

The Official Rules of The Kelowna 8 Ball Association



Revised October 2009

The Kelowna 8 Ball Association Executive Committee 2009-2010

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Ranking Your Players

For the first night of the season, all teams will rank their players as fairly and honestly as possible (the best player playing first, etc.). Teams playing the same players as last year shall rank them according to the order in which they played the final match of last year. After the first night the players will be ranked with the best playing #1 position and the weakest player playing in the #5 position.

If there is a tie in ranking, the player that played highest on the previous night shall remain in that position.

All team captains are expected to keep their ranking sheet up to date at all times, so if another team questions your placement of players, you can show them your up to date ranking sheet.

Spares shall play in the position vacated by the regular player not present that night.

Paid spares are members of your team, therefore they play according to the number of points they have and will not play in any other position (i.e. they will not play in the position of the person they are replacing).

Rules of Etiquette

1. The first thing to remember is that you and your team are **representing** a **LOCAL** business. It is expected that you will conduct yourself in a **sportsmanlike** manner.

The Kelowna 8 Ball Association will not tolerate its members acting in an **unsportsmanlike** manner or ruining the game for others involved. It is expected that the team captains will keep their players in line. Players found guilty of such conduct will be dealt with accordingly.
2. As in any competitive sport, it is more fun to win than to lose, but if you should happen to lose, **be a good sport** and thank your opponent for the game.
3. Remember that you are being **sponsored** by a **Pub** and that they are supporting you, so you should, in return, support them whenever possible. This will **benefit everyone** that is involved with the Kelowna 8 Ball Association.

4. When your opponent is **shooting**, offer them the same consideration that you would expect by **not heckling** or otherwise disturbing them in the middle of their shot and by **staying out** of their **line of vision** when they are attempting to pocket their balls.
5. **All players must play their own game.** This means that when you approach the table to take your turn, you must remain there and not confer with anyone until your turn at the table is finished. You can talk with your teammates when it is not your shot in the game. The only exception is when calling a time out.
6. Purposeful **delay of the game** to distract your opponent will be considered **unsportsmanlike** conduct.

General Rules

1. Drop box(s) are located at: **Tom Colins**
2. To **qualify** for league **tournaments** you must be a **cardholding member** and have played **six (6)** matches as a cardholder.
3. All matches will **start at 7:00pm.**
4. Any **disputes or foul calls** may only be called by the **two players** at the table or one of the **team captains or co-captains.**
5. If you don't have a full team, you may pick up spares (cost to play a spare is **\$4.00** and **you must include the money with your score card**). Spares **do not** have to be league members. You must play with the players that you write down. Make sure that your team knows when and where their next game is.
6. You **must** have the score card filled out **completely** by the start of the first match. Membership #'s must be included. Make sure the players have the correct membership #'s at all times.
7. If for some reason your team cannot make the match, it is the captain or co-captain's responsibility to contact the opposing team to set a new time for the match. This is for emergencies only! A minimum of two day's notice should be given.

8. If a team quits or continually does not show up for its matches, all teams will lose the points they have received from that team during the course of the year.
9. At 7:00pm each player will be allowed **five minutes grace** on his/her game and then if they are not there they will forfeit that game.
10. If no players are available to play at 7:30pm they forfeit all fifteen games. No exceptions unless mutually agreed upon by both captains.
11. Any **protest** of a shot must be done **right after** the shot, not two shots later or after the game is over.
12. All teams are responsible for and must supply a **valley cue ball**. No match shall be played otherwise. Any game played with the wrong ball and without protest stands as played. If it's discovered after the game has started that you are playing with the wrong ball, the proper ball can be brought in and the game will continue. The game will not be replayed.
13. The **visiting** player **calls** the flip of the coin before each game of the first set. The winner has the option of breaking the balls or passing the break to his/her opponent.

Score Cards

14. The home team and visiting team must **BOTH** drop off score cards. Each team will **attach** their **spare money** (\$4.00 per spare player) to their score card and label their envelope please with date and amounts.
15. The score cards must be **dropped** off by **6:00pm** on **Wednesday** night following that week's game. Each team is responsible for their own score cards.
16. **IF YOU DO NOT DROP OFF YOUR SCORE CARDS, ALL YOUR POINTS, BOTH TEAM AND INDIVIDUAL, WILL BE FORFEITED FOR THAT NIGHT. THERE WILL BE NO WARNINGS AND NO EXCEPTIONS!**
17. All players **must** use their **membership number**. If no membership number appears on the score card, we will not be able to track your individual points. So. **no number, no points.**

18. **Only one player per league number.** Anyone caught **abusing** this rule will lose the illegally gained points and the guilty team will be **penalized 15 points.**
19. If a team drops out during the course of the year, no other team may take their position or points.
20. Score cards must be **completely** filled out and **signed** by **both captains** before being dropped off.
PLEASE FILL IN THE DATE CORRECTLY!

