

JBM Amusements Pool League Rules & Information  
PLAYING THE GAME OF 8-BALL

**1. THE GAME**

- A. The game is played with 15 object balls (7 stripes, 7 solids, and the 8-ball), plus the cue ball.
- B. The shooter attempts to pocket one group of balls, either stripes or solids, into a previously called pocket, and once their group of balls has been pocketed, then pocket the 8-ball into a called pocket.
- C. Obvious shots do not need to be called.
- D. Type of shot does not need to be called (ie., bank, carom, etc.). The game is call your pocket.
- E. Shooter may call their shot by announcing it or pointing with the cue.
- F. The game is not considered over until all balls have come to a complete stop.
- G. Jump shots are **ALLOWED** provided they are executed in a legal manner. Cue-ball must be struck above center, NO SCOOP SHOTS.

**2. THE BREAK**

- A. The 8-ball is placed in the center of the rack, with a stripe and solid in each corner.
- B. The player breaking must position the cue ball with the **BASE** of the ball behind the headstring. The opposing player must inform the breaker prior to the break of improper positioning or else the break will be considered legal.
- C. The player breaking must pocket either a stripe or a solid on the break to continue shooting. Table remains **OPEN** until the breaker or incoming player pockets a called shot, regardless if any balls were pocketed on the break.
- D. Once a player establishes his/her group of balls, the opponent must shoot the opposite group.
- E. A legal break means that the breaker has broke the rack and driven at **LEAST 4** object balls into a rail, or pocketed a ball. If the breaker fails to pocket a ball and fails to drive 4 object balls into a rail; that constitutes an illegal break. Incoming player has the option of playing the rack as is or can have the balls re-racked. Original breaker then loses their break and incoming player gets the balls re-racked with the opportunity to break.
- F. 8-ball break is **NOT** a win. If the breaker pockets the 8-ball on the break, and doesn't scratch, it is their option to either have the 8-ball spotted and continue shooting, or to have the balls re-racked, and he/she retains the break. However; if breaker pockets the 8-ball and scratches, or jumps the cue-ball off the table, it is the incoming players choice to have the 8-ball spotted, or have the balls re-racked. Incoming player then inherits the break.
- G. After a scratch on the break, incoming **player has ball-in-hand in the kitchen**. You do **NOT** receive ball in hand anywhere on the table for a scratch on the break.

**3. PLAYING The 8-BALL**

- A. The 8-ball is not a neutral ball. It cannot be used to begin a combination shot or it is a foul and the incoming player gets ball-in-hand anywhere on the table.
- B. After a shooter pockets his/her group of balls, they can shoot the 8-ball into a called pocket. Shooter does not have to call any kisses, only the pocket that the 8-ball will be shot into.
- C. Shooter loses the game if:
  - The 8-ball is knocked off the table.
  - Pockets the 8-ball into any pocket other than the pocket called.
  - Pockets the 8-ball and scratches.
  - Pockets the 8-ball before pocketing all of his/her object balls.
  - Contacts an opponent's ball with cue-ball before pocketing the 8-ball.

**4. SAFETY PLAY**

- A. A legal safety is completed when a player shoots the cue-ball into their group of object balls (stripes or solids) and once contacting one of their group of balls, a ball is driven to a rail. It does not have to

be the ball they contacted that goes to a rail. Any ball, cue-ball, their ball, or opponent's ball can touch a rail after making a legal hit on their ball.

- B. If player contacts a rail before hitting an object ball, a ball must still contact a rail after the contact, or it will be considered a foul.
- C. If object ball is frozen to a rail, the frozen ball must contact a rail besides the rail it is frozen to, or another ball must contact a rail or it will be considered a foul.
- D. A player may announce **SAFETY** and pocket a ball. By announcing safety, the player forfeits his/her opportunity to continue shooting, in spite of pocketing a ball.

