1. **Objective of the Game of 8-Ball**
   8-Ball is a call shot game played with a Cue Ball and fifteen object balls, numbered 1 through 15. One Team must pocket balls of the group numbered 1 through 7 (solid color balls, or "Solids"), while the other Team has 9 thru 15 (striped balls, or "Stripes"). These are the two "Suits" in 8-Ball, "Solids" and "Stripes". The team pocketing all the balls in their Suit first, and then legally pocketing the 8-ball, wins the game.

2. **Definitions – for purposes of the Rules, the following definitions apply:**
   - Match – a competition between 2 teams, consisting of 5 Games of 8-Ball Pool taking place in one night
   - Game – a series of up to 3 Racks of 8-Ball Pool. A Game is a "Best out of 3" competition
   - Rack – playing of a single, 15 ball Rack of 8-Ball Pool
   - Suit – one of 2 groups of balls in 8-Ball Pool, used to identify which balls a team is attempting to sink
     - Solids – the suit made up of the numbered balls 1-7, which are solid in color
     - Stripes – the suit made up of the numbered balls 9-15, which are white with a colored stripe
   - 8-Ball – the solid black ball emblazoned with the number "8"
   - Cue Ball – the solid white ball with no number on it, used to strike the other balls on the table.
   - Head (of the table) - the end of the table that you place the cue ball at to break
   - Foot (of the table) - the end of the table that you place the racked pool balls for breaking
   - Head Rail – the "short" cushion at the Head end of the table
   - Head String - an imaginary line that runs across the head of the table between the second diamonds on the long rails. The area behind the head string is where you break from, and where you must place the cue ball in a game of 8-ball after a scratch.
   - Foot Spot - The foot spot is the spot at the foot end of the table between the second diamonds on the long rail, and lines up with the center diamond on the short rail. This is the "racking end" of the table, where you "spot a ball", and where you line up the top object ball in a rack of balls when racking for a game of 8-ball
   - Scratch – when the cue ball is sunk on any shot, it is considered a "scratch", and results in loss of turn. The opposing player may place the cue ball anywhere behind the Head String for their next shot. A scratch when shooting the 8-ball results in loss of the Rack.

3. **Practice**
   - During the regular season, and playoffs, the game table is reserved for the Home Team from 7:00pm to 7:15pm and the Visiting Team from 7:15 pm to 7:30 pm.
   - Once the Match has begun, shooters shall not practice on other tables or on the game table in between Games.
   - If a club has two tables, shooters cannot play on the empty table once the Match has begun.
   - A player violating this rule is ineligible to shoot for the evening's Match.

4. **Expense of the Table**
   The Home Team is responsible for the expense of the table.

5. **Sign In**
   - During the regular season each Home Team Captain is responsible for ensuring that all shooter's sign-in prior to the start of each Match. Shooters must sign and print their own name on the scoresheet! The Home Team must sign in first.

- For the Championship Match, there will be a blind draw, meaning that each team will put together their two shooters for each Game of the Match separately on a piece of paper and present it to the referee in charge of the scoresheet.
- Note: once a shooter has signed in for a Game, he/she must shoot the Game.

6. Starting Times, Grace Period and Forfeits

- The Match will begin at 7:30pm sharp!
- If 2 eligible shooters on a team's roster are present, they must shoot (the "Grace Period" is only available if you do not have 2 eligible shooters present).
- "Grace Period" - A team may have one 5-minute grace period per Match.
- Each Game should begin immediately following the completion of the preceding Game. Failure to begin a Game immediately following the completion of the preceding Game (without the agreement of both team's Captain) will result in the team causing the delay to forfeit the Game.
- If either team is unable to field two eligible shooters, then that team forfeits that Game.
- Once a Game is forfeited, all the remaining Games of the evening are also forfeited.
- In the event of a forfeit, the forfeiting team shall pay a fine of $4.00 per forfeit. After a forfeit has been declared, the Captain of the non-forfeiting team shall sign in players to his side of the scoresheet.
- Once either Captain signs the scoresheet for a forfeit, the night's Match is over.

