

## 8-BALL LEAGUE RULES REVISED FOR 2016-2017

1. Team captains flip to decide home and visiting positions.
2. Breaker must drive four numbered balls to the rail or pocket one, failure to do so is a foul. The opponent then has the option to have a re-rack and either breaking or allowing the original breaker to re-break.
3. The table is open until a player has legally pocketed a numbered ball.
4. When the table is open, the 8-ball or any other ball may be used in a combination to make the ball called to be pocketed.
5. When shooting it is necessary for the player to call the shots. It is the opponents responsibility to ask which ball and pocket if he is unsure of the shot. Kisses, caroms, and extra rails do not have any bearing on the shot.
6. On any shot, the player must contact one of his object balls first and drive any object ball or the cue ball to a rail or pocket any numbered ball except the eight ball. Failure to do so is a foul.
7. The following infractions result in fouls:
  - a. Failure to execute a legal shot as defined in #6
  - b. A scratch shot
  - c. Shooting without at least one foot touching the floor
  - d. Moving or touching of the cue ball by means other than legal play is a foul
  - e. Multiple contacts of the cue tip and cue ball in one stroke
8. On a foul the opponent has cue ball in hand anywhere on the table, except after the break. On a break shot scratch it is cue ball in the kitchen.
9. Any touching of any object ball with a cue, an article of clothing, a bridge etc., is not considered a foul. However the opponent has the option of leaving them where they lay or moving them back to the original position.
10. When a player commits a foul, the opponent must call it before the player shoots again. Otherwise the foul is void. If necessary, the final decision will be made by the league director.
11. When a foul is called, the player calling the foul should get acknowledgement from the player that fouled before moving the cue ball on the table. This should eliminate any problems that could arise from moving the cue ball when a foul has not been committed.
12. The league director has the right to disqualify any player for unsportsmanlike conduct or tactics detrimental to the game.
13. If any object ball is jumped off the table, it is a foul and loss of turn. All balls jumped off the table are to be spotted in numerical order. If the eight ball is jumped off the table it is a loss of game.
14. If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option or a re-rack or having the 8-ball spotted and begin shooting with ball in hand behind the headstring.
15. Frozen ball rule - any frozen ball must be pointed out by the opponent before shooting. If a player shoots a frozen ball, he must drive the cue ball to a rail or drive any object ball to a different rail.
16. The base of the ball in relation to the headstring determines whether or not it is playable.
17. When racking the balls, the rule states the 8-ball must be directly behind the apex ball and a solid and stripe on the back corners.
18. Coaching rule - three steps must be followed properly to constitute legal coaching:
  - a. Player must inform opponent that he needs assistance

- b. Player must inform opponent whom he wishes to assist him
  - c. The player to be assisting must approach the table. If anyone of these steps are not followed properly or someone on the team offers advise freely, a foul will be assessed at that time.
  - d. A player may get advise only 2 times per game
  - e. Reminding your teammate to patch the 8 ball is not a coaching foul
19. Stalemate Rule: If, after 3 consecutive turns at the table by each player (6 turns total), both players agree that attempting to pocket or move an object ball will result in loss of game, the balls will be reracked with the original breaker of the stalemated game breaking again. The stalemate rule may only be used when there are only two object balls and the 8-ball remaining on the table. PLEASE NOTE: Three consecutive fouls by one player is not a loss of game.
  20. When shooting at the 8-ball, a scratch or a foul is not loss of game unless the 8-ball is pocketed or jumped off the table. A legally pocketed 8-ball must have a patch by the pocket it is made in.
  21. Teams will be composed of 5 players and 10 substitutes. Rosters will be filled out after 5 weeks. Teams competing in playoffs or tournaments must use at least 4 original players. Players competing in playoffs or tournaments must have played 30% of schedule prior to the playoffs or tournaments being played.
  22. If a team drops out of the league, they will not qualify for playoffs or tournaments. No refunds are given. A replacement team may qualify if they take the dropped teams standings.
  23. Matches start at 7:30pm. Forfeit time will be 7:45 pm unless prior arrangements have been made. Make-up games need to be decided prior to league night.
  24. Playing short handed, teams with only 3 or 4 players will have a choice of forfeiting or playing with a short team. When playing short handed the absent player will get no points for the games he missed, and the opponent of the absent player will receive his average for his score. In case of a tie in total points of the teams, the players games that showed up will count as wins.
  25. On a forfeit, the winning team will receive their average in points and 4 round wins.
  26. Handicaps will be based on the difference in averages of the teams.
  27. No spot points will be given to teams higher up in the league standings except during money tournament.
  28. A maximum of 15 points a round will be spotted in handicap tournaments.
  29. A sixth player may be substituted in on any round as long as it is done before the round begins. The substitute player cannot play the same player twice.
  30. In league and tournament play only, we will allow legal jump and masse shots.