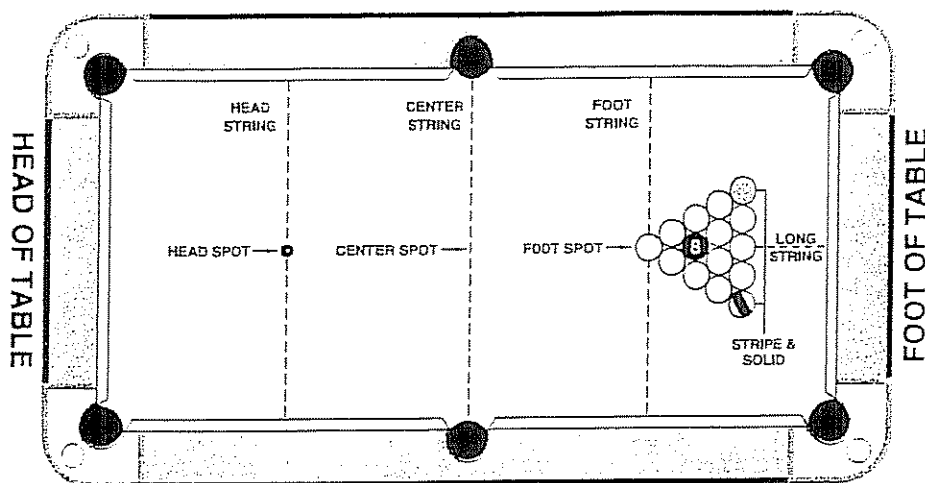

8-Ball Official Rules of Play

A. BALLS AND RACKING

The Pocket Billiard Table



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 footspot, a stripe ball in one corner of the rack and a solid ball in the other corner, as the above illustration shows.
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 visiting team shall break in the 1st and 3rd rounds and the home team in the 2nd and 4th rounds.
2. If the breaker hits the racked balls with the cue ball driving four or more **numbered** 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 of (1) accepting the table in position and shooting, or (2) have the balls racked and shooting the break himself/herself or have original breaker rebreak.
3. Stopping or deflecting the cue ball prior to hitting the racked balls is considered a foul and is a loss of turn. The opponent will receive cue ball in hand behind the headstring.
4. When positioning the cue ball for the break shot, the base of the ball must be behind the headstring (kitchen).
5. If a player scratches on a legal break shot all balls shall remain pocketed, **Exception if the 8-Ball is pocketed See #7**
NOTE: Incoming player has cue ball in hand behind the headstring and may not shoot an object ball whose base is not outside the

headstring, unless he/she first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object 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.

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/she must then reposition the cue ball immediately.

7. Making The 8-Ball On The Break:

Making the 8-Ball on the break is an automatic win, **with the exception of** when a cue ball scratch is involved. **IF** the cue ball scratches it is a loss of game.

8. If the player legally breaks the racked balls and does not make any balls, His opponent then shoots, having an open table.
9. If a player jumps an object ball off the table (not the cue ball) on the break shot, it is a foul and the incoming player shall have the option of ball in hand behind the headstring. All pocketed object balls remain pocketed and it is still an open table.

C. OPEN TABLE

The table is "open" when the choice of groups (stripes or solids) has not yet been established. 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 after the break shot. **At no time during an open table is it acceptable to have contact with the 8-ball first, all other object balls are acceptable.** On an 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 groups. The choice of group is determined only when a player legally pockets a called object ball after the break.

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. When calling a 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, physically designating his pocket for clarity.

E. PLAY

1. If a shooter inadvertently pockets his opponents 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 (Exception: calling a safety). Should a player fail to pocket His designated group ball, he shall lose his turn.
3. If a player fails to hit the 8-Ball while shooting at it, it is a foul and the game continues with the opponent having a ball in hand.
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 stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before 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. The ball will remain pocketed.
6. **SLOW PLAY RULE:** Exaggerated slow play will be penalized. After a warning, any longer than ONE MINUTE between shots will be a foul resulting in a ball in hand to the opponent. **(See #19 General Definitions)**
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 is 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/her group of balls
3. Jumping or knocking the 8-Ball off the table at any time.
4. Pocketing the 8-Ball in a pocket **other than the one designated.**
5. Fouling while (pocketing) the 8-Ball in the designated pocket.
6. Pocketing the 8-Ball and the cue ball on the break stroke.

