

HARTFORD POOL LEAGUE
RULES 2024-25

1. **OBJECT OF THE GAME:** Eight ball is a call shot game played with a cue ball and fifteen object balls, numbered 1-15. One player must pocket balls of the group numbered 1-7 (solid colors), while the other player has 9-15 (stripes). **THE PLAYER POCKETING HIS GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME.**
2. **CALL SHOT:** In call shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Banks and combinations are not considered obvious and both the ball and the pocket must be called. When calling the shot, it is NEVER necessary to indicate details such as the 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.
3. 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.
4. **RACKING THE BALLS:** The balls are racked in a triangle, the first ball of the rack on the spot. **BREAK YOUR OWN RACK**
5. **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 his entire group of balls, he shoots to pocket the 8-ball.
6. **FOUL 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 head string except on the opening break). This rule prevents a player from making intentional fouls that would put his opponent at a disadvantage. With "cue ball in hand" the player may position the cue ball on the table by hand (more than once if necessary). After placing the cue ball, the shaft and ferrule of the cue stick (not the tip) may also be used for positioning the cue ball for shooting.
7. **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.
8. **OBJECT BALLS JUMPED OFF OF 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 loss of game. Any jumped object balls are spotted in numerical order according to the general rules for spotting balls.
9. **PLAYING THE 8-BALL:** When shooting at the 8-ball, a scratch is NOT loss of game if the 8-ball is not pocketed.
10. **LOSS OF GAME:** A player loses the game if he commits any of the following infractions. (A) fouls when pocketing 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 of the table at any time, (D) pockets the 8-ball in a pocket other than the designated pocket, (E) pockets the 8-ball when it is not the legal object ball.
11. **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. The game does not start until a legal break is made. It is not necessary to hit the apex ball (the ball that is on the foot spot) to initiate a legal break in 8-ball. A miscue on the break is not a foul. The player re breaks.
12. **SCRATCH ON A LEGAL BREAK:** If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball: see rule 13) (2) it is a foul, (3) THE TABLE IS OPEN (NO KITCHEN- CUE BALL MAY BE PLACED ANYWHERE ON THE TABLE)
13. **8-BALL POCKETED ON THE BREAK:** If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a re-rack or having the 8-ball spotted and begin shooting with the ball in hand.
14. **OPEN TABLE:** (defined) the table is "open" when the choice of groups (stripes or solids) has not yet been determined. The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups, because 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 shot.
15. **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 (1) pocket an object ball, or (2) cause the cue ball or any object ball to contact a rail. **PLEASE NOTE:** 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.
16. **CUE BALL FROZEN TO OBJECT BALL OR CUSION:** Per BCA rule book page 21, 1-20,#2, If the cue ball is frozen to a legal object ball, it is legal to shoot toward the object ball provided you use a legal stroke. The cue ball must be declared frozen prior to the shot or it is considered not frozen.
17. **FOULS BY DOUBLE HITS:** If the cue ball is touching the required object ball prior to the shot, the player may shoot toward it, providing that any normal stroke is employed. If the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball, the shot is a foul.
18. **SAFETY SHOT:** For tactical reasons a player may choose to pocket their own 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 their own 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 remains pocketed.
19. **LEGAL JUMP SHOTS ARE ALLOWED.**
20. **COACHING WILL BE ALLOWED ONLY 4 TIMES PER MATCH. YOU MAY HAVE MULTIPLE COACHES PER GAME BUT IF YOU USED ALL 4 IN ONE GAME THEN THERE WOULD BE NO MORE COACHES LEFT FOR THE ENTIRE MATCH. ANY TEAM MEMBER CAN INITIATE THE COACH. COACH TIME WILL BE 2 MINUTES.** Any player on the team can initiate a coach.
21. **FOULS: CUE BALL FOUL ONLY:** Fouls can be called by any player on the team. **THIS IS NOT CONSIDERED COACHING.** If one or more balls is moved accidentally, and it is not a cue ball foul, the opponent has the option of letting the ball or balls stay where they are or moving them back to their original positions to the best of their ability. If you don't hit your own ball first, it is a foul. A scratch is a foul and it will be cue ball in hand except on the break. After a foul, the incoming player may move the cue ball with their hand, shaft or ferrule to align the cue ball. The shooter may not use the tip of their cue if it is a shooting motion. **NOTE:** If there is outside interference on a shot, and it isn't one of the players teammates, there is no foul and the balls should be placed back to their original positions as best as possible.
22. **KITCHEN-HEADSTRING RULE:** Any part of an object ball crossing the head string is considered in the kitchen. Any part of the cue ball crossing the head string is considered out of the kitchen. The entire cue ball must be behind the head string in the kitchen.
23. **NO SHOOTER IN THE OPEN DIVISION MAY SHOOT IN ANY OTHER DIVISION (ELIMINATED)**
24. No team may use another player from another team.
25. **HOME TEAM DOES NOT MOVE. ONLY THE VISITING TEAM ROTATES.**
26. **GAMES ARE DETERMINED BY POINTS:** winner gets 9 points and the loser gets 1 point for each ball pocketed.
27. **SHORTAGE OF PLAYERS:** If a player does not show up at all, the opponent gets (9) points for each game (all four). In the event that a player starts his game or games, and he is unable to complete all four games, the opponent gets (9) points for each remaining game or games.
28. **EARLY LEAVE RULE:** If a player has to leave early, the player may shoot the games early, but no back to back games unless it is OK'd by both teams.
29. **END OF YEAR PAYOFF:** Based on a tiered system.
30. Winner of each round will get (1) points.
31. Round winner determined by team score.
32. In case of a tie. (1/2) point each.
33. **PLAYOFF ELIGIBILITY:** A player must play at least (4) times during the regular season to be eligible for the playoffs. **NOTE:** If a team plays with a shooter that hasn't completed (4) weeks of play, that team is given a penalty of (4) points for each round.
34. **FEES:** Sponsor fee will be \$50.00 per team. Player fee will be \$10.00 per player per team each week.
35. **TEAM POINT:** One point is awarded for total team score. In case of a tie, 1/2 point each.
36. **START TIME:** 7:00P.M. 15 minute grace period
37. **FORFEIT RULE:** 1 game will be forfeited every 15 minutes after the start time unless otherwise agreed upon by both teams.
38. **POSTPONED MATCH** All postponed matches must be shot within 2 weeks or both teams result in a forfeit with a score of ZERO.
39. **SCORE SHEETS:** Turn score sheets and money into the Pour House by Sunday at the latest. The home team will be responsible for loss of scores and money.
40. **IF NONE OF THE ABOVE RULES APPLY TO A CERTAIN SITUATION AND THE TWO PLAYERS CAN'T COME TO AN AGREEMENT, THE GAME WILL BE PLAYED OVER. PLEASE USE COMMON SENSE AND SPORTSMANSHIP. IT'S ONLY A GAME.**
41. **BOARD HAS THE RIGHT TO REJECT ANY SPONSOR DUE TO LOCATION.**
42. **BOARD MEMBERS ARE Bryan Morey & Dan Moser**