



Pool League Rules

A. GOOD SPORTSMANSHIP WILL PREVAIL AT ALL TIMES. NO COACHING WILL BE ALLOWED. ANY COACHING WILL BE CONSIDERED POOR SPORTSMANSHIP. CONTINUED POOR SPORTSMANSHIP CAN RESULT IN DISQUALIFICATION.

B. OBJECT OF THE GAME

1. When racking your own balls for the break the balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle with the stripes and solids in a random, mixed up order.
2. The head ball in the triangle must be placed on the spot at the foot of the table. The opposing player must inform the breaking player of improper positioning of the headball before the shot is made or the shot is considered legal.
3. The object of the game is to make one group of numbered object balls (either stripes or solids) and then sink the 8-ball which wins the game.

C. FEES

1. The player fees are \$8 per player per night or \$32 per team, even if a dummy score is used.
2. It is the Home Team Captain's responsibility to turn the money and stats into the bar. If it is missing the Home Team must pay the total fees.

D. SCORING

1. The winner of the game will receive 8 points. The loser will receive 1 point for each of his object balls which have been pocketed.
2. In the case of an absent player the dummy score will be 3 points per round. If a player is present when the match begins and misses any succeeding games he will receive 0 points for the games missed.
3. If the game ends and the group of balls has not been determined (8-ball is pocketed early) the loser will receive points for the group which has the least balls pocketed.
4. The total of the scores of each player in a match constitutes a match score. The team with the highest match score is the winner of a match point. One round point will be given for each match plus 1 round point for the total team points of the night.
5. The home team score sheet will be official and it is the visiting captain's responsibility to verify scores.

E. TIEBREAKER

If a round ends in a tie, count 8's, tie on 8's each team receives .5 pt including final round.

F. BREAK SHOT AND CUE BALL POSITIONING

1. The breaker must drive 3 object balls to a cushion or pocket one or more balls. Failure to do so is a foul and requires a re-rack. Their opponent then has the option of breaking.
2. When spotting the cue ball for a break shot the player shall position the cue ball fully behind the head string. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made or the shot is considered legal.
3. If one or more balls of each group (stripes or solids) is made on the

break, the table is still open and the breaker must shoot again and attempt to legally pocket a ball to determine the players group of balls. If they legally pocket a ball the player then continues shooting at that group of balls so long as the player legally pockets a ball on each shot.

4. Any object ball (except the 8-ball) knocked off the table while breaking will be spotted. Making the 8-ball or knocking it off the table on the break is a rerack. Scratching while making the 8-ball on the break will be a rerack and the same player will break.
5. If the player breaking the racked balls does not make any balls, the opponent then shoots, having an open table.

G. OPEN TABLE – IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK

1. On an open table the player can shoot at either group of balls. The first ball can be pocketed by a direct hit from the cue-ball or by any combination of balls including a stripe or the 8-ball to make a solid or a solid and the 8-ball to make a stripe. The 8-ball can be used in a combination on an open table.

H. CALL POCKET

On all shots after the break shot, the player must, before each shot, call the ball number and indicate into which pocket it is being played. If the opponent does not hear, or is not clear on the shooters call, he must ask for clarification before the shot is made. If he does not ask for clarification the call is considered made and legal. Failure to call the ball to the pocket will result in loss of turn but will not constitute a foul. While the shooter must indicate into which pocket he is playing the 8-ball, an 8-ball patch is not necessary.

I. PLAY

1. Any contact of the stick and cue ball will be considered a shot. **(UNLESS POSITIONING THE CUE BALL BEFORE THE BREAK!)**
2. EXCEPTION - If a player pockets their ball by using their hand, stick or any other object, without making contact with the cue ball, it is the players responsibility to put the money into the table to retrieve only that ball and place it as close to the original spot as possible. This results in a loss of turn and the opponent receives ball in hand. All balls pocketed, legally or not, remain pocketed. Any object ball knocked off the table will be handled as follows: (a) if the ball is the shooters ball it will be spotted on the foot spot, or (b) if it is the opponents ball it will be dropped in a pocket. **EXCEPTION** - in the event you knock your opponents ball in the pocket by accident and your opponent wants the ball put back on the table it is your responsibility to put the money in the table to retrieve only that ball.
3. In the event the cue ball or an object ball stops on the edge of the pocket, it remains the shooter's table until the opponent has touched the table. (The chalk is part of the table).
4. Each player continues to shoot, so long as the player pockets a ball legally.
5. Frozen ball to rail: if a ball is frozen to a rail, the shooter must be notified before the player shoots. When playing such a shot, the player must contact the frozen ball to contact another rail, or (b) cause another ball to contact a cushion, or (c) cause the cue ball to contact the frozen ball and then contact another cushion. Failure to do so is a foul.
6. The game is over when the balls stop moving on the winning shot and

is scored with all balls then down.

