



2026-27 IOMA Tournament Guide

Fall Classic

Waterloo Convention Center Sullivan Plaza

October 8-11, 2026

Hotel Rooms Mention IOMA State Tournament



IOMA State Pool

Waterloo Convention Center Sullivan Plaza

February 24-28, 2027

Hotel Rooms Mention IOMA State Tournament

Iowa Operators of Music and Amusements

8 Ball, 9 Ball and Team Pool Events

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Iowa Operators of Music and Amusements

8 Ball, 9 Ball and Team Pool Events

General Information

Tournament Dates

Wednesday, February 24-28, 2027

Tournament Location

Waterloo Convention Center at Sullivan Plaza, 200 West Fourth Street
Waterloo, Iowa, 50701

IOMA Officers

Chet Carrara, President - Tom Wohlers, Vice President - Tara Scudder, Sgt at Arms
Kyle Green, Secretary/Treasurer - Ira Miller, Executive Director

Tournament Committee

Reggie Horak, Chairman - Ira Miller, Brian Leisure, Ace Leiding , Kyle Green ,
David Lyman , Tara Scudder, Jim Bauler

Qualifications Committee

Reggie Horak - Ira Miller - - Ace Leiding

Tournament Equipment

Valley Pool Tables

Our Sponsors:

Budweiser Fahr Beverage, Waterloo CVB, Waterloo Sports Commission

2028 Tournament:

March 1-5, 2028

Waterloo Convention Center at Sullivan Plaza

Welcome To The IOMA State Tournament!

Whether this is your first State Tournament or your twentieth, we're excited to have you here. Our goal is to provide a fun, fair, and professionally run tournament experience for players of all skill levels.

If this is your first visit, here are a few things to know before your first match.

Before You Arrive

Download the **CompuSport** app before arriving at the tournament.

Make sure you can see your event(s) in the CompuSport app.

Plan to arrive early enough to check into your hotel, become familiar with the venue, and locate your assigned table.

If your name does not appear in the CompuSport app, report to the **Control Desk** at least one hour before your event begins.

During the Tournament

CompuSport is the official source for match times, table assignments, player notifications, and score entry.

It is your responsibility to know when and where you are scheduled to play.

Enter your scores in the CompuSport app immediately after each match before leaving the table.

If you or your opponent cannot enter scores using the app, report to the **Control Desk** immediately after your match.

Tournament Staff are available throughout the event if you have questions or need assistance.

Tournament Reminders

Outside food and beverages are not permitted inside the tournament venue.

Please help us maintain a professional atmosphere by following the tournament dress code.

Treat your fellow competitors, referees, Tournament Staff, and venue employees with courtesy and respect.

Most importantly... have fun and enjoy the tournament!

Thank you for supporting the **Iowa Operators of Music and Amusements (IOMA)**. We appreciate your participation and wish you the best of luck throughout the tournament.

Registration

Players must register through their league operator or the **CompuSport** app and meet all eligibility requirements.

Registration for **Mini Tournaments** and **Scotch Doubles** will be accepted on site.

Pre-registration is required for all other events.

State Pool Registration Deadlines-

Date	Activity	Comments
January 15, 2027	All entry forms and payments are due to league operators.	League operators may establish an earlier registration deadline at their discretion.
January 22, 2027	Final day to submit entries. Late fees will apply after January 15.	Entries received between January 16 and January 22 are subject to a \$25 late fee per event .
February 12, 2027	Last day to make changes to singles entries. Team roster changes may be made up to 1 hour before the scheduled start of each team event. A \$5 fee will be charged for roster changes made after February 12.	Replacement players must be verified and have a player status equal to or lower than the player they are replacing.

Tournament Eligibility

Entry Limits

Eligible players may enter **one** 8-Ball singles division, **one** 9-Ball singles division and may compete on **one team only** during the State Tournament.

Only women may compete in the **Women's** divisions. Both men and women may compete in the **Open** divisions.

Right of Refusal

The IOMA Board of Directors and Tournament Staff reserve the right to refuse entry to any player or remove any participant from the tournament when circumstances warrant.

Entry fees will **not** be refunded.

Player Requirements / Eligibility

At least **50% of all games** must be played in an **IOMA-approved area**.

