

# **THE CUETIME SPORTS POOL LEAGUE**

## **A Billiard Congress of America Sanctioned Pool League**

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### **Overview**

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The Cuetime Sports Pool League (herein called "the league") is an organization of pool players providing true competition in 8 Ball within a team and league format. The league is affiliated with the Billiard Congress of America (BCA), a major organizer of billiard sports in the United States and around the World!

The Board of Directors will create or review ideas for league improvement, tournaments, handicapping, rule changes or any league modification. Any and all changes will be voted on, and – if agreed upon by majority rule, be put in place.

The league uses BCA-based professional rules (however, local league rules take precedent over the national BCA rules). Teams compete against each other in round-robin matches, Monday through Wednesday. A division consists of a minimum of 6 / maximum of 14 teams, competing against each other weekly. If a division has an unequal number of teams (which creates a weekly bye) the league will try to fill the bye as soon as possible during the season. Bars and taverns, private clubs and billiard parlors throughout the region host teams. Players under the age of 21 years of age may participate, however they cannot play at locations who prohibit underage patrons.

The team-playing year is divided into three separate fifteen-week sessions: January through April, May through August, and September through December. In addition to league play, the league may hold tournaments throughout the year for singles, partners and full team competitions.

Once a year, the league will hold a Team championship Tournament. The leagues prize fund is recognized to be the largest cash payout for a league system in the country. The tournament will take the top 16 teams of the league and put them in the "Upper Level Tournament" with 75% of the prize funds. The remainder of the league will be placed in a "Lower Level Tournament" with 25% of the prize funds.

All current league players are eligible to play in the BCA National Amateur Championships held each year in Las Vegas.

The leagues 8 ball format is head to head competition within a team format. You win or lose as a team, although individual performances are recognized and publicized.

The league uses the LeagueSys Pool League Management System. This system rewards the best effort from each player in the league. Sandbagging, or giving less than your best play, creates no team advantage in the league.

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## **The Teams**

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Each team has a roster consisting of five to ten players (maximum), although a minimum of seven or eight players is recommended. You play one match a week against another team in your division. The match consists of twenty-five games of eight ball, divided into five rounds each. A game point is awarded to the team that wins the round. Total balls pocketed are added at the end of the match and high score gets one additional point for the team. The Total Points are accumulated for each match played by a team. Total Points are used to seed teams in division, league and End-Of-Session Tournaments. Total Points are averaged for the league year, and used for tournament seedings in the end-of-year tournament. The top 16 teams will play in the upper level tournament for 75% of the prize funds), and the remainder will play in the lower level tournament for 25% of the prize funds. Past tournaments have paid out over \$20,000.00!

Each team has a captain. The captain may be the organizer of the team or elected to serve by the teammates. (A captain may also be removed or replaced anytime by a majority vote of the teammates.)

Among the duties of the captain are:

- Collecting the membership fees and playing dues.
- Determining which players play against the various opponents.
- Making certain all scheduled players are at the match and on time. (Advanced playing schedules are recommended.)
- Team scorekeeping and record keeping.

- Within 24 hours after the match, mailing in their score sheet (in return envelope provided), with a check or money order for the teams dues. (\$35.00 for the match and \$25.00 for each membership fee – when due.)
- Collecting all monies owed from their team... not owing the money they failed to collect to the league.
- Communication with the League office. (A phone call will go a long way... if you have an issue with players, score sheet, establishments, forgetfulness, etc.)

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## **The Matches**

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Start at 7 PM sharp if a single player is there from each team. If no player from a team appears by 7 PM, it is an official forfeit at 7:15 PM. Forfeit score is 200 total points for the team that is present. Each team still owes \$35.00 to the league for the match.

Practice time is 6:00 to 6:30 PM for the Home Team and 6:30 TO 7 PM for the Visitors. However, if two tables are available, both teams should practice at the same time, circumstances permitting. Once the match begins, participating players are not allowed to practice. Non-participating teammates may practice if desired. An incoming substitute player may practice up until his or her name is added to the scoresheet.