G. LEGAL SHOTS

On all shots the shooter must hit one of his group of balls first and (1) pocket any group ball, or (2) cause the cue ball or any other ball to connect to 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, any group ball must be pocketed, OR the cue ball or any other ball must contact a rail.

“SAFETY SHOT: For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring “safety” in advance. A safety 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, he must declare a “safety” to his opponent. If this is **NOT done, and one of the shooter’s object balls is pocketed, then the shooter will be required to continue shooting his game.** Any ball pocketed on a safety shot remains pocketed.

H. FOULING

**All fouls must be called and acknowledged before the next shot is taken.
(exception: scratching)**

The following will result in a foul:

1. Failure to make a legal shot as noted above
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 deflects the cue ball prior to hitting the racked balls. The incoming player receives ***ball in hand behind headstring***
4. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
5. Shooting without at least one foot touching the floor.

6. **COACHING IS A FOUL.** Any team member of a team called for coaching will result in a foul after 1st warning it will result in ball in hand for the opponent, 2nd warning will result in loss of game.

7. Object Ball Frozen To Cushion Or Cue Ball

This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either:

- a) A ball being pocketed, or;
- b) The cue ball contacting a cushion, or;
- c) The frozen ball being caused to contact a cushion attached to a separate rail, or;
- d) Another object ball being caused to contact a cushion with which it was not already in contact with

Failure to satisfy one of those four requirements is a foul.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts a cushion again. **An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.**

8. ACCIDENTALLY moving or touching any ball is not a foul unless: 1) the moved ball is the cue ball or 2) a moved ball makes contact with the cue ball or 3) a moved ball that is jumped off the table or pocketed or causes any ball to be jumped off the table or pocketed. (exception to #3: If the 8-Ball is jumped off the table or pocketed out of turn at any time it is a loss of game. In cases only the opponent may replace the ball moved as closely as possible or or leave it where it rests. If a disturbed ball falls into a pocket with no effect on the outcome of the shot, the opponent has the restoration option. However, if the disturbed ball is designated by specific game rules as the game winning ball, it must be restored to as close to the original spot as possible.
9. **Picking up or shooting the cue ball while any balls are still in motion is a foul**
10. 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

11. Jumping object balls off the table is a foul.
12. After a scratch on a legal break, if a player positions the cue ball completely and obviously outside the kitchen and shoots it is a foul.
13. Illegal jumping of a ball. (See #8 in definitions)

I. PENALTY FOR FOULING

1. Only the 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. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the headstring except on the opening break or immediately after a foul 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.

Please Note In the event of a dispute, the game should be stopped immediately. If the team captains cannot resolve the dispute a league officer should be called.

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General Definitions of Pocket Billiards

1. **STRIKING CUE BALL.** Legal shots require that the cue ball be struck only with the cue tip. Failure to meet this requirement is a foul.
2. **POCKETED BALLS.** A ball is considered as a pocketed ball if, as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains there. A ball that rebounds from a pocket back onto the table is not a pocketed ball.
3. **POSITION OF BALLS.** The position of a ball is judged where its base (or center) rests.
4. **FOOT ON THE FLOOR.** It is a foul if a player shoots when at least one foot is not in contact with the floor. Foot attire must be normal in regard to size, shape and the manner in which it is worn.
5. **KITCHEN DEFINED.** The headstring is part of the kitchen. If the base of an object ball is dead center on the headstring, the ball is not playable. This will apply on a scratched cue ball on the break. Likewise, the cue ball when being put in play from the kitchen (cue ball behind the string), may not be placed directly on the headstring; it must be behind it.
6. **FOULS BY DOUBLE HITS.** It is a foul if the cue ball is struck more than once on a shot by the cue tip (such shots are usually referred to as double hits). If, in the referee's judgement, the cue ball has left initial contact with the cue tip and then is struck a second time in the course of the same shot, it shall be a foul. (Note: this can be a difficult call in officiating, because on shots where the distance between the cue ball and the object is very short, the referee must judge whether the cue ball had time to move out of contact with the cue tip prior to being impeded and then propelled again by the follow through of the stroke.) Nonetheless, if it is judged by virtue of sound, ball position and action and stroke used that there were two separate contacts of the cue ball by the cue tip on a stroke, the stroke is a foul and must be so called.
7. **PUSH SHOT FOULS:** It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such shots are usually referred to as push shots.) With a cue ball and object ball frozen, shooting the shot from any angle other than at least 45 degrees above, or at least 45 degrees to the right or at least 45 degrees to the left of center from the straight line of the frozen balls is a foul and must be so called. *****NOTE THIS RULE OR GUIDE DOES NOT APPLY TO STANISLAUS PP LEAGUE**
8. **JUMPED CUE BALL.** When a stroke results in the cue ball being a jumped ball, meaning jumped completely off the pool table on the floor, the stroke is a foul. The cue ball may leave the playing surface and return, which is not to be considered a foul.
9. **ILLEGAL JUMPING OF BALL.** It is a foul if a player strikes the cue ball below center ("digs under" it) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such "jumps" are not to be considered fouls on their face; they may still be ruled foul strokes, if for example the ferrule or cue shaft makes contact with the cue ball in the course of the shot.
10. **PLAYER RESPONSIBILITY FOULS.** The player is responsible for chalk, bridges, files and any other items or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such item make contact with a cue ball.