A player who competes in **4 full matches** during the Fall session and **4 full matches** during the Spring session will satisfy the eligibility requirement.

Event	Weeks of Play	Eligibility Begins
Fall Classic	6	Prior year's qualifications and the current summer session
State	8	February 15 of the previous year

Event Information

Division Races

Divi- sion	9- Ball	8- Ball	Sr.'s	Fall Clas- sic Open Team	Fall Classic Women's Team	State Tournament Open Team	State Tournament Women's Team
Gold	7	5	Handi- cap based on CSR	25 games	16 games	25 games	16 games
Silver	5	4		20 games	12 games	20 games	12 games
Red	5	4		20 games	12 games	20 games	12 games
White	4	3		15 games	12 games	15 games	12 games
Blue	4	3		15 games	12 games	15 games	12 games

Notes

Team events use **CSR** for division placement.

Senior divisions use **CSR-based handicaps**.

Race lengths shown above apply to all divisions unless otherwise specified by the Tournament Committee.

Schedule of Events

Fall Classic Schedule

	Event		Fee
Thursday 9 AM	8-Ball Singles	Pre Registration	\$75
Thursday 7 PM	9-Ball Singles	Onsite Registration	\$75
Friday 8 AM	Continuation		
Friday 10 AM	2nd Chance Singles	Onsite Registration	\$30
Friday TBA	Minis	Onsite Registration	
Friday 6 PM	Scotch Doubles	Onsite Registration	\$40
Saturday 8 AM	Team Round Robin	Pre Registration	\$300- Open \$225 - Women's
Sunday 8 AM	Continuation		

State Tournament Schedule

Day / Time	Event	Entry	Format
Wednesday	9-Ball Singles	\$80	Double Elimination
Wednesday	Sr.'s 9-Ball	\$80	Double Elimination
Wednesday 6:00 PM	Scotch Doubles	\$40 per	Single Elimination
Thursday	8-Ball Singles	\$80	Double Elimination
Thursday	Sr.'s 8-Ball	\$80	Double Elimination
Friday	Continuation of all	—	—
Friday	Open Teams	\$250	Round Robin Pod Play
Friday	Women's Teams	\$200	Round Robin Pod Play
Saturday	Continuation of	—	—
Sunday	Team Bracket Play	—	—
Sunday	Jr.'s Event	\$25	Double Elimination

**** All IOMA EVENTS ****

* Entry fees include the \$1 admission fee, administration fee and green fee per player.

Spectators: A \$1 admission fee (including applicable sales tax) is required.

Player Information

Where Should I Stay?

When making your hotel reservation, be sure to mention the **IOMA State Tournament** to receive tournament rates, where available.

Hotel options include:

Best Western Plus - 319-888-1000
Courtyard by Marriott - 319-233-5531
Days Inn & Suites - 319-427-6046
Hampton Inn - 319-233-2044

When Should I Arrive?

Plan to arrive early enough to check into your hotel, get settled and become familiar with the tournament venue before your event begins.

Take time to locate your assigned table, confirm your match time and make sure you're ready to play when your match is called.

For most players, this means arriving the evening before your division is scheduled to begin.

Do I Need to Check In?

If your name appears in your event on the **CompuSport** app, you are checked in and ready to play.

If your name does **not** appear, report to the **Control Desk** at least **1 hour** before your event begins so Tournament Staff can assist you.

Where and When Do I Play?

It is **your responsibility** to know when and where you are scheduled to play.

The **CompuSport** app is the official source for:

Match times, Table assignments, Player notifications
Late player notices, Forfeit notifications, Match scoring

Microphone announcements may be made as a courtesy when Tournament Staff determines they are necessary; however, they are **not** part of the official player notification process.

If you need assistance at any time, please contact Tournament Staff.

Friends, family, and players can follow tournament brackets and results through the **CompuSport** app or by visiting www.compusport.us.

Computer kiosks are also available throughout the tournament venue. Simply search for your name to view your events, match times and assigned tables.

After My Match Is Over

Before leaving your table, enter the required scores and complete the match in the **CompuSport** app.

If either player is unable to enter scores using the app, report to the **Control Desk** immediately after the match so Tournament Staff can record the results.

IMPORTANT

CompuSport is the official method of player notification during the tournament.