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## **Handicap**

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A new player in the league starts with a 7 handicap, or a 5 if the player is female (yes, even though they are better than most guys, we are trying to promote more women players!). Existing, established players have earned a handicap ranging from 3 to 12 (highest). Players go up or down depending on their performance history, ball differential of the win or loss, and quality of recent play. A new player will have their handicap in place (calculated by LeagueSys) after their 1<sup>st</sup> 3 matches played.

All statistics are entered into LeagueSys on a weekly basis. Any player can go to the LeagueSys website and view the entire league! Go to the

leagues website at [www.CuetimeSports.com](http://www.CuetimeSports.com) ... and click on the LeagueSys link at the top.

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## **Keeping Score / The Score Sheet**

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Every establishment will receive a schedule. Each week, the paperwork will be delivered to the establishments for that weeks home match-up's.

All blanks must be filled-in on the score sheet – including the amount the team has paid. Any team not filling in this information will have 25 penalty points (1 round deduction) from their total points won.

The Home teams rounds are listed on the left portion of the score sheet, the Visiting teams rounds are listed on the right portion. The players Average and Full Name must be filled in from the Team Roster sheet that is provided in the paperwork.

Any new players must pay their \$25.00 Membership Fee and supply all required contact information on the back of the score sheet. If these conditions are not met, that players scores will be counted as a forfeiting player.

Any player renewing their Membership (membership runs from 6/1 through 5/31 of each year) must pay their \$25.00 fee by their 2<sup>nd</sup> night of play.

Once all averages have been entered, add up the total average for the team. Subtract the higher total average from the lower total average. The team with the "lower" total average receives the result of this subtraction for each of the five rounds (list this number on the Handicap row for each round). Total the five rounds of Handicap in the Total column. Example: The home teams total handicap = 45 and the visiting teams total handicap = 40, then the visiting teams handicap for each of the five rounds = 5, with the total handicap of 25. (Note – Maximum handicap per round has been removed. There is no maximum.)

If a team is forfeiting a player, or players, subtract the highest handicap (from the team with 5 players) for each of the opposing teams forfeited players. Adjust the handicap totals accordingly. For each game that is against the forfeiting player(s), the forfeit receives a 0 and the player that

is there receives a WF10. If all available players have completed their games in the round and the player(s) still have not arrived, they must be scored a forfeit(s) for that round. If the match is being played on 2 tables, the forfeiting player(s) have until the end of two consecutive rounds to enter. The player must arrive prior to the 3<sup>rd</sup> round ending.

A player can be substituted for prior to a round beginning. The player is entered in the substitute position for the player they are replacing, and the round they began play **must** be marked. Total team handicaps cannot go down – if the player substituting has a lower handicap than the original player. Total team handicaps can go up – if the player substituting has a higher handicap than the original player. Individual players can only be entered into play once. If they've been substituted for, they cannot re-enter in a different slot. There is only 1 substitute allowed per player per match.

The shaded game box indicates that player is to break. The non-shaded game box indicates that player is to rack.

Play begins with the first player listed on the home team racking, and the first player on the visiting team breaking. Follow the small numbers in each block in each round to decide what the match ups are. Round 1 (small numbers in each block): 1 plays 1, 2 plays 2, 3 plays 3, 4 plays 4 and 5 plays 5. Round 2 (small number in each block): 1 plays 1, 2 plays 2... etc.

If the 8 is made on a legal break, the breaker has the option of spotting the 8-ball and continuing, or having the balls re-racked and breaking again. The player is awarded 2 extra points for that game. A subsequent break and run still carries a maximum of 12 points for the game, even if the 8 Ball is made on the break in the same game.

Each ball a player makes counts as 1. The Eight ball counts as 3. If a player wins their game, they receive a 10 in their game box. If the player loses their game, count the number of balls made by the player and record that # in their game box. Note: a player can receive a 12 if when they (a) had choice of high or low balls when they went to the table; and (b) ran

eight balls in a row - or -they had made the 8 on the break and wound up winning that game.

As each round is completed, add the total score and write this result in the Total box. Add the handicap (if any) and write the result in the Total + Handicap box. Circle the W for the team that had the most points for that round. If there is a tie in the round, the team that had the most 10(+)'s gets the Win. Once all rounds are completed and totaled, circle the W for the team that scored the most points for the night. If total points (All 25 games + handicap if any) results in a tie... the team with the most 10(+)'s gets the Win.