7. The Break

If the head ball is not hit on the break by the Cue Ball, the balls are re-racked, and the same team breaks again

8. Establishing Suit

- The 8-ball is always neutral.
- Suit is established by the first legally pocketed ball.
- If a shooter makes one or more balls on the break, regardless of the Suit(s), Suit is established by the next legally pocketed ball. If no balls are made on the break, Suit is not established until the first legally pocketed ball.
- No mixed combinations are allowed when establishing Suit. (Example: if a Solid ball is the called shot the player must hit any Solid ball or the 8-Ball first. They cannot contact a Stripe ball first)

9. Calling Shots

- Every shot (ball & pocket) must be called after the break. It is the opponent's right to ask which ball and pocket if he is unsure of the shot.
- 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. just call the ball and pocket.
- Only the players participating in the Game, and the Captain if asked, may call the shots.

10. Legal Combinations

One of your balls (Suit) or the 8-Ball must be hit first in all combinations.

11. Accidentally Pocketed Balls & Rebounded Balls

- Any ball, including the 8-Ball, which falls into a pocket without being hit legally with the Cue Ball or another ball, shall be spotted as close to its original position as possible (as agreed to by both Captains) at the expense of the Home Team. Any balls stuck in the

pocket must be completely above and on the playing surface; everything else is a pocketed ball.
- A ball that rebounds from a pocket, back onto the table bed, and remains there, is not a pocketed ball.

12. Spot Shots

The 8-Ball or closest ball to the head rail may be spotted in the event of a scratch and none of your balls is beyond the break line, at the next shooter's option. If two balls are equal distant and can be spotted, then the highest numbered ball (excluding the 8-Ball) is to be spotted.

13. Jumping the Cue Ball

If the Cue Ball is jumped over another ball, whether by accident or on purpose, this is illegal and considered a foul. Penalty is loss of turn.

14. Legal Balls

- Following a scratch, all balls must be completely over the head string to be legal to shoot. The whole ball (the complete circumference of the ball) determines whether it is past or behind the head string. The shooting player may shoot at any object ball directly as long as the whole object ball is past the head string.
- Any ball, which is partially over or behind the head string, may be attempted as long as the player first shoots the Cue Ball past the head string (completely) and then by hitting a rail causes the Cue Ball to come back toward the head string and hit the object ball. If this is attempted, both Captains should closely observe the attempt.
- If the incoming player inadvertently places the Cue Ball on or past the head string, the Captain or the opposing player must inform the shooting player of improper positioning of the Cue Ball before the shot is made. If the opposing player does not so inform the shooting player before the shot is made, the shot is considered legal. If the shooting player is informed of improper positioning, he must then reposition the Cue Ball.
- If a player is notified of incorrect position of the Cue Ball, does not reposition it legally and shoots the Cue Ball, it is a foul.
- When the Cue Ball is in hand behind the head string, it remains in hand (not in play) until the player drives the Cue Ball past the head string by striking it with his cue tip with a regular forward shooting motion. The player's hand, cue, etc. may ADJUST the Cue Ball, as long as it remains in hand.
- Once the Cue Ball is in play per the above, it may not be impeded in any way by the player; to do so is to commit a foul.

15. Calling Fouls

- Fouls are to be called immediately after the foul is committed, not when the shooter is finished.
- All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.
- Only the players participating in the Game, and the Captain {or his designee} may call fouls. The Co-Captain may call fouls only when the Captain is shooting.
- Penalty for a foul (unless otherwise specified) is loss of turn.

16. Jawed Balls

If two or more balls are locked between the jaws or sides of the pocket, with one or more suspended in air, the Captains shall inspect the balls in position and follow this procedure: they shall visually (or physically if they desire) project each ball directly downward from its locked position; any ball that in their judgment 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 Captain's assessment, and play continues according to specific Game rules as if no locking or jawing of balls had occurred.

