

2026 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 18 - 22, 2026

Hotel Rooms Mention IOMA State Tournament

Iowa Operators of Music and Amusements

8 Ball, 9 Ball and Team State Championships

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Iowa Operators of Music and Amusements 8 Ball, 9 Ball and Team State Championships

General Information

Tournament Dates

Thursday October 8 - 11, 2026

Wednesday, February 18 – 22, 2026

Tournament Location

Waterloo Convention Center at Sullivan Plaza, 205 West Fourth Street Waterloo, Iowa, 50701

2026 IOMA Officers

Ace Leiding, President - Tom Wohlers, Vice President - Tara Scudder, Sgt at Arms

Kyle Green, Secretary/Treasurer - Ira Miller, Executive Director

2026 Tournament Committee

Reggie Horak, Chairman - Ira Miller, Brian Leisure, Ace Leiding , Kyle Green ,

Brian Leisure , Tara Scudder, Jim Bauler, David Lyman

2026 Qualifications Committee

Reggie Horak - Ira Miller - - Ace Leiding

Tournament Equipment

Valley Pool Tables

Our Sponsors:

Budweiser Fahr Beverage and Waterloo CVB - Waterloo and Sports Commission

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Registration

- Players must register through their league operators and meet all eligibility requirements.
- Registration for mini tournaments will be taken on site.
- Pre-registration is required for all other events.
- Entry forms can be obtained from your league operator.

Deadlines	Activity	Comments
1/9/2026	Entries due to operators / all entry forms and payments.	League operators may impose an earlier deadline at their individual discretion.
1/16/2026	After above date late fees may apply. This is the final day entries are to be taken.	Entries in between these dates are subject to the \$25 per event late fee.
2/11/2026	Last day to make changes to singles entries! Changes to team can be made up to 1 hour before each tournament start time. \$5 fee will be charged for all changes after 2/11/2026.	Replacements must be verified, status that are equal too or below player being replaced.

Tournament Eligibility

Player Requirements

Each player entering the championships (single or team) must have played a minimum of eight full weeks of regularly sanctioned league play within the same league system - **After the end of previous years tournament through the Friday prior to start of current event.** At least 50% of all games must be played at an Iowa location. If you play 4 full matches in the Fall session in a division and then play 4 full matches in the Spring session, you are qualified.

Entry Limits

All eligible players may enter ONE singles division in 8-ball, ONE singles division in 9-ball and may play on ONE team only during the championships. Only women may compete in the Ladies divisions. Both men and women can compete in the open divisions.

Right of Refusal

The IOMA Board of Directors maintains the right to refuse any player permission to enter and participate in its tournament. Additionally, players can be removed from the tournament at any time should the situation warrant that action. Entry fees will not be refunded.

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Event Information

Schedule of Events

Day / Time	Event	Division	Entry Amount *	Race to
Wednesday 9 AM	9-Ball	Open	\$70.00	4
	9-Ball	Intermediate	\$80.00	5
	9-Ball	All Masters	\$90.00	7
	9-Ball	Women's Intermediate	\$80.00	5
	9-Ball	Women's Open	\$70.00	4
1:00 PM	9-Ball	Senior (50 and over) Handi-capped	\$70.00	Handicap
3:00 PM	Scotch Doubles - Onsite Signup - 2 Divisions		\$40.00	3
6:00 PM	Scotch Doubles	Both Divisions		Single Elimination
To Be Eligible for scotch you cannot still be in the 9 ball event. NO COACHING				
Thursday 8 AM	8-Ball	Open Intermediate	\$80.00	4
	8-Ball	Open	\$70.00	3
2:00 PM	8-Ball	Open Masters	\$90.00	5
4:00 PM	8-Ball	Women's Open	\$70.00	3
	8-Ball	Women's Intermediate	\$80.00	4
	8-Ball	Women's Masters	\$90.00	5
Friday 8AM	8-Ball	Senior (50 and over) Handi-capped	\$70.00	Handicap
	Continuation of all unfinished events			
6:00 PM	Team 8-Ball	Open Team	\$200.00	15 game format
	Team 8-Ball	Women's Open Team	\$160.00	12 game format
	Friday Night Winners Side Play Only		All team competition is played by Ball Count/Points	
Saturday 8AM	Team 8-Ball	Open Intermediate team	\$250.00	20 game format
	Team 8-Ball	Masters Team	\$300.00	25 game format
	Team 8-Ball	Women's Masters Team	\$240.00	16 game format
	Team 8-Ball	Women's Intermediate Team	\$160.00	12 game format
10AM	Continuation of Friday started team events			
9PM	Check in and continuation of any singles not completed			
Sunday 8AM	Any Finals Not Completed			
10AM	Jr's play --signup all weekend or up too 9:30AM			
* \$1 Admission Fee & Green Fee Per Person is Included.				
Spectators must pay \$1 Admission Fee - Admission Fee Includes Sales Tax				

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Information for Players

Where should I stay? _____ Hotel rooms mention IOMA STATE TOURNAMENT

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 so you have time to check into your hotel, get comfortable, look around and familiarize yourself with the site, find your start times, and be at your table when your match is scheduled to play. This means arriving the night before your division is scheduled to start.

