

Rules for FLC Seniors Pool - November 1, 2022

Chalks Billiards, 15110 Bannister Rd SE.

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1. OBJECT OF THE GAME. 8-Ball is a call shot game played with a cue ball and fifteen object balls, numbered 1 through 15. One team pockets balls of the group numbered 1 through 7 (solid colours), while the other team has 9 thru 15 (stripes). THE TEAM POCKETING THEIR GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME.

2. CALL YOUR SHOTS. However, 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 remain pocketed, regardless of whether they belong to the shooter or the opponent.

The opening break is not a "called shot." Any player or team performing a break shot in 8-ball may continue to shoot as long as any object ball was legally pocketed 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 centre 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. ALTERNATING BREAK. Coin toss determines which team will break. Teams alternate breaks thereafter.

5. JUMP AND MASSÉ SHOT FOUL. While "cue ball fouls only" is the rule of play when a match is not presided over by a referee, a player should be aware that it will be considered a cue ball foul if during an attempt to jump, curve or massé the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow – through or bridge)

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 three numbered balls to the rail. If they fail 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 option of shooting the opening break himself or allowing the offending player to re-break.

7. 8-BALL POCKETED ON THE BREAK. If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a re-rack or having the 8-ball spotted and begins shooting with ball in hand anywhere on the table.

8. IF THE 8-BALL IS JUMPED OFF OF THE TABLE ON THE BREAK, the opposing player has the choice of spotting the 8-ball or re-racking. If the opposing player chooses to spot the 8-ball, the cue ball will be played where it rests.

9. OPEN TABLE. (Defined) The table is "open" when the choice of groups (stripes or solids) has not yet been determined. If the player who breaks sinks a ball on the break, the table is still open. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. When the table is open it is legal to hit any solid or stripe but not the 8-ball first in the process of pocketing a stripe or solid.

10. CHOICE OF GROUP. If the Breaker makes either a striped or a solid ball, their scotch-doubles partner may pick either and continue shooting. Once they pocket a ball, either stripe or solid, the team then plays that group.

11. LEGAL SHOT AND FOUL. (Defined) On all shots (except on the break and when the table is open), the shooter must hit one of their group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail. Failing to contact a rail after hitting your object ball is a foul and the other team gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string except on opening break). This rule prevents a player from making intentional fouls which would put his opponent at a disadvantage.

12. SCORING. A team is entitled to continue shooting until they fail to legally pocket a ball of their group. After a team has legally pocketed their entire group of balls, they then shoot to pocket the 8-ball.

13. FOUL AND PENALTY. If a player hits the 8-ball or a ball of the opposing team before making contact with one of their balls, it is a foul. Opposing player gets the cue ball in hand.

14. COMBINATION SHOTS. Combination shots are allowed; however, the 8-ball cannot be used as a first ball in a combination.

15. 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 except on the break. Refer to rule #8. Any object balls jumped off the table will be pocketed.

16. Scotch Doubles - Players on the same team take alternate shots.

17. "SAFETY" shot. For technical 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 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 (or shooter's partner), will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

18. FOUL PENALTY. Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string except on opening break). 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 (except 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.

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

20. While there is NO COACHING in scotch-doubles, you can discuss shots with your partner when it is not your turn.

21. LOSS OF GAME. A player loses the game if they commit any of the following infractions:

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