

2019 OFFICIAL 8-BALL RULES OF PLAY

A. BALLS AND RACKING

1. The game is played with one cue ball and 15 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 stripe ball in one corner of the rack and a solid ball 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.

B. BREAK SHOT

1. Start of play - the home team breaks first and writes their line-up down first. The break will alternate thereafter. The teams will flip a coin to determine home team.
2. If the breaker hits the racked balls with the cue ball driving four or more number balls to a cushion or pocketing one or more object balls, the game is considered started. If the 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 himself or have original breaker re-break.
3. 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 head string.
4. When positioning the cue ball for the break shot, the base of the ball must be behind the head string (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 head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.
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 must then reposition the cue 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.
7. The base of the object ball in relation to the head string determines whether or not a ball is playable. The base of the object ball must be outside the head string (toward the foot of the table) to be playable. (This applies after a legal break).
8. If an 8-ball is pocketed on the break, the breaker may ask for a re-rack 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 or re-racking and assuming the break. Should the incoming player decide to spot the 8-ball, he must shoot from behind the head string. A game cannot be won or lost with an 8-ball break, regardless of what is pocketed on the same shot. If a re-rack is requested, the breaker will pay for the re-rack.
9. If the player legally breaks the racked balls and does not make any balls, his opponent then shoots, having an open table.

C. OPEN TABLE – 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. On any 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 group of balls. 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.

D. GAME – 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 is unsure of the shot. Banks and combinations are not considered obvious and both the object ball and the pocket must be called or it is a 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 the opponent. The opening break is not a “Called Pocket.” Any player performing a break shot in 8-ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break. When a player has pocketed all of the balls in his group, he then shoots at the 8-ball.

E. PLAY

1. If a shooter inadvertently pockets his ball, it remains down. However, if the shooter does not legally pocket one of his own group, he loses his turn.
2. Each player continues to shoot so long as he legally pockets any of his object balls. Should a player fail to pocket his designated group ball, he shall lose his turn.
3. If a player fails to hit or make the 8-ball while shooting at it, the game continues.
4. In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stomping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before the interference.
5. If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a 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. 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 are not a loss of game.

F. LOSS OF GAME

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.
2. Pocketing the 8-ball on the same stroke as the last of his group of balls.
3. Scratching when the 8-ball has been pocketed.
4. Jumping or knocking the 8-ball off the table at any time.
5. Pocketing the 8-ball in a pocket other than the one designated.
6. fouling while (pocketing) the 8-ball in the designated pocket.
7. Third infraction of the slow play rule.

NOTE: Loss of game means the game is over. It does not matter what happens after the game!

G. LEGAL SHOT – On all shots (except on the break and when the table is open); the shooter must hit one of his group of balls first and (1) pocket an object ball, or (2) cause the cue ball or any object ball to contact a rail. PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball. However, after

contact with his object ball, an object ball must be pocketed, OR the cue ball or any object ball must contact a rail. "SAFETY" SHOT: For tactical reason a player may choose to pocket an obvious object ball and also discontinue his turn at the table by calling "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play a "safety" by pocketing an obvious object ball, then prior to the shot, he must declare a "safety" to his 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.

H. FOULING – Fouls must be called and acknowledged before the next shot is taken. The following results in fouls:

1. Failure to make a legal shot as noted previously.
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 miscues or deflects the cue ball prior to hitting the racked balls. The incoming player receives cue ball in hand behind the head string.
4. When placing the cue ball in position, any forward cue stroke motion contacting the cue ball is a foul, if it is not a legal shot.
5. Shooting without at least one foot touching the floor.
6. Coaching.. 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, (3) drive the frozen ball to another cushion, or (4) cause another object ball to contact a cushion. Failure is a foul.
8. ACCIDENTALLY moving or touching any ball is not a foul unless the ball is the cue ball (cue ball only fouls). Only the opponent may replace the ball moved as closely as possible or leave it where it rests. 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 shots and/or double hits will be considered fouls.
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 slow play rule is enforced, taking longer than one minute between shots is a foul.
13. Knocking object balls off the table.

I. PENALTY FOR FOULING

1. Only 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. The player can place the cue ball anywhere on the table (the cue ball does not have to be behind the head string except 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.

J. UNSPORTSMANLIKE CONDUCT

1. Unsportsmanlike conduct is automatic disqualification.
2. Two basic types: 1) One warning before disqualification, 2) Immediate disqualification.

SPECIAL TOURNAMENT RULES

- **If your entire team is not present when your match begins, you may play with those who are present. Any players who are not present when their game is up must forfeit that game and any subsequent games throughout the entire round robin event. Example: if you play one team short a player you must play every team with the same number of players. The player who missed the first match is not eligible to play. If your team advances to the double elimination bracket you may play with your full team. No team can start more than 1 player short. If a team starts with all players needed and for some reason 1 of those players has to leave the team can play 1 player short but all previous matches that were completed will be re-scored taking 2 wins off each match.**
- Players may play on only one team during the tournament.
- No player may enter a mini event while still competing in the regular tournament.
- Winner of a coin toss prior to the match will have choice of Home or Visiting Team.
- Home Team will fill out their line-up on the match score sheet first, followed by the Visiting Team. Captains and players should familiarize themselves with the shooting and breaking order prior to any match play.
- All Players are responsible to know their playing schedule. No matches will be called from the scorer's table. Matches cannot and will not be held up for late teams/players. If you are late to your scheduled match, your match may be forfeited at the Tournament Director's discretion.
- Once a team has filled in a match line up, those players must finish the match. (No substitutions/rotations once the match has started.)
- In team finals, match must continue play on two tables until the winner is determined.
- Both team captains must sign the score sheet at the completion of the match. The captain of the winning team is then responsible for delivering the completed score sheet promptly to the scorer's table. In the round robin, both captains need to verify scores at scorer's table.
- Avoid post-shot arguments by requesting an official in advance. Tournament officials will have little sympathy for the participant who plays knowingly into a questionable situation without requesting that an official observe the shot.
- In all questions of interpretation and/or disputes, the decisions of the tournament director(s) will be final and without appeal.
- Cue Specs: Tip may not exceed 15mm and must be composed of leather or phenolic material. Length must be a minimum of 40".
- It is no longer a loss if the player scratches while attempting to pocket the 8 ball. However, if the 8 Ball is pocketed and the player scratches it is a loss.
- If a team is moved up in skill level due to their finish in the tournament. The complete team (ALL ROSTERED PLAYERS) will be adjusted. Accordingly. No exceptions.

