

Mon Valley Eight Ball League

2023-2024 Rules

I. Pocket Billiards

Object of the Game. Eight Ball is a call shot game played with a cue ball and fifteen object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). **THE PLAYER POCKETING HIS GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME.** (*Any variations to the game will be described in the following pages*)

II Players and Number of Games

- A. Minimum of Seven players is required to complete league games.
- B. There will be three Scotch Doubles, nine Singles and three Double games in a match.
- C. Players must be card-carrying members of your club and must be at least 21 years of age to be eligible to play. Temporary card is acceptable but must be accompanied by the receipt.
- D. Each captain will submit his line-up card to the opposing team captain simultaneously before 7:00 PM on the night of their match. Once the lineup is submitted it cannot be altered.
- E. If a team does not have enough players for a full roster at the time of the line-up exchange, the short team will notify the opposing team captain and present a line-up of the players. Then, the roster must be completed as the players arrive. The roster will be filled in the order of arrival. After the pill(s) are drawn, it is to the discretion of both captains to permit walk-ins. Both captains must agree. (Two pills may be drawn and used at any time throughout the match to the discretion of the team in need of a player(s).)
- F. Players can only be scheduled in a lineup to play in one scotch doubles, one singles, and one doubles game. **EXCEPTION:** A pill is drawn for that player which will result in a maximum of 4 games played by a person in one match. See previous Rule E.

III. Requirements

- A. The visiting team shall have use of the pool table at 6:30 P.M. practice.
- B. Each team in the league is required to have the following:
 - 1. House Cues
 - 2. One Bridge
 - 3. Powder and chalk
 - 4. Regulation Cue Ball (2.25")
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 - 6. Head and Foot Spot
- C. The Home team racks the first game, then, the winner of each game breaks the next. A re-rack may be called if someone other than the opponent racks the balls.
- D. Clubs having pay tables are responsible for providing costs of the table during practice and games.
- E. Captains must sign the opposing team's lineup sheet at the end of the match.

IV. General Rules

- A. Racking the Balls. When racking the balls a triangle must be used, and the apex ball is to be spotted on the foot spot with the 8-ball in the center of the triangle.
- B. Cue Ball on Opening Break. The opening break shot is taken with cue ball in hand behind the head string.
- C. Striking the Cue Ball. Legal shots require that the cue ball be struck only with the cue tip. Failure to meet this requirement is a foul.

- D. 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 four numbered balls to the rail. If he fails to make a legal break, it is foul, and the incoming player has the option of (1) accepting the table 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.
- E. Rails. (Defined) The top surface of the table, not covered by the cloth, from which the cushions protrude the playing surface. The head and foot rails are the shorter ends of the table; left and right rails are the longer rails, dictated by standing at the head end of table and facing the foot.
The Short
- F. Rail (Defined) The cushion area on either side of a pocket starting at the first target point or reference mark (diamond). The Long Rail (Defined) The entire cushion along the head, foot, left, or right rail.
- G. Scratch on a Legal Break. If a player scratches on a legal break shot, (1) all balls pocketed remain (exception, the 8-ball: see rule T.), (2) it is a foul, (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand.
- H. 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. When the table is open it is legal to hit any solid or stripe (including the 8-ball) first in the process of pocketing the called solid or stripe.
- I. Choice of Group. The choice of stripe or solids is determined when a player legally pockets a called object ball. (See rule X)
- J. Call Shot. In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponents right to ask which ball or pocket if he is unsure of the shot. Bank shots and combinations are not considered obvious. When calling the shot, it is NEVER necessary to indicate details such as the short rail or number of cushions, banks, kisses, caroms, etc.... Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent. 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 ball on the break.
- K. Legal Shot. (Defined) On all shots (except on the break and when the table is open), (1) the shooter must hit one of group of balls first and pocket a numbered ball or (2) any ball must hit a rail after the shot on an object ball has been made. (except on an open table)
- L. "Safety" Shot. For tactical 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 obvious ball, then prior to the shot, he must declare "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(s) pocketed on a safety shot remains pocketed.
- M. 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 object balls he shoots to pocket the 8-ball.
- N. Foul Penalty. Player must relinquish his run at the table. Play continues with opponent shooting cue ball in hand.
- O. Pocketed Balls. A ball is considered as a pocketed ball if as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains in the pocket (A ball that drops out of a ball return system onto the floor is not construed as a ball that has not remained pocketed) A ball that rebounds from a pocket back onto the table is not a pocketed ball.

