

POCKET BILLIARDS

8-BALL RULES

Object of the Game:

The game is called Shot and is played with a cue and fifteen object balls, numbered 1 thru 15. One player must pocket balls of the group numbered 1-7 (solid), while the other player has 9 thru 15 (stripes). **THE PLAYER POCKETING HIS OR HER GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME.**

Call shot (Gentlemen's Call):

In Gentlemen's Call, obvious balls and pockets do not have to be indicated. IT is the opponent's right to ask which ball and pocket, if he is unsure of the shot. Banks and combinations are not considered obvious and both the object ball and pocket must be called. When calling it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. If the object ball is not legally pocketed and the other object balls are pocketed, then the shooter's balls that were pocketed would be spotted and any of the opponent's balls remain pocketed: however if playing on a table designed for coin operation all pocketed balls would remain pocketed. PLEASE NOTE: any place in the rules that states to spot an illegally pocketed ball will only apply if the table is not designed for coin operated play.

THE RACK:

The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball on the corner of the rack and a solid ball in the other corner.

Alternating Break:

Winner of coin toss has option to break during individual completion, players will alternate breaking on each subsequent game.

Legal Break Shot (Defined)

To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a ball, or (2) drive four numbered balls to the rail. If the breaker fails to make a legal break, it is not a foul; however, the incoming player has the option of (1) accepting the table in position and shooting or (2) having the balls re-racked and shooting the opening break himself. It is not necessary to hit the head ball (the ball that is on the foot spot) to initiate a legal break in 8-ball.

Scratch on a Legal Break:

If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed except the 8-ball, which is spotted, (2) it is a foul, (3) the table is open. PLEASE NOTE: Incoming player has cue ball that is behind the head string and then by hitting a rail causing the cue ball to come back behind the head string and hit the object ball.

8-BALL POCKETED ON THE BREAK:

If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of re-rack or having the 8-ball spotted and begins with a ball in hand behind the head string.

Head String Rule:

This rule applies only when the opening player scratches on the break, and the incoming player has ball in hand behind the head string. The incoming player has ball in hand the head string. The incoming player may place the cue ball anywhere on or behind the head string. If the player places the cue ball in front of the head string and shoots, it is a foul. He may shoot at any object ball as long as the base of the object ball is past the head string. He may shoot at any ball that the base of the ball is on or behind the head string, unless he first shoots the cue ball past the head string and then by hitting a rail causing the cue ball to come back behind the head string and hit the object ball. The base of the ball (the point of the ball touching the table) determines whether it is within or out of the head string. If the incoming player inadvertently places the cue ball in front of the head string, it is a good gesture for his opponent to inform him before he shoots to avoid confusion.

Open Table (Defined):

The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. Note: The table is always open immediately after the break shot. When the table is open it is legal to hit a solid or the 8-ball first to make a called stripe or vice-versa. On an open table, all illegally pocketed balls are spotted.

Choice of Group

The choice of the stripes or solids is not determined on the break even if balls are made from only one or both groups. THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT. The choice of group is only determined when a player legally pockets a called object ball after the break shot.

LEGAL SHOT: (Defined):

On all shots (except on the break and when the table is open), the shooter must hit one his group of balls first and, (1) pocket an object ball, or (2) cause the cue ball or any object ball to contact a rail. PLEASE NOTE: it is okay for the shooter to bank the cue ball off a rail before contacting his object ball, however, after contact with his object ball, an object ball must be pocketed, or the cue ball or any object ball must contact a rail.

Safety Play:

Safety play is defined as a legal shot. If the shooting players intend to play safety by pocketing an obvious object ball, then the prior to the shot, he must declare a safety to his opponent. If this is NOT done, the shooter will be required to shoot again. The shooter's object ball is considered legally pocketed and must be spotted.

Scoring:

A player is entitled to continue shooting until he fails to legally pocket a ball of his group. After a player has legally pocketed his entire group of balls he shoots to pocket the 8-ball.

Fouls: The following infractions result in fouls:

1. Failure to execute a legal shot as defined above.
2. A scratch shot (shooting the cue ball into a pocket or off the pocket).
3. A scratch shot on a legal break.
4. Shooting without at least one foot touching the floor.
5. Moving or touching the cue in any fashion by means other than legal play is a foul.
6. Shooting a jump shot over another ball by scooping the cue stick under the cue ball is legal and a foul. A jump shot executed by striking the cue ball above the center is legal. PLEASE NOTE: A player does not commit a foul when he accidentally miscues and causes the cue ball to jump above the surface of the table.
7. In organized competition (League or Tournament play) if a team member advises or coaches another team member who is the shooter at the time, it is a foul on the team member shooting.

Foul Penalty:

Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string except on the opening break). This rule prevents a player from making intentional fouls, which would put his opponent at a disadvantage. With "cue ball in hand" the player may position the cue on the table by hand (more than once if necessary). After placing the cue ball the shaft and the ferrule of the cue stick (not the tip) may also be used for positioning the cue ball for shooting.

Combination Shots:

Combination shots are allowed: however the eight ball cannot be used as a first ball in a combination except when the table is open.

Illegally pocketed balls:

An object ball is considered to be illegally pocketed when (1) the object ball is pocketed on the same shot, a foul is committed, or (2) the called ball did not go in the desired pocket, (3) a safety is called prior to the shot. If not on a table designed for coin operation; the shooters illegally pocketed balls are spotted on the foot spot and opponent's balls remain pocketed. If playing on tables designed for coin-operated play, all illegally pocketed balls remain off the table.

Spotting balls:

Whenever an object ball is to be spotted, the object ball is spotted on the long string as close to the foot spot as possible and shall be frozen to any interfering ball except the cue ball.

Object Balls Jumped Off the Table:

If any object ball is jumped off the table, it is a miss and a loss of turn, not a foul, unless it is the 8-ball, which is a loss game. The shooter's object ball is spotted and any of the opponent's balls will be pocketed.

Object Ball Frozen To Cushion:

This rule applies when the object ball to be struck by the cue ball is frozen to the rail. After the cue ball contacts the object ball you must (1) pocket the frozen ball or any other object ball, or (2) drive the frozen object ball to another cushion, or (3) drive the cue ball or any other object to any cushion. Failure to do so is a foul. When there is any doubt whether the object ball is frozen to a cushion, the player should ask for a ruling before shooting.

Push Shot:

If the cue ball is touching your object ball prior to the shot, the player may shoot towards it with a level cue providing that this cue stick strikes rather than pushes the cue ball. If the cue ball is close, but not frozen to the object ball, the cue must be elevated at a 45-degree angle when shooting in the general direction of the line of the two balls. A level cue may be used if aiming 45 degrees or more off the line of the two balls.