Players are responsible for monitoring the app for match times, table assignments, player notifications, and scoring updates. Microphone announcements may be made as a courtesy but should not be relied upon.

General Rules

Tournament Rules

All matches will be played according to the current **VNEA Rule Book**, except where specifically modified by IOMA.

Tournament referees are the authority on all matters involving the rules of play.

If you disagree with a referee's ruling, you may request that the ruling be reviewed by the **Head Referee**. The Head Referee's decision is final.

Protests

If a Team Captain believes the opposing team has used an ineligible player or is otherwise ineligible to compete, the Team Captain may file a written protest with the Tournament Committee.

A **\$100 protest deposit** is required.

If the protest is upheld, the deposit will be refunded and the Tournament Committee will take any action it determines to be appropriate. The decision of the Tournament Committee is final.

The same protest procedure applies to all singles events.

Other situations may also be eligible for protest. If you believe a situation warrants a protest, notify a referee immediately for assistance.

Match Start Times

Every effort will be made to begin matches at their scheduled times. Players can help keep the tournament running on schedule by reporting to their assigned table promptly.

Matches may begin early if both opponents and the assigned table are ready. However, no player or team may be forfeited until **5 minutes after the posted match start time**.

Match Forfeit Procedure

Beginning **5 minutes** after the scheduled match time:

One **5-minute** notification will be sent through the **CompuSport** app.

One **1-minute** notification will then be sent through the **CompuSport** app.

If the player has not reported after the final notification, the match will be **forfeited**.

Players are responsible for monitoring the **CompuSport** app and knowing when and where they are scheduled to play.

Microphone announcements may be made only at the discretion of Tournament Staff and should not be relied upon as an official player notification.

The official tournament clock is maintained by the Tournament Director. All time decisions are final.

For team events, only **one player** from each team is required to be present for the match to begin. If no player from the opposing team is present, the same match forfeit procedure will be followed.

Shot Clock

Players are expected to maintain a reasonable pace of play.

If you believe your opponent is intentionally taking excessive time between or during shots, notify a referee.

Upon the first complaint, the referee will generally issue a warning to **both players** (or both teams during team play).

If a second complaint is received, the referee may place the entire match on a **45-second Shot Clock**.

Once a Shot Clock is in effect:

Each shot must be completed within **45 seconds**.

The referee will announce **"Time"** after **35 seconds**.

If a shot is not completed within **45 seconds**, the referee will call **"Foul"** and the appropriate penalty, including ball in hand when applicable, will be enforced according to VNEA rules.

Any player who abuses, argues with, or displays unsportsmanlike conduct toward a referee while a Shot Clock is in effect will be subject to disciplinary action under the Tournament Director's administrative authority.

Player Classification

All entries will be placed into divisions based on **CSR** after registration has closed and all entries have been received and reviewed.

For team events, division placement is determined by the combined **CSR** of the highest-rated players on the roster.

Open Teams: Top 5 players

Women's Teams: Top 4 players

Division assignments cannot be finalized or published until all tournament entries have been received and reviewed.

Known Ability Rule

The Qualifications Committee reserves the right to place any player or team into a higher division based on known ability.

This determination may be made before or during the tournament. If a player or team is moved to a higher division, any additional entry fees must be paid in full before they are eligible to compete.

Team Rules

Number of Players on a Team

Every player on a team must be **IOMA sanctioned**.

All team members must have competed in the same operator's league system.

Roster changes made on site are subject to a **\$5 cash fee**.

Substitution Rules

The Team Captain may substitute a player before the start of each round.

A substitute player may not be matched against an opponent they have already played during the tournament.

Start of Team Play

Only **one player** from each team is required to be present for team play to begin.

Score sheets should be completed promptly, and play will begin as soon as one player from each team is present.

If a game has been completed and the next scheduled opposing player is not present when it is their turn to play, that game will be forfeited.

A score of **10-0** will be recorded for each forfeited game.

Play will continue through the score sheet until the absent player arrives.

A player listed on both the team roster and score sheet may enter the match at any time after arriving, but **forfeited games may not be replayed**.

Team Rosters

Fall Classic

Team Type	Regular Players	Substitutes Allowed
Open Team	4	1
Women's Team	3	1

Roster changes must be completed by **10:00 PM Friday**.

