. Exceptions

14. Exceptions

15. Exceptions

16. Exceptions

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WPF Website: www.wepf.org

For further information about the WPF and its members, please visit the WPF website and contact the secretary.