

JEFFERSON COUNTY WED NITE POOL LEAGUE RULES

- 1 **START MATCH:** Flip of a coin will determine which team breaks **first and third OR second & fourth** of the 4 game set. Winner of flip will get the choice.
- 2 **LEGAL RACK:** Top of rack to be placed on spot; 8B placed in center of 3rd row & in each of the bottom corners one to be a stripe and one to be a solid (Does not matter which on which side).
*****NEW 2016-17 Breaker racks his own rack*****.
- 3 **LEGAL BREAK:** Breaking player must drive **two (2)** balls to a cushion. Failure to do this will result in the opponent accepting the balls as they lie, or demanding the balls to be re-racked and breaker rebreaking UNLESS a scratch occurred then the opponent would break if a rerack or start to shoot as they lie.
- 4 **8-BALL BREAK:** 8-ball made on the break is NOT an automatic win, BUT document for STATS ONLY.
»BREAKER would have choice whether to rerack and rebreak OR spot the 8-ball and shoot again.
»BUT if you scratch the OPPONENT would have choice for a rerack & rebreak OR spot the 8-ball & shoot.
»Bar to open the table if a rerack & if they can't / won't then take the cost from the pool money.
- 5 **SPOTTING A BALL:** place ball to be spotted on spot, BUT if spot is occupied, place as close to the spot in a direct line from behind the spot to the middle of the end rail (balls touching).
- 6 **KITCHEN:** An object ball covering the line from a vertical (up/down) plane is declared in the kitchen. The cue ball must be entirely in the kitchen on a break shot or when a scratch occurs on the break.
- 7 **OPEN TABLE:** Upon the break, if you make 1 or more balls, you have the choice of shooting either stripes or solids. All balls are open (neutral) when table is open (this includes the 8-ball). Table is open until there is a legal shot made which determines each players object balls.
- 8 **OBJECT BALL:** Defined as any one of your balls in your group. When table open, 1-15 balls are ALL object balls. The 8-ball is only your object ball when the 8-ball is your last ball to shoot at.
- 9 **CALL SHOTS:** All shots should be called loud enough to be heard. All you need to call is which ball you will be pocketing and in which pocket it will be made. (*You do not need to call kisses, rails, etc*)
- 10 **LEGAL SHOT:** Player must make contact with a legal object ball using the cue ball first (including the rail being hit prior to an object ball), and then **EITHER (1)**, pocketing the called ball in pocket called, **OR (2)** causing the cue ball or any other ball to have contact with a cushion.
Note: WHILE A PLAYER IS SHOOTING 1-FOOT IS REQUIRED ON THE FLOOR unless in a wheelchair.
- 11 **FROZEN BALL:** If an object ball or cue ball is frozen to a cushion; after the cue ball makes contact with the frozen object ball, the shot must result in **EITHER, (1)** the called ball being pocketed, or **(2)** Any ball contacting a cushion (if the frozen ball, it must make contact with a cushion other than the one it was frozen to. Failure to do one of these will result in a foul.
- 12 **COMBINATION SHOTS:** You do not have to call a combination shot, but you do have to call which ball you intend to pocket and into which pocket making a legal shot; **ONLY when table is still open** can you make contact first **(1)** with the eight ball into a solid/stripe, **OR (2)** a stripe into a solid or visa-versa.
- 13 **JUMP SHOTS:** The attempt of jumping cue ball over another ball. Not allowed, a cue ball foul.
- 14 **WHEN BALL(S) JUMP OFF TABLE:** If any ball(s) 1-15, jumps off the table the ball(s) is/are spotted & lose of turn. If ANY ball appears to be pocketed but "jumps" back onto table, it is considered still in play.
- 15 **TABLE RUNS:** Defined as running ALL your remaining object balls plus the 8-ball consecutively and legally ONLY on your 1st attempt of pocketing a called object ball of the game. (**FOR BREAKER**) The actual break is NOT 1st attempt; the next shot is, when you are attempting to pocket an object balls.)
- 16 **8-BALL SHOTS:** When the 8-ball is the last legal object ball left you must call your intended pocket, but kisses and rails need not be indicated. The 8-ball must be the first ball contacted in the shot sequence.
NOTE: A foul is not a loss of game if 8-ball is not pocketed.
- 17 **SPORTSMANSHIP:** All players will show good sportsmanship during league play. There will be no harassment of players allowed. All opponents and spectators must stand back from the table.