State Tournament

Team Type	Regular Players	Substitutes Allowed
Open Team	5	1
Women's Team	4	1

Roster changes must be completed by **2:00 PM Friday**.

Team Eligibility

All players must have played the required number of qualifying weeks within the same operator's league system.

Players must also have an established **CSR** with a minimum **1.5-star rating**.

Team Round Robin Format

Fall Classic

Registration

Teams must register online through the **CompuSport** app or website.

Division Placement

After registration has closed, teams will be placed into divisions based on their **total team CSR**.

Teams will then be assigned to Round Robin pods consisting of **5 or 6 teams**, depending on the number of entries.

Format

Each division will compete in **Round Robin Pod Play**.

Final pod standings will be determined by each team's **total points**, including handicap points.

Bracket positions will be assigned according to each team's final pod finish.

Advancement to the Bracket

Once all entries have been received and divisions have been finalized, the Tournament Committee will determine:

Bracket size

Number of teams advancing from each pod

Number of Wild Card positions, if applicable

Tie Breakers

If two or more teams finish Round Robin play tied in total points, the following tie breakers will be used.

Two-Team Tie

The winner of the head-to-head match receives the higher finishing position.

Three-Team (or More) Tie

Ties will be broken in the following order:

1. Total Rounds Won
 2. Total Games Won
 3. Best Score Differential
-

Handicapping

CSR is used for:

Division placement.

Determining handicap points added to each team's score based on the difference in total team CSR.

Wild Card Positions

Wild Card teams are selected only from the highest-finishing teams that did not automatically qualify for bracket play.

If every team has played the same number of matches, Wild Card positions will be determined by total Round Robin points.

If teams have played an unequal number of matches because of byes, the affected team's average score will be added to its total before determining the Wild Card positions.

State Tournament Registration

Teams must register online through the **CompuSport** app or website.

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Division Placement

CSR is used to determine team divisions.

Wild Card Positions

Wild Card teams are selected only from the highest-finishing teams that did not automatically qualify for bracket play.

If every team has played the same number of matches, Wild Card positions will be determined by total Round Robin points.

If teams have played an unequal number of matches because of byes, the affected team's average score will be added to its total before determining the Wild Card positions.

Payout Procedures

All payouts must be collected at the **IOMA Payout Table** located in the main lobby.

Payouts will be distributed **only during the posted payout times**.

To receive your payout, you must provide:

A valid photo ID

Your **Payout Control Voucher** (issued by the Control Desk)

Any required tax documentation requested by IOMA Staff

Payout Control Voucher

Teams are responsible for ensuring all required player information is completed on the **Payout Control Voucher**.

Incomplete or missing information may require the individual signing for the payout to receive a **1099** for the entire amount won.

Any player receiving **\$2,000 or more** in tournament winnings during the calendar year will be issued a **1099**.

Having each team member complete a **W-9** may eliminate the need for one individual to receive a 1099 for the entire team payout.

Mini Tournaments

Mini Tournaments may be offered throughout the tournament as time and table availability permit.

These events are typically conducted using **8-player brackets** for various divisions of play.

Entry fees vary by division.

Master players are not eligible to compete unless a specific Master division Mini Tournament is offered.

Cell Phones & Flash Photography

Cell phones must be set to **silent** during tournament play.

Flash photography is not permitted while matches are in progress.

Food & Beverages

Outside food and beverages are **not permitted** inside the tournament venue in accordance with Waterloo Convention Center policy.

Miscellaneous Rules

Fighting or other violent behavior in or around the tournament venue will not be tolerated.

Players involved in a fight may be removed from the tournament, and **entry fees will not be refunded**.

Gambling is prohibited at any time during the tournament.

IOMA is not responsible for lost, stolen, or damaged personal property.

Dress Code

We wish to make your tournament experience as positive as possible while presenting the best possible image for our sport. We ask that you help by maintaining proper and appropriate attire throughout the tournament.

The dress code is in effect and will be enforced at all times while on the main tournament floor. This includes all competition, practice sessions, and Mini Tournaments.

Dress Code Requirements

Clothing must be neat, clean, and in good condition.

Clothing displaying offensive language, offensive graphics, or suggestive content is not permitted.