Game Rules

21. **CUE BALL ON OPENING BREAK**
The opening break shot is taken with cue ball in hand behind the head string. On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip
22. **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. When the breaker fails to make a legal break, it is a foul, and the incoming player has the option of
(a) accepting the table in position and shooting, or
(b) having the balls re-racked and having the option of shooting the opening break or allowing the offending player to re-break.
23. **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 foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner. **Winner Racks the balls.**
24. **SCRATCH ON A LEGAL BREAK**
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: The 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.

25. OBJECT BALLS JUMPED OFF 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.

26. 8-BALL POCKETED ON THE BREAK

If the 8-ball is pocketed on the break, 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 ball in hand behind the head string.

27. DEFLECTING THE CUE BALL ON THE OPENING BREAK

On the break shot, stopping or deflecting the cue ball after it has crossed the head string and prior to hitting the racked balls is considered a foul and loss of turn. The opponent has the option of receiving cue ball in hand behind the head string or passing the cue ball in hand behind the head string back to the offending player.

28. BREAKING SUBSEQUENT RACKS

The winner of each game breaks in the next. The winner of the last game played on the table will rack for the incoming players.

29. 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 foul and no stripe or solid may be scored in favor of the shooter. The

shooter loses his turn; the incoming player is awarded cue ball in hand; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

30. CHOICE OF GROUP

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.

31. CUE BALL IN HAND BEHIND THE HEAD STRING

This situation applies in specific games whereby the opening break is administered or a player's scratching is penalized by the incoming player having cue ball in hand behind the head string. The incoming player may place the cue ball anywhere behind the head string. The shooting player may shoot at any object ball as long as the base of the object ball is on or below the head string. He may not shoot at any ball, the base of which is above the head string, unless he first shoots the cue ball below the head string and then by hitting a rail causes the cue ball to come back above the head string and hit the object ball. The base of the ball (the point of the ball touching the table) determines whether it is above or below the head string. If the incoming player inadvertently places the cue ball on or below the head string, the opposing player must inform the shooting player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the shooting player before the shot is made, the shot is considered legal. If the shooting player is informed of improper positioning, he must then reposition the cue ball.

32. HEAD STRING DEFINED

The area behind the head string does not include the head string. Thus, an object ball that is dead center on the head string is playable when specific game rules require that a player must shoot at a ball past the head string. Likewise, the cue ball when being put in play behind the head string (cue ball in hand behind the head string), may not

be placed directly on the head string; it must be behind it.

33. 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 a numbered ball, or
(2) cause the cue ball or any numbered ball to contact a rail.

Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the object ball, an object ball must be pocketed, or the cue ball or any numbered ball must contact a rail.

Failure to meet these requirements is a foul.

34. STRIKING CUE BALL

Legal shots require that the cue ball be struck only with the cue tip. **Failure to meet this requirement is a foul.**

35. 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. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. 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. The opening break is not a "called shot". Any player performing a break shot in 8-Ball may continue to shoot so long as any object ball is legally pocketed on the break.

36. "SAFETY" SHOT

For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue a 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 object ball, then prior to the shot, the shooter must declare a "safety" to the opponent. It is the shooter's responsibility to make the opponent aware of the intended safety shot. 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.

37. SCORING

A player is entitled to continue shooting until failing 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.

38. ADDITIONAL POCKETED BALLS

If extra balls are pocketed on a legal scoring stroke, they are counted.

39. COMBINATION SHOTS

Combination shots are allowed; however, the 8-ball can't be used as a first ball in the combination unless it is the shooter's only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-ball, it is a foul.

40. POCKETED BALLS

A ball is considered pocketed if as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains there. (A ball that drops out of a ball return system onto the floor is not to be construed as a ball that has not remained pocketed.) A ball that rebounds from a pocket back onto the table bed is not a pocketed ball.

41. 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.

42. POSITION OF BALLS

The position of a ball is judged by where its base (or center) rests.

43. FOOT ON FLOOR

Player must have at least one foot in contact with the floor at the moment the cue tip contacts the cue ball, or the shot is a foul. Foot attire must be normal in regard to size, shape and manner in which it is worn.

44. SHOOTING WITH BALLS IN MOTION

It is a foul if a player shoots while the cue ball or any object ball is in motion (a spinning ball is in motion).

45. COMPLETION OF STROKE

A stroke is not complete (and therefore is not counted) until all balls on the table have become motionless after the stroke (a

spinning ball is in motion).

46. FAILURE TO CONTACT OBJECT BALL

It is a foul if on a stroke the cue ball fails to make contact with any legal object ball first. **Playing away from a touching ball does not constitute having hit that ball.**

47. CUE BALL SCRATCH

It is a foul (scratch) if on a stroke, the cue ball is pocketed. If the cue ball touches an object ball that was already pocketed (for example, in a pocket full of object balls), the shot is a foul.

48. FOULS BY TOUCHING BALLS

It is a foul to strike, touch or in any way, make contact with the cue ball or any object balls with anything (the body, clothing, chalk, mechanical bridge, cue shaft, etc.) except the cue tip (while attached to the cue shaft), which may contact the cue ball in the execution of a legal shot.

