



A. BALLS AND RACKING

1. The game is played with one 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, the first ball of the rack on the footspot, a stripe ball in one corner and a solid ball 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 LEGALLY POCKET THE 8-BALL which then wins the game.

B. BREAK SHOT

1. Money breaks: first round home team puts up money; second round visiting team puts up money, and in doubles, flips for the break.
2. If the breaker hits the racked balls with the cue ball driving four or more numbered balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls reracked and shooting the break himself.
3. When positioning the cue ball for the break shot, the base of the ball must be behind the headstring.
4. Miscues on the break and stopping or deflecting prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the headstring. Refer to rule number two if it is not a legal break.
5. It is a foul when the player scratches on a legal break; opponent receives cue ball in hand behind the headstring.
6. The base of the object ball in relation to the headstring determines whether or not a ball is playable. The base of the object ball must be outside the headstring (toward the foot of the table) to be playable. This applies when it is ball in hand behind the headstring.
7. 8-Ball pocketed on the break: If the shooter pockets the 8-ball on the break, he wins the game UNLESS he also scratches, in which case, he loses the game.
8. If the player breaking the racked balls does not make any balls, his opponent then shoots, having an open table.

C. OPEN TABLE

1. The table is always open immediately after the break shot. You must shoot again and legally pocket a ball to determine a group.
2. On an open table, the player can shoot at either group of balls. The first ball can be made by any of the various shots involving the cue ball and an object ball. It can also be used in a combination shot, using a stripe to make a solid or vice versa. The eight ball can also be used in any combination to make the first group ball.
3. If a player breaks and makes balls from both groups, and fails to make a ball on the following shot, the table remains open.
4. Ball in hand does not start till a called ball is made. If a foul is made on an open table the cue ball remains where it is unless it is a scratch or off the table, in which case it is ball in hand behind the head string.

D. GAME

1. Call ball and pocket, even when a table is open, except on the break. To legally pocket a ball, a player is required to designate, in advance of each shot, the ball of his group to be pocketed and the pocket into which it will be made. He continues shooting until he fails to legally pocket the designated ball of his group. However, it is the opposing player's responsibility to ask the shooter, before a shot, if the opponent is not sure of the pocket or is unable to hear the

pocket called. Failure to call the pocket or failure to pocket the object ball in the designated pocket is a loss of turn. When a player has pocketed all of the balls in his group, he then shoots at the 8-ball.

E. PLAY

1. If a shooter inadvertently pockets his opponent's ball, it remains down; however, if the shooter does not legally pocket one of his own, he shall lose his turn.
2. Each player continues to shoot so long as he legally pockets the DESIGNATED ball. Should a player fail to pocket his designated group ball, he shall lose his turn.
3. If a player fails to hit the eight ball while shooting at it, and does not scratch, the game continues with the opponent having ball in hand.
4. Kiss-off and bank shots do not have to be called
5. In the event the cue ball or an object ball stops on the edge of a pocket and then falls into the pocket because of vibrations, fan or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.
6. Any object ball knocked off the table will be spotted. Knocking any object balls off the table is LOSS OF TURN.
7. STALEMATED GAME: If in three 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 and object ball will result in immediate loss of game, then the game will be considered a stall mate. The balls will then be re-racked and the breaker of the stalemated game will break again. Please note: three consecutive fouls by one player is not a loss of game.
8. Only the shooter may place the cue ball.

F. AUTOMATIC LOSS OF GAME

1. Pocketing the 8-ball when it is not a legal object ball except on an opening break.
2. Pocketing the 8-ball on the same stroke as the last of his group balls.
3. Scratching when the 8-ball is his legal object ball.
4. Knocking the 8-ball off the table at any time.
5. Pocketing the 8-ball in a pocket other than the one designated.
6. Fouling while (pocketing) the 8-ball in the designated pocket.
7. Intentional Foul Rule – Any player, who shoots directly at and intentionally pockets his opponent's ball, without making a legal shot, will be a loss of game.

G. LEGAL SHOTS

1. On all shots, player must strike one of his group balls first and then: (1) pocket the designated group ball, or another object ball, (2) cause the cue ball, or any object ball (any numbered ball 1 thru 15), to contact a rail. Failure to do so is a foul and foul penalty applies. SAFETY- Calling a "safety" acknowledges that your turn will be over after the shot and all requirements of the legal shot will apply.

H. FOULING

1. Questionable fouls must be called and acknowledged. The following results in fouls.
 - a. Failure to make a legal shot as noted above.
 - b. Shooting the cue ball into pocket or off table.
 - c. It is foul when a player scratches on the break, or miscues or deflects the cue ball prior to hitting the racked balls. The incoming player receives cue ball in hand behind the headstring.
 - d. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul if not a legal shot.
 - e. Shooting without at least one foot touching the floor.
 - f. If a ball is frozen on a cushion, (the opposing player must notify the player shooting before the shot) the play must contact the frozen ball and then: (1) pocket the frozen ball, or any other object ball, (2) cause the cue ball to contact a cushion, or (3) drive

to frozen ball to another cushion, or (4) cause another object ball to contact a cushion. Failure to do so is a foul.

