

NEBRASKA STATE EAGLE ANNUAL POOL TOURNAMENT PLAYING RULES

I. CONDUCT OF PLAY

1. Each team will be composed of eight players (4 pairs of partners) . Aerie and Auxiliary members must be at least 18 years of age. A playing roster of each team must be turned in before the start of play. Changes of the team roster of players and/or partners may NOT be made after the starting of tournament play unless extenuating circumstances prevail-such as a personal or family emergency. Each occurrence will be reviewed individually at the time of occurrence. The Tournament Director may allow substitutions in case of emergency.
 1. (a) All Aerie and Auxiliaries must have their Per Capita for State and Grand paid in full.
2. Any player and/or team NOT present to begin play 5 minutes after their names are announced for scheduled play will forfeit that game to the opposing team. The opposing team will be awarded 10 points per Rule IV.1.2.
3. Type of pool playing shall be Eight Ball. Type of shooting shall be partners of two. Opponents are determined by a drawing either by the hosting pool committee or the team captains prior to the beginning of the tournament.
4. ONE player must be selected from the winning team to judge the following game at the table they completed their game on. However, a player SHALL NOT judge a game being played by a member(s) of his or her own Aerie. They must change with a judge at another table only if not agreed on by both teams.
5. The table judge will flip a coin or token to decide which team will break to begin the game. The judge will rack the balls, with the 8-ball in the center and alternating stripes and solids around the perimeter.
6. If a stripe(s) or solid(s) ball(s) only are pocketed on the break, that player shall continue with the type of ball pocketed. If a stripe(s) and solid(s) is made on the break, the shooter has the option of either ball, (unless he or she scratches, they lose the chance to continue shooting). If they miss the ball of their choice on the second shot, the table is still open for the next shooter to choose either stripe or solid. This continues until a ball is made without scratching, deciding which team has the stripes or solids.
7. Players may hold a conversation REGARDING PLAY with their partner ONLY. NO OTHER TEAM MEMBERS ARE ALLOWED IN THE PLAYING AREA.
8. LANGUAGE:

The use of foul, abusive, obscene, offensive or vulgar language used by an Eagle playing in a tournament is strictly prohibited. The user of such language will be warned the first time by the Tournament Director. The second time they will be asked to leave the tournament site and be barred from playing the remainder of the tournament. The team will be allowed to play without this player, but will forfeit his or hers turn. No substitution will be allowed.

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9. ATTIRE:

The wearing of attire with foul, obscene, vulgar or offensive messages by an Eagle playing in a tournament is strictly prohibited. It will be the responsibility of the Tournament Director to inform the person to remove, turn inside out or replace the clothing. Failure to do so will be the player's expulsion from the tournament site and playing in the remainder of the tournament. The team will be allowed to play without this player, but will forfeit his or her turn. NO substitution will be allowed.

10. REGISTRATION

Some of the naming of teams is getting out of hand and to some offending. The naming of teams can be humorous but not to the point of embarrassing. It will be the responsibility of the Tournament Director at the time of a Team's entry form to address the team name. If the Director finds it offending, he will return said entry for a new team name.

II. FOULS

1. Judges will call all fouls except on marking the 8 ball, and then the opposing team may also call the foul after the shot on the 8 ball (refer to Section #3, rule #2). **ALL JUDGES DECISIONS WILL BE FINAL.** (If a judge is uncertain, he or she shall consult the Tournament Director or Rules Committee for assistance in a decision before the next shot is taken!)
2. To execute a legal break, the breaker (with the cue ball completely behind the headstring must either (1) pocket a ball or (2) drive at least two numbered balls to the rail. If he fails to make a legal break, it is a foul and the opponent has the option of (1) accepting the and shooting, or (2) having the balls reracked and having the option of shooting the opening break himself or allowing the offending player to rebreak.
3. A false start, miscue or others causing the cue ball or any object ball to be touched or moved either by a cue, clothing, or bumped by a person's hand, is a foul and the shooter loses their turn.
4. After an opponent scratches, the opponent may place the cue ball anywhere completely behind the headstring by hand only. To alter the position of the cue ball, the player **MUST** use their hand **ONLY**. Any other means of moving the cue ball will be called a foul and loss of turn. (A scratch is when the cue ball is made in any pocket during play and/or if the cue jumps off the table when shooting.) The incoming player may shoot only object balls that are completely ahead of the headstring.
5. If **ALL** opponents' object balls are behind or touching the head string after shooter scratches, the opponent will have the option to spot the ball closest to the headstring.
6. No jump shots allowed (to protect the tables). If attempted, it is a foul and loss of turn.
7. If any numbered ball jumps off the table while a player is shooting, it is a foul and loss of turn. The ball(s) shall be pocketed.

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8. To legally pocket a ball and continue, the shooter must hit one of their balls first. To do so otherwise is a foul and loss of turn.

9. Ball in hand to place the cue ball anywhere on the table after a scratch shot DOES NOT APPLY. Refer to Rule II.5 for placing the cue ball after a scratch shot.

III. THE 8-BALL

1. The Score will be 15 – 0 for an 8-ball break.

2. If the 8-ball becomes trapped in a pocket behind opponent's ball and neither side can hit it without loss of game, that game will be declared a draw and the game will be replayed.

3. When shooting for the 8-ball, a shooter MUST CALL A POCKET and HAVE THE JUDGE MARK THAT POCKET. FAILURE TO DO BOTH, CONSTITUTES THE LOSS OF THE GAME if called by the judge or opposing team whether the 8-ball is pocketed or not. The JUDGE shall not advise any team to call the pocket.

4. THE 8-BALL IS NOT NEUTRAL. If the eight ball is shot as a neutral ball at any time, it will constitute a loss of turn.

5. If on purpose or accidentally making the 8-ball at any time during the game without it being the primary ball and a pocket is called and marked or causing the 8-ball to jump off the table, it will be determined as loss of game and Rule IV.1.4 of scoring will apply.

6. If while attempting to pocket the 8-ball, another object ball is struck first or any other foul above occurs, it is a foul and loss of turn; unless the 8-ball is pocketed in which case it is loss of game and Rule IV.1.4 shall apply.

IV. SCORING

POINT SCORING WILL **BE** AS FOLLOWS:

1. The Score will be 15 – 0 on an 8-ball break.

2. A forfeit is worth 10 points for the team present and zero points for the forfeiting team. A double forfeit results in zero points for both teams.

3. Pocketing the 8-ball on an "open table" (after the break), is 10 points for the opponent and 0 points for the shooting team.

4. The winning team will receive 8 points plus one point for each of the opponent's balls remaining on the table. The losing team will receive one point for each of their balls pocketed during the game.

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NOTE: Rule IV.1.4 will apply for scoring in ALL situations. Whether the 8-ball is made out of turn, scratched when attempting to make the 8-ball or shooting the 8-ball in order to prevent the opponent from scoring more points.

V. TOURNAMENT PAYOUTS

1. PAYOUTS: Sixty percent (60%) of the payout of entry fees will be made to fifty percent (50%) of the teams.
2. Each High Team Pair will get paid.

VI. RULES CHANGES

1. As per Nebraska State Aerie By-Laws (Section 8.2), "All State Functions shall have the approval of the State Board of Trustees and all rules for said functions shall have State Board approval." The playing rules above can only be changed by the current Nebraska State Board of Trustees. The above rules cannot be changed during the course of the tournament.

Adopted at WCR September 10, 2011

Adopted and revised by the Nebraska State Board of Trustees

Dennis Micek , Nebraska State Secretary