All players must have valid PHOTO ID at the tournament.

YOU RACK YOUR OWN BREAK

9 BALL RULES OF PLAY

OBJECT OF THE GAME. Nine Ball is played with nine object balls numbered one through nine and a cue ball. On each shot the first ball the cue ball contacts must be the lowest-numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until he misses, fouls, or wins the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may place the cue ball anywhere on the table. Players are not required to call any shot.

B. RACKING THE BALLS. The object balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot, the nine ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.

C. START OF PLAY. Players will Flip for the Break. The break alternates thereafter. A game starts as soon as the cue ball crosses over the head string on the opening break.

D. LEGAL BREAK SHOT. The rules governing the break shot are the same as for other shots except:

1. The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to a rail; failure to do so is a foul. Incoming player accepts table the way it lies with ball in hand or requests a rerack with cue ball behind the head string.
2. Making the nine ball on the break is not an automatic win for the player breaking, nine ball is re-spotted, and play continues. However, if the cue ball is scratched when making the nine ball, the nine ball is re-spotted for next player.
3. If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
4. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not respotted.

E. CONTINUING PLAY. On the shot immediately following a legal break, the shooter may play a “push out.” If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins his turn and shoots until he misses, fouls, or wins. The game ends when the nine ball is pocketed on a legal shot.

F. PUSH OUT. The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed, except for the nine ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule is violated. An illegal push out is penalized according to the type of foul committed.

G. FOULS. When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are spotted, except the nine ball. The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

1. All fouls must be called and acknowledged before the next shot is taken.
2. Touching or moving the cue ball is a foul.
3. Coaching is a foul.
4. Shooting the cue ball into a pocket or off the table is a foul.
5. If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is a foul.
6. If no object ball is pocketed, failure to drive the cue ball or some object ball to a rail after the cue ball contacts the object ball is a foul.
7. Pocketing the nine ball and the cue ball with the same stroke is a foul.
8. Shooting without at least one foot on the floor is a foul.
9. An unpocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not spotted and play continues.

When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. He may continue to adjust the position of the cue ball until he takes a shot.

H. THREE CONSECUTIVE FOULS. If a player fouls three consecutive times, on three successive shots without making an intervening legal shot, he loses the game. The three fouls must occur in one game. The warning must be given between the second and third fouls. This rule is optional for local league and tournament play. (This rule will not be used at the International Championships.)

A player's turn begins when it is legal for him to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.

When there are only two object balls on the table and a player scratches while pocketing the ball before the nine - it shall be brought up and placed on the foot spot. (Using another ball from the tray.)

I. END OF GAME. The game ends at the end of a legal shot which pockets the 9-ball; or when a player forfeits the game as the result of a foul.

**Changes to play in 2019 WAMO Pool Tournament.
These changes are being made to make the
tournament run even more efficiently.**

1. WE WILL NOT BE CALLING ANY MATCHES FROM THE SCORERS TABLES. PLAYER WHO TAKES THE SCORE SHEET IS REQUIRED TO GO TO THE TABLE UNTIL OPPONENT ARRIVES. IF THE OPPONENT IS NOT AT THE TABLE IN 5 MINUTES CALL A REFEREE OVER TO TIME MARK YOUR SHEET. IF YOUR OPPONENT IS NOT THERE IN 10 MINUTES (15 TOTAL) HAVE THE REFEREE VERIFY THE TIME AND YOUR OPPONENT WILL FORFEIT THAT MATCH. IF YOUR MATCH IS SHOWING IT WAS ASSIGNED A TABLE AND THE SCORE SHEET IS NOT THERE GO TO THE TABLE. IF THE OTHER PLAYER IS NOT THERE WITH THE SCORE SHEET CALL A REF AND THEY WILL PUT YOU ON THE CLOCK. IF THE PLAYER THAT TOOK THE SCORE SHEET IS NOT THERE IN 10 MINUTES THEY WILL FORFEIT THE MATCH. WE KNOW WHEN THE SCORE SHEET WAS PUT OUT FOR PICKUP SO IF YOU NEED A SMOKE OR BATHROOM BREAK DO NOT PICK UP THE SHEET FIRST. YOU ARE NOT ALLOWED TO TAKE A SCORE SHEET OUT OF THE PLAYING AREA. IF A SCORE SHEET IS NOT PICKED UP WE WILL GO TO THE TABLE, IF NO ONE IS THERE YOU BOTH WILL BE PUT ON THE 10 MINUTE CLOCK AND BOTH OF YOU COULD FORFEIT THAT GAME.
2. Scotch Doubles entries will only be taken up till 10:00pm Thursday night before the event and will be bracketed in even numbers of 8 teams, Play will start 8:30AM Friday morning and matches will be posted on compusport.us by 7:00AM that Friday.
3. Hard Luck Team's. We will only take enough teams to fill the empty tables we have so get your entry in early. We will know how many teams we will take when we start taking the entries.

SEE YOU AT STATE MARCH 20TH TO 24TH, 2019