

# DR POOL'S Partner's Rules of Tournament Play

**Start of Match** Flip a coin to determine home and away. Away should put down order first. You will alternate team breaks. Breaks will be noted on score sheet. Put down your order on the score sheet. You must follow that order throughout the entire match.

**The Rack** Rack your own. Breaking player pays and racks his own rack.

**The Break** The game begins when the cue tip strikes the cue ball. If a player miscues or misses the rack it is the opponents break.. Once the rack is struck, four numbered balls must contact a rail or pocket, otherwise the opponent can shoot from where the cue ball lies or will re-break. **Safety breaks** must be announced and witnessed. The breaker will lose his turn after a safety break even if a ball or more is made.

**Headstring** The shooter must be notified before breaking if the cue ball is outside of the kitchen. The entire ball must be outside the kitchen to be declared out.. After a scratch on the break, if the shooter puts the cue ball in play in an area that is clearly outside the kitchen, it will be a foul. The foul must be called immediately after that shot or the player will be allowed to continue.

**Open Table** The table is open after the break until a ball is legally called and pocketed. You may use a solid into a stripe or 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 will be straight in 8-ball. Obvious shots do not need to be called, Banks, caroms and combinations should always be called. If the opponent is unsure of where a ball is being called, he should ask prior to the shooter going down to attempt the shot.

**Ball in Hand Fouls**

- \*Failure to follow shooting order
- \*Any movement of a ball which interferes with the path of the cue ball.
- \*Failure to hit one of your group first driving a ball or cue ball to a rail or pocket.
- \* Multiple ball foul. Moving more than one ball with your cue, body or clothing
- \*Scratching on a shot (other than the break)
- \*Knocking a ball/s of the table. The ball/s will be spotted
- \*Moving another ball while placing the cue ball in a ball in hand situation.
- \*Double hit: Striking the cue ball twice while attempting a shot
- \*Scratching while shooting the 8-ball and not making the eight.
- \* Coaching more than once in a game.
- \* Physical coaching. Coaches touching the cue ball or demonstrating a shot with a cue stick.

**Push Shots:** Shooting through a shot on a frozen or semi-frozen situation is considered a foul. The cue ball cannot travel farther than a one-ball's distance past the object ball unless a Ref is called to watch 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.

**Loss of Game Fouls** Scratching when pocketing the 8-ball, pocketing it in the wrong pocket or knocking the eight off the table.

Any four consecutive fouls by the same team. Offending team must be warned after the third foul and receive verbal documentation.

### **Breaking**

**Out of Turn** When the wrong person breaks the game is restarted with the **correct person breaking**. If the illegal game was a break, and run it will not count, unless the next game is started, then the illegal game **will count**.

**Shooting out of turn:** If a player shoots out of turn it is a foul. If the player shooting out of turn runs out, the game will not count and will be restarted with the non-offending team guaranteed the points they already have for that game. If it can not be determined when the first player played out of turn, then the games will count and both teams will be given a warning. **BE SURE YOU KNOW WHO'S TURN IT IS!**

**Coaching** A player may receive verbal coaching from his teammate only once per game. Either party may initiate the coach. Each coach should be limited to one minute. You can coach from the sidelines, but this will count as your coach. Teammates can talk on the sidelines between shots, but once a player's turn is up, talk shall cease. Using more than one coach per game is a **foul**. **Always ask your opponent first if you are unsure if you have a coach left.**

**Scoring** 115 points is awarded to the winner of each game. **10 points** per ball on the loss.

1. You cannot win or tie a match on an illegally pocketed ball or non called shot. ( An illegally pocketed ball that is to win or tie a match will not be counted, you can not scratch on the shot)
2. Match winning point cannot occur on **your** break.
3. A legal **called shot** must occur or your opponent must sink your last ball to win or tie a match.
4. If during play or on the break a shooter sinks his opponents winning ball, the shooter will continue to shoot to attempt get to their winning point to force sudden death.
7. If the shooter fails to or cannot get to their teams total in **that inning** when the opponents winning ball was pocketed, then the match is **over**.
8. **Sudden death** is re-playing a final game with the same person breaking and the winner of that game winning the match.

**8-Ball Break** If an 8-ball break occurs, the breaker has the option to spot the 8 and continue shooting from where the cue ball lies or attempt a re-break.. If the breaker scratches the incoming player has the option to spot the 8 and shoot from the kitchen, re-break a new rack or force the original breaker to break again.

**Jump/Masse** Jump cues are allowed as long as they are as long as the distance between the two side rails. Legal jump shots are defined by hitting the cue ball above center. Masse shots are also allowed.

**Forfeits** **Matches are to be started with-in ten minutes.** Both players need to be present to start the match.or the absent team will forfeit the first game and one game for each additional five minutes. At **30** minutes after the posted or called time.the entire match will be forfeited.

**Conduct** Sharking, slow play, abusive language and other un-sportsmanlike conduct will not be tolerated and may result in a warning, game or match forfeiture or ejection from the tourney and future tournaments by the tournament director or designee. All decisions of the tournament director are final.

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