



In House 8-Ball League Rules

OBJECT OF THE GAME

Eight-Ball is a call shot game played with a cue ball and 15 object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). The player pocketing either group first and then legally pocketing the 8-ball wins the game.

CALL SHOT

In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right and responsibility to ask which ball and pocket if he is unsure of the shot including when the 8-ball is the object ball. The opposing player is not awarded the game should they not ask the shooter where they are shooting the 8-ball prior to the shot being taken. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. 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 shot." Any player performing a break shot in 8-Ball may continue to shoot so long as any object ball is legally pocketed on the break.

RACKING THE BALLS

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.

ORDER OF BREAK

Winner of the lag has the break. The winner of each game breaks in the next.

LEGAL BREAK SHOT

(Defined) To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. When the breaker fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and having the option of shooting the opening break or allowing the offending player to re-break.

SCRATCH ON A LEGAL BREAK

If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball: see next rule) (2) it is a foul, (3) the table is open. Please Note: The 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.

8-BALL POCKETED ON THE BREAK

If the 8-ball is pocketed on the break, the game constitutes as a win for the breaker. If the breaker scratches while pocketing the 8-ball on the break, this constitutes as a loss of game for the breaker.

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 first in the process of pocketing the called stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, it is a foul and no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; the incoming player is awarded cue ball in hand; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

CHOICE OF GROUP

The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups, because 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.

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 a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail. Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the object ball, an object ball must be pocketed, or the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

"SAFETY" or "DEFENSIVE" SHOT

For tactical reasons, a player may choose to pocket an obvious object ball or shoot the cue ball to a defensive position and also discontinue a turn at the table by declaring "safety" or "defense" in advance. A safety/defense shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, the shooter must declare a "safety" or "defensive shot to the opponent. It is the shooter's responsibility to make the opponent aware of the intended shot. 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/defense shot remains pocketed.

FOUL PENALTY

Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the headstring except on opening break). This rule prevents a player from making intentional fouls which would put an opponent at a disadvantage. With "cue ball in hand," the player may use a hand or any part of a cue (excluding the tip of the cue) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.

COMBINATION SHOTS

Combination shots are allowed; however, the 8-ball can't be used as a first ball in the combination unless it is the shooter's only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-ball, it is a foul.

ILLEGALLY POKETED BALLS

An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed and are scored in favor of the shooter controlling that specific group of balls, solids or stripes.

OBJECT BALLS JUMPED OFF THE TABLE

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 not re-spotted.

JUMP AND MASSÉ SHOT FOUL

While "cue ball fouls only" is the rule of play when a match is not presided over by a referee, a player should be aware that it will be considered a cue ball foul if during an attempt to jump, curve or massé the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

PLAYING THE 8-BALL

When the 8-ball is the legal object ball, a foul is not loss of game if the 8-ball is not pocketed or jumped from the table. Incoming player has cue ball in hand. Note: A combination shot can never be used to legally pocket the 8-ball. As long as the 8-ball is the first ball contacted, it can be caromed off another ball to complete the shot sequence.

Time Outs

A player will select one coach for their match play. During the timeout, the coach may consult with other team members; but the player can only communicate with their coach. Each player with a handicap of 3 and above is granted (2) timeouts per game. A player with a handicap of 2 is allowed unlimited timeouts. There are no timeouts in Scotch Doubles where the two team players may talk consistently among themselves and not to other team members during their match. Duration should be respectful amongst two players between shots and during timeouts. Should abuse of such occur during a match,

management will then impose a 30 second duration between shots and a two minute duration for timeouts.

8-BALL LEAGUE REGULAR SEASON & PLAYOFF HANDICAP FORMAT

League format will consist of 4 Singles matches and 1 Scotch Doubles match. Total team handicap for the singles matches shall not exceed 23. Total team handicap for Scotch Doubles match shall not exceed 11. This Scotch doubles total is obtained by adding the handicap of the two players and dividing it by two. If the total handicap of the two players is an odd number, it is to be rounded up.

No player may play two singles matches.

Each player on the team must play a minimum of 2 Scotch Doubles and 6 Singles matches for the session to be eligible to compete for the playoffs.

A team with three players will forfeit their 4th singles match if their player is not present by 10:30 p.m. House has final say on forfeitures; not team captains.

During playoffs:

- Race to 3 format" - \$100.00 per team mandatory for two day playoffs and finals.
- Three singles matches are to be played simultaneously where as the 4th singles match is to start ASAP as well as the 5th match (Scotch Doubles) to start ASAP.
- No player may play two singles matches.
- A three player team will forfeit their 4th singles match 10 minutes after the conclusion of any of the first 3 matches.
- In the event where two teams are tied with the same win/loss record for placement standings, the head-to-head record between those two teams will determine placement. Should the head-to-head record result in a tie, a race to three playoff match between the two teams will then determine placement.
- Third place standings for a team during the Semi-finals will be determined with a race to three playoff match between the two losing semifinal teams.
- Bar closes at 1:00 a.m. Pool room closes at house discretion.

LOSS OF GAME

A player loses the game by committing any of the following infractions:

1. Fouls when pocketing the 8-ball (exception: see 8-Ball Pocketed on The Break).
2. Pockets the 8-ball on the same stroke as the last of his group of balls.
3. Jumps the 8-ball off the table at any time.
4. Pockets the 8-ball in a pocket other than the one designated.
5. Pockets the 8-ball when it is not the legal object ball.
6. If a player breaks down his cue prior to the end of the game or prior to the opposing player taking the last shot.

Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

STALEMATED GAME

If, after 3 consecutive turns at the table by each player (6 turns total), where both players agree that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may be applied regard-less of the number of balls on the table.

Please Note: Three consecutive fouls by one player in 8-ball is not a loss of game. In a manner of sportsmanship, if a player breaks down his cue prior to the end of the game or prior to the opposing player taking the last shot, that player will forfeit the game.

DISQUALIFICATION

The in-House League Committee has the right to disqualify any player from competition and the player forfeits the right to prize money and / or any type of rewards or trophies for unsportsmanlike conduct or tactics detrimental to the league tournament.

RULE REVIEW

These rules have been combined with those of standard league 8-ball rules, BAC League rules and that of the rules of Pocket Billiards. In a situation where there is a question as to the validity of an in-house rule pertaining to an instance where a player feels that the judgment call was unfair resulting in his/her loss of game or match, will bring his/her complaint to the In-House League Committee for review along with the committee choice of beverage.