

## BLACKDUCK 4-PLAYER 8-BALL POOL RULES

### 1. **BAR OWNERS RIGHTS AND RESPONSIBILITIES.**

- A. Authority to add or remove players from teams they are sponsoring.
- B. Provide table at designated time, with adequate room to play and any spectators behave courteously.
- C. Right to remove players (WHETHER FROM THEIR TEAM OR THE OPPONENT'S TEAM) from their establishment at any time.
- D. Players must be of legal age to purchase alcohol TO PARTICIPATE IN ANY NORTHERN AMUSEMENT LEAGUES.
- E. Pay per team sponsor fee to Northern Amusement for each team participating in league.

### 2. **TEAMS CAPTAINS RIGHTS AND RESPONSIBILITIES.**

- A. Be present at all league meetings. Only the captain or acting captains possess voting rights.
- B. Instruct their players as to all league rules and requirements.
- C. Collect fees for matches and tournaments. **THE VISITING CAPTAIN** is responsible to deliver envelope containing match results and dues to **NORTHERN AMUSEMENT** on same night of play. If the envelope cannot be delivered on the night of play, it must be delivered to the drop off location by 1:00pm the next day. ANY SHORTAGES in the envelope will be deducted from team point's checks.
- D. Fill out player roster sheet and turn it in on the first night of play. New players may be added after the first match, up to and including the **December 7th**. If a new player is added, **THE PLAYERS FULL NAME, ADDRESS AND PHONE NUMBER** must be written on the back of match SCORESHEET and turned in with match results. Absolutely no adding after the deadline!!
- E. Watch matches in progress. The **CAPTAINS** from both teams shall try to settle any disputes. All disputes that cannot be settled must be written up in the form of a protest and delivered to NORTHERN AMUSEMENT within 24 hours of completion of the match. A ruling on the protest will be made by Northern Amusement.  
**RULE QUESTIONS ON LEAGUE NIGHT WILL BE ANSWERED BY DARIN AT 556-6165.**
- F. IT IS THE CAPTAINS RESPONSIBILITY TO ENSURE PROPER PAYMENT TO EACH MEMBER FROM THE SEASON TEAM CHECK

### 3. **LEAGUE RULES AND PROCEDURES**

- A. Start time is 7:00 PM. Teams will be allowed 30 minutes grace time. At 7:30 the team not present will forfeit the first round. At 7:45 they forfeit the entire match and all five round points. If you are unsure of the correct time call time and temperature (751-7400).
- B. League Champions will be determined in the following manner.
  1. Team with the most round points for the season will be the league champion.
  2. Tie in round points; team with the most wins will be the league champion.
  3. Tie in round points and wins; team with the most points will be the league champion.
  4. League score sheet is the official list for team round points, wins, and points.
- C. **NORTHERN AMUSEMENT** will provide a season schedule for matches. Under extenuating circumstances, NORTHERN AMUSEMENT may schedule make-up games. Teams asking to make up a match must NOTIFY THE OPPOSING TEAM **24 HOURS IN ADVANCE** AND PLAY AT THE OPPOSING TEAMS BAR. Makeup matches must be made up no later than **TWO WEEKS** after the original scheduled date.
- E. When matches are not played, for whatever reason, all player fees must still be turned in.

- F. All player fees go into a separate league account and 100% of fees collected will be paid back to players in the form of awards, checks an end of season tournament and league upkeep.
- G. If we have an odd number of teams in the league, you may have a bye. NO points are awarded on a bye and no money is due.
- H. **ILLEGAL PLAYER:** IF A TEAM Play's A MATCH WITH AN ILLEGAL PLAYER, THEY WILL FORFEIT THE ENTIRE MATCH. (Definition of an illegal player is: a player, not on the roster, using the name of a player on the roster.)

