

Rules of the Table

The break: Players must break from behind the headstring. You are what you make, if you make a stripe then you are stripes, if one of each fall then it is an open table. If the 8-ball is made on the break, it is a win. If the 8-ball is made and the cue ball scratches this is a loss. 4 balls must hit a rail before it is a legal break; the shooter gets as many tries as necessary.

The 8-ball: Remember to always mark your pocket with a coaster when shooting at the 8-ball. If you make the 8-ball and the pocket is not marked this will be a loss. Any players on your team can remind you of this rule at any time. If you scratch or the cue ball leaves the table when shooting at the 8-ball this is a loss.

8-ball knocked off the table will be a loss.

Balls knocked off the table other than the 8-ball will be spotted.

Close Shots: If you think, there may be a bad hit. The opponent must stop play and get both captains to watch the shot. If not, the shooter gets the call.

If there are any issues during a game that the captains cannot resolve, players must re-rack and start the game over. (Call Kendall if necessary)

Push Shots: No push shots allowed. If the cue ball is on your object ball you must shoot the shot at an angle or your cue must be elevated to 45° or more.

Fouls = ball in hand: If a player moves the cue ball with his/her hand or cue before shooting this will be a foul. If you do not hit your object ball or any other of your balls before making contact with opponents balls this is a foul. If you hit your object ball and it or other balls including the cue ball does not hit a rail this is a foul. If you scratch or shoot the cue ball off the table this is a foul. All fouls must be called before the next shot. The 8-ball is not a neutral ball.

Frozen Balls: If the object ball is touching a rail, it is considered a frozen ball. It is up to both captains to verify that the ball is frozen. When you shoot the frozen ball, the cue ball or another ball has to hit a rail or it is a ball in hand.

During the game being played if anyone from either team moves the balls before game is over the result will be lose of game 9-0. If someone from outside the two teams moves the balls it will be a Re-rack.

Scoring: 1 point for each ball made.
2 points for the 8-ball.
8-ball made out of turn will be number of balls made minus 2.
8-ball made in unmarked pocket is same as above.
Scratch on 8-ball is same as above.
8-ball on the break is 9-0 (no matter how many balls are made)
8-Break and Run is 9-0(no matter how many balls are made)

Coaching: All players with a handicap of 6 or higher are allowed one coach per game with a 2-minute time limit. All players with a handicap 5 or below are allowed 2 coaches per game. Any player on your team can be a coach. You can ask the player shooting if they need a coach at any time. The coach cannot touch the cue ball or stick. The coach can point at table, but not mark the table. The player can mark the table with chalk while the coach is there. If coach marks table, it will be ball in hand.

Stalemates: If anytime during the game neither player wants nor can make use of ball in hand after 3 rounds this is a stalemate. Re-rack and play the game over.

Barred team players: If a team has a player that is barred and they have no other players to shoot in their place, ask bar owner if they can play their games and leave.

Jump or masse shots are allowed if done properly. No scoop shots.
All players must keep one foot on the ground at all times.

If anyone feels that anything should be added to the rules please let the league director know.

Relax - Have fun - Enjoy the session!!!!