

8 Ball Rules - Crutchfield's Pool League



- * The table is always "open" after the break
- * 8 on the break scores 3 points; no other balls are counted
- * The 8 is the only "called" ball
- * Any foul on the 8-ball awards ball in hand to opponent
- * Pocketing your own ball on a called "safe" earns one point
- * A scratch on the break awards ball in hand behind the head string to opponent
- * Any balls pocketed on an 8-ball foul are not counted
- * Any balls pocketed on a scratch on the break are not counted
- * Two coaching timeouts are allowed per game for SL 4 and under; One for all other SLs
- Coaches must be on the players team unless okayed by the opponent
- * Players may shoot 2 matches only when a team is short a player
- * Subs can be used only when a team is short a player(s)
- * Players receive points for pocketing only their own balls; opponent balls pocketed are "dead",
including opponent balls pocketed on the break and during any foul
- * All balls pocketed on the break are dead if the breaker misses the next shot after the break,
otherwise, all balls pocketed by the breaker are counted and opponent balls remain DEAD
- * To get credit for a rackless night, you must win the match