#### 4. SCORING AND PROCEDURES

- A. A team match will consist of four rounds of four games, giving a total of sixteen games played. Starting players from each team must play all assigned games, and retain their positions in the line-up. **THIS IS A ROUND ROBIN LEAGUE.** (EACH PERSON ON A TEAM WILL PLAY 4 PEOPLE FROM THE OTHER TEAM)
- B. The cost of league play is **\$7.00 a night per player**, with quarters for the games coming out of this amount.
- C. A team will consist of four regular players and up to four substitutes for a maximum total of eight players.
- D. A team with only three players available to play will still be allowed to play, but will receive 0 points for their missing player. Opponents of the missing player will receive the equivalent of average. (Exception: If it is the first night of play and a team is short a player their opponent will receive an 8 against the missing player) If both teams have only three players, then no points are awarded for the fourth players to either team. If a fourth player arrives late during the match and his game in a round has been by-passed, he may on shoot in the remaining rounds where his position has not been by-passed.
- E. A team with two or less players forfeits the match. When a team forfeits, the opposing team must send in their nightly fee in order to receive their round points, player points, and wins.
- F. Line-ups will be placed on the SCORESHEET by the home team captain first. **PLAYERS DO NOT HAVE TO BE LINED UP ACCORDING TO THEIR AVERAGES.** The captain of a team that has less than three players available for the match must notify the opposing teams captain before play begins, and also state which position in the line-up will be vacant. **THIS MAY BE THE LAST POSITION ON THE SCORESHEET IF THE TEAM SO DESIRES.**
- G. In scoring, each player receives one point for each ball of their group pocketed, except for the eight ball, which scores three points when pocketed. The winning player is always credited with 10 points. If the shooter pockets the eight ball before it is legal to do so, or if the shooter scratches on the eight ball, the opponent automatically receives ten points. The loser cannot score more than seven points.
- H. **IF YOU TIE POINTS IN A ROUND, EACH TEAM WILL RECEIVE HALF A POINT FOR THAT ROUND. THAT WILL INCLUDE THE FINAL ROUND.**
- I. If you win a match bye a forfeit, each team member present and listed on the score sheet will receive their average multiplied by 4. These points will be credited to the individuals.
- L. AN 8-BALL PATCH IS USED TO CALL WHICH POCKET THE 8-BALL IS TO BE POCKETED IN. THE PATCH MUST BE PLACED BETWEEN THE POCKET CALLED AND THE FIRST DIAMOND ON EITHER SIDE OF THE POCKET CALLED. THE PATCH MUST NOT TOUCH OR COVER THE DIAMOND. THE POCKET DOES NOT HAVE TO BE VERBALLY CALLED ON THE 8-BALL AS LONG AS THE 8-BALL IS POCKETED WHERE THE PATCH IS LOCATED.
- M. **NEW RULE: ALL PLAYERS MUST RACK YOUR OWN BREAK**

## 5. RULES OF PLAY

### A. BALLS AND RACKING

1. The game is played with 1 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. When racking there must be a solid in one corner and a stripe 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 pocket the 8-ball, which then wins the game.

### B. BREAK SHOT

1. **THE HOME TEAM ALWAYS BREAKS FIRST AND WRITES THEIR LINE-UP DOWN FIRST.** The break alternates BY ROUNDS thereafter.
2. If the breaker hits the racked balls with the cue ball, driving four or more balls to a cushion or pocketing one or more object balls, the game is considered started. If a player fails to make a legal break, it is not a foul; however, the opponent has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and shooting the opening break himself (3) or has the original breaker re-break.
3. 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.
4. When spotting the cue ball for the break shot, the BASE of the ball must be behind the head string.
5. 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 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 of the kitchen and shoots the cue ball, it is a foul if called by the opponent.
6. A cue ball placed into the kitchen for a break shot, foul, or scratch may be adjusted by **HAND ONLY**. Once the rack is removed from the racked balls the game is considered started and the hand only rule applies.
7. On the break shot, if one or more balls of either group or both groups are made on the break shot, **THE TABLE REMAINS OPEN**. The breaker must shoot again to determine his group of balls. The breaker may use any combination of solids or strips to pocket his called ball when the table is open. Once a player has established his or hers group of balls, him or her then continues shooting at his/hers group as long as he legally makes one of his group on each shot. The **8-BALL** may be used in a combination on an open table to determine a player's group of balls. On an open table a safety may be called and a ball pocketed in this situation, but the table remains open and it is then the opponents turn to shoot.
8. During league play, making the 8-ball on the break, the **BREAKER** may ask for a rerack or have the 8-ball spotted and continue shooting. Should the breaker make the 8-ball and scratch, the **OPPONENT** has the option of spotting the eight ball or re-racking and breaking. When there is an 8-ball on the break the money for the rerack comes out of the night's **MATCH ENVELOPE**.
9. If the player breaking the racked balls does not make any balls, his opponent then shoots, having an open table.
10. An object ball's base determines whether a ball is in or out of the kitchen. An object ball whose base is on line is considered **OUT** playable.