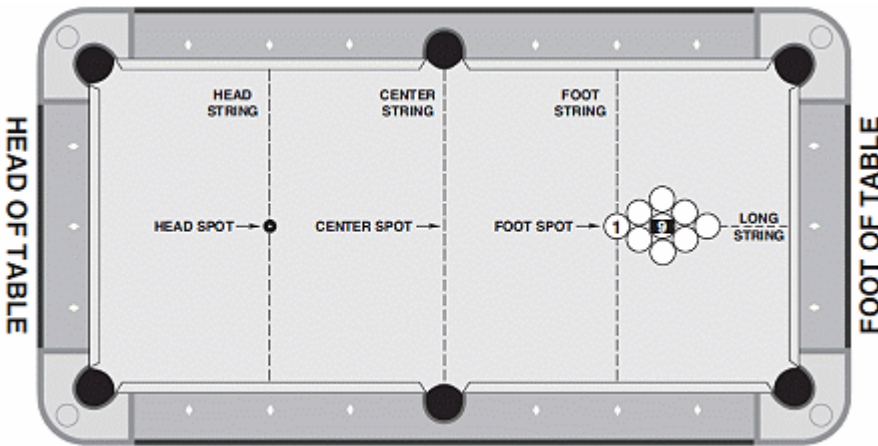
Women may wear culottes, skirts, side-slit skirts, or dresses, provided they are of an appropriate length. Mini skirts are not permitted.

Shoes must be worn at all times. Bare feet and stocking feet are not permitted.

Hats are permitted.

Headphones and earbuds may not be worn during match play. Non-electronic earplugs are permitted. This restriction does not apply to medically required hearing devices.

9-Ball Rules



A. OBJECT OF THE GAME. Nine Ball is played with nine object balls numbered one through nine and a cue ball. On each shot the first ball the cue ball contacts must be the lowest-numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until he misses, fouls, or wins the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may place the cue ball anywhere on the table. Players are not required to call any shot.

B. RACKING THE BALLS. The object balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot, the nine ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the headstring.

C. START OF PLAY. The home team breaks first and writes their line-up down first. The break alternates thereafter. A game starts as soon as the cue ball crosses over the headstring on the opening break.

D. LEGAL BREAK SHOT. The rules governing the break shot are the same as for other shots except:

- 1. The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to a rail, failure to do so is a foul. Incoming player accepts table the way it lies with ball in hand or requests a rerack with cue ball behind the headstring.*
- 2. If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.*
- 3. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the Incoming player has cue ball in hand anywhere on the table. The object ball is not respotted.*
- 4. Making the nine ball on the break is an automatic win for the player breaking. However, if the cue ball is scratched when making the nine ball, the nine ball is respotted. (Using another stripe from tray.)*

E. CONTINUING PLAY. On the shot immediately following a legal break, the shooter may play a “push out.” If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins his turn and shoots until he misses, fouls, or wins. The game ends when the nine ball is pocketed on a legal shot.

F. PUSH OUT. The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed, except for the nine ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule is violated. An illegal push out is penalized according to the type of foul committed.

G. FOULS. When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are spotted, except the nine ball. The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

- 1. All fouls must be called and acknowledged before the next shot is taken.*
- 2. Touching or moving the cue ball is a foul.*
- 3. Coaching is a foul.*
- 4. Shooting the cue ball into a pocket or off the table is a foul.*
- 5. If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is a foul.*
- 6. If no object ball is pocketed, failure to drive the cue ball or some object ball to a rail after the cue ball contacts the object ball is a foul.*
- 7. Pocketing the nine ball and the cue ball with the same stroke is a foul.*
- 8. Shooting without at least one foot on the floor is a foul.*
- 9. An unpocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not spotted and play continues.*

When the cue ball is in hand, the player may place the cue ball any where on the bed of the table, except in contact with an object ball. He may continue to adjust the position of the cue ball until he takes a shot.

