

## **MIDSTATE AMUSEMENT POOL LEAGUE RULES**

- All players must be (21 years old) **legal drinking age**. It is the bar's & the captain's responsibility to be sure of this. No one's son/daughter/spouse who is under age may shoot just because the parent/spouse is present.
- Employees of the bar/location that are under age may not shoot either.

### **TEAM CAPTAINS RIGHTS AND RESPONSIBILITIES**

- The captain shall be responsible for knowing and understanding the rules and instruct their players of all league rules and requirements.
- The team captains from both teams shall try to settle any disputes that may arise. All disputes that can't be worked out by the two captains must be called in to Midstate Amusements within 24 hours of the completion of the match.
- Once you have shot 3 or more times for a team, you may not shoot for any other team in that league. If this happens, the team in violation will lose any wins that player is involved in.

### **LEAGUE RULES AND PROCEDURES**

- A team will consist of four regular players and subs can be added as needed.
- Match starting time is 7:00 p.m. Teams will be allowed fifteen (15) minutes grace time. The captain must inform the opposing team of late players. The late player is to be placed at the bottom spot on the score sheet. If the player is not present when it is his turn to play, he forfeits that game. He is eligible to play his next match provided he is present when it is his turn to play. Teams may still compete in a match if they are short a player. They will only have to forfeit the games the missing player would have been involved in.
- Players that start the night shooting, must play the entire evening.
- Teams needing to reschedule or make up a match must advise the team they are scheduled to shoot 24 hours in advance if at all possible. The team asking for the reschedule must shoot this match within four (4) weeks of the original scheduled date. You may play the match any time prior to the original match date. Make up matches cannot be made up after the league is over. Make up matches must be shot at the bar where originally scheduled. You also must advise me of any rescheduled matches before the scheduled match date.
- Forfeits
  - 1) First offense: forfeiting team will pay the other team's portion of the prize fund and will not receive any wins or losses. The opposing team will get a game split of 75/25.
  - 2) Second offense: Same as first offense
  - 3) Third offense: Team may be dropped from league and lose all prize fund money
- Any team forfeiting the last 3 weeks of league play will forfeit 50% of their prize fund. Wins may be awarded based on the teams winning percentage (out of 16) or by head to head. League coordinator will decide which process to use depending on the situation.
- In the event of a tie, we will go by the head to head competition that occurred during the league season between the teams that are tied.

## **8-Ball Rules of Play**

### **A. Balls and Racking**

1. The game is played with one cue ball and 15 numbered object balls.
2. 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 foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner
3. The object of the game is to make one group of numbered object balls, either stripes or solids, and then legally pocket the 8ball, which then wins the game.

### **B. Break Shot**

1. Use the cue ball on the home team's table.
2. Record your wins in Compusport or on paper (whichever your league uses). If on paper, please take a picture of the final result and send it to Alicia in a text or an email.
3. If the breaker hits the racked balls with the cue ball driving four or more number balls to a cushion OR pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls re-racked and shooting the break himself or have original breaker re-break.
4. Miscues on the break and stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the head string.
5. When positioning the cue ball for the break shot, the base of the ball must be behind the head string (kitchen).
6. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball), (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 head string and causes the cue ball to come back behind the head string and hit the object ball.
7. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he must then reposition the cue ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent.
8. The base of the object ball in relation to the head string determines whether or not a ball is playable. The base of the object ball must be outside the head string (toward the foot of the table) to be playable. (This applies after a legal break).
9. If the player legally breaks the racked balls and does not make any balls, his opponent then shoots, having an open table.

### **C. Open Table**

1. The table is "open" when the choice of groups (stripes or solids) has not yet been determined. The table is always open immediately after the break shot.
2. When the table is open, it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid.

3. On any open table, all pocketed balls remain pocketed. The choice of stripes or solids is not determined on the break even if balls are made from only one or both group of balls. The table is open until the choice of group is determined when a player legally pockets a called object ball after the break shot.

#### D. Game

1. In Call Pocket, obvious balls and pockets do not have to be indicated.
2. It is the opponent's right to ask which ball and pocket if he is unsure of the shot.
3. Banks and combinations are not considered obvious and both the object ball and the pocket must be called, or it is a loss of turn.
4. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc.
5. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.
6. The opening break is not a called pocket. Any player performing a break shot may continue to shoot their next shot if they have legally pocketed any object ball on the break. When a player has pocketed all the balls in their group, they then shoot at the 8-ball.

