

General Rules for Session Starting 01/08/2024

1. Each team will have 3 players. Each player will shoot each player of the opposite team.
2. Each team member will be required to pay in \$5.00 for their weekly pool.
3. 9 games will be played. The team that finishes with 5 or more wins, wins the match. It is still required to play all 9 games.
4. If there is an odd number of teams in the league, there will be a bye week. Bye weeks will be considered a 5-4 win for the night and no money will be due for bye weeks.
5. Each game will be played for a drink valued at \$3.50 or less. The loser of the game buys their opponent a drink.
6. There will be a \$10/ team sponsorship fee to cover the cost associated with running the league.
7. The home bar is responsible for both buying the home team and away team a team drink, again valued at no more than \$3.50 each.
8. Substitution players are allowed, however a sub player may only sub for one team per session.
9. Score sheets can either be dropped off at Tiny's no later than Tuesday or a picture can be sent to the League President (414.204.0405) Weekly pool dues can either be dropped off at Tiny's with score sheets or sent via venmo to @matthew-markiewicz1190
10. Standings will be posted on Thursday's of the week that games were played. There will be no physical standing but they will be posted online at tinysbarcudahy.com/monday-standings. There will also be copies of score sheets to print off, a copy of the schedule, and a copy of these rules for reference.
11. All teams will receive prize money. Payout will be 100% of players dues. Payout will be handed out at Tiny's one week after the last week of the season.

Gameplay Rules:

1. **OBJECT OF THE GAME.** Eight Ball is a call shot game played with a cue ball and fifteen object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 solid colors, while the other player has 9 thru 15 stripes. THE PLAYER POCKETING HIS GROUP FIRST AND THEN LEGALLY POCKETING THE 8 BALL WINS THE GAME.

2. **CALL SHOT.** In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. 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 shot. 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.

3. **RACKING THE BALLS.** The balls are racked in a triangle at the foot of the table with the 8 ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner.

4. **BREAKING.** The home team will rack for games 1 and 3 and the visiting team will rack for game 2.

5. **JUMP AND MASSE SHOT FOUL.** While normal BCA game play allows for masse and jump shots, for the sake of Monday Night 3 man pool, we will refrain from masse and jump shots to prevent arguments over a legal hit or not.

6. **LEGAL BREAK SHOT.** Defined. To execute a legal break, the breaker with the cue ball behind the head string, must either 1, pocket a ball, or 2, drive at least four numbered balls to the rail. If he fails to make a legal break, it is a foul, and the incoming player has the option of 1 accepting the table in position and shooting, or 2, having the balls re-racked and having the opponent re break.

7. **SCRATCH ON A LEGAL BREAK.** If a player scratches on a legal break shot, 1, all balls pocketed remain pocketed. If the 8 ball is made on the break and the player scratches, it is a loss of the game.

8. OBJECT BALLS JUMPED OFF THE TABLE ON THE BREAK. If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of 1, accepting the table in position and shooting, or 2, taking cue ball in hand.

9. 8 BALL POCKETED ON THE BREAK. If the 8-ball is pocketed on the break and the breaking player does not scratch, the game is won by the breaking player.

10. OPEN TABLE. Defined. The table is open when the choice of groups stripes or solids, has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. Note: The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid. However, when the table is open and the 8 ball is the first ball contacted, no stripe or solid may be scored in favor of the shooter. The shooter loses his turn and any balls pocketed remain pocketed, and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

11. CHOICE OF GROUP. The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. **THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT.** The choice of group is determined only when a player legally pockets a called object ball after the break shot.

12. LEGAL SHOT. Defined. On all shots except on the break and when the table is open, the shooter must hit one of his group of balls first and 1, pocket a numbered ball, or 2, cause the cue ball or any numbered ball to contact a rail.

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, an object ball must be pocketed, Or the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

13. 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.

14. **SCORING.** A player is entitled to continue shooting until he fails to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8 ball.

15. **FOUL PENALTY.** Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table. This rule prevents a player from making intentional fouls which would put his opponent at a disadvantage. With cue ball in hand, the player may use his hand or any part of his cue including the tip to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.

16. **COMBINATION SHOTS.** Combination shots are allowed. However, the 8 ball cannot be used as a first ball.

17. **ILLEGALLY POCKETED BALLS.** An object ball is considered to be illegally pocketed when 1, that object ball is pocketed on the same shot a foul is committed, or 2, the called ball did not go in the designated pocket, or 3, a safety is called prior to the shot. Illegally pocketed balls remain pocketed.

18. **OBJECT BALLS JUMPED OFF THE TABLE.** If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8 ball, which is a loss of game. Any jumped object balls are spotted in numerical order according to General Rules for spotting balls.

19. **PLAYING THE 8 BALL.** When shooting at the 8 ball, a scratch or foul is not loss of game if the 8 ball is not pocketed or jumped from the table. Incoming player has cue ball in hand. Note, A combination shot can never be used to legally pocket the 8-ball.

20. **LOSS OF GAME.** A player loses the game if he commits any of the following infractions:

- a. Fouls when pocketing the 8 ball.
- b. Pockets the 8 ball on the same stroke as the last of his group of balls.
- c. Jumps the 8 ball off the table at any time.
- d. Pockets the 8 ball in a pocket other than the one designated.
- e. Pockets the 8 ball when it is not the legal object ball.

Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.