

# The “Relax, its Sunday pool league” 8-Ball

## Game Rules

### The game:

8 ball

### Call your pocket:

We play call your pocket. You only have to call the ball and the pocket it is going into and not how it gets there. As long as you hit one of your balls and the ball you called goes into the pocket you called you keep on shooting. This includes the eight ball.

### Legal Hits / Fouls:

You must make a good hit on one of your balls. This means you must hit one of your balls before you hit anything else on the table and something must hit a rail afterwards (the cue ball or any other ball on the table ) or a ball must be pocketed. We play cue ball fouls only. So if you hit a ball on the table other than the cue ball with your hand or the cue stick, the opposing player has the choice to put it back where he thinks it was or to leave it where you knocked it to but it is still your shot. If you hit the cue ball, it is a foul.

All fouls give the opponent two choices. 1.) Shoot where the cue ball lay. 2.) Make the opponent shoot again.

On a scratch opponent gets cue ball in the kitchen. If there are none of his balls to shoot at outside the kitchen, he may spot the ball closest to the head string if he chooses. (A player must shoot at a ball outside of the kitchen when he puts the cue ball in the kitchen). Any ball that is over the line by half or more is a fair ball to shoot at. Two consecutive fouls by the same player is ball in hand (anywhere on the table ) for the opponent. Three consecutive fouls by the same player is loss of game.

### Breaking / Balls knocked off table:

A legal break is when at least 3 balls are driven to a rail. If a player does not make a legal break then the balls are re-racked and the same player breaks again. If a legal break is not achieved in 3 tries then the opponent breaks the balls.

A player must take the balls that he pockets on the break unless he scratches and then it is still an open table. If the table is still open, you may use any ball to pocket a ball you call. Once it is determined which balls you have, you must make a legal hit on your own ball when shooting thereafter. The away team breaks round one, the home team breaks round two. The third game the two players lag or flip a coin for the break. The ball stopped closest to the head rail (the short rail that you are standing near when you lagged) wins the lag. It does not matter if the ball touches the head rail or not when lagging.

### Coaching:

A player is allowed to converse with their teammates.

### Points:

Points are figured as follows. One player beats another by pocketing the 8 ball (which is worth 2 points) and then any balls left on the table are worth one point each. So if there are 4 balls left on the table after a game is won the game is worth 6 points for the winning player. The match is scored as follows: one point for each round and 3 points for most overall points.

### Scratching on the 8 ball

Is a loss of the game..

### Number of players on the team

4 players play each night. Unless a team is short a player on a given night they may play with three players. (The team with three players will play 4 games each instead of the normal three).

### League fees:

Each team pays \$20.00 per night. The visiting team is responsible for turning the sheet in to Blueberry Hill the night of play. If the sheet is not turned in by the Friday following the match then the visiting team owes the \$40.00 (both teams' fees) and will be credited with a forfeit. If there is any reason that you need more time to get the sheet and money in, just give us a call and we'll work it out with you (Jack- 847-529-8894). All league fees get paid back 100% in the form of prize money. Last place gets money back also.

### Start time:

League begins each Sunday at 5:00pm. Hopefully this rule will never be needed but if 2 players are not present by 5:20pm to begin the match the opposing team may call a forfeit. However, let's be kind people! Give a break, get one back someday!

### Other rules:

You must have a wonderful time playing!

As (and if) the need for more rules arises then we will create them!

Input, questions, comments, to sign up or to just say hello...

[lotsofcrazystuff@hotmail.com](mailto:lotsofcrazystuff@hotmail.com)

Our website is now up. For the schedule or standings anytime (after week one is played):

<http://lotsofcrazystuff.com/>

**Thanks for playing!**