Do I need to check in? Not if you see yourself in the event on the Compusport app. If you don't then you need to come to the control desk more than an hour prior to event. To find out what to do next read the section on where and when do I play.

Where and when do I play?

It is your responsibility to know when and where you play. Matches will not be available on the app. With board updates and scoring all done from the same Compusport App.

Follow Compusport. [Www.compusport.us](http://www.compusport.us) for those at home wanting to see advancement. You must download and use the app on your smart phones.

Input your name in one of the available computer monitors at the control desk. You will be able to navigate to the events you are registered to. Find the start time and table number of your match.

The Tournament brackets can be accessed via your smart phone, iPad, or computer at www.Compusort.us

After the match is done?

After you completed your match, You will put in the required scores and finish match on the Compusport App. In the event you or your opponent doesn't have a smart phone you can come to the control desk and have the match recorded.

Check at one of the computer monitors or your App for the start time/table number of your next match.

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General Rules

Tournament Rules

The rules governing play are detailed in the current VNES Rule Book.

Referees are the authority in all matters relating to the rules. You can however, dispute a ruling by a floor referee and the matter will be taken up with the head referee who will be the final authority.

Protests

If for any reason, a team captain feels that the opposing team has fielded an ineligible player, or may be otherwise ineligible to compete, the team captain only may file a written protest with the tournament committee. A \$100 deposit is required. The protest will then be reviewed and a determination made. If the protesting team prevails, the \$100 deposit will be refunded and action will be taken as deemed appropriate by the tournament committee, whose decision will be final.

This same rule also applies to all single division players.

There are other situations that can be protested-check with a referee if a situation occurs that you feel may warrant a protest.

Match Start Times

We will make every effort to get all matches under way at the appointed times. Your timeliness in reporting for all matches will help make this job easier. Please be considerate of your fellow players.

When playing in a singles event you will be allowed a five minute grace period for arrival at your match. If your opponent has not arrived at the table five minutes after the appointed time for the match to begin, return to the main control desk for a player page. The tournament Staff will announce the start of the grace period and the staff will announce your opponent's name. At the expiration of the announced time you will win the match by forfeit. The tournament director's clock ONLY will be used and is official for this purpose and the decision of the tournament director will be final.

When playing in a team event, only one team member need be present to start the match. The same grace period rules will apply as in the singles events, if no member of the opposing team is present.

Shot Clock

We will observe a "reasonable" shot time frame. If you feel that a player is intentionally taking too much time on or between shots you should notify a referee. The referee will then generally issue a warning to both parties (singles players or teams) that a second complaint will result in the entire match being placed on a shot clock. This will hold each shot to a 45 second time limit. A referee or designee will be placed at the match. Each shot will be timed. "Time" will be announced after 35 seconds and "Foul" will be announced after 45 seconds. Ball in hand or other appropriate penalty will then be applied towards the offending player. Any abuse of a referee under this provision by either player or team will be handled as "unsportsmanlike conduct" and the referee or other tournament official will take the appropriate action under the rules pertaining to administrative discretion.

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Player Classification

Definitions

Regular Open- This division is reserved for entry level players.

Intermediate Open-This division is reserved for players above open and below masters.

Masters- This division is reserved for top end players.

Open Seniors- This division is reserved for players 50 years and older.

Women's Division- These are reserved for females only.

Master/Levels

A Percentage of all divisions (except masters) will be moved up 1 level,

A Percentage of Senior 8 and 9 ball will be moved to the next Sr's race level

Voluntary Entry in Higher Division

Any team or player may voluntarily choose to play in a higher skill division. Voluntary entry into a higher division does not necessarily require the team or player to play in the higher division at future tournaments. However, if the player cashes in the higher division, their skill level changes to that higher division. This could cause an open player to become a master if cashed in the upper percentage of the field.

Player Reclassification

Players wishing to change to a lower skill division of play must submit a petition to the IOMA before November 1st of the current year. The petitions can be found online at www.iomaoma.com.