## 5. **FOULING**

- A. Players will referee **THEIR OWN GAMES**. If there appears to be a situation that warrants special attention (ie., split hits, locked balls, etc.) a 3<sup>rd</sup> party can be asked to referee a shot.
- B. Games will be played 1 foul ball-in-hand. Any foul during the course of the game will result in the incoming player receiving ball in hand to be placed anywhere on the table except for during the break as outlined previously.
- C. Knocking a ball off the table is a foul. The ball that is knocked off the table ***GOES IN THE POCKET*** and the incoming player receives ball-in-hand.
- D. Contacting an opponent's object ball before contacting one of your group of balls is an illegal hit and the opponent receives ball-in hand.
- E. ***CUE BALL FOULS ONLY !!*** If a player inadvertently contacts another object ball while shooting, it is not a foul. Opponent has the option to replace the disturbed ball, or leave in it's new position. The only time moving an object ball is a foul is if during a shot, the cue-ball contacts a disrupted ball, or travels through the previous spot of a disrupted ball. It is determined then that moving the ball impacted the outcome of the shot, and the shooter will forfeit his shot and incoming player will receive ball-in-hand.
- F. You may shoot through a ball that is determined to be frozen to the cue-ball.
- G. When the cue-ball and an object ball are separated by a gap of less than a piece of chalk, the cue-ball may not travel a distance of more than half the object balls original position. Following the half of the object ball is a double-hit and opponent will receive ball-in-hand. A player may 'jack up' and shoot through a ball provided the cue-ball does not travel more than half way through the object ball, or shoot the ball at an angle.

## 6. **MATCH REGULATIONS**

- A. Each player will shoot 4 games. Each player shoots every player on the opposing team once for a total of 16 games in a match. The player who racks plugs the table.
  - 1. Visiting team line-up will rotate. Home team line-up order remains the same throughout the match.
  - 2. The home team will break in the 2<sup>nd</sup> and 4<sup>th</sup> round of the match with the visiting team breaking in the 1<sup>st</sup> and 3<sup>rd</sup> rounds.
  - 3. In the event of a dispute, the game in question will be replayed with the players involved splitting the cost of the game, and the breaker and racker remaining the same.
  - 4. The score sheet must be signed by a player from each team.
  - 5. ***PLAYERS WILL REFEREE THEIR OWN GAMES !!!*** On a questionable call, you may have a 3<sup>rd</sup> party referee a shot, and their decision is final. If a teammate calls a foul while it is not their game, the foul will be disregarded on the grounds of coaching. Conversely, coaching a teammate is a foul and will result in ball-in-hand for the opponent.

## 7. **LINE-UP**

- A. Home team will fill out their line-up first. Start time is 7 P.M.
  - 1. There will be a 15 minute grace period before league games must start. Late players should be inserted at the bottom of the line-up and if not present when their game is up, their game will be ruled a forfeit unless agreed upon by the opposing team to make accommodations for

the late player. If the late player arrives at any point during the match, they will be allowed to shoot any remaining games without further penalty.

## **8. The Team**

A. The team consists of 4 shooters. ***Each shooter is responsible for paying a \$15.00 sanction fee to JBM Amusements which we will then pay to the BCA.*** Your sanction fee will qualify you for both state and national tournaments, and you will also be provided with a BCA rules handbook as part of your sanction fee.

1. Sanction fees must be paid by the 3<sup>rd</sup> week of league!
2. Any player that starts shooting that night and then leaves will forfeit 10 points for each remaining game they have left to play.
3. Teams must have at least 3 players to play a match. After the 15 minute grace period is up, you may begin shooting with 2 players, but if the 3<sup>rd</sup> player hasn't arrived by the time their game is up the match will be considered forfeited.
4. If a team is missing a player, the opposing team will receive 10 points for each game forfeited, with the forfeiting team receiving 0 points.

B. Matches may be postponed if agreed upon by both captains-under these guidelines:

1. The last match of the season cannot be postponed.
2. The postponed match must be played prior to the next scheduled match.
3. Forfeiting in the final week of the season will forfeit 100% of teams prize money, as well as placement in standings and award eligibility.

