

COORS WEST RIVER 8-BALL LEAGUE

2023 – 2024

BALLS AND RACKING

1. The game is played with a cue ball and fifteen object balls, numbered 1 to 15 inclusive. One player must pocket balls of the same group 1 through 7 (solids), while the opposing player has 9 through 15 (stripes).
2. 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 striped ball in one corner and a solid in the other corner. The player who has the break will rack his/her own balls. Their opponent still has the right to inspect the rack to make sure it is a legal rack.
3. The object of the game is to make one group of numbered object balls, either stripes or solids, and then legally pocket the 8-ball which then wins the game.

THE BREAK

1. During local League play, the VISITING TEAM will break the First and Third (1st and 3rd) rounds, and break games 1, 3, and 5 in the fifth (5th) round.
2. If the breaker hits the racked balls with the cue ball, driving FOUR (4) or MORE OBJECT balls to a cushion or pocketing ONE (1) OR MORE OBJECT balls, the game is considered started. THE CUE BALL DOES NOT COUNT!
3. If a player fails to make a legal break, it is not a foul. However, the opponent has the option of:
 - a. Accepting the table in position and shooting or
 - b. Having the balls re-racked and shooting the opening break him/herself.
4. Miscues on the break and stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the headstring, shooting the break him/herself.
5. When positioning the cue ball for the break shot, the BASE OF THE BALL must be behind the headstring.
6. It is a foul when a player scratches on the break. Opponent shall receive cue ball in hand behind the headstring.
7. 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 a legal shot. If the shooting player is informed of improper positioning, he or she must reposition the cue ball. If a player positions the ball COMPLETELY and OBVIOUSLY outside the kitchen and shoots, the opponent does not have to inform him/her, and it is a foul if called by the opponent.
8. The BASE of the object ball in relation to the headstring determines whether or not a ball must be outside the headstring to be playable. This applies after a legal break.
9. Making the 8-ball on the break is neither a win nor loss. One of the following options must be exercised:

- a. The shooter may have the 8-ball spotted and continue shooting from where the cue ball came to rest or
 - b. The shooter may ask for a rerack and break again.
 - c. If the person breaking fouled on the break, the opponent may exercise one of the above options.
10. If the player breaking the racked balls does not make any balls, his or her opponent then shoots having an open table.
11. If the 8-ball is pocketed before a group of balls is determined, the winning player receives 10 points regardless of how many balls are left on the table.

OPEN TABLE

1. 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 any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid ball.
2. On an open table, ALL pocketed balls remain pocketed. The choice of 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 determined only when a player legally pockets a CALLED object ball after the break shot.

THE GAME

1. In Call Pocket, obvious balls and pockets DO NOT have to be indicated. It is the opponent's RIGHT to ask which ball and pocket if he/she is unsure of the shot. BANKS, COMBINATIONS, CAROMS, etc. are not considered obvious and both the object ball and pocket must be called or it is LOSS OF TURN!!
2. When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc.
3. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or opponent.
4. The opening break is not call pocket. Any player performing a break shot in 8-ball may continue to shoot his/her next shot so long as he/she has legally pocketed any object ball on the break.
5. When a player has pocketed all of the balls in his/her group, he/she then shoots at the 8-ball, physically designating the pocket with a pocket marker or patch. The patch is to be placed on the table complete within the second (2nd) diamond on either side of the pocket. The patch must not be touching the diamond or it is considered NOT MARKED and you will lose the game. You do not have to touch or move the patch if it is already at your intended pocket.

PLAY

1. If a shooter inadvertently pockets his opponent's ball, it remains down; however, if the shooter does not legally pocket one of his own groups, he/she loses his/her turn.

2. Each player continues to shoot so long as he/she legally pockets any of his object balls. Should a player fail to pocket his designated group ball, he/she shall lose their turn.
3. If a player fails to hit the 8-ball while shooting at it, it is a foul and the game continues. When the 8-ball is the legal object ball, a scratch or foul is NOT a loss of game if the 8-ball is not pocketed or jumped off the table. Incoming player has ball in hand.
4. In the event the cue ball or an object ball stops on the edge of a pocket then falls into the pocket because of vibrations, fans or stomping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.
5. If an object ball is jumped off the table, it is a foul and loss of turn; unless it is the 8-ball, which is loss of game. Any jumped object balls are spotted in numerical order.
6. SLOW PLAY RULE: Exaggerated slow play will be penalized. After a warning, any longer than one minute between shots will be a foul. The third infraction will result in loss of game. During National and State competition, referee's judgment will prevail and both players will be put on the clock or timed.
7. STALEMATED GAME: If in 3 consecutive turns at the table by each player (6 turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked and the breaker of the stalemated game will break again. PLEASE NOTE: Three consecutive fouls by one player is NOT loss of game.
8. Balls moving spontaneously. If a ball shifts, settles, turns, or otherwise moves (by itself); the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket (by itself) after being motionless for three seconds or longer shall be placed as closely as possible to its position prior to falling and play shall continue.
9. If a player is shooting and is accidentally bumped, the ball(s) should be put back to the nearest original spot possible before the interference occurred. If too many balls were moved and both players cannot agree on their positioning, a re-rack may be called.
10. When positioning the cue ball after a foul has been committed or on the break, you may position the cue ball with the side of your stick and ferrule. The LEATHER TIP cannot touch the ball or it is a foul. Also, when a player has cue ball in hand anywhere on the table, it may be positioned in this manner.
11. Playing Out of Turn. If during a match a player shoots an opponent out of order, the game must be finished and scored in the appropriate spot on the scoresheet regardless of who broke.