#### E. Play

1. If a shooter inadvertently pockets his ball, it remains down. However, if the shooter does not legally pocket one of his own group, he loses his turn.
2. Each player continues to shoot so long as he legally pockets any of his object balls. Should a player fail to pocket his designated group ball, he shall lose his turn.
3. If a player fails to hit or make the 8-ball while shooting at it, the game continues.
4. In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stomping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before the interference.
5. 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 spotted in numerical order.
6. If in 3 consecutive turns at the table by each player (6 turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked and the breaker of the stalemated game will break again. PLEASE NOTE: Three consecutive fouls by one player are not a loss of game.

#### F. Loss of Game

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.
2. Pocketing the 8-ball on the same stroke as the last of his group of balls.
3. Scratching when the 8-ball has been pocketed.
  - a) If you scratch on the 8 ball and it does not fall, this is NOT a loss. The opponent gets ball in band.
4. Jumping or knocking the 8-ball off the table at any time.
5. Pocketing the 8-ball in a pocket other than the one designated.
6. Fouling while (pocketing) the 8-ball in the designated pocket.

## G. Legal Shot

1. 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 (1) pocket an object ball, or (2) cause the cue ball or any object ball to contact a rail.
2. It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball. However, after contact with his object ball, an object ball must be pocketed, OR the cue ball or any object ball must contact a rail.
3. For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue his turn at the table by calling “safety” in advance. A safety shot is defined as a legal shot. If the shooting player intends to play a “safety” by pocketing an obvious 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 will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

## H. Fouling

1. Fouls must be called and acknowledged before the next shot is taken. The following results in fouls:
  - a) Failure to make a legal shot as noted previously.
  - b) Shooting the cue ball into a pocket or off the table.
  - c) It is a foul when a player scratches on the break or miscues or deflects the cue ball prior to hitting the racked balls. The incoming player receives cue ball in hand behind the head string.
  - d) When placing the cue ball in position, any forward cue stroke motion contacting the cue ball is a foul, if it is not a legal shot.
  - e) Shooting without at least one foot touching the floor.
  - f) Coaching is not allowed. Any member of a team called for coaching will result in a foul on the team member shooting.
  - g) If a ball is frozen on a cushion, (the opposing player must notify the player shooting before the shot) the player must contact the frozen ball and then (1) pocket the frozen ball, or any other object ball, (2) cause the cue ball to contact a cushion, (3) drive the frozen ball to another cushion, or (4) cause another object ball to contact a cushion. Failure is a foul.
  - h) ACCIDENTALLY moving or touching any ball is not a foul unless the ball is the cue ball (cue ball only fouls). Only the opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul. However, if you accidentally move an object ball during a shot and it contacts the cue ball, it is considered a foul.
  - i) Picking up or shooting the cue ball while any balls are still in motion is a foul.
  - j) Push shots and/or double hits will be considered fouls.
  - k) With cue ball in hand, touching any object ball with the cue ball is a foul, or touching any object ball with your hand while touching the cue ball is a foul.
2. Knocking object balls off the table.
3. Penalty for Fouling
  - a) Only players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. The player can place the

cue ball anywhere on the table (the cue ball does not have to be behind the head string except on the break).

b) A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.

#### I. Miscellaneous League Issues

1. If your league has special rules, those rules supersede these as long as they do not conflict with any sanctioning body rules or requirements.
2. A player that deliberately hits, slams, punches, kicks, or otherwise damages the table automatically loses the game for his team. Players may be financially responsible for damages to equipment and either suspended or banned from league if necessary.
3. Players who damage the sponsor location's property may be suspended or banned from league and face additional penalties or legal action from the sponsor location.
4. If a player is banned from a location in league, a substitute player must be used when playing at that location.

#### J. Contact Information

1. Table Issues During League - 920-921-5000 from 5pm to midnight and follow the prompts. A technician will call you back promptly to troubleshoot or tell you how long before they will arrive to help you. If it is not an urgent service issue causing disruption of league, we ask that you please contact us the following day so that we can schedule service.
2. All league schedules and standings are available on the website: [www.midstateamusements.com](http://www.midstateamusements.com) & on Compusport app
3. Please contact Alicia with any questions or concerns:  
Office: (920)322-8291  
Cell: (920)420-2759 call or text  
Email: [aliciak@midstateamusements.com](mailto:aliciak@midstateamusements.com)