The qualifications committee will review the request and either grant or deny the petition. In order to be eligible to request a reclassification, the player must have participated in the appropriate division for at least 3 years and have not cashed in that division during that time. Skipping the tournament does not count as a year played for this purpose.

Known Ability Rule

At the discretion of the qualifications committee, any player or team may be placed in a higher division based on known ability. This may be done on site and the required additional fees will be due and paid in full prior to that team or player being eligible to compete.

Singles Procedure

Flip for first game break, then alternate the rest of match. Race to the division or skill level.

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Team Rules

Number of Players on a Team

Every member of your team must be IOMA sanctioned. All members of your team must have played in the same league system and have met eight weeks of play requirement. Open team may include as many as six players on their roster. Five players and one sub per team. Women's team may include as many as five players on their roster. Four players and one sub. All players must be from the same league operators system.

Team Eligibility

Mandatory Master Level Players or Teams

Any player listed on the master singles list must play in master singles. Any team using two or more players on roster from either the open singles masters or open team masters list must play in masters team (If you are on a master/intermediate singles list in a surrounding state you MUST PLAY at that level in the IOMA open singles or open team events.) See master lists at www.iomaoma.com.

OPEN TEAM- Only one intermediate or only one women's master team rated player on your roster.

No master rated players and no women's master singles rated player on your roster.

INTERMEDIATE TEAM- Only one rated player from the list below may be on the roster.

Women's Master Singles—8 Ball Master Singles—Team Master 8 Ball.

WOMENS TEAM— Only one women's intermediate rated singles or team player on the roster. No Masters

WOMENS INTERMEDIATE TEAM— May have only one Women's Master player on the roster

Note: No master player, male or female, may be on an open division team. If you have any questions as to a player's status, please contact your league operator or the IOMA office or qualification committee prior to registering. Player status can be found also on the website, www.ioaoma.com, on the pool page.

Substitution Rules

The captain may substitute a player before the match begins. A substitute player cannot match up against a player they have already played.

Start of Team Play

When playing in a team event, only one team member need to be present to start the match. Score sheets will be filled out in a timely manner and play will commence as soon as both teams have a member present. If a game is completed and the listed opposing player is not present to begin the next game on the score sheet, the game will be forfeited to the player who is present and the match will proceed to the next game. This will continue until such time as a (10 to 0 score will be used for absent player) game can be played and the offending team or teams will take the forfeits accordingly. A player listed on the roster and on the score sheets may begin at any time he/she arrives but may not make up forfeited games.

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Payout Procedures

All payouts must be collected from the IOMA table in the main lobby. Payouts will be distributed during posted times only.

In order to receive your payout, you must have the following:

- Photo ID

- Payout Control Voucher (received from the control desk in the main lobby)

Fill out the required paperwork as directed by IOMA staff.

Team payouts will be only given to the Team Captain.

Payout Control Voucher

Teams are required to have all players information listed on the voucher. Missing information may result in the issuing of a 1099 for the total amount won by the person signing for the payout. Any player who receives \$600 or more during the tournament (or for 1 year) will be issued a 1099. Having all team members fill out a W-9 form may eliminate the 1099 being issued.

Mini Tournaments

Time and space permitting, mini tournaments will be scheduled on site. These events are typically held in the evening, with 8 player brackets for various divisions of play. Entry fees vary by division.

Master players will not be permitted to enter mini tournaments unless a specific master tournament is scheduled.

2nd Chance Team Tournaments

Event will be held when we have space and time available. Single Elimination / Number of Brackets and there size based on entries.

Team requirements :

You can only replace 1 player from your original roster, and replacement must be from the same operator.

You must Play in the same division as you played in the regular event.

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Dress Code

We wish to make your tournament experience as positive and comfortable as possible, and present the best possible image for our sport. We ask that you help by maintaining proper and appropriate dress during the event. Please observe the following requirements:

- The dress code will be in effect and enforced at all times when on the main tournament floor. This includes during all competition and practice, including mini-tournaments.
- Neat and clean apparel must be worn. Suggestive clothing may not be worn at any time when on the tournament floor. Including inappropriate language.
- Women may wear culottes, skirts, side-split skirts and dresses, but must be of appropriate length. Mini-skirts are not acceptable.
- Shoes must be worn at all times. No bare feet or stocking feet.
- Hats may be worn.
- No Headphones or ear buds during match play. (you may have non-electronic ear plugs.) This does not include medical hearing devices.

Cell Phones/Flash Photography

Cell phones must not have an audible ring during tournament play. No flash photography during tournament play.

Food and Drinks

Food and drinks from outside sources may not be brought into the tournament site. This is in accordance with Waterloo Convention Center policy.