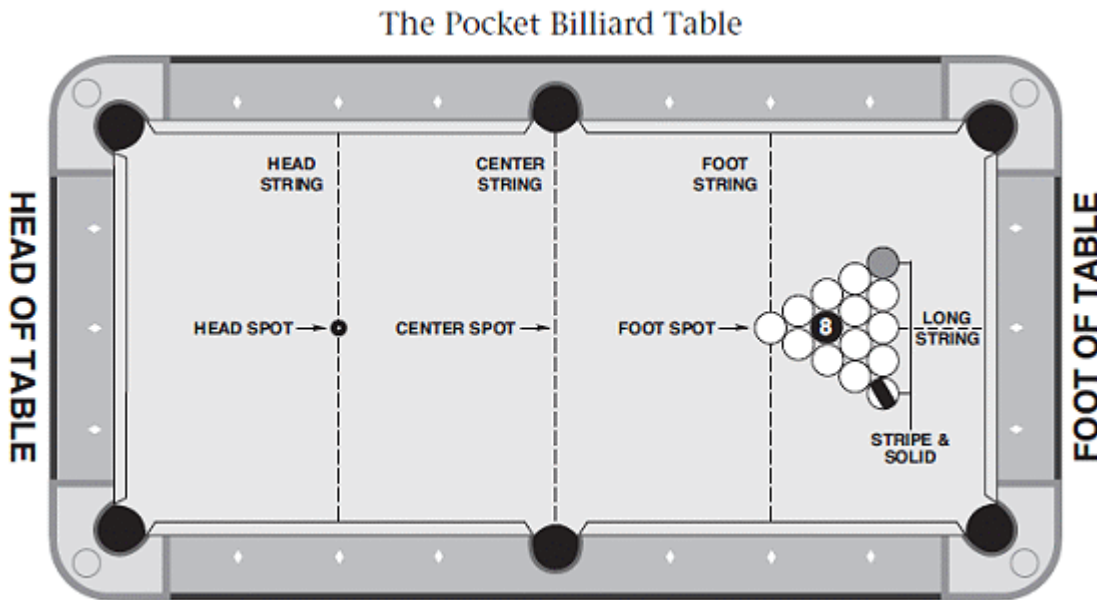
H. THREE CONSECUTIVE FOULS. If a player fouls three consecutive times on three successive shots without making an intervening legal shot, he loses the game. The three fouls must occur in one game. The warning must be given between the second and third fouls. This rule is optional for local league and tournament play. *(This rule will not be used at the International / State Championships.)*

A player's turn begins when it is legal for him to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.

If the nine ball is pocketed on a foul or push out or driven off the table, it is spotted. No other object ball is ever spotted.

I. END OF GAME. The game ends at the end of a legal shot which pockets the 9-ball; or when a player forfeits the game as the result of a foul.

8-Ball Rules



A. BALLS AND RACKING

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 home team breaks first and writes their line-up down first. The break will alternate thereafter. During International competition, the teams will flip a coin to determine home team.
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 (1) accepting the table in position and shooting, or (2) have the balls reracked and shooting the break himself or have original breaker rebreak.
3. Stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and 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, (1) all balls pocketed remain pocketed (exception, the 8-ball), (2) it is a foul, (3) the table is open.

PLEASE 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.

7. Making The 8-Ball On The Break: (Leagues may adopt Option #1 or Option #2)

Option #1. An automatic win for the player breaking, however, if the cue ball is scratched when making the 8-ball on the break, the opponent wins the game.

Option #2. The breaker may ask for a rerack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8-ball and shooting from behind the headstring or reracking and assuming the break. Using Option #2, a game cannot be won or lost with an 8-ball on the break, regardless of what is pocketed on the same shot.

During International Championships and Junior Championships, Option #2 will be used.

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 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 headstring and shooting. Any jumped balls are spotted in numerical order.

C. 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. 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. 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 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.

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 or it is a loss of turn. When calling the 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.

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. When the 8-ball is the legal object ball, a scratch or foul is not a loss of game if the 8-ball is not pocketed or jumped off the table. Incoming player has cue 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. Any jumped object balls are spotted in numerical order.*
- 6. SLOW PLAY RULE: Exaggerated slow play will be penalized. After a warning, any longer than 45 seconds between shots will be a foul. The third infraction will result in loss of game. During National / State competition, referees judgment will prevail and both players will be timed.*
- 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.*

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 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. Third infraction of the slow play rule.*
- 7. Pocketing the 8-ball and the cue ball on the break stroke. (This varies, if your league considers an 8-ball break a win.)*

Note: All infractions above must be called before the next shot is taken. Only the players involved may call an infraction.

