

DR POOL'S 2-PERSON TEAM RULES OF PLAY

- Start Match** **Flip a coin to determine home and away.** Follow the breaking order according to the score-sheet. Visitors rotate. **RACK YOUR 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. 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 opponents re-break. **Safety breaks must be announced** and a referee present to count the balls to the rail. The breaker will lose his turn after the 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 person puts the ball in play clearly outside the kitchen, it will be a foul. The foul must be called immediately after the first shot 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 should always 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.
• Coaching more than once in a game or physically coaching in a match.
- Loss of Game Fouls** Scratching while pocketing the 8-ball or pocketing the 8 in the wrong pocket or knocking the 8 off the table.
- Four consecutive foul rule: Offending player must be warned after the third consecutive foul and receive verbal documentation.
- Breaking** If the wrong person breaks the following applies:

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, or run out, it does not count.
3. If both players play, complete the game and the next game is started the game will be scored later down the score sheet when the two match up with the player who broke scheduled to break. The game will not count until the match gets that far. If a player shoots out of turn it is a foul. If a team sends the wrong player up twice in a match, the TD may rule un-sportsman-like conduct and forfeit the game or match depending on the circumstances.
Both teams need to check the sheet to make sure the right person is up.

Coaching A player may receive verbal coaching from his/her 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, but when a turn is up, the talk shall cease. **Using more than one coach per game is a foul.** Ask your opponents if you are unsure if you have a coach left. Coaches may not touch the cue ball or demonstrate the shot with a cue while coaching or it will be a foul.

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 same two players. The winner of this game will win the match.
4. If you scratch on your winning/tying ball or slop it in it will **never count**.
5. Match point for the breaker's team can not occur on the break.

8-ball Break If an 8-ball break 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.

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 ball above center. Masse shots are also allowed.

Forfeits Matches are to be started within ten minutes of the posted or called time or the offending team will forfeit the first game and one additional game for each additional five minutes the entire team is not present. If a team has only one player present, they will be allowed to play the first game.

Conduct Sharking, slow play, abusive language, public drunkenness and any other unsportsmanlike conduct will not be tolerated and may result In either a warning, game or match forfeiture, ejection from the tourney And or premises and may result in be added to the blacklist.

ALL DECISIONS BY THE TOURNAMENT DIRECTOR OR DESIGNEE ARE FINAL 11-2-08