

LAST POCKET

8 BALL LEAGUE RULES AND REGULATIONS

A. GENERAL

- There will only be a maximum of 10 teams in the league
- A player must be 21 years of age or older show. If the player is not 21 all games played will be recorded as losses. The opponent will be credited with those wins
- Teams will be a minimum of four players.
- Each team will turn in \$20.00, \$5.00 per shooter each night of shooting. And a \$5.00 first time shooter fee. The slips and money must be turned in to Dave's Who's Inn no later than 2 o'clock Saturday the week of shooting. The away team is responsible for dropping it off. There is a \$ 5.00 fine each week it is late.
- Shooters must shoot 75% of all league games to qualify for end of season awards.
- There is no coaching
- All rules are subject to change by meeting of team captains
- The sponsor fee is \$45 per year.
- If any team drops out of the league before the season is over, the team forfeit any money paid into the league and will not be allowed to attend the banquet.
- All regular players should not have to shoot all 4 games consecutively on a weekly basis.
- Starting time is 7 PM. One players should be present at that time

B. BAD WEATHER AND TEAM NOT BEING ABLE TO SHOOT

- * A **24 hour** notice must be given to reschedule a match. If a team cannot shoot on a scheduled night, the captains must make arrangements for a make-up game. If they cannot agree on a make-up date, **THE NEXT TIME THEY SHOOT EACH OTHER, TWO SHEETS WILL BE MADE OUT ONE FOR THE MAKE-UP GAME AND ONE FOR THAT NIGHTS SHOOTING. In the event a make- up is needed Troy must be notified**
- It is up to the captain they canceled to contact the opposing teams captain to rescheduled match. If the team does not show up for the makeup game on the agreed-upon day, the team will be fined \$10 and they still must pay the \$20 weekly team fee. The team that does not show up will forfeit all 16 games.

C. BREAKING

- Home team will plug the pool table for the 1st and 3rd game. The visiting team will plug the table for the 2nd and 4th game
- A miscue on the break (provided the rack was not touched) is not a break. The shooter has one more chance to break and if a miscue again the opponent will get the break. A ball (solid or stripe) must hit the rail to be a legal break.

- If the “8” ball is made on the break and the shooter does not scratch, the player wins the game. However, if the “8” ball is made and the player scratches, the player loses the game.
- If a shooter makes one or more balls on the break (solid and stripe), the player has the choice of which ball they want to shoot. If only one type of ball is made, those are the ones they must shoot. If a shooter does not make anything on the break, the choice of solids or stripe goes to the opponent. Table is open until one shooter makes either solid or stripe. On an open table, a shooter may use any combination to make their choice of balls.

D. ‘8’ BALL

- At no time may shooter deliberately shoot at the “8” ball when one or more of their balls are on the table unless used in combination (must hit your ball first). Deliberately shooting at the “8” ball when the players still has balls to shoot is an automatic loss. Three automatic losses is a three-week suspension. Captains must put automatic losses on the back of their slips.
- A player must make the “8” ball in their last pocket or declare a 3 rail or more on the cue ball, not the “8” ball. (You no longer have to call 3 or more rails.) If a player decides to shoot a 3 rail shot, she or he must let her opponent know verbally. ALL POCKETS MUST BE CALLED.
- If your opponent puts your last ball in, you have a choice of any pocket for the “8” ball. (Once you’ve chosen a pocket, you must keep that pocket.) (unless you call a 3 rail.)
- Missing the “8” ball and scratching does NOT lose the game.
- If the “8” ball falls into a pocket for any reason other than the shooter’s attempt, the game will be shot over.
- The pocket called, regardless of how many balls go in to clear the table, is the players pocket for the “8” ball.
- If at any time during the game, the “8” ball goes off the table, the person shooting the “8” ball off the table, loses the game.
- The “8” ball has to be made on a separate shot.

E. GENERAL SHOTING RULES

- All games will start at 7 PM. If a player does not show up by the end of the first round, (He or She forfeits) the opposing team can start the next round without them. If the player does not show up for their first two games (He or She forfeits) and the third game and forth game.(unless the player calls that they well be late)
- A shooter must have 1 foot on the floor at all times.
- If there are any arguments over the game, the game will be shot over immediately.

- If the cue ball jumps off the table, it will be considered a scratch. If any other ball jumps off the table it will be spotted.
- No jumping of the cue ball to make a shot.
- On a scratch shot, the entire cue ball must be placed behind the kitchen line on the table.
- If a player unintentionally moves or touches a ball on the table, it is a foul and a loss of turn.
- Captains may be called upon to watch a shot. They may stand close to the table to watch the shot.
- Any intentional fouling is an automatic loss.
- In case of a tie in the standings at the end of the season, the teams will have a playoff.
- An honest attempt must be made when shooting your ball. There are no safety shots allowed. You can't shoot at your opponent's last ball to get your ball in. You lose your shot. Please remember this; it will save a lot of problems when you are shooting your games.
- If a player is found guilty of "POOR SPORTSMANSHIP", the player will receive a \$10 fine and be suspended for the next two weeks. Any player receiving one warning on "dirty pool" will be reported to the officers. If any additional complaints against that player should occur, action will be taken.
- For a table run, seven balls besides the "8" ball must be shot off the table in one turn (this means either stripes or solids, not just seven balls). 15 balls must be on the table at the start of the table run.
- If two tables are side-by-side, ask opposing team if it's okay with them if you can practice on.