11. 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. Any jumped balls are spotted in numerical order.

#### C. PLAY

1. A player must designate, in advance of each shot, the ball to be made and the pocket into which it will be made. He continues shooting so long as he legally pockets any of his object balls. (**EXCEPTION:** calling a safety) Should a player fail to pocket his designated group ball, he shall lose his turn. Once a player has made all of the balls in his group, he then shoots at the 8-ball. It is the opposing players' responsibility to ask the shooter, before the shot, if the opponent is not sure of the pocket or is unable to hear the pocket called. After the shot is taken, the opposing player cannot dispute the pocket that was called. If a shooter continuously fails to inform his opponent, the captains should be informed. Continuous failure to verbally call the pocket can be ruled unsportsmanlike conduct.
2. Each player continues to shoot, so long as ANY one of the players object balls are struck first and the called object ball is pocketed.
3. All balls pocketed remain so, legal or not, however, if the shooter does not pocket one of his own group he loses his turn.
4. If a player fails to hit the 8-ball while shooting at it, it is a foul and the game continues. However, if a player scratches the cue ball while shooting at the 8-ball, **it is a foul and the incoming player receives ball in hand**, unless the 8-ball is pocketed, then it is a loss of game
5. Kiss-off and bank shots do not have to be called.
6. If the 8-ball is made before all of the player's group of balls are made, or made in a pocket other than the one called, the player loses the game. If the 8-ball is knocked off the table, the player loses the game.
7. Object balls knocked off the table will be handled accordingly: **IT IS A FOUL AND LOSS OF TURN, UNLESS IT IS THE 8-BALL, WHICH IS A LOSS OF GAME. ANY BALLS KNOCKED OFF THE TABLE ARE SPOTTED IN NUMERICAL ORDER.**
8. Accidentally moving or touching any ball is not a foul unless: (1) the moved ball is the cue ball (2) a moved ball makes contact with the cue ball (3) a moved ball causes any ball to be jumped off the table or pocketed (exception: 8-ball is loss of game if called by the opponent before the next shot is taken.) Only the opponent may replace the moved ball as closely as possible or leave it where it rests. If the shooter replaces the ball it is a foul unless told to by the opponent.
9. In the event the cue ball or an object ball stops on the edge of a pocket then falls into the pocket because of vibration, 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.
10. **STALEMATE GAME:** 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.
11. Slow play rule: Exaggerated slow play will be penalized. After a warning, any longer than **ONE MINUTE** between shots will be a foul. The third infraction will result in loss of game. (Time must be monitored by both teams)

D. LOSS OF GAME

1. Pocketing the 8-ball when it is not the legal object ball except on the opening break.
2. Pocketing the 8-ball on the same stroke as the last ball in shooters group of balls.
3. Jumping or knocking the 8-ball off the table.
4. Pocketing the 8-ball in a pocket other than designated.
5. Fouling while pocketing the 8-ball.

