

COORS WEST RIVER 8-BALL LEAGUE

2025 – 2026

BALLS AND RACKING

1. The game is played with one cue ball and fifteen numbered object balls.
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.
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.

BREAK SHOT

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 NUMBERED balls to a cushion or pocketing ONE (1) OR MORE OBJECT balls, the game is considered started. If a player fails to make a legal break, it is not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls re-racked and shooting the break him/herself or have the original breaker rebreak.
3. 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.
4. When positioning the cue ball for the break shot, the BASE OF THE BALL must be behind the headstring (kitchen).
5. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball), (2) it is a foul, (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the headstring and may not shoot an object ball whose base is not outside the headstring, unless he/she first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent.
6. The opposing player must inform the breaking player of improper positioning of the cue ball BEFORE the shot is made. If the opposing player does not so inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he/she must then reposition the cue ball.
7. Making the 8-ball on the break: this league has adopted the following option -

Option #2. The breaker may ask for a rerack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8-ball and shooting from behind the headstring or reracking and assuming the break. Using this option, a game cannot be won or lost with an 8-ball on the break, regardless of what is pocketed on the same shot.
8. If the player breaking the racked balls does not make any balls, his or her opponent then shoots having an open table.

9. If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the headstring and shooting. Any jumped balls are spotted in numerical order.
10. 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. 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 and combinations are not considered obvious and both the object ball and pocket must be called or it is LOSS OF TURN!! When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or opponent.
2. The opening break is not a "called 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.
3. When a player has pocketed all of the balls in his/her group, he/she then shoots at the 8-ball.

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. (Exception: calling a safety). 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. 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 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. 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. Object Ball Frozen to Cushion

This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion. After the cue ball makes contact with the frozen ball, the shot must result in either: (1) a ball being pocketed, or; (2) the cue ball contacting a cushion, or; (3) the frozen ball being caused to contact a cushion attached to a separate rail, or; (4) another object ball being caused to contact a cushion with which it was not already in contact. Failure to satisfy one of those four requirements is a foul.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

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 a balls.

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.