

FOULS RESULTING IN BALL-IN-HAND (Otherwise known as a “Scratch”)

A. Anytime the cue ball goes in a pocket, on the floor, or otherwise ends up off the playing surface. This is a pocket Scratch.

B. Failure to hit your intended object ball first. This is a Table Scratch. (eg. A player who is shooting stripes must hit a striped ball first.) **The 8-ball is not neutral.**

C. Failure to hit a rail during a missed shot attempt. This is a Table Scratch. A sentence that should answer many questions is: “A ball (either object ball or cue ball) must go to a rail during a shot attempt.” A pocketed ball counts as a rail.

COMBINATION SHOTS combination shots are allowed; however, the 8-ball cannot be used as a first ball in the combination. When “Calling” a Combination Shot – indicate the 1st strike ball (must be from shooters ball group), then the call ball to be pocketed and its’ intended pocket.

ILLEGALLY POCKETED BALLS An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed.

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. Any jumped object balls are placed in a pocket and removed from play.

PLAYING THE 8-BALL When shooting at the 8-ball, a Pocket Scratch is a loss of game. A Table Scratch however, is not a loss of game, merely Ball in Hand to your opponent. **Note:** A combination shot can never be used to legally pocket the 8-ball.

LOSS OF GAME A player loses the game if he commits any of the following infractions:

A. A Pocket Scratch when attempting to sink the 8-ball (exception: see 8-Ball Pocketed On The Break).

B. Pockets the 8-ball on the same stroke as the last of his group of balls.

C. Jumps the 8-ball off the table at any time.

D. Pockets the 8-ball in a pocket other than the one designated.

E. Pockets the 8-ball when it is not the legal object ball.

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



LEGENDS BILLIARDS

80 Hanover St., Portsmouth, NH

October 4th - November 8th, 2017

*TAP Pool League
Official 8-Ball Rules*



2017 SEASON

October 4th - November 8th, 2017

Wednesday: 5:30PM - 7:30PM

CALL POCKET In Call Pocket, the shooter merely needs to call the object ball and intended pocket. Obvious shots do not need to be spoken. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. When calling the shot, it is **NEVER** necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Calling the precise travel of the cue ball or object ball is **not** necessary. The exception is when shooting a combination.

Combinations: The shooter identifies the 1st strike ball (must be in his group) and the called ball to be pocketed (and pocket location). Calling the precise travel of the cue ball, 1st strike ball or object ball is not necessary.

The opening break is not a "called shot." Any player performing a break shot in 8-Ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.

DETERMINING WHO BREAKS In the Tradewinds Pool League, the player whom takes the break shot, is determined by any of these 3 ways. (1) by mutual agreement of the two players, (2) by "lagging" for break, (3) by a coin toss.

RACKING THE BALLS The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the footspot, a stripe ball in one corner of the rack and a solid ball in the other corner.

LEGAL BREAK SHOT (Defined) To execute a legal break, the breaker (with the cue ball behind the headstring) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. If he fails 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 reracked and having the option of shooting the opening break himself or allowing the offending player to re-break.

SCRATCH ON A LEGAL BREAK If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed, (2) it is a foul, (3) the table is open. **PLEASE NOTE:** Incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball.

OBJECT BALLS JUMPED OFF THE TABLE ON THE BREAK If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the head string and shooting. The ball jumped off the table will be placed in a pocket and stay out of play.

8-BALL POCKETED ON THE BREAK The shooter, or shooting team wins the game.

OPEN TABLE (Defined) The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. **Note: The table is always open immediately after the break shot.** When the table is open it is legal to hit any solid or stripe first in the process of pocketing the called stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, it is a scratch and "ball in hand" to your opponent.

CHOICE OF GROUP Choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. **THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT.** The choice of group is determined only when a player legally pockets a called object ball after the break.

LEGAL SHOT (Defined) On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and either (1) pocket his object ball in intended pocket, or (2) cause the cue ball or his object ball to contact a rail (the rail may be struck before the object ball).

"SAFETY" SHOT For tactical reasons a player may choose to play a "Safety" wherein a legal pocketed ball stays down but the next shot is turned over to the opponent. After executing a legal "Safety", the shooters' turn is over.

SCORING A player is entitled to continue shooting until he fails to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball.

FOUL/SCRATCH 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 headstring 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 (including the tip) to position the cue ball.

