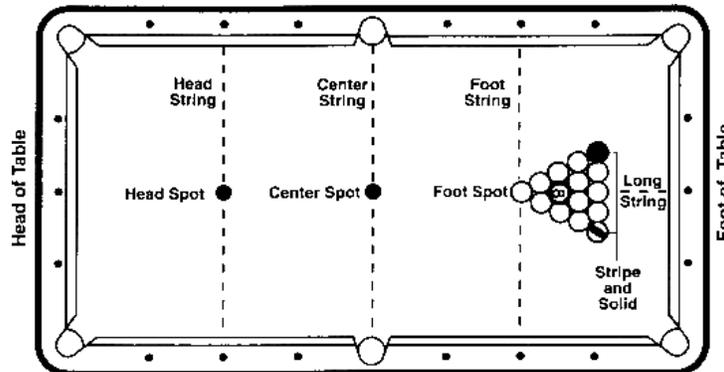


COCHISE COUNTY POOL LEAGUE

RULES OF THE GAME

The Cochise County Pool League (CCPL) uses the rules established by the Billiard Congress of America (BCA), as modified by local rules. The CCPL is NOT a sanctioned member of the BCA.

- 1. OBJECT OF THE GAME.** Eight-ball is a call-shot game played with a cue ball and 15 object balls numbered 1 through 15. One player must pocket balls of the group numbered 1-7 (solid colors), while the other player has 9-15 (stripes). The player pocketing either group first, and then legally pocketing the 8-ball wins the game.
- 2. TABLES, BALLS, EQUIPMENT.** All games described in these rules are designed for tables, balls, and equipment meeting the standards prescribed in the BCA Equipment Specifications. The following diagram demonstrates the table layout and terms used in these rules:



- 3. RACKING THE BALLS.** When racking the balls, a triangle must be used, and the apex ball is to be spotted on the foot spot. All the balls must be lined up behind the apex ball and pressed together so that they all have contact with each other. The 8-ball must be in the center of the rack, and the ball in one rear corner of the rack must be a stripe, while the ball in the other rear corner is a solid.
- 4. STRIKING CUE BALL.** Legal shots require that the cue ball be struck only with the cue tip. Failure to meet this requirement is a foul.
- 5. CALLING SHOTS.** For games of call-shot, a player may shoot any ball he chooses, but before he shoots, he must designate the called ball and called pocket; however, an obvious shot need not be indicated. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the ball to be pocketed, and the pocket into which it will be pocketed. It is the opponent's right to ask the shooter which ball and pocket if he is unsure of the shot. The shooter need not indicate any details such as kisses, caroms, combinations, or cushions (all of which are legal). Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent. The opening break is not a "called shot;" therefore, any player performing a break shot may continue to shoot if any numbered ball is pocketed on the break.
- 6. FAILURE TO POCKET A BALL.** If a player fails to pocket a ball on a legal shot, then the player's inning is over, and it is the opponent's turn at the table.
- 7. OPENING BREAK SHOT.** Winner of coin toss has the option to break or rack the balls for his/her opponent. On the opening break, the game is considered to have commenced once the cue ball has been struck with the cue tip.
- 8. LEGAL BREAK SHOT.** (Defined) To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a ball, or (2) drive at least **four** numbered balls to the rail. When the breaker fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and having the option of shooting the opening break or allowing the offending player to re-break.
- 9. SCRATCH ON A LEGAL BREAK.** If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball...see rule 12), (2) it is a foul, (3) the table is open. Please note: The incoming

player has cue ball in hand anywhere on table. It doesn't have to be behind the head string or also known as behind the second diamond. It is ball in hand anywhere on the table.

10. DEFLECTING THE CUE BALL ON GAME'S OPENING BREAK. On the break shot, stopping or deflecting the cue ball after it has crossed the head string and prior to hitting the racked balls is considered a foul and loss of turn. The opponent has the option of receiving cue ball in hand behind head string or passing the cue ball in hand behind head string to the offending player.

11. OBJECT BALLS JUMPED OFF TABLE ON THE BREAK. 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 a cue ball in hand behind the head string and shooting. Balls jumped off the table are also considered pocketed balls. So they do not get spotted on the table.