Each team captain is responsible to (a) collect and pay \$35.00 for their team for each match, (b) Mark the Paid column with the amount collected, (c) mark any additional amounts (IE. membership dues) on the back of the score sheet and the player's that paid them, and (d) sign the score sheet in their designated area.

It is both teams responsibility to see that the scores are being recorded properly. Both teams keep score. It is recommended that after each round the 2 teams compare the results. Errors in math (and results) will be corrected by the office.

Once the score sheet is completely filled out, each team is to use their supplied return envelope, make out a check, payable to Cuetime Sports, for the money collected or get a money order, and place in the mail no later than 24 hours after their match. The Score sheet envelope must be post-marked within 24 hours. Failure to mail in score sheets in a timely manner will result in Penalty Points being deducted from the teams Total Points (max of -250). This penalty is permanent and will not be corrected after receipt of the score sheet and money. Missing money is "owed to the team" not "owed to the league".

The weekly dues make up the prize funds of the annual State / Regional Championships, and other tournaments, prizes, trophies, and administrative costs of the League.

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## **End of Session Tournaments**

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**THE CUETIME SPORTS POOL LEAGUE**  
**Managed by Cuetime Sports**  
**Sanctioned by the Billiard Congress of America**

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**These Local League Rules are a secondary source of information  
Created in accordance with and in addition to the  
BCA Player Rule Book.**

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- 1.1 MEMBERSHIP (Annual Fee).** To be eligible to join a team, every player must become a member of Cuetime Sports. This includes a Billiard Congress of America (BCA) sponsorship. A yearly fee of \$25.00 must be paid by each member by or on their first night of play. Any player, listed on a team roster, with a check mark in front of their name, owes membership. Players shooting without first paying their membership will result in a 0-10 loss for those games in the rounds they participated in. The BCA membership year is from June 1<sup>st</sup> through May 31<sup>st</sup>. All league players must renew their membership on or before June 1<sup>st</sup> or on their first night of play, once June 1<sup>st</sup> has passed.
- 1.2 WEEKLY FEES.** League fees are \$35.00 per Team per night. All forfeits must be paid. Team Captains are responsible for collecting these fees along with the score sheets for each match to be turned into the league. Each Captain is responsible for assuring that the score sheets are placed in return mail within 24 hours following the match. For each day a score sheet is late (decided by the postmark) that team will have 25 total points deducted from their total points (Max -250). No points will be awarded to a team that owes money to the league. All moneys owed to the league must be paid before a team can advance to a higher level of competition. Any team captain or team member failing to turn in any and all moneys entrusted to them will not be allowed to compete in any Cuetime Sports / BCA sponsored league or event. All funds are to be paid in the form of a personal check, money order or certified funds made payable to Cuetime Sports. If a team owes 2 weeks worth of scoresheets – they will be disqualified from the division, league and tournaments.



**1.3 BAD CHECKS.** Any team who pays league fees with a bad check, will be charged a fee of \$25.00 per check. The person must make the check good immediately after notification by Cuetime Sports or that player will be removed from the teams roster. Legal action is a last resort.

**1.4 ADDING PLAYERS.** A team may add or remove players from their roster at any time during the session. When a player is added, all required information must be added to the back of the score sheet and their membership fee paid. If this is not done, it will result in a player forfeit for that match. I cannot enter scores for a player without their complete information and membership/sanctioning funds.

**1.5 RESCHEDULING MATCHES.** Team captains will try to reschedule any matches not played for whatever reason as soon as possible. The league office will reschedule any match in which the team captains cannot agree on a new date.

**Bad Weather Policy:** Severe weather warnings or travelers advisories are reason enough to reschedule a match.

**Other:** A 24 hour notice is required to cancel a match. The opposing team captain and Cuetime Sports must be informed 24 hours in advance.

**1.6 PLAYER FORFEITS.** If a team is short players' for the nights match, the opposing team will receive 10 points per game from each forfeited player (WF10). Team handicap will be determined by removing the highest player average(s) from the non-forfeiting teams total handicap for each of the missing players. Exception: In the event a player starts a match, but for some reason has to leave the match, the opposing team will receive WF10 ten points for each of the games that the player is unavailable to play – unless the captains agree to allow that player to make up their games once they return or shoot-out.