- g. ACCIDENTALLY moving or touching any ball is not a foul unless the ball is the cue ball (CUE BALL FOULS ONLY). Only the opponent may replace the ball moved as closely as possible or leave it where it rests. Picking up or shooting the cue ball while any balls are still in motion is a foul.
- h. With the cue ball in hand, touching any object ball with the cue ball is a foul.

I. PENALTY FOR FOULING

- 1. Only the players involved in the game and the table captains may call a foul. In the event of a foul call, 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 behind the headstring except on opening break).
- 2. A player must stop shooting when a foul is called.

J. SCORING

- 1. Match will consist of two rounds of single and one round of doubles. 30 points per match. 2 points per win per game. Each player receives 2 points per single win, and one point per doubles win. Maximum point total for one player on one night is five.
- 2. An eight ball run can only be earned on players first turn. An eight ball break can only be earned if you do not scratch on the break.

K. PROTEST PROCEDURE

- 1. Only the team captain has the authority to protest.
- 2. A protest must be given to Robbins Vending Co. in writing within 48 hours after a match. A deposit of \$20.00 must be submitted with the protest to Robbins Vending Co., P.O. Box 630, Cortland, NY 13045.
- 3. Robbins Vending Co. has the right to disregard any protest not properly presented, such as phone calls or personal contact, before the protest is presented in writing.
- 4. A game may be played and finished under protest, which may alleviate the original protest.

L. DESIGNATION OF CAPTAIN

- 1. Before each match it should be made clear who the captain is for that match and their name placed on the top of that nights' score sheet.
- 2. Only the player shooting and one team member may approach the table. When it is not your turn you must immediately move away from the table. There are no restrictions on who you can talk to when it is not your turn.

M. GENERAL RULES

- 1. Players must be at least 21 years old to play.
- 2. All games are scheduled for Monday at 7:00pm. If a team is not ready by 7:30pm, they forfeit the match. Match may start with 2 players; if the other players do not show their match or matches will be forfeited, **INCLUDING THEIR DOUBLES MATCH.**
- 3. Abuse of equipment, poor sportsmanship, or unethical conduct may be grounds for forfeiture of a game, a match, or expulsion from the league.
- 4. Extenuating circumstances or bad weather postponement: must be made by the captains by 6:00pm the night of the match. It will be the responsibility of the captains and sponsors to make up the match within one week, unless Robbins Vending cancels all matches.
- 5. Other players only at the discretion of the owner may use personal pool cues.
- 6. Home team is responsible for the official score sheet and they will enter their line up last. **Score sheet must be filled out completely, including first and last names.** Score sheet and player money (home team and visiting team, \$36.00 total) is to be placed in an envelope and deposited in the slot of the Robbins Vending Dart Machine or left with the bartender.
- 7. **Home team captain must call 756-5841 or 1-800-259-7123 after the match to report team scores or text scores to: scores @robbinsvending.com.**

8. **FORFEIT RULE:** Any team forfeiting without confirmed re-scheduled match in two weeks, as verified by the league director, will be dropped from the league and lose all claims to prize fund and trophies. If a team is dropped from the league, all points from previous matches will be erased from both teams and money will be returned to the teams that the dropped team played. A team forfeiting a match receives no points; the opposing team receives 18 points. Players will not receive individual credit. In the event of a forfeit during playoffs a captains meeting will be scheduled to resolve the forfeit.
9. **SUBS.** Once a sub starts a game, he or she must finish the entire match. Once a player has played for a team 2 times that player may not play for any other team.
10. **PLAYOFFS:** A player must play at least 3 matches to be eligible for playoffs.
11. If a player is barred from an establishment, he or she is not allowed to play in the establishment unless arrangements are made with the establishment's owner.
12. Awards: \$10.00 will be awarded to each of the following: highest winning percentage, most eight ball runs, five game sweeps and eight ball breaks. A player must play at least 75% of the league matches to be eligible.
13. **Eight Ball Run:** An eight ball run can only be made if it is the shooters first shot and all eight balls are on the table. In a doubles game, only the breaker and second up are eligible for a 8 ball run
14. **Jump Shots:** Jump shots are not allowed.
15. **Slow Play Rule :** Exaggerated slow play will be penalized. Certain moments during a game may require extra thought or concentration. However, continuously taking 1 to 3 minutes between shots is not acceptable. When your opponent abuses this rule, stop play. The team captains will assign a player to time your opponent for the rest of the match. After a warning, any longer than **ONE MINUTE** between shots will be a foul. The third infraction will result in a loss of game.