

Charles Upham Tournament 2025

8-Ball Rules

To Play

1. Coin Toss. Winner chooses to break or elect their opponent to break.
2. In multiple frame matches, alternate break shall apply and when the game score is level, a toss is made to decide who breaks the last frame.

The Break

1. The object balls are racked with the front ball on the spot.
2. The break is made by player striking the white from anywhere in the "D".
3. At least two balls from the pack must hit any of the cushions, or a ball is potted. If not, it is an invalid break - the balls must be re-racked and the same player breaks.
4. On the break, if the white ball goes down, the opponent gets a two-shot penalty. The table is still open.
5. Only on the break, if one of each ball is sunk, the player needs to nominate which ball they are going for - two shots are given to the opponent if they don't nominate.
If they sink a small and choose to continue with the small balls, they do not need to nominate.
If they sink a small and choose to swap to big, then they need to nominate.
If they miss their ball or hit the opponent's ball, it is a two-shot penalty.
If a foul is committed on the break, the table is still open and the opposition has a two-shot penalty.
NOTE: "Nominate" means to let the opposition know.
6. If the black ball is potted, it is a re-rack, regardless of whether any other ball has been potted.
7. If, on the break, a ball is sunk, the player may discuss what option to take with their partner before continuing.

Play

1. A player must sink their seven balls and then the black to win the game.
2. A player must always play their own ball when playing a shot.
3. Touching ball. The player must move their own ball if it is touching or play onto another of their balls. Failure to hit another of their balls will result in a foul shot and a two-shot penalty.
4. If the player has snookered themselves when sinking their last ball of their set, they must hit the black ball - if not, it is loss of the game.

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Snooker

1. A player is snookered when both sides of the object ball cannot be played when looking over the white ball.
2. When a player is snookered by their opponent, they must attempt to hit their object ball. If missed, the two-shot rule will apply.
3. A foul shot when playing the black ball is loss of the game (except as per rule 2 under Snooker). If you snooker yourself while on the black ball, you MUST hit the black ball – if not, it is loss of the game.

Fouls

1. If a player plays a foul shot, their opponent is awarded two-shots, a free shot to position any of their balls, and then a second shot. If, on the first shot, a ball is pocketed, then play continues and the second shot is not carried on. If they walk away from the table after their first shot of their two-shot penalty, the second shot is forfeited, or be asked by the opponent to take the second shot.
2.
 - a. When a player is snookered by their opponent following a foul, they may nominate a ball to either hit it away from their ball or onto their ball to pocket it. The ball they nominate becomes their ball just for that one shot and can be pocketed – even the 8-ball can be nominated but cannot be pocketed.
 - b. Have a ball in hand and put the white ball anywhere on the table to hit their own ball. Once released, the white ball must stay where it is placed. This placement option has used up one of their two shots.
3. When you are on the black ball and you commit a foul, it is an immediate loss of the game, except as per rule 2 under Snooker above.

Example of Fouls

1. Potting the white ball.
2. Sinking opponent's ball.
3. White ball leaves the table. If any ball other than the 8-ball leaves the table, it will be placed on the spot or closest to the spot. The white ball is to be placed in the "D" and it will be the opposing player's turn. If the 8-ball leaves the table, it is loss of the game.
4. Another ball is disturbed by the cue, clothing, or any part of the body when playing a shot.
5. When potting a ball, the white ball touches an opponent's ball first.
6. A player plays the white ball, which does not contact any of their set of balls.
7. Playing the white ball more than once before it touches the object ball or having the white ball come back and hit the cue as well as a double hit.
8. A jump shot is a foul.

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Stalemate

1. If the player and opponent (in-house rule) or referee (tournament rule) agree that the player is unable to make contact with their object ball without fouling, there will be a re-rack with the same player breaking as in the original frame.

Ball at Rest

1. Any ball which remains in the jaws of a pocket when all other balls have stopped moving is deemed to be at rest. **If an object ball at rest falls into the pocket unaided, it shall be replaced as near as possible to the spot in which it fell in.**

Referees

If player(s) are not sure about a shot, they must advise the Referee before they play their shot. The Referee's decision is final. When there is a dispute with your Referee, you may stop the game and request the Main Umpire for the day for a second opinion.

There will be a Referee on the finals of all tournaments. A Referee will be on the semi-finals where possible.

In doubles, both players may approach the table to confer. Once a player touches or addresses the table, there is to be no talk between players until their turn is over. If talk continues, it will result in a two-shot penalty.

Shot Timing (Tournament-only Rule)

1. **Player(s) will be given 45 seconds of uninterrupted time to complete a shot. For a foul to be incurred, a 10-second warning must be given before the expiry of time.** If you need to wait for play on another table to continue your shot, the timer will be stopped and started once you are able to continue your shot. **The 45 seconds count starts when all the balls come to rest after every shot.** If a player fails to comply, that player will forfeit their shot. If the black ball is not played within 45 seconds, it will result in loss of the game.

Loss of Game Fouls (Tournament-only Rule)

If a player deliberately plays the opponent's ball, or misses the object ball to their benefit, this is a loss of game.