

# Player-Related Rules

League Rules

Game Rules

Courtesy Rules



# League Rules

Start time is 7:00pm. The cost is \$42.00 per team, per night regardless of the number of players. When a team is in need of forfeiting, the \$42.00 is still to be paid. No exceptions, other than a bye night is applicable.

1. Each team has six (6) players per set. Each set must include at least one of each gender, and cannot have all of one gender per set.
2. Teams can play with five players. Players should notify the team as soon as possible if they cannot make it so your Captain can find another player. A person can sub for different teams or can be anyone hanging around (during regular season). If a player not found, the team will lose one (1) point.
3. No new games are to start after 10:45pm and all venues except RAXX which is 10:00. The remaining points will be divided up between the two teams. If there is an odd number, for instance 7 games, the extra point will go to the team that is leading. If the teams are tied, flip a coin and the winner gets the extra point.
4. No catch up games after 8:00pm. When the person does arrive they can play the game they would be next eligible to play.
5. No masse or jump shots.
6. If a team cannot field a team continuously, the executive has the right to dissolve the team.

# Game Rules

## Playing Rules

1. The object of 8-ball is that one player must pocket the solid coloured balls, while the other player must pocket the striped ball. The first player to pocket all of the balls in their group then legally pocket the 8-ball wins the game.
2. No masse or jump shots.
3. When racking, the 8-ball must be in the centre, and bottom two corners must consist of both one stripe ball and one solid ball. All others are random.

## The Break

1. On the opening break, the player must place the cue ball behind the head string.
2. To be a legal break, the shooter must either pocket an object ball, or drive at least 4 object ball off the rail. If not, the shooter re-racks and breaks.
3. If the player pockets an object ball and has not committed a cue ball foul (scratching or sending the cue ball off the table) then continue shooting.
4. If you pocket the 8-ball on the break with or without another all and do not foul, you will spot the 8-ball below the dot and as close to the dot as possible. All other balls remain down.
5. The player making the 8-ball on the break without fouling will receive 1 bonus point for their team.
6. If you pocket the 8-ball on the break and foul (i.e. cue ball flies off the table), your shot ends. Your opponent will put the 8-ball as close to the dot as possible and take ball in hand behind the line.
7. Make sure to write this down on both score sheets, with the player's name, and report it to the webmaster when you give your scores.
8. During the break or any other time in the game, if any ball flies off of the table, it should be returned to the table and placed on the head spot with the exception of the 8-ball.

## Scratch (Pocketed cue ball, or cue ball that goes off table)

1. If the cue ball is pocketed, or files off of the table during a shot it is considered a scratch. When a scratch occurs on the break, the opposing player shoots the cue ball from behind the head string, down table same as the break.
2. Any scratch other than on the break results in ball in hand. The opposing player may put the cue ball wherever they wish on the table, and can be shot in any direction.

## The Choice of Group

1. The choice of group is determined by the first called ball to be pocketed. When you call a ball, you do so by identifying the ball and the pocket the ball is going to end up in.
2. For a shot to be legal, the first ball that your cue ball makes contact with must be the same group as your object ball, anything in between those two balls is fine. For instance, you could shoot the combination of 4, 12 and 3 ball you called that would be a legal shot, you cannot shoot the combination of the 12, 4 and 3. **You may use the 8-ball as the middle ball.**
3. If you foul on the cue ball, you lose your shot, if the 8-ball drops in out of turn, as a result of your shot, you lose the game.

## Loss of Game

1. The most common way to lose is pocketing the 8-ball out of turn.
2. If the 8-ball flies off the table, you lose.
3. Pocketing the 8-ball in any other pocket than the one you called is loss of game.
4. The shooter may not pocket their last object ball, and the 8-ball in the same shot, this is loss of game.
5. 8-ball must be pocketed by a legal shot.
6. If any ball is pocketed by a player by hand, it is in concession of the game, a loss will be incurred, plus a **1 point will be removed from the player's team for interference.**

## Shooting your object balls

1. Once groups of balls are established you must hit one of your object balls first or your opponent gets ball in hand anywhere on the table. You do not need to hit the ball you aimed for, as long as you hit one of your own balls first.

## Just a Shot

1. A player may call just a shot. If just a shot is called the player must still make contact with their group of balls first otherwise it is ball in hand.
  - If you are on the 8 and have hooked yourself and miss the 8 it is loss of game.
  - If you can see the 8 and call just a shot and miss the 8, ball in hand for the opponent.

2. If however you call "just a shot" and make a ball with a legal shot "hit yours first" you simply lose your turn as you did not call a ball and or pocket. It is not ball in hand for your opponent.
3. Just a shot on the 8 is loss of game if you pocket the 8.
4. Ball in hand for the opponent if you simply miss hitting the 8.

### Shooting the 8-ball

**To win:** The 8-ball must be pocketed in the called pocket, and it must be the only ball to drop.

1. If you have shot your last object ball, and have hooked yourself you must make contact with the 8-ball first or you lose the game (unless your prior shot was called as "Just a Shot").
2. If your opponent hooks you, you must hit the 8 as it is your object ball. If you do not contact the 8 first, your opponent gets ball in hand.
3. If you scratch or the cue ball flies off the table while attempting to hit the 8-ball it is a loss of game.
4. All balls including the 8-ball must go in the called pocket regardless of kiss, double kiss, or carrom.
5. You do not need to hit a rail after contacting any of your object balls.
6. If you sink an opponent's ball or the cue ball while trying to make an 8-ball shot, it is a loss of game.

### Stalemating

If after 2 consecutive turns at the table by each player, 4 turn's total, both players agree that attempting to pocket or move an object ball will result in immediate 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 that are left on the table.

# Courtesy Rules

## Courtesy Rules

PLEASE NOTE: The rules we play by are ones that were developed for this league. Other leagues play by different ones. They do not apply to this league.

1. When done playing a game, both players are to return the balls to the table.
2. Try to stay at least 2 feet from the table and not move around the targeted pocket.
3. No degrading remarks about a players shot or their ability as we have all different skill levels. We would like people to go home after an enjoyable night regardless of outcome. No negative remarks.
4. No one is to be interrupted during their game.
5. Players may ask a team member for advice only ONCE per game.
6. Players must break in order to play. If you are unable to break, then you are unable to play.
7. For anyone playing at RAXX, each team is allowed one table. So combined there will only be two tables between two teams.
8. Captains are responsible for bringing the money to the Treasurer.
9. Abuse will not be tolerated. Captains are responsible for the behaviour of all and any players who are playing on their team. If any abuse, whether it be verbal, emotional, or physical, happens the player(s) involved will be required to have a meeting with the Executive as well the captains of both teams. This person will also automatically be suspended until the Executive determines the consequences of the behaviour involved.
10. Breaking, if a player is able to play the game, that player must also break on their turn, unless on agreement by BOTH team Captains prior to the beginning of the night.
11. Team Jumping. There will be no team jumping unless approved by the Executive. If you play on one team, you cannot switch teams during the year. If there is an issue on the team you are playing with, please ensure your issue is brought to the Captain, and if this involves the Captain please discuss with the Executive.