12. 8-BALL POCKETED ON THE BREAK. **1.** If you pocket the 8-ball on the break and do not foul, you may: a. have the 8-ball spotted and accept the table in position; b. re-rack the balls and break again. **2.** If you pocket the 8-ball on the break and foul, your inning ends. Your opponent may: a. have the 8-ball spotted and take ball in hand anywhere on the table; b. re-rack the balls and break. **3.** If the 8-ball is pocketed on the break, and it is not noticed until after another shot has been taken, the game will be replayed with the player who broke the game breaking again. **If a rerack occurs, the cost is split between the two players.**

13. OPEN TABLE. (Defined) The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. Note: The table is always open immediately after the break shot. When the table is open, it is legal to hit any solid or stripe first in the process of pocketing the called stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, it is a foul and no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; the incoming player is awarded cue ball in hand; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

14. CHOICE OF GROUP. The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups, because the table is always open immediately after the break shot. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

15. LEGAL SHOT. To execute a legal shot, a player must cause the cue ball to contact a legal object ball and then, (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a cushion or any part of the rail. Failure to meet either of these requirements is a foul.

16. "SAFETY" SHOT. For tactical reasons, a player may choose to pocket an obvious ball and also discontinue a turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, the shooter must declare a "safety" to the opponent. It is the shooter's responsibility to make the opponent aware of the intended safety shot. If this is not done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed. It is not a foul if an object ball is not pocketed on a legal safety shot.

17. SCORING. A player is entitled to continue shooting until failing to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball.

18. FOUL PENALTY. Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table. This rule prevents a player from making intentional fouls which would put an opponent at a disadvantage. With "cue ball in hand", the player may use a hand or any part of the cue (except the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.

19. COMBINATION SHOTS. Combination shots are allowed; however, the 8-ball can't be used as a first ball in the combination unless it is the shooter's only remaining object ball on the table. Otherwise, should contact occur on the 8-ball, it is a foul.

20. ILLEGALLY POCKETED BALLS. An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed and are scored in favor of the shooter controlling that specific group of balls, solids or stripes.

21. BALLS JUMPED OFF TABLE. Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rail surface, floor, etc.) are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything not part of the table. The table shall consist of the permanent part of the table proper. (Balls that strike the or touch anything which are not parts of the table such as the light fixture, chalk on the rails, etc., shall be considered jumped balls even though they may return to the bed of the table after contacting items which are not parts of the table proper). In all pocket billiard games, when a stroke results in the cue ball or any object ball being jumped off the table, the stroke is a foul. All jumped object balls are considered pocket balls and are no longer part of the game, so they do not get spotted.

22. PLAYING THE 8-BALL. When the 8-ball is the legal object ball, a scratch or foul is not loss of game if the 8-ball is not pocketed or jumped from the table. Incoming player has cue ball in hand. Note: A combination shot can never be used to legally pocket the 8-ball, except when the 8-ball is the first ball contacted in the shot sequence.

23. LOSS OF GAME. A player loses the game by committing any of the following infractions:

- Fouls when pocketing the 8-ball (exception: see 8-Ball pocketed on the break).
- Pockets the 8-ball on the same stroke as the last of his group of balls.
- Jumps the 8-ball off the table at any time.
- Pockets the 8-ball in a pocket other than the one designated.
- Pockets the 8-ball when it is not the legal object ball.

Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

24. STALEMATED GAME. If, after 3 consecutive turns at the table by each player (6 turns total), the players agree that attempting to pocket or move an object ball will result in loss of game, the balls may be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may be applied regardless of the number of balls on the table.

25. POCKETED BALLS. A ball is considered pocketed if as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains there. A ball that rebounds from a pocket back onto the table bed is not a pocketed ball.

26. FOOT ON THE FLOOR. Player must have at least one foot in contact with the floor at the moment the cue tip contacts the cue ball, or the shot is a foul. Foot attire must be normal in regard to size, shape, and manner in which it is worn.

27. SHOOTING WITH BALLS IN MOTION. It is a foul if a player shoots while the cue ball or any object ball is in motion (a spinning ball is in motion).

28. COMPLETION OF STROKE. A stroke is not complete (and therefore is not counted) until all balls on the table have become motionless after the stroke (a spinning ball is in motion).

29. HEAD STRING DEFINED. The area behind the head string does not include the head string. Thus, an object ball that is dead center on the head string is playable when specific game rules require that a player must shoot at a ball past the head string. Likewise, the cue ball when being put in play behind the head string (cue ball in hand behind the head string), may not be placed directly on the head string; it must be behind it.