Miscellaneous Rules

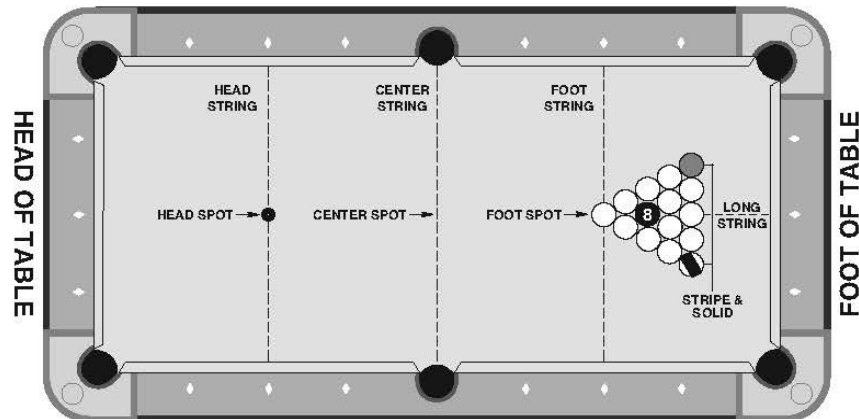
Zero tolerance for fighting in or around the event venue. Players fighting can be expelled from the tournament and No fees will not be refunded.

Gambling is not permitted at any time during the tournament. IOMA is not responsible for lost, stolen or damaged items.

8-Ball Official Rules of Play

A. BALLS AND RACKING

The Pocket Billiard Table



1. The game is played with one cue ball and 15 numbered object balls.
2. The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the footspot, a stripe ball in one corner of the rack and a solid ball in the other corner, as the above illustration shows.
3. The object of the game is to make one group of numbered object balls, either stripes or solids, and then LEGALLY POCKET THE 8-BALL which then wins the game.

B. BREAK SHOT

1. Start of play - the 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

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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.

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When a player has pocketed all of the balls in his group, he then shoots at the 8-ball, physically designating his pocket with a pocket marker. The marker is to be placed on the table completely within the first two diamonds on either side of the pocket. The entire area between the diamonds included. You do not have to touch or move the marker if it is already at your intended pocket.

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 ONE MINUTE between shots will be a foul. The third infraction will result in loss of game. During National 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.

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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.)
8. Not correctly marking the pocket while pocketing the 8-ball.

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 or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either:
 - a) A ball being pocketed, or;
 - b) The cue ball contacting a cushion, or;

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- 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.

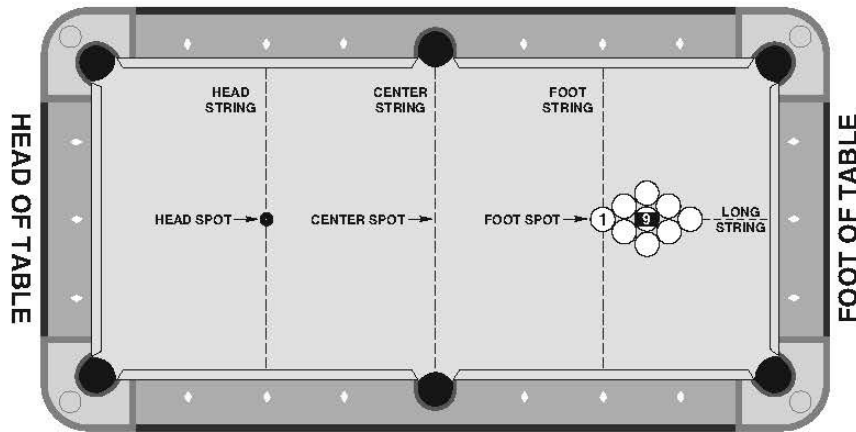
- 8. ACCIDENTALLY moving or touching any ball is not a foul unless: 1) the moved ball is the cue ball or 2) a moved ball makes contact with the cue ball or 3) a moved ball that is jumped off the table or pocketed or causes any ball to be jumped off the table or pocketed. (exception to #3: If the 8-ball 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.

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9-Ball Official Rules of Play



- 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)

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- 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 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.

When there are only two object balls on the table and a player scratches while pocketing the ball before the nine - it shall be brought up and placed on the footspot. (Using another ball from the tray.)

8 Ball, 9 Ball and Team State Championships

VNEA Rules and Scoring

- 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.

IOMA Pool Rule Changes / Exceptions

8-Ball

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

9-Ball

- A. No singles final match can be forfeited without direct consent of tournament committee. (May2019)

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8 Ball, 9 Ball and Team State Championships

