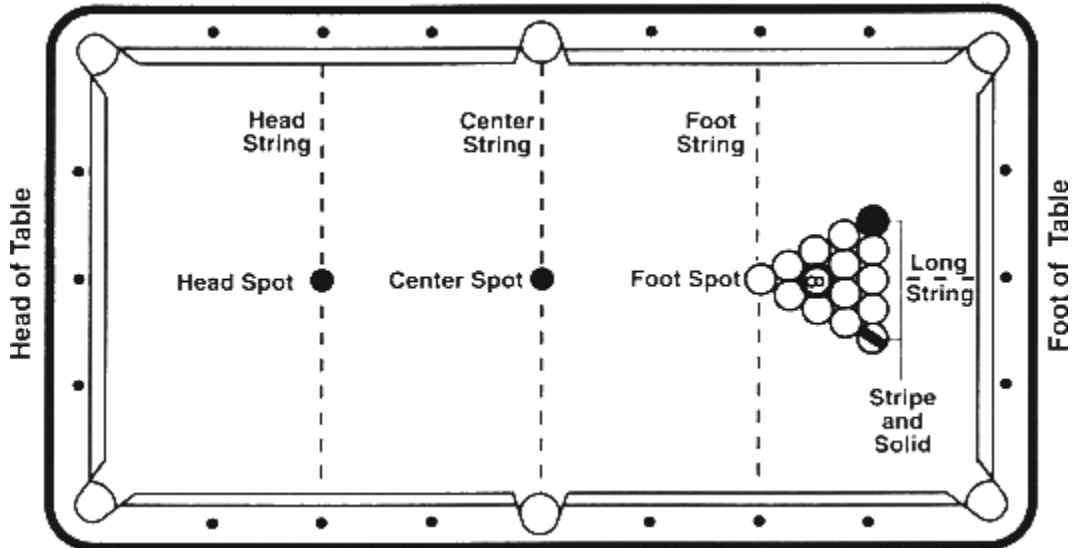




Official Rules

Loudoun #2406 Pool League

Revised 11/3/2011



RULES SUMMARY

The game is a standard 8 ball tournament of 2-person teams in double elimination tournament format. The 8-Ball pocketed on the break is an automatic win. “Ball in hand” applies.

Note: These rules are based on the “World Standardized Rules”, found at http://home.bca-pool.com/associations/7744/files/EightBall_January2008.pdf, and modified for use by the Loudoun Lodge #2406 Pool League.

1. The Pool League is open to all adult members of the Lodge.

2. **THE TEAMS:** League play will consist of any number of two person teams, playing in a double elimination tournament format. Teams may be selected using any acceptable random draw method, and may be adjusted to compensate for diverse skill levels.
3. **THE OBJECT:** The object of a game is to pocket all the numbered balls of either group (stripes or solids) and then to pocket the 8-ball.
4. **THE RACK:** 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.
5. **WHO BREAKS:** Each one-game match will begin with a coin toss. The winner of the coin toss has the option to break. The team that breaks also has the option to rack their own balls, or have the opposing team rack.
6. **BREAK SHOT:** The breaker (with the cue ball behind the head string) must either pocket a ball, or drive at least four numbered balls to the rail. If the break is not legal, the opponents have the option to accept the table, or have the balls re-racked. If re-racked, the opponent also has the option to shoot the break or have the offending team re-break.
7. **CUE BALL SCRATCH DURING "OPEN TABLE":** If the cue ball is pocketed on a legal break (or is shot off the table), or while the table is still "open", any other pocketed balls remain down and the opponent has the cue ball in hand behind the head string. On the next shot, the cue ball must first be shot past the head string before striking another ball.
8. **8-BALL POCKETED ON THE BREAK:** If the 8-ball is pocketed on the break, and there is no scratch, it is an automatic victory for the breaking team. If there is also a scratch, then it is an automatic loss.
9. **OBJECT BALLS JUMPED OFF THE TABLE ON THE BREAK:** If a numbered ball is jumped off the table on the break, the opposing team gets cue ball in hand behind the string. The jumped balls are pocketed.
10. **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. It is also legal to use the 8-ball as the first ball of a combination during open table only. Note: The table is always open immediately after the break shot. When the table is open, it is legal to hit any ball* first in the process of pocketing a called stripe or solid. The table is no longer open once a player has successfully made a called shot.

