

A Different Spin ~ 8 Ball Rules

The Rack

All balls are racked tightly in a triangle with the one ball (which is a solid) on the spot and the 8 ball in the middle. Then the bottom two corner balls can be either two stripes or a stripe and a solid. There cannot be all solids on the three triangle corners. All other balls are placed randomly in the triangle and should be spread as evenly as possible to minimize the grouping of solids or stripes.

The opposing player always racks for the breaker.

If the rack is not legal (all stripes or solids on the corners, eight ball not in the center) and the opposing team does not correct the rack before the break, it will be considered a legal break.

The Break

The break for the first game of each player match is determined by lagging (see Definitions section). The player who wins the lag breaks for the first game. After that, the breaks alternate between the two players during the match regardless of who won the previous game. All players get to break. Note: Players with a 4+ handicap (see Definitions section) can have someone from their team break for them during their player matches.

A player must break from behind the line or head string (see Definitions section) and may hit any ball. The opening break shot must be performed with the center (base) of the cue behind the head string (i.e. between the head string and head rail).

A player must break hard. The breaker must make a best effort to hit at least four object balls to the cushion on the break. There are no safety breaks (see Definitions section).

If it is thought that a player intentionally safety breaks, the opposing team should get an impartial witness for that players' next break. If the player intentionally safety breaks again (verified by the impartial witness) the opposing player will get the break for the remainder of that player match.

If the 8 ball is pocketed on the opening break shot (without any foul) the player wins that game (8 on the break).

If the 8 ball is pocketed on the opening break shot but the player fouls (cue ball goes in a pocket, cue ball goes off the table) the player loses that game.

If a player fouls on the break (scratches, cue ball goes in a pocket, cue ball goes off the table) the incoming player has one of two choices:

Shoot at any ball, stripe or solid, from behind the head string.

Use one of their placements anywhere on the table. If the player has no placements to use, then they must hit from behind the head string.