**1.7 STARTING TIME.** Matches will start at 7:00 PM with a 15 minute grace period. Matches must start at 7:00 PM if "any" player from an

opposing team is present. The 7:15 PM time limit is to be used when an opposing team has no players available to start the match at the normal starting time of 7:00 PM. If a team has no players available to begin play by 7:15 PM – that team forfeits. The league will leave it up to the Team Captains discretion if the opposing team has contacted them to inform them that they will be later than 7:15 PM. If there is a team forfeit, it is the responsibility of the team that is present to return the score sheet to the league office indicating a forfeit. That team must pay \$35.00 for the night and will receive 250 Total Points. The forfeiting team will owe the league \$35.00 for their forfeit, which must be paid on their next night of play. Failure to pay for a forfeit will result with a -250 Total Points, for the team owing money, for every week that the money is owed.

**1.8 LATE PLAYERS.** Players that are not present at the start of a match **must be listed last** on the score sheet. Players can not be listed until they arrive, and they must be available to play before the round they are being entered into is complete. If four of the five games in the round are completed before the fifth player shows up - the fifth player in that round becomes a forfeit. If the match is being played on 2 tables, the forfeiting player(s) have until the end of 2 consecutive rounds to enter. No late players can be added once the 3<sup>rd</sup> round has been completed.

**1.9 SUBSTITUTE PLAYERS.** A player can be substituted for prior to a round beginning. The player is entered in the substitute position for the player they are replacing, and the round they began play must be marked. Total team handicaps cannot go down – if the player substituting has a lower handicap than the original player. Total team handicaps can go up – if the player substituting has a higher handicap than the original player. Individual players can only be entered into play once. If they've been substituted for, they cannot re-enter in a different slot. There is only 1 substitute allowed per player per match.

**1.10** If you know that you will not have enough players to field a team and want to add a substitute player to your roster (for that match-up only), please visit [www.CuetimeSports.com](http://www.CuetimeSports.com) for a list of players'

willing to be a substitute player. Any league player in good standing may be on this list. Contact the League Operator and indicate which nights you would be available to play and how you wish to be contacted.

**1.11 FORFEITS / BYES.** If a team drops out, or there is a scheduled Bye, the opposing team will receive 200 points. Any team that forfeits more than 2 times during a session, or owing for 2 scheduled matches will be removed from that divisions schedule. The league may change the schedule during the first 3 weeks of play during a given session (with the exception of teams dropping out). All changes will be administered to the division via their weekly paperwork. Schedules are very apt to change during the first 3 weeks of play. During a session (byes being filled, teams changing places/names, etc.) can happen. It is up to the teams' captain to be on the "look-out" for these types of changes. Not showing up for a scheduled match, because of over-looked paperwork will be recorded as a forfeit for the team not keeping their players' up-to-date with the league changes.

**1.12 EQUIPMENT.** Table: If a host location has a 3 ½' x 7' pool table available – you must play on it. All higher level tournaments will be played on a 3 ½' x 7' pool table. Cue Ball: A standard cue ball must be used, when available. "Switching" to a different cue ball is not allowed unless both team captains & the Establishment agree to the switch.

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## LOCAL RULES

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### The following rules will override the BCA Player Rule Book.