- P. Additional Balls Pocketed. If extra balls are pocketed on a legal scoring stroke, they are counted in accord with the game and remain pocketed. Play continues.
- Q. Illegally Pocketed Balls. An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot as a foul is committed, or (2) the called ball did not go into the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed.
- R. Combination Shots. Combination shots are allowed; however the 8-ball cannot be used as the first ball in the combination. (Except on an open table.)
- S. Play by Innings. During the course of play, players alternate turns (innings) at the table, with a player's inning ending when he either fails to legally pocket a ball, foul, or call a safety.
- T. Failure to Pocket a Ball. If a player fails to pocket a ball on a legal shot, then the player's inning is over, and it is the opponent's turn at the table.
- U. Object Ball Frozen to Cushion or Cue Ball. This rule applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen object ball, the shot must result in either (1) a ball being pocketed, or (2) the cue ball contacting a cushion, or (3) the frozen ball being caused to contact a cushion (not merely rebounding from the cushion it was froze to), or (4) another object ball being caused to contact a cushion to which it was not already in contact with. Failure to satisfy one of those four requirements is a foul. An object ball is not considered frozen to a rail unless it is examined and announced by one of the players prior to that object ball being involved in shot.
- V. 8-Ball Pocketed on the Break. If the 8-ball is pocketed on the break, the breaker wins the game. If the breaker scratches while pocketing the 8-ball on the break, the breaker loses the game.
- W. Devices. Players are not permitted to use a ball, the triangle or any other width-measuring device to see if the cue ball or an object ball would travel through a gap, etc.... Only the cue stick may be used as an aid to judge gaps, etc... so long as the cue is held by hand. To do so otherwise is a foul and unsportsmanlike conduct.
- X. Playing the 8-Ball. A player must call the pocket for the 8-ball.
- Y. Stalemated Game. If after 3 consecutive turns at the table by each player (6 turns total), both players agree that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again.
NOTE: Three consecutive fouls by a player is not loss of game.
- Z. If a player intentionally or unintentionally shoots an opponent's ball & pockets two consecutive called shots during the progress of play & if a foul is not called, that player takes ownership of the suit.

V. Basic Fouls

- A. Fouls. When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul are re-spotted. If a player commits several fouls on one shot, they are counted only as one foul.
- B. Shooting with Balls in Motion. It is a foul if a player shoots while the cue ball or any object ball is in motion.
- C. Cue Ball Scratch. It is a foul (scratch) if on a stroke the cue ball is pocketed.
- D. Foul by Touching Balls. (1) It is a foul to strike, touch or in any way make contact with the cue ball. EXCEPT with the cue tip (while attached to the cue shaft), which may contact the cue ball

in execution of a legal shot. EXCEPT cue ball in hand, it is permitted to use the cue shaft and ferule to *adjust position* of the cue ball. However, if during forward motion, the tip (end) strikes the cue ball, it is foul. Cue ball in hand. (2) If the cue ball is touching an object ball, the shooter must not play the cue ball in the direction (at least 90 degrees) of that ball. He is considered to have hit the touching ball when he shoots away from it if the ball is on for the shot. (3) Any object ball accidentally moved during course of play may be returned as closely as possible to its original position by the opposing player. The player which caused the infraction is not penalized and play continues.