LOSS OF GAME

1. Pocketing the 8-ball when it is not the legal object ball EXCEPT on opening break.
2. Pocketing the 8-ball on the same stroke as the last of his/her group of balls.
3. Jumping or knocking the 8-ball off the table at any time.
4. Pocketing the 8-ball in a pocket other than the one designated.
5. Fouling while pocketing the 8-ball in the designated pocket.
6. Third infraction of the slow play rule.
7. Not correctly marking the pocket while pocketing the 8-ball.

8. Jumping the cue ball off the table while shooting the 8-ball is loss of game.

NOTE: All infractions above must be called *BEFORE* the next shot is taken. ONLY the PLAYERS involved may call an infraction.

LEGAL SHOTS

1. On all shots (except the break and when the table is open), the shooter must hit one of his/her group of balls first and (1) pocket any group ball, or (2) cause the cue ball or any other ball to contact a rail. *There are two group balls: Stripes and Solids.

PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting his/her object ball, however, after contact with his/her object ball, any group ball must be pocketed, OR the cue ball or any other ball must contact a rail.

2. "SAFETY" SHOT: For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his/her turn at the table by declaring "safety" in advance. (Make sure your opponent hears you call safety). A safety shot is defined as a legal shot. If the shooting player intends to play a safe by pocketing an obvious object ball, then prior to the shot he/she must declare a "safety" to his/her 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.

FOULING

All fouls must be called and acknowledged before the next shot is taken (exception: scratching).

The following result in fouls:

1. Failure to make a legal shot as noted above.
2. Shooting the cue ball into a pocket or off the table.
3. It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls. The incoming player receives "cue ball in hand behind the headstring".
4. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
5. Shooting without at least one foot touching the floor.
6. Coaching is a FOUL. ANY member of a team called for coaching will result in a foul on the team member shooting.
7. If a ball is frozen on a cushion, (the opposing player must notify the player shooting before the shot), the player must contact the frozen ball and then: (1) pocket the frozen ball or any other object ball, (2) cause the cue ball to contact a cushion, or (3) drive the frozen ball to another cushion, or (4) cause another object ball to contact a cushion. Failure to do so is a foul.
8. ACCIDENTLY moving or touching any ball is not a foul unless: 1) the ball is the cue ball (cue ball fouls only), or 2) a moved ball makes contact with the cue ball, or 3) a moved ball that is jumped off the table or pocketed or causes any ball to be jumped off the table or pocketed. Exception to 3): If the 8-ball is jumped off the table or pocketed it is loss of game if called by the opponent before the next shot is taken. Only the opponent may replace the ball as closely as possible to where it was, or leave

it where the ball came to rest. If the shooter replaces the moved ball; it will be considered a foul. However; if you accidentally move an object ball during a shot, and it makes contact with the cue ball it is considered a foul.

9. Picking up or shooting the cue ball while any balls are still in motion is a foul.
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.)

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 in the referee's judgment, 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. "NOTE: this can be a difficult call when officiating because on a shot where the distance between the cue ball and object ball is very short, the referee must judge whether the cue ball had time to move out of contact with the cue tip prior to being impeded and then propelled again by the follow through of the stroke." Nonetheless; if it is judged by virtue of sound, ball position, action, and stroke used that there were two separate contacts of the cue ball by the cue tip on a stroke, the stroke is a foul and must be so called.

NOTE: Distance between the cue ball and object ball is measured by 1 chalks width as voted by the general membership.

11. With cue ball in hand, touching any object ball with the cue ball is a foul, OR touching any object ball with your hand while touching the cue ball is a foul.
12. When the slow play rule is enforced, taking longer than ONE minute between shots is a foul.
13. Jumping object balls off the table.
14. After a scratch on a legal break, if a player positions the cue ball completely and obviously outside the kitchen and shoots, it is a foul.
15. If your opponent commits a foul and you do not receive his/her acknowledgement of such a foul prior to touching the cue ball, you have committed a foul (exception: scratching).
16. Illegal jumping of balls – (see PLAY #5).

PENALTY FOR FOULING

1. Only the players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table. (The cue ball does not have to be behind the headstring except on the opening break or immediately after a foul on the break).
2. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.

CUE SPECIFICATIONS

- WIDTH OF TIP: Not to exceed 15mm.
- LENGTH OF CUE: 40 inches minimum.

UNSPORTSMANSHIPLIKE CONDUCT

1. Unsportsmanlike conduct is an automatic disqualification.

2. Two basic types:
 - a. One warning before disqualification.
 - b. Immediate disqualification.