

DR POOL'S SINGLES 8-BALL RULES

The Break RACK YOUR OWN The game begins when the cue tip strikes the cue ball. If a player miscues or misses the rack it is the opponents break. If the player double hits the cue ball and breaks the rack, the opponent has a choice to re-break or play the cue ball from where it lies. Once the rack is legally struck four numbered balls must hit a rail or it is the opponent's re-break or play from where it lies. **Safety breaks** must be announced and have a referee present. The breaker will lose his turn after the safety break even if a ball is made.

Alternate Pay: Take turns paying for racks or split the racks. \$1.00 per game. The score sheet is setup for alternate breaking.

Headstring The shooter must be notified before breaking/shooting if the cue ball is outside of the kitchen. The entire ball must be outside the kitchen to be declared out. After a scratch, if the person puts the ball in play clearly outside the kitchen, it will be a foul. and it must be called immediately or the player will be allowed to continue.

Open Table The table will be open after the break until a ball is legally called and pocketed. You may use a solid into a stripe and vice versa, plus you may use the 8-ball as the first ball in a combination only on an open table

The Game The game is straight in 8-ball. Obvious shots do not need to be called. Banks, caroms and combinations must be called. If the opponent is unsure of where the ball is being called, he should ask prior to the shooter going down to attempt the shot.

Ball in Hand Fouls

- * Scratching on a shot (other than the break)
- * Failure to hit your ball first and drive it, another ball or the cue ball to a rail or pocket.
- * **Multiple ball foul:** moving more than one ball with cue, clothing or body.
- * Knocking a ball off the table (other than cue ball) Ball is spotted.
- * Moving another ball while placing the cue ball in a ball in hand situation.
- * Double hitting the cue ball on a shot attempt.
- * Scratching while shooting at the 8-ball and not pocketing the 8-ball.
- * **Push Shots:** Shooting through a frozen or semi-frozen ball is a foul. The cue ball cannot travel more than one balls distance past the object ball unless a ref is called and is watching a legal follow shot. This means it is up to the opponent to call a ref to watch a push shot, but it is up to the shooter to call a ref, if they are attempting a difficult follow shot.
- *Outside interference. Coaching or distractions from a third party.

Loss of Game Fouls

1. Scratching while pocketing the 8-ball or pocketing the 8 in the wrong pocket or knocking the 8 off the table.
2. Four consecutive foul rule: Offending player must be warned after the third consecutive foul and receive verbal documentation of the first three fouls.

Breaking Out of turn

1. If it discovered during the game, start over with the correct player breaking.
2. If it is a break and run, it does not count.
3. If both players play, complete the game and the next game is started the game will be scored.

4. It is the responsibility of both players to know whose break it is.

Scoring

1. **115** Points to the winner of a game. **10** points per ball to the loser.
2. **A match can be won by:** Making a legal called shot if you are on the offense or you can win if your opponent makes your winning ball for you on the break or during the game. If you make your opponents ball for them you must get to your total **in that inning** or you will lose the match.
3. If you make your opponents winning ball and get to your total, it will force a **sudden death** game between the two players.
The winner of this game will win the match. Same person breaking.
4. If you scratch on your winning/tying ball or slop it in it will **never count**
5. Match point for the breaker can not occur on the break.
6. Once a player has reached or exceeded their point total for the match, the match is over. Percentage variations of power ratings may be used depending on time allotments and number of entries. All power ratings will be listed on the chart and score-sheets.

NEW Player Rankings

New player's power rankings may be moved the first couple of times they play in an event. This is done to bring their power rating closer to where it Needs to be to make the matches as fair as possible. If any player demonstrates That his skill level has gone up or down, he/she may also be adjusted.

8-ball Break If an 8-ball beak occurs, the breaker has the option to spot the 8-ball and continue shooting from where the cue ball lies or attempt a re-break. If the breaker scratches, the opponent can shoot from the kitchen with the 8-ball spotted, break a new rack or force the original breaker to break again.

Junpe/Masse Jump and Masse shots are allowed. Jump cues must touch side rail to rail in length. Legal jump shots are defined by hitting the cue ball above center. **NO PRACTICE**

Forfeits Matches must be started within ten minutes of the posted or called time or the offending PERSON will forfeit the first game and one additional game for each additional five minutes the player is not present. At one half hour of the called or posted time, the complete match will be a forfeit if the offending player does not show. Make it a point to be five or ten minutes early to your match time. The matches will almost always start on time, with maybe just a few tables behind schedule.

Last Chance: Every tournament will have a last chance tournament free to anyone entering the main event who does not cash in the main event. A check in time will be required between one half hour and one hour before the last chance tournament begins. Last chance events will almost always start on Saturday evening. The time will depend on table availability

Un-sportsmanlike Conduct Any such conduct will not be tolerated and can lead to a foul, loss of game, match or ejection from the premises. A player may also be placed on the blacklist preventing them from playing in future events.

All decisions by the Tournament Director or designee are final Revised 8-15-2008