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- 2.1 COACHING.** Players rated 7 and above are allowed One – 1 minute coach per game. Players rated 6 and below are allowed Two – 1 minute coaches per game. There will be a ONE minute time limit between shots. If a player exceeds the one minute time limit - they are to be warned by the opposing teams captain. The following fouls will result in a ball in hand penalty: a) if, after a warning the coach continues to exceed the one minute time limit. b) the coach touches or marks the playing surface or the cue ball. c) the coach uses a pool cue to demonstrate/line up a shot. d) telling the player that their opponent made a "bad hit" or that it is "ball-in-hand, without the player initiating the question to their opponent. In other words, the player must initiate the foul before the team can substantiate the foul. If a teammate asks the player if they want a coach – they must take the coach. If the player is a 7, and this would be their 2<sup>nd</sup> coach – it will be ball in hand to their opponent. Once the coach is over, the coach is to leave the table. The coach may discuss the shot with other team-mates away from the table, keeping with the one-minute time limit. Once the player is coached and poised to shoot their shot a "time-out" will be considered a 2<sup>nd</sup> coach (foul if player is rated 7 or above).
- 2.2 CUE BALL FOUL.** Moving the cue ball with the side of the stick (the ferrule) in order to realign the cue ball is not a foul. Pushing or touching the cue ball with the chalked surface of the cue tip is a ball-in-hand foul. Causing any movement of the cue ball, other than during a shot or placing of the cue ball, is a cue ball-in-hand foul.
- 2.3 BALL MOVEMENT.** If a player accidentally moves any ball, with the exception of the cue ball (see rule 2.2), it is up to their opponent to replace the moved ball(s) to their original position(s). This is to be done prior to the shot being taken – when possible. If the whole table changes, and the balls cannot be restored to their original positions, the game must be started over.

**2.4 8 BALL RUN (Run Out).** An eight ball run is defined as follows: To get credit for a RUN you have to pocket Eight balls at one turn at the table and only when the table is Open. The table is considered "open" prior to the break - meaning the breaker can "run-out". The table is considered "open" after the break, if the player fails to pocket at least one additional ball after the break. If at least "one-of-each" group of balls is pocketed on the break, and the table is still open to the opponent - a run is no longer possible. It is not a run if the table is not "Open" and the player pockets eight balls in a row. An 8 Ball Run is scored as RO12 points.

**2.5 EIGHT ON THE BREAK.** If the 8 ball is made on the Break, this is not a win. The breaker has the option of spotting the 8 Ball and continuing to shoot even if the 8 Ball is the only ball pocketed. The table is open. As an option, the breaker may ask to have the balls re-racked and break again. An 8 Ball pocketed on the break earns an extra two points for the breaker – win or lose. A subsequent break and run still carries a maximum of 12 points for the game, even if the 8 Ball is made on the break in the same game. If the 8 ball is made on the Break and the breaker scratches – it is not a loss of game. The incoming shooter has the option of spotting the 8 ball and shooting themselves with the cue ball behind the headstring or having the balls re-racked and breaking themselves.

**2.6 LEGALLY POCKETED BALLS.** If an anticipated shot is made and the ball is pocketed, all balls that are pocketed as a result of the initial shot remains pocketed with the exception of the eight ball. If the eight ball is pocketed out-of-turn, it is a loss of game, except on the opening break (see Rule 4.8). If the eight ball is pocketed out-of-turn, any of the offending player's balls that are pocketed (even if called) are not counted in their score. If a Safe is called prior to a shot and the ball is made in the called pocket – that ball is spotted. If a Safe-In is called prior to a shot and the ball is made in the called pocket – that ball stays down.

**2.7 ILLEGALLY POCKETED BALLS.** If a ball is pocketed that is not a called or an obvious shot, all balls made of the players' group are brought back up on the table with the exception of the eight ball, which is loss of game. Any of the opponents balls that are

pocketed, remain pocketed. 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. Bank shots, extreme cut shots and combination shots are not considered "obvious" shots.

**2.8 LEGAL PUSH SHOT.** If, prior to a shot, the cue ball is declared "frozen" to the object ball or less than a chalks distance apart by both shooters, the shooter may execute a valid stroke if it is at a very fine angle. Prior to the shot being taken, it is recommended to ask a neutral observer to watch the shot. The neutral observer is the sole judge as to whether or not the angle taken results in a legal shot. The neutral observer may not advise you concerning the angle taken for the shot.

**2.9 FROZEN ON RAIL.** If the object ball is frozen on the rail (and confirmed by both players), then the player must drive that ball to another rail, or some other ball (including the cue ball) must hit the rail following a good hit. Any close hits, split hits, etc. should have a neutral observer oversee. This can be requested by either player prior to execution of a "close" shot. The neutral observers word is law.

**2.10 BARRED FROM ESTABLISHMENT.** In the event that a player is BARRED from an establishment, his or her captain must have an alternate player available. Tavern owners have the right to refuse service to players not allowed in their establishments. The League has no jurisdiction over the owners. This is not justification to add players to a team. If you do not have enough players without the barred player then you must take a player forfeit.