SEE NOTE —

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11. **BALLS JUMPED OFF THE TABLE.** Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rail surface, floor, etc.) are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything not a part of the table. The table shall consist of the permanent part of the table proper. (Balls that strike or touch anything not a part of the table, such as the light fixture, call pocket disc, chalk on the rails and chalk on the wood cushion tops, shall be considered jumped balls even though they might return to the bed of the table after contacting items which are not parts of the table proper).

When a stroke results in the cue ball or any object ball being a jumped ball off the table, the stroke is a foul. All jumped object balls are spotted (except in Nine Ball) when all balls have stopped moving.

12. **BALLS MOVING SPONTANEOUSLY.** If a ball shifts, settles, turns or otherwise moves "by itself" the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket "by itself" after being motionless for three seconds or longer shall be placed as closely as possible to its position prior to falling and play shall continue.
13. **SPOTTING BALLS.** A single ball is placed on the foot spot; if more than one ball is to be spotted, they are placed on the long string beginning on the foot spot and advancing toward the foot rail.
14. **JAWED BALLS.** If two or more balls are locked between the jaws or side of the pocket, with one or more suspended in air, the referee shall inspect the balls in position and follow this procedure; he shall visually (or physically if he desires) project each ball directly downward from its locked position; any ball that, in his judgement, would fall in the pocket if so moved directly downward is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed. The balls are then placed according to the referee's assessment, and play continues according to specific game rules as if no locking or jawing of balls had occurred.
15. **NON-PLAYER INTERFERENCE.** If the balls are moved (or a player is bumped such that play is directly affected) by a non-player during a match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. If the match is officiated, referee shall replace the balls. This rule shall also apply to "act of God" interference, such as earthquake, hurricane, light fixture falling, power failure, etc.
16. **PLAY BY INNINGS.** Players alternate turns (innings) at the table, with a player's inning ending when he either fails to legally pocket a ball, or fouls. When an inning ends free of a foul, the incoming player accepts the table in position.
17. **OBJECT BALL FROZEN TO CUSHION OR CUE BALL.**

This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either:

- a) A ball being pocketed, or;
- b) The cue ball contacting a cushion, or;
- c) The frozen ball being caused to contact a cushion attached to a separate rail, or;
- d) Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of those four requirements is a foul.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

18. **PLAYING FROM BEHIND THE STRING.** When a player has the cue ball in hand behind the string (in the kitchen), he must drive the cue ball to a point outside the kitchen before it contacts either a cushion or an object ball. Failure to do so is a foul.
19. **SLOW PLAY RULE.** Exaggerated slow play will be penalized. Certain moments during a game or type of game may require extra thought or concentration. However, continuously taking 1 to 3 minutes between shots is not acceptable. When your opponent abuses this rule, stop play. The team captains will assign a player to time your opponent for the rest of the match. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in a loss of game.
20. **SCRATCH.** Cue ball pocketed or knocked off the table.