7. Raising the cue above the armpit and deliberately attempting massé shots is illegal, as are scoop and jump shots. Doing so is a foul.
8. There must be one foot on the floor while attempting a shot. Failure to do so is loss of turn.
9. Parts of rules 6 and 7 will be modified as necessary if player is handicapped or when using an artificial bridge.
10. **PUSH SHOT FOULS: It is a foul if the cue ball is pushed by the cue tip with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such shots are usually referred to as push shots.) With a cue and object ball frozen, shooting the shot from any angle other than at least 45 degrees above, or at least 45 degrees to the right or to the left of center from the straight line of the frozen balls is a foul and must be so called.**
11. **FOULS BY DOUBLE HITS:** It is a foul if the cue ball is struck more than once on a shot by the cue tip (such shots are usually referred to as double hits.) If the cue ball has left initial contact with the cue tip and then is struck a second time in the course of the same shot, it shall be a **FOUL**.

J. SPECIAL RULES FOR THE 8-BALL

1. Knocking the cue ball off the table or scratching the cue ball while shooting at the 8-ball is an automatic loss of game.
2. Except on the break, the 8-ball knocked off the table or pocketed before its time or made in any pocket other than the one called is an automatic loss of game.
3. Committing a foul while pocketing the 8-ball is an automatic loss of game. Failure to hit the 8-ball when shooting at it is a foul but not loss of game.
4. Fouling after the 8-ball is pocketed but before the other balls have stopped moving is a loss of game.

K. LEGAL SHOTS

On all shots the player must strike one of the player's group of balls first and then either (1) pocket the object ball, or (2) cause the cue ball or any other ball to contact a rail. Failure to do so constitutes a foul. **"SAFETY" SHOT:** For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring **"safety"** in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a "safety" to his opponent. If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

L. FOULING

Fouls may be called only by the opposing player and must be called before the next shot is taken. There is no such thing as an automatic foul. The following result in fouls: (1) failure to make a legal shot as

noted above, or (2) shooting the cue ball into a pocket, or (3) shooting the cue ball off the table, or (4) scratching the cue ball on a legal break, or (5) touching a ball before it stops moving, or (6) shooting out of turn, or (7) accidentally moving the cue ball (see note below), or (7) other infractions noted in these rules.

Note: Accidentally moving an object ball is not a foul. The opponent may replace the ball to its original spot or leave it where it rests. A player may not use a ball as part of their bridge.

M. PENALTY FOR FOULING

1. Only the player involved may call a foul. After the foul, the player has the option of **placing the cue ball anywhere on the table, even after the break.**
2. A player must stop shooting when a foul is called and resume shooting after the opponents turn.
3. If a player refuses to yield to a foul call, the opponent must stop the game and notify the team captains or a tournament official.

N. FORFEITS

1. All games start at 7:30 pm (not bar time). A 15 minute grace period is allowed before a forfeit is called. The no show team will lose 1 game each 15 minutes that they are late. At 8:15pm (not bar time) the match will be counted as a forfeit. If a player shows up after the 7:45pm time the match will still be played. **EXAMPLE:** Team A is waiting on Team B. Team B's player shows up at 8:05pm. Team A wins the first game 8-3, and the match starts at game 2. Player 3 must be ready to play at end of player 2 game. If not, the match is a forfeit.
2. Forfeit team must still pay fees for the night.
3. Forfeits will be scored as all wins to the team that is ready to play.
4. A match can be played with 2 players. The total team fee must still be paid.
5. Exception: If teams agree to start later, the forfeit rule applies to the agreed upon time. If a different night is agreed upon, please notify Badlands music.

O. BAR ROOM INFRACTIONS

In the event of a player being caused to foul due to natural bar behavior (i.e. being bumped while in the act of shooting by a patron) the following may be done: (1) the balls may be placed as nearly as possible to the original position, or (2) if the two players involved cannot agree on position of the balls, the game will be reracked and replayed.

P. IN LEAGUE TOURNAMENTS

1. Players must qualify by playing on 5 different league nights. (on the same team)
2. Teams may change players between matches but not during a match.

Q. THANK YOU FROM BADLANDS MUSIC & HAVE FUN!