11. **ORDER OF PLAY:** If the player hitting the break shot pockets a ball, they proceed to shoot until they fail to make a legal shot. Play proceeds to an individual on the opposing team. Play alternates between teams and between individuals on each team, so that all four players play in a continuous sequence until the game is won.
12. **LEGAL SHOT:** On all shots (except on the break and when the table is open):
 - a. the shooter must call a ball of their group to be pocketed and the pocket.
 - b. They must then hit the cue ball, which must then hit one of their group of balls first (which can be the called ball).
 - c. Then, either a ball must drop in a pocket or the cue ball or another ball must hit a rail.
 - d. If the called ball is pocketed, the player may continue.
 - e. Otherwise, if after the cue ball hits the player's ball neither the cue ball nor another ball hit a rail, it is a scratch and the opposing team gets cue ball in hand anywhere on the table.
13. **CALLED SHOTS:** Obvious shots do not have to be called (except for the 8 ball). Opposing team members or the commissioner may ask what the called shot is. When in doubt, call the shot.
14. **SAFETY SHOT:** A player may call a "safety" shot prior to shooting. In this case, the players turn will be over after the shot, even if a ball is pocketed. (The purpose of a safety is to avoid having to shoot again if you will be left with a difficult position after your shot).
15. **SCRATCH:** A scratch occurs if the cue ball is pocketed or is hit off the table or if the cue ball does not hit one of the player's group of balls first. In this case the opposing team gets cue ball in hand, anywhere on the table. Any other balls pocketed remain down. A loss of game occurs if the cue ball is pocketed or hit off the table while shooting at the 8-ball.
16. **OBJECT BALLS JUMPED OF THE TABLE:** if any of the player's group of balls is jumped off the table, it is a foul and loss of turn. The ball is spotted on the foot spot, or as close as possible behind the foot spot on the long string. If an opponent's ball is jumped off the table, it is pocketed.
17. **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, or the table is still open.
18. **JUMP SHOTS:** These are not permitted. Attempts to perform a jump shot results in automatic loss of game.

19. **LOSS OF GAME:** A player loses the game by committing any of the following infractions:
 - a. Pockets the cue ball or knocks the cue ball off the table when shooting at the 8-ball.
 - b. Pockets the 8-ball without calling the shot.
 - c. Pockets the 8-ball in a pocket other than the one called.
 - d. Pockets the 8-ball after first hitting another ball.
 - e. Knocks the 8-ball off the table at any time.
 - f. Pockets the 8-ball when it is not the legal object ball.
 - g. Attempting Jump shots.
20. **STALEMATED GAME:** If, after 3 consecutive turns at the table by each team (6 turns total), the players judge 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 regardless of the number of balls on the table.
21. **8-BALL Shot:** The 8-ball must “go clean”. If it is pocketed after hitting another ball, it is an automatic loss. *[Revised 11/3/2011]*
22. All rule questions or disagreements will be resolved by the Commissioner.
23. **TOURNAMENT START**
 - a. Sign-up is first come, first served.
 - b. Please pay at the time you sign-up.
 - c. At the designated starting time, the teams will be assigned according to those present who are signed up and have paid, and the first game will begin.
 - d. If there are an odd number of people, the last person to sign up may not be able to play. If so, any sign-up fee will be refunded.
24. **ETTIQUETTE**
 - a. Individuals involved in the current game should remain in the pool room.
 - b. Teams that are “on deck” (that play the next game) should be available and ready to play at the end of the current game.
 - c. One minute per shot.

**PLEASE:
IF YOU ARE PLAYING –
KEEP YOUR HEAD IN THE GAME!
IF YOU ARE NOT –
KEEP IT OUT! 😊**