30. FAILURE TO CONTACT A BALL. It is a foul if on a stroke the cue ball fails to make contact with any legal object ball first. Playing away from a touching ball does not constitute having hit that ball.

31. CUE BALL SCRATCH. It is a foul (scratch) if on a stroke the cue ball is pocketed.

32. FOULS BY TOUCHING BALLS. **It is not** a foul to strike, touch, or in any way make contact with the cue ball in play or any object balls in play with anything (the body, clothing, chalk, mechanical bridge, cue shaft, etc.) except the cue tip (while attached to the cue shaft), which may contact the cue ball in the execution of a legal shot.

33. FOUL BY PLACEMENT. Touching any ball with the cue ball while it is in hand is a foul.

34. FOULS BY DOUBLE HITS. If the cue ball is touching the required object ball prior to the shot, the player may shoot toward it providing that any normal stroke is employed. If the cue stick strikes the cue ball more than once

on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball, the shot is a foul.

35. PUSH SHOT FOULS. It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such shots are usually called push shots.)

36. PLAYER RESPONSIBILITY FOULS. The player is responsible for chalk, bridges, files, and any other items or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such an object make contact with any ball in play.

37. JUMP AND MASSE SHOTS. No jump or masse shots are allowed. An attempted jump or masse shot is considered a foul.

38. ONE FOUL LIMIT. Only one foul is assessed on a player in each inning.

39. BALLS MOVING SPONTANEOUSLY. If a ball shifts, settles, turns over, or otherwise moves “by itself”, the ball shall remain in the position it is assumed and play continues. A hanging ball that falls into a pocket “by itself” after being motionless for 5 seconds or longer shall count and the player shall continue shooting unless the opponent has addressed the cue ball in which case the incoming player shall continue to shoot and the pocketed ball shall remain pocketed. If an object ball drops into pocket “by itself” as a player shoots at it, so that the cue ball passes over the spot the ball had been on, unable to hit it, the shot is considered made and the player shooting continues to shoot.

40. SPOTTING BALLS. When rules call for spotting balls, they shall be replaced on the table on the long string after the stroke is complete. A single ball is placed on the foot spot; if more than one ball is to be spotted, they are placed on the long string in ascending numerical order, beginning on the foot spot and advancing toward the foot rail. When balls on or near the foot or long string interfere with the spotting of balls, the balls to be spotted are placed on the extension of the long string “in front” of the foot spot (between the foot spot and the center spot), as near as possible to the foot spot and in the same numerical order as they were spotted “behind the foot spot (lowest numbered ball closest to the foot spot).

41. ADDITIONAL POCKETED BALLS. If extra balls are pocketed on a legal scoring stroke, they are counted.

42. NON-PLAYER INTERFERENCE. If the balls are moved (or a player bumped such that play is directly affected) by a non-player during the match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. If the balls cannot be restored to their original positions, replay the game with the original breaking player breaking.

43. PLAY BY INNINGS. During the course of play, players alternate turns (innings) at the table, with a player’s inning ending when he either fails to legally pocket a ball, or fouls. When an inning ends free of a foul, the incoming player accepts the table in position.

44. OBJECT BALL FROZEN TO CUSHION OR CUE BALL. This rule applies to any shot where the cue ball’s first contact with a ball is with one that is frozen to a cushion, or to the cue ball itself. After the cue ball makes contact with the frozen object ball, the shot must result in either (a) a ball being pocketed, or (b) the cue ball contacting a cushion, or (c) the frozen ball being caused to contact a cushion attached to a separate rail, or (d) another object ball being caused to contact a cushion with which it was not already in contact. Failure to satisfy one of those four requirements is a foul. An object ball is not considered frozen to a cushion unless it is examined and announced as such by one of the players prior to that object ball being involved in a shot.

45. CUE BALL IN HAND FOUL. During cue ball in hand placement, the player may use his hand or any part of his cue (except the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion of the cue stick contacting the cue ball will be considered a foul, if not a legal shot.

46. DEVICES. Players are not allowed to use a ball, the triangle, or any other width-measuring device to see if the cue ball or an object ball would travel through a gap, etc. Only the cue stick may be used as an aid to judge gaps or as an aid to aligning a shot, so long as the cue is held by the hand. To do so otherwise is a foul and unsportsmanlike conduct.

47. ILLEGAL MARKING. If a player intentionally marks a table in any way (including the placement of chalk) to assist in executing the shot, it is a foul.

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