49. FOUL BY PLACEMENT

Touching any object ball with the cue ball while it is in hand is a foul.

50. PLAYER RESPONSIBILITY FOULS

The player is responsible for chalk, bridges, files and any other items or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such an object make contact with any ball in play.

51. 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 headstring except on opening break). This rule prevents a player from making intentional fouls which would put an opponent at a disadvantage. With "cue ball in hand", the player may use a hand or any part of a cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.

52. CUE BALL IN HAND FOUL

During cue ball in hand placement, the player may use his hand or any part of his cue (including the tip) to position the cue ball. When placing the cue ball in position, any

forward stroke motion of the cue stick contacting the cue ball will be considered a foul if not a legal shot.

53. INTERFERENCE

If the non-shooting player distracts his opponent or interferes with his play, he has fouled. If a player shoots out of turn, or moves any ball except during his inning, it is considered to be interference.

54. DEVICES

Players are not allowed 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 or as an aid to aligning a shot., so long as the cue is held by the hand. To do so otherwise is a foul and unsportsmanlike conduct.

55. ILLEGAL MARKING

If a player intentionally marks the table in any way (including the placement of chalk) to assist in executing the shot, it is a foul.

56. 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 and are scored in favor of the shooter controlling that specific group of balls, solids or stripes.

57. 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 not re-spotted.

58. JUMP AND MASSÉ SHOT FOUL

A player should be aware that it will be considered a foul if during an attempt to jump, curve or massé the cue ball over or around an impeding numbered ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

59. BALLS 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 a part of the table. The table shall consist of the permanent part of the table proper. (Balls that strike or touch anything not a part of the table, such as the light fixture, chalk on the rails and cushion tops, etc., shall be considered jumped balls even though they might return to the bed of the table after contacting items which are not parts of the table proper). When a stroke results in the cue ball or any object ball being a jumped ball off the table, the stroke is a foul.

60. SPECIAL INTENTIONAL FOUL PENALTY

The cue ball in play shall not be intentionally struck with anything other than a cue's attached tip (such as the ferrule, shaft, etc.).

61. JUMP SHOTS

You may make a jump shot if you **strike the** cue ball on the **top** half, driving it into the table and over the ball to be jumped.

Shooting at the bottom half of the cue ball is considered a scoop shot and a foul if it is done intentionally.

Shaft jumping is not allowed.

62. 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:

- (a) A ball being pocketed, or;
- (b) The cue ball contacting a cushion after hitting your object ball, or;
- (c) The frozen ball being caused to contact a cushion attached to a separate rail, or;
- (d) Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of those four

requirements is a foul. A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts an other ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by one of the players prior to that object ball being involved in a shot.

63. 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, or fouls. When an inning ends free of a foul, the incoming player accepts the table in position.

64. PUSH SHOTS

Push shots are allowed.

65. 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.

66. JAWED BALLS

If two or more balls are locked between the jaws or sides of the pocket, with one or more suspended in air, the team captains shall inspect the balls in position and follow this procedure: they shall visually (or physically if they desire) project each ball directly downward from its locked position; any ball that in their judgement would fall in the pocket if so moved directly downward is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed.

67. LOSS OF GAME

A player loses the game by committing any of the following infractions:

1. Pockets the cue ball when shooting the 8-ball.
2. Pockets the 8-ball on the same stroke as the last of his group of balls.
3. Jumps the 8-ball off the table at any time.
4. Pockets the 8-ball in a pocket other than the one designated.
5. Pockets the 8-ball when it is not the legal object ball.
6. Pockets the 8-ball and commits a foul i.e. touching another ball with cue.
7. Jumps any ball off the table when shooting the 8-ball.

Note:

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

68. STALEMATED GAME

If, after 3 consecutive turns at the table by each player (6 turns total), the players must 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. The stalemate rule may be applied regardless of the number of balls on the table.

69. SPLIT SHOTS

You are only allowed to split your own balls, except when the table is open.

70. CONTROVERSIAL SHOTS

It is the opponent's responsibility to ask the player to wait before making a close shot where there is the potential for a disputable foul. Both team captains or designees must watch the shot and determine a ruling. If the captains are not able to come to an agreement then the game shall be scrubbed and the game will be replayed. If the player proceeds with the shot after being asked to wait, it is a foul and the opponent is awarded ball-in-hand.

71. TIME OUT

There is a limit of **one time-out per game** per player. This shall be no longer than 60 seconds in length. You may invite **one and only one** player from your team up to the table area to consult.

While you are not to coach your player without declaring a timeout, the Captain and Co-Captain may at any time assist the player with rules and the interpretation thereof.

When a shooter is calling a time out, and the "advising" person approaches the table, the advising person shall not mark the table or place the cue ball for the shooter (in the case of a foul). Any direction or advice shall be verbal only. The advisor may point out the line of the shot or target without touching the table or placing/ touching the cue ball and must leave the table before the shot. If advising player touches either the cue ball or marks the table, this will be considered a foul and opposing player has ball in hand.

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