G. LEGAL SHOTS

On all shots (exception: page 11C and on the break), 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 contact a rail.

* (There are two groups of balls: stripes and solids)

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, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

H. FOULING

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

The following results in fouls:

- 1. Failure to make a legal shot as noted above.*
- 2. Shooting the cue ball into a pocket or off 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 (Cue ball in hand behind the 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 member of a team called for coaching will result in a foul on the team member shooting.*
- 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. 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.

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 it is loss of game if called by the opponent before the next shot is taken). Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul.

9. *Picking up or shooting the cue ball while any balls are still in motion is a foul.*

10. *Push shots and or double hits will be considered fouls.*

11. *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.*

12. *When the slow play rule is enforced taking longer than ONE MINUTE between shots is a foul.*

13. *Jumping object balls off the table.*

14. *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.*

15. *If your opponent commits a foul and you do not receive his/her acknowledgement of such foul prior to touching the cue ball you have committed a foul. (exception: scratching)*

16. *Illegal jumping of ball.*

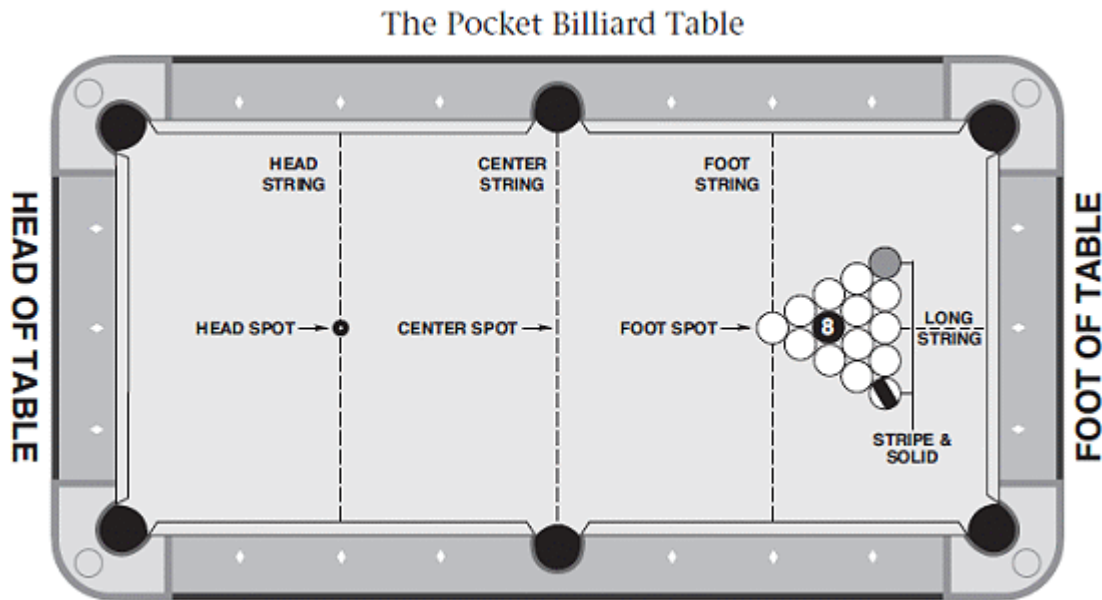
I. PENALTY FOR FOULING

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 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: Three consecutive fouls by one player is not a loss of game.

Scotch Doubles Rules



A. BALLS AND RACKING

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.
3. The object of the game is to make one group of numbered object balls, either stripes or solids, then rotating turns after each shot with your partner by legally pocketing a ball on each turn at the table and then **LEGALLY POCKET THE 8-BALL** which then wins the game.

B. BREAK SHOT

1. Start of Play - the home team breaks first and writes their line-up down first.

The break will alternate thereafter. During International competition, the teams will flip a coin to determine home team.

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's not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls reracked and shooting the break himself or have original breaker rebreak.
3. Stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and 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, (1) all balls pocketed remain pocketed (exception, the 8-ball), (2) it is a foul, (3) the table is open.

PLEASE 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 must then reposition the cue ball.