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- 18 COACHING:** Coaching is **not allowed**, and shooters **may not request advise from teammates** during a game. (All shooters have the right to request rule clarification from anyone playing in the league. Anyone can inform a player that he/she is shooting or about to shoot at an opponent's ball. This shall not be considered coaching.) *Once a game is over any conversation about game is NOT considered coaching.*
- 19 POOL AREA:** Only the player, which is in process of shooting is allowed within the playing area of the pool table (all others players/spectators must stay clear, no reaching into players area for the chalk or assisting with a shot). The team captain/sponsor is responsible to keep this under control. If repeated problems-TEAM / SPONSOR will be put on probation.
- 20 DISPUTES:** When a dispute arises, and an agreement to resume play cannot be reached, the original game should be finished & another game shall be played, taking coins from scratch pot. Original player will retain the right to the break. **MUST NOTE** both games results on the scoresheet along with noting the issue & phone #'s so players can be contacted. The issue will be viewed by the officers & a decision will be made by the discretion of the officers. *Any problems you can contact an officer for clarification.*
- 21 HAVING CONTACT,** which causes movement to any ball other than the CUE BALL inadvertently by something (ex: cue stick, bridge, body or clothing) - Opponent can **(1)** leave moved ball where it lies **OR (2)** move it back as close to the original position. NOT a loss of turn. IF a ball is pocketed it will remain pocketed, IF the 8-ball it's a loss of game to whom shooting.
- 22 BALL IN HAND RULE PLAYING CUE BALL FOULS ONLY,** once a cue ball foul occurs, Shooter loses their turn to shot and Opponent can **(1)** play cue ball where it lies, **OR (2)** take ball in hand, placing cue ball anywhere on table. EXCEPT on break cue ball will be placed behind head string of the kitchen.
- 23 CUE BALL FOULS:** foul which pertains to involvement of the cue ball contact. Examples:
- ⊗ Fouls during break - the cue ball is placed behind head string of the kitchen.
 - ⊗ Cue ball scratches, cue ball jumps off table or a jump shot.
 - ⊗ Cue ball scratches while attempting to pocket the 8-ball. (NOT a LOSS)
 - ⊗ Shooting cue ball while balls are still in motion, spinning or out of turn.
 - ⊗ Failure to make a legal shot.
 - ⊗ Balls (1-15) (including 8-ball) jump off table, spot the ball(s) a loss of turn.
 - ⊗ Having contact which causes movement to **ONLY THE CUE BALL** inadvertently by something (ex: cue stick, bridge, body, or clothing)
- ⇒ All Fouls are a loss of turn & **NO COST THIS YEAR -- NO SCRATCH KITTY.**
- ⇒ ALL Fouls must be acknowledged by both players before taking ball in hand. Moving cue ball without an actual foul occurring is itself a foul resulting in loss of turn and ball in hand.
- ⇒ ALL Fouls must be brought to the attention of the player committing the foul prior to the player's next shot or you will lose claim to the foul.
- 23 LOSS OF GAME:** A player loses the game by committing any of the following infractions
- Fouls when pocketing the 8-ball (**except on an 8-ball break**).
 - Pockets the 8-ball on the same stroke as the last of his/her group of balls.
 - Pockets the 8-ball in a pocket other than the one designated.
 - Pockets the 8-ball when it is not the legal object ball (**except on an 8-ball break**).
- ⇒ Please NOTE it's NOT a loss if you foul while attempting to pocket 8-ball.

LET'S ALL REMEMBER GOOD SPORTSMANSHIP and

MAY EVERYONE HAVE GOOD LUCK AND FUN!! LET'S PLAY 