17. Balls leaving the Table

- Any object ball other than the 8-Ball that flies completely off the table and onto the floor shall be spotted.
- If the Cue Ball leaves the table, the penalty is loss of turn and the incoming shooter has the Cue Ball in the kitchen (behind the head string).
- If the 8-Ball leaves the table then the Game is lost.
- Any ball(s) spotted shall be spotted in line with the diamond and frozen to any obstructing ball to the spot.

18. Split Hits

All split hits are bad hits.

19. Cue Ball Foul Only

- If the shooter accidentally moves the Cue Ball, the shooter loses his turn, leaving the ball where it lies.
- It is a foul to strike, touch, or in any way contact, the Cue Ball in play with anything (the body, clothing, chalk, mechanical bridge, cue shaft, etc.) in the execution of a legal shot.
- It is also a foul if the Cue Ball is struck more than once by the cue tip on a single stroke.
- A shot is not complete until all balls on the table have become motionless after the stroke. (A spinning ball is in motion).

20. Object Balls Moved Accidentally

If any ball (except the Cue Ball) is moved accidentally, by hand, stick, or clothing it is not considered a foul. The shooter must return it as closely as possible to its original position as judged by the Captains.

21. Winning the Game

- After a team makes all of their Suited balls, then makes the 8-ball in the pocket they have called, that team wins the Game.
- Making the 8-ball on a legal break is a win.

22. Loss of Game

A player loses the Game if he commits any of the following infractions:

- Cue Ball foul is committed on making the 8-ball.
- The 8-ball is the legal object ball and a player commits a Cue Ball foul.
- Pockets the 8-ball on the same stroke as the last of his group of balls
- Jumps the 8-ball off the table at any time.
- Pockets the 8-ball in a pocket other than the one designated.
- Pockets the 8-ball when it is not the legal object ball
- On a break, makes the 8-ball and a Cue Ball foul occurs.
- 8-Ball does not have to be hit unless it is the last and only ball on the table
- A Misconduct Foul has occurred

23. Rule Violations

The Captains should work out any rule violation at the time of the violation. If the Captains cannot reach an agreement, then a re-rack shall be declared (one per Match).

24. Heckling

There will be no heckling of opposing players while a Game is in progress. Players and Non-Players shall not verbally or visually interfere with shooters. Unsportsmanlike conduct is embarrassing, disruptive, and detrimental to other players and hosts, and will not be tolerated.

25. Misconduct

- If the shooter scratches or otherwise intentionally, picks up the Cue Ball and throws the Cue Ball on the table and it hits any ball, which in turn moves, the shooter forfeits the Game.
- If the shooter intentionally 'rakes' the table or otherwise rearranges the balls, the shooter forfeits the Game.
- Unsportsmanlike conduct is embarrassing, disruptive, and detrimental to other players and hosts, and will not be tolerated.

26. Foot on the Floor

It is a foul if a player shoots when at least one foot is not in contact with the floor.

27. Scratch Money

Scratch money is to be accounted for by both Captains at the end of the night and filled in on the space provided on the score sheet. A $.25 fine shall be collected from the shooter for each scratch.

28. Consultation between shots

- During your teams turn, the player who is shooting may not talk unless it is a consultation (when the other team is shooting it is okay to talk).
- **NOTE – When the opposing team misses, your turn begins, not when you get to the table.
- There is a maximum of 2 player consultations and 1 captain (or their designee) consultation per Rack.
- Only one person may be called to the table for each consultation.
- It shall be noted on the score sheet in the appropriate box.
- Consultations should take no longer than 1 minute.

29. Timeliness

- It is each teams Captain's responsibility to make his or her players move the Game along in a timely manner.
- Shots (as a guideline) should take no more than 30 seconds.

30. Unsportsmanlike Conduct

It is each Captain's job to have his or her players play in a sportsmanlike manner during the Match. Examples of unsportsmanlike behaviors include, but are not limited to:

- Players taking an extended amount of time between shots (30 seconds is enough for most shots)
- Heckling opponents
- Intentionally fouling or otherwise 'gaming' the rules for an advantage.
- Unsportsmanlike players or conduct must be reported to the League Officers for possible further action.