7. Making The 8-Ball On The Break: (Leagues may adopt Option #1 or Option #2)

Option #1. An automatic win for the player breaking, however, if the cue ball is scratched when making the 8-ball on the break, the opponent wins the game.

Option #2. The breaker may ask for a rerack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8-ball and shooting from behind the headstring or reracking and assuming the break. Using Option #2, a game cannot be won or lost with an 8-ball on the break, regardless of what is pocketed on the same shot.

During International Championships and Junior Championships, Option #2 will be used.

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 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 headstring and shooting. Any jumped balls are spotted in numerical order.

C. 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. 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. 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 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.

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 or it is loss of turn. When calling the 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 team performing a break shot in Scotch Doubles 8-Ball may continue to shoot their next shot so long as they legally pocketed any object ball on the break and they alternate turns.

When a team has pocketed all of the balls in their group, they then shoot at the 8-ball.

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 team continues to rotate shots so long as they legally pocket any of their object balls (Exception: calling a safety). Should players fail to pocket their designated group ball they shall lose their turn.

3. If a player fails to hit the 8-ball while shooting at it, it is a foul and the game continues. When the 8-ball is the legal object ball, a scratch or foul is not a loss of game if the 8-ball is not pocketed or jumped off the table. Incoming player has cue 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. Any jumped object balls are spotted in numerical order.

6. SLOW PLAY RULE: Exaggerated slow play will be penalized. After a warning, any longer than 45 seconds between shots will be a foul. The third infraction will result in loss of game. During National/ State competition, referees judgment will prevail and both players will be timed.

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 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. Third infraction of the slow play rule.

7. Pocketing the 8-ball and the cue ball on the break stroke. (This varies, if your league considers an 8-ball break a win.)

Note: *All infractions above must be called before the next shot is taken.*

Only the players involved may call an infraction.

G. LEGAL SHOTS

On all shots (exception: page 20C and on the break), 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 contact a rail. *
(There are two groups of balls: stripes and solids)

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, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

H. FOULING

All fouls must be called and acknowledged before next shot is taken. (except scratching)

The following results in fouls:

1. *Failure to switch players after each shot.*
2. *Failure to make a legal shot as noted above.*
3. *Shooting the cue ball into a pocket or off table.*
4. *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 (Cue ball in hand behind the headstring).*
5. *When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.*
6. *Shooting without at least one foot touching the floor.*
7. *15 seconds maximum coaching between shots. Any longer is a foul. (For International / State Championship competition, coaching will not be allowed)*
8. *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. 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.

9. 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 it is loss of game if called by the opponent before the next shot is taken). Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul.

10. Picking up or shooting the cue ball while any balls are still in motion is a foul.

11. Push shots and or double hits will be considered fouls.

12. 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.

13. When the slow play rule is enforced taking longer than ONE MINUTE between shots is a foul.

14. Jumping object balls off the table.

15. 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.

16. If your opponent commits a foul and you do not receive his/her acknowledgement of such foul prior to touching the cue ball you have committed a foul. (exception: scratching)

17. Illegal jumping of ball.

18. Shooting out of turn.

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 (the cue ball does not have to be behind the headstring except on 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.

General Rules Definitions

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 it's 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 normal and legally stroked shot. (Such shots are usually referred to as push shots.)
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.

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 it’s 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 it’s 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. 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.

2025/2026 VNEA Rules Change List

- The following rule change was approved at the recent *General Membership Meeting* held in Las Vegas, Nevada and will be effective for the 2025-2026 pool league season.
- Following are the page numbers that have been affected by the recent change. The changes will appear in bold type.
- **Page 11, D; Page 12, F; Page 20, D; Page 21, F (Removal of 8-Ball Pocket Marker)**

IOMA Pool Rule Changes / Exceptions

8-Ball & 9-Ball

- A. Patch rule is no longer enforced. You must still call your pocket! (Sept 2019)
- B. No finals match can be forfeited without direct consent of the tournament committee. (May2019)

Iowa Operators of Music and Amusements

8 Ball, 9 Ball and Team Pool Events



Thank you for making the IOMA Pool Tournament a success. Every rack played and every friendship made helps strengthen the game we all love. We appreciate your support and wish you safe travels until we see you again next year.