**2.11 SPORTSMANSHIP.** Stressing Good Sportsmanship is essential to the future growth of the League. Any team or player that causes repeated disturbances will be summoned to appear before the Board of Directors who will review each case and render any disciplinary action necessary. Please remember, you represent your team and the establishment that you play for. If there is any physical contact between members of the league, the player that makes first contact will be dismissed from the League. All appeals will go through the Board of Directors. Remember, when you are in

a disagreement with someone, it is all right to give them the benefit of the doubt. You will end up the better person for it. Most players are out to play pool and enjoy the competition!

**2.12 PROTESTS.** In the event a dispute between two teams cannot be resolved by the existing-rules, the two team captains should first try to resolve the dispute or call in the league operator. If they still cannot come to an agreement then they can submit a written protest to be reviewed by the League Operator and the Board of Directors. A \$10.00 fee must be sent with any written protest. The \$10.00 fee will be refunded if the protest is resolved in your favor.

**2.13 SESSION ENDING CHAMPIONS / TEAM TOURNAMENT.** The top ½ of all divisions will be invited to participate in a modified single-elimination tournament at the end of the Spring and Summer sessions (if a location is available). Eligible players will be currently on that teams' roster, in good financial standing with the League, and have played at least 25 games throughout the course of the session (20 games if your division had a Bye). The Prize fund for this tournament will be \$2,500.00.

**2.14 HANDICAP REVIEW BOARD.** Prior to each years State Tournament, a handicap review will be conducted by the Board of Directors. All league players' will be reviewed and if considered under-rated or over-rated will be adjusted to the level agreed upon by the board.

**2.15 END OF YEAR TOURNAMENT COMPETITION (ELIGIBILITY RULES).** To be eligible for the End of Year Championships, a team must have completed its fall season schedule (September to December), and be in good financial standing with the League. For a player to be eligible, they must have played at least 25 games for that team during the Fall season (20 if that division had a Bye), have had enough games in the Spring or Summer Sessions (if played), be on the current teams' roster, and is personally in good financial standing with the League. A team that plays all year is eligible for the full amount of each award if earned. A team that plays 2 sessions of the year is eligible for 2/3<sup>rd</sup>'s of each award if earned. A team that enters the league in the 3<sup>rd</sup> session is eligible for 1/3<sup>rd</sup> of each award if earned.





**OFFICIAL EIGHT BALL RULES AS WRITTEN BY  
THE BILLIARD CONGRESS OF AMERICA**

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**General Rules of Pocket Billiards**

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- 3.1 FAILURE TO CONTACT THE OBJECT BALL.** It is a foul if on a stroke the cue ball fails to make contact with any legal object ball first. Playing away from a touching ball does not constitute having hit that ball.
- 3.2 FOUL BY PLACEMENT.** Touching any object ball with the cue ball while it is in hand is a foul.
- 3.3 PLAYER RESPONSIBILITY FOULS.** The player is responsible for chalk, bridges, files and any other items or equipment they bring to, uses at, or causes to approximate the table. If they drop a piece of chalk, or knocks off a mechanical bridge-head, as examples, they are guilty of a foul should such an object make contact with any ball in play (or the cue ball only if no referee is presiding over the match).
- 3.4 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.
- 3.5 JUMP SHOTS.** Unless otherwise stated in rules for a specific game, it is legal to cause the cue ball to rise off the bed of the table by elevating the cue stick on the shot, and forcing the cue ball to rebound from the bed of the table. Any miscue when executing a jump shot is a foul.
- 3.6 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 5 seconds or longer shall be

replaced as closely as possible to its position prior to falling, and play shall continue.

If an object ball drops into a pocket "by itself" as a player shoots at it, so that the cue ball passes over the spot the ball had been on, unable to hit it, the cue ball and object ball are to be replaced to their positions prior to the stroke, and the player must execute the shot again. Any other object balls disturbed on the stroke are also to be replaced to their original positions before the shooter replays.