- E. Object Ball(s) Jumped Off Table. Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rail surface, floor, etc....) are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything not part of the table. (1) When a stroke results in the cue ball or (2) any object ball being a jumped ball off the table, the stroke is foul. All jumped object balls are pocketed and result in loss of shot. (Cue ball in hand) (EXCEPTION - No foul shall be called on a legally pocketed ball, including the Break.)
- F. Foul by Double Hits. If the cue ball is touching the required object ball prior to the shot, the player may shoot towards it, providing that any normal stroke is employed. If the cue stick strikes the cue ball more than once or if the cue stick is in contact with the cue ball when or after the cue ball contacts and object ball, the shot is foul.
- G. Push Shot Fouls. It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such shots are usually referred to as push shots.). If declared in advance, when the cue ball is closer than a standard cube of chalk to the object ball -- this stroke is a foul, but only if declared advance. The stroke taken must be away at an angle not in the direction of the object ball.
- H. Foot on the Floor. It is foul if a player shoots when at least one foot is not in contact with the floor.
- I. Balls Moving Spontaneously. If a ball shifts, settles, turns or otherwise moves "by itself," the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket "by itself" after being motionless for 5 seconds or longer shall be replaced as closely as possible to its position prior to falling, and play shall continue. If an object ball drops into a pocket "by itself" as a player shoots at it, so that the cue ball passes over the spot the ball had been on, unable to hit it, the cue ball and object ball are to be replaced to their positions prior to the stroke, and the player may shoot again. Any other object balls disturbed on the stroke are also to be replaced to their original positions before the shooter replays.
- J. Jawed Balls. If two or more balls are locked between the jaws or sides of the pocket, with one or more suspended in air, shall be pocketed, and play continues according to specific game rules as if no locking or jawing of balls had occurred.
- K. Interference. If the non-shooting player distracts his opponent or interferes with his play, he has fouled. If a player shoots out of turn, it is considered interference.
- L. Non-Player Interference. If any player watching the game should call out shots or call foul, to help the person playing, the opponent may call foul, player loses shot (ball in hand). Club officers should ask non-league spectators not to call out shots during the match. However, a foul will not be called on the first warning to a non-league spectator. A second warning will result in foul.
- M. Illegal Marking. If a player intentionally marks the table in any way to assist in executing a shot, whether by wetting the cloth, by placing a cube of chalk on the rail or by any other means, he has

- N. Masse and Jump shots are not permitted. Failure to comply will result as a foul. Masse` defined: The cue ball is struck off center with a cue stick held almost vertical (greater than $> 45^\circ$). The ball curves greatly on its path, often with a sudden, dramatic change of speed in the middle of the shot.
- O. Stopping Cue Ball while executing a legal shot is a foul.

VI. Loss of Game. A Player loses the game if he commits any of the following infractions:

- A. Fouls when pocketing the 8-ball.
- B. Jumps the 8-ball off the table at any time.
- C. Scratch while playing the 8-ball.
- D. Pockets the 8-ball on the same stroke as the last of his group of balls.
- E. Pockets the 8-ball in a pocket other than the one designated.
- F. Pockets the 8-ball when it is not a legal object ball.

VII. Forfeit

- A. The first game will be played at 7:00 PM on Thursday evening. If at the time a match is scheduled to begin and roster is not filled for that game, wait 5 minutes (7:05PM). If no one is available to shoot that game then it is forfeited and every 5 minutes thereafter until someone shows up or until doubles are to begin.
- B. Doubles: You must have two players on the floor ready to shoot the game. (One player cannot start the game without a partner)
- C. A team shooting a player, which is not on their roster, shall forfeit that game.
- D. Players must be a card-carrying member of your club, and must be at least 21 years of age to be eligible to play. If not, the game is forfeited.
- E. Any player shooting a game out of turn or not scheduled to shoot will forfeit that game. However, once the next game starts, it is too late to call the forfeit.
- F. Breaking down a cue stick (completely apart) during the match will result in forfeit.
- G. Cheating will not be tolerated in the league. Regular season: Falsifying the line-up with a player not listed on your roster will result in forfeit of all 15 games in the match. Playoffs: Falsifying the line-up with players not eligible to compete (see Tournament Playoffs) in the playoffs will result in forfeit of the match, and the team will forfeit all prize money for the season.
- H. In the event a team forfeits an entire match due to lack of players or other circumstances, the opposing team shall receive 8 wins and one point for the match. The forfeiting team shall receive no wins, no losses, and no match points.