**ALL INFRACTIONS ABOVE MUST BE CALLED BEFORE THE NEXT SHOT IS TAKEN!! ONLY THE PLAYERS INVOLVED MAY CALL AN INFRACTION**

E. LEGAL SHOTS, FOULING, AND FOUL PENALTIES

1. On all shots, players must strike one of his groups of balls first (except on an open table) and either: (1) Pocket the object ball, or (2) cause the **CUE BALL** or **ANY OTHER BALL** to contact a rail.
2. The following are a foul **IF CALLED BY THE OPPONENT**.
  - a. Failure to make a legal shot.
  - b. Shooting the cue ball into a pocket or off of the table.
  - c. Shooting without at least one foot touching the floor.
  - d. Coaching. Any member of a team called for coaching will result in a foul on the team member shooting.
  - e. If a ball is frozen on a cushion, the player must be notified by the opponent. When playing such a shot, the player must contact the frozen ball, and then: (1) Pocket the frozen ball (2) Cause the cue ball or cause another object ball to contact a cushion (3) Drive the frozen ball to another cushion (4) Pocket another object ball from either his/hers or his/hers opponent's group. Failure is a foul.
  - f. With a cue ball and object ball frozen or nearly frozen, shooting the shot from any angle other than 45 degrees or above, or 45 degrees to the right or left of center from the straight line of the frozen balls is a foul. A nearly frozen ball is one that is an 8-ball patch thickness or less. Any shot where a push or a double hit is possible, you must shoot the shot from a 45 degree or more angle. Failure to do so is a foul.
  - g. A **JUMP SHOT** is legal. Player must shoot a jump shot on the top half of the cue ball for the shot to be legal, failure to do so is a foul. Also miscuing on a jump shot is a foul. Accidental jumping is not a foul.
  - h. Cue ball returns to tip of stick after a shot.
  - I. Dropping a piece of chalk, or bridgehead, ect. and these items make contact with the cue ball.
  - J. Picking up or shooting the cue ball while any balls are still in motion.
  - k. Touching an object ball with your hand while having cue ball in hand.
  - l. Illegal jumping of a ball.
  - m. Push shot is a foul
  - n. Double hit is a foul.  
Push shots and double hits are still possible even if the cue ball is struck at a 45 degree angle. If you think a foul is possible ask both teams captains to watch the shot
3. Penalties for fouling.
  - a. Only the player involved may call a foul. In the event of a foul, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball

does not have to be in the kitchen except on the opening break or immediately after a foul on the break).

- b. A player must stop shooting when a foul is called and resume shooting on his next turn. If a player refuses to yield to a foul call, the opposing captain may protest.

**6. TOURNAMENTS**

1. On all of the local tournaments sponsored by Northern Amusement only players on the teams rosters will be allowed to play.

**2. ALL NORTHERN AMUSEMENT LEAGUE TOURNAMENTS WILL BE PLAYED ON MULTIPLE TABLES WHEN POSSIBEL NO EXCEPTIONS!!!**

**SPORTSMANSHIP:**

PLAYERS MUST BE COURTEOUS TO OPPONENTS AND PATRONS IN THE ESTABLISHMENT WHERE THE MATCH IS BEING PLAYED. A PLAYER WHO IS CONTINUALLY RUDE, USES FOUL LANGUAGE, UTTERS RACIAL SLURS, HARASSES OR BEHAVES IN A MANOR DEEMED UNSPORTSMANLIKE IN THE SOLE DISCRETION OF THE LEAGUE COMMITTEE OR NORTHERN AMUSEMENT WILL BE REMOVED FROM THE LEAGUE ON THE SECOND INFRACTION WITHIN ONE YEAR. A PLAYER WHO HAS 3 INFRACTIONS WITHIN THE 2 PRECEDING SEASON OF THE CURRENT SEASON WILL BE REMOVED FOR THE REMAINDER OF THE CURRENT SEASON AND SHALL NOT BE PERMITTED TO PARTICIPATE IN ANY NORTHERN AMUSEMENT LEAGUE FOR THE NEXT 2 SEASONS. ALL DECISIONS BYE THE LEAGUE COMMITTEE ARE FINAL AND ARE NOT APPEALABLE.

BY PLAYING IN THIS LEAGUE, ALL PLAYERS ARE AGREEING TO ABIDE BY THESE RULES SET FORTH BY NORTHERN AMUSEMENT AND ANY DECISIONS THAT THE LEAGUE COMMITTEE AND NORTHERN AMUSEMENT MAKES CONCERNING THIS LEAGUE.

Any Questions please call **751-5779 from 8am-5pm and 556-6165 after 6:00pm**