## **9. SCORING THE MATCH**

A. The match will consist of 5 rounds-4 individual rounds and a 5<sup>th</sup> round comprised of cumulative totals for the match.

1. If a round ends with teams tied in points, each team will receive a ½ round.
2. A player will receive 10 points for a win. The losing player will be awarded 1 point for every ball of their group pocketed.

**EXAMPLE- Winning player get 10 points- Losing player had 2 balls left on the table, meaning they would receive 5 points for the 5 balls pocketed during the game.**

## **10. ONLINE STATS AND STANDINGS**

A. A standings sheet with individual averages and team standings will be delivered to each bar every week, and will also be available to view online at **[jbmamusements.com](http://jbmamusements.com)**.

1. Averages will round to the nearest tenth of a point.

EXAMPLE- 7.67 will round up to 7.7 and 7.44 would round down to 7.4

B. Team handicap will be the difference in total averages between the teams shooting.

**EXAMPLE-** Team A shooters averages add up to 36.6 they round up to 37. While team B shooters averages add up to 30.5 and when rounded up comes to 31. Since Team A's average is 37 and team B's average is 31, Team B will receive 6 handicap points per round.

1. Handicap will begin the 3<sup>rd</sup> week of the season.

## **11. TEAM FORMAT**

A. Teams will consist of 4 players

1. Teams can be comprised of any combination of male and female players.
2. You will be allowed to carry up to 8 players on your roster.
3. You may add a player at anytime provided the players sanction fees are paid.
4. Once a player shoots for a team, they may only shoot for that team. In the event that a player from another team shoots for a team other than their original team, all games the player shot will be forfeited that night.
5. All players must be of legal drinking age or their games will be forfeited.

## **12. PLAYING FEES**

- A. Each team will be responsible for paying \$20 in team dues (\$5.00 a shooter) regardless of the number of players that shot that week.
1. Playing fee will be \$5.00 a person each night.
  2. If a match is forfeited, weekly fees still must be paid.
  3. Shortages must be paid within 2 weeks or teams may be subjected to forfeiting all future matches. JBM Amusements reserves the right to expel any team from the league.

## **13. SPORTSMANSHIP**

- A. Proper sportsmanship is required of all league members. RESPECT the locations, equipment, and competition. With that in mind, PLEASE refrain from smoking at the table, sharking (attempting to distract the opponent), banging cues, and any other undesired behaviors.
1. ***Breaking down your cue while the opponent is shooting will be considered conceding defeat, and will result in an immediate loss of game. Once your cue is apart- GAME OVER !!!***
  2. Any physical altercation will result in immediate dismissal from the league for the player responsible.
  3. Please be courteous and end each game with a handshake, and each match by signing the score sheet.

## **14. ENVELOPE DROP-OFF**

- A. Visiting captains are to drop the envelope containing the score sheet and league money to the Press Box by Midnight. Any team that fails to do so will receive a \$10.00 penalty.
1. Visiting teams will be held accountable for any money shortages not indicated on the score sheet or envelope.
  2. Envelope should contain score sheet, both teams money, and should have both teams names written on the envelope as well as the dollar amount included in the envelope.

## **15. SCORE SHEETS**

- A. Score sheets should contain the following:
1. Players full names, averages, and total points scored that night.
  2. Rounds won and lost.
  3. Both the visiting and home team names.
  4. The amount of money paid by each team.
  5. Captain's signatures verifying the results of the match and money total.
  6. Team Handicaps.
- B. Each team will be provided a score sheet, with one copy to be signed by both captains and turned in with the envelope that night.
- C. Sponsors will have score sheets delivered to their bar every week.
- D. Standings also can be viewed anytime online at [jbmamusements.com](http://jbmamusements.com) .
- E. Each individual player will receive a copy of the BCA rules handbook. Anything not covered in these rules PLEASE check in your handbook.