VIII. Coaching

- A. Team captains are permitted to give advice during a singles match to a player (if a captain is called to the pool table by a player, "captain call") once each game for a maximum duration of two minutes. (only one coach is permitted at table with player) Players may also discuss shots with their partner in the double matches.
- B. A Captain or Co-Captain ("coach") is permitted to call a time-out during a match. The coach must confer with his player at the table. The coach may advise a player if a foul has been committed. (player must announce "foul" to opponent before play is continued). This time-out is considered to be a captain-call which is limited to once per game.
- C. Only the players involved in the game can and will call bad hits (hitting opponents ball first). If a shot is close, the opposing player should ask for one representative [Captain or Co-Captain

only] from each team to watch the shot. Should there be a disagreement, upon watching the shot, it will be settled by a coin tossed by the home team captain. (This is not considered a time out.)

IX Miscellaneous

- A. Rules adopted at the beginning of the year will be voted in for the year.
- B. A \$110.00 entrance fee is required to join the league. All entrance fees must be paid to the league Treasurer. If the fee is not paid the team will not be scheduled for the season.
- C. Each club is required to have at least one team member at a scheduled League meeting. The team will be fined \$15.00 for not having a representative present at the meeting.
- D. Match scores are called in at the end of the match; this is the responsibility of the home team captain; failure will result in a \$25.00 fine for each occurrence.
- E. A \$50.00 fine shall be imposed to team that does not show for a match without have just cause to cancel or reschedule said match. Fine shall be rewarded to club that was hosting match.
- F. Teams which have to cancel a match. Must make up that match within 30 days.
- G. League wide cancellation- (All Teams) Matches will made up at the end of the season.
- H. A break in between the Singles match and the Doubles match is optional.
- I. Anyone fighting during a league match will be suspended until the next regularly scheduled meeting. To be reinstated to the league, team captains and officers will vote upon any person(s) suspended.
- J. If a game is protested, both players involved must be present at the following meeting. If one of the protesting parties fails to be present, the opponent wins the game.
- K. Teams having pay tables must pay the table for all games including the opposing teams practice time before the match.
- L. Music can be distracting, especially if it's too loud. A team has the right to ask the home team captain or bar tender to lower the music to a tolerable level so not to interfere with the match.
- M. Teams are permitted to add players to roster by end of night of round one. Captain must call secretary of league to add player.
- N. League standings will be determined by match wins. A match is won by a team that has at least 8 wins out of 15 games. That team is awarded 1 point for a match win.
- O. All 15 games (regular season match) must be completed. (Forfeit games count as a completed game) Leaving a match after winning 8 games without completed the match will result in forfeiture of the wins to the opposing team.
- P. Percentages as well as head-to-head competition results will be used in end of season tie breaking situations.

X. Tournament Playoffs

- A. Team Captains will submit a roster of eligible players for playoffs at the meeting held prior to playoff matches.
- B. To be eligible for post-season playoffs: A player must have played in a minimum of one-third (33.33%) of the scheduled matches. (Playing multiple games in one match does not count as playing in more than one match) Proof of eligibility must be presented to the opposing team captain upon request. If a season schedule has included Bye weeks, these games are not counted as part of the eligibility requirements. Minimum games required will be announced once a schedule has been determined
- C. All fines must be paid in full before playoffs; failure will result in tournament ineligibility.

- D. Tie Breaker – In the event that a match results in a tie, captain’s choice will decide which players will shoot the final game to break the tie.
- E. Lag for Break. The following procedure is used for the lag for the opening break. Each player should use balls of equal size and weight (preferably cue balls but, when not available, non-striped object balls). With the balls in hand behind the head string, one player to the left and one to the right of the head spot, the balls are shot simultaneously to the foot cushion and back to the head end of the table. The player whose ball is the *closest* to the innermost edge of the head cushion wins the lag. (The ball is permitted to hit the head cushion on return but not necessary.) The lagged ball must contact the foot cushion at least once. Other cushion contacts are immaterial, except as prohibited below. (It is an automatic loss of the lag if: (1) the ball crosses into the opponent's half of the table, (2) the ball fails to contact the foot cushion, (3) the ball drops into a pocket, (4) the ball jumps the table, (5) the ball touches the long cushion, (6) the ball rests within the corner pocket and past the nose of the head cushion, or (7) the ball contacts the foot rail more than once. If both players violate automatic-loss lag rules, or if the referee is unable to determine which ball is closer, the lag is a tie and is replayed.