**3.7 NON-PLAYER INTERFERENCE.** If the balls are moved (or a player bumped such that play is directly affected) by a non-player during the 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, the referee shall replace the balls. This rule shall also apply to "act of God" interference, such as earthquake, hurricane, light fixtures falling, power failure, etc. If the balls cannot be restored to their original positions, replay the game with, the original player breaking.

**3.8 CUE BALL IN HAND FOUL.** During cue ball in hand placement, the player may use their hand or any part of their cue (including the tip) 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.

**3.9 INTERFERENCE.** If the non-shooting player distracts their opponent or interferes with their play, they have fouled. If a player shoots out of turn, or moves any ball except during their inning, it is considered to be interference.

**3.10 DEVICES.** Players are not allowed to use a ball, the triangle or any other width-measuring device to see if the cue ball or an object ball would travel through a gap, etc. Only the cue stick may be used as an aid to judge gaps, etc., so long as the cue is held by the hand. To do so otherwise is a foul and un-sportsmanlike conduct.



## **EIGHT BALL WORLD STANDARDIZED RULES**

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**Except when clearly contradicted by these additional rules,  
the General Rules of Pocket Billiards apply.**

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- 4.1 OBJECT OF THE GAME.** Eight Ball is a call shot game played with a cue ball and fifteen 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 THEIR GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME.**
- 4.2 CALL SHOT.** In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if they are 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. The opening break is not a "called shot". Any player performing a break shot in 8-Ball may continue to shoot their next shot so long as they have legally pocketed an object ball on the break.
- 4.3 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, with all balls touching. It is permissible for the breaker to ask for a re-rack if any of the above criteria is not met.
- 4.4 JUMP AND MASSE 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 masse 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).

- 4.5 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. If they fail 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 themselves or allowing the offending player to re-break.
- 4.6 SCRATCH ON A LEGAL BREAK.** If a player scratches on a legal break shot, (1) all balls pocketed are spotted in numerical order, (2) it is a foul, (3) the table is open. PLEASE NOTE: 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 they first shoot the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball. (Local league note: Also see rule 4.8.)
- 4.7 OBJECT BALLS JUMPED OFF THE TABLE ON THE BREAK.** If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the head string and shooting.
- 4.8 8-BALL POCKETED ON THE BREAK.** If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing-the 8-ball on the break, the incoming player has the option of a re-rack and breaking themselves, or having the 8-ball spotted and begin shooting with ball in hand behind the head string.
- 4.9 OPEN TABLE.** (Defined) 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 or the 8-ball, 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, no stripe or solid may be scored in favor of the shooter. The shooter loses their turn; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open.

**4.10 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. 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.

**4.11 LEGAL SHOT.** (Defined) On all shots (except on the break and when the table is open), the shooter must hit one of their group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact the rail. NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting their object ball; however, after contact with their 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.

**4.12 "SAFETY" SHOT.** For tactical reasons a player may choose to pocket an obvious object ball and also discontinue their 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, they must declare a "safety" to their opponent. 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 shot remains, pocketed. (Local league note: If the ball intended to be pocketed on a safety shot is not an "obvious object ball" the pocket must be called in order to have the ball made remain pocketed.)

**4.13 SCORING.** A player is entitled to continue shooting until they fail to legally pocket a ball of their group. After a player has legally pocketed all of their group of balls, they shoot to pocket the 8-ball.

**4.14 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 head string except on the opening

break). This rule prevents a player from making intentional fouls which would put their opponent at a disadvantage. With "cue ball in hand", the player may use their hand or any part of their cue (including the tip) 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. (Also see Rule 3.8.)

**4.15 COMBINATION SHOTS.** Combination shots are allowed; however, the 8-ball cannot be used as a first ball in the combination except when the table is open. (Local league note: Also see rule 4.9.)

**4.16 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 spotted in numerical order according to General Rules for spotting balls. (Local league note: Also see rule 4.7.)

**4.17 PLAYING THE 8-BALL.** When shooting at the 8-ball, a scratch or 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.

**4.18 LOSS OF GAME.** A player loses the game if they commit any of the following infractions:

Fouls when pocketing the 8-ball (exception: see 4.8 - 8-Ball Pocketed On Break).

Pockets the 8-ball on the same stroke as the last of their 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.

