

# DIAMOND 8 BALL LEAGUE

1/15/2015

## RULES OF THE GAME

1. **OBJECT OF THE GAME:** The player pocketing his/her group first and then legally pocketing the 8-ball wins the game.
2. **GENTLEMEN'S CALL:** Obvious balls and pockets do not have to be indicated. It is the opponents right to ask which ball and pocket if he is unsure of the shot. Banks, Caroms, Combinations and Kicks are not considered obvious and both the object ball and the pocket must be called. Kisses do not need to be called. This rule eliminates a vast majority of the slop, but not all of it. The ball must be pocketed in the 'played' pocket, the one that was either obvious or called. If you slop the ball into that 'played' pocket, it counts. The shooter keeps shooting. The confusion rests about 'when' you must call the ball and pocket. And you must call the ball and pocket when your shot is not obvious. And we have defined those to be Banks, Caroms, Combinations, Kicks). You don't call 'bank', or 'carom', or 'combo', or 'kick'. You call ball and pocket. And if the ball goes in the pocket you called, no matter how it gets there, it counts and you keep shooting.
3. **LEGAL BREAK:** To execute a legal break, the breaker must either (1) pocket a ball, or (2) drive four numbered balls to a rail. If he fails to make a legal break, it is not a foul, however, the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and shooting the opening break himself. It is not necessary to hit the head ball (the ball on the foot spot) to initiate a legal break in 8-ball. If a player is going to use a "soft" break he must get a witness to make sure it is legal.
4. **SCRATCH ON A LEGAL BREAK:** If a player scratches on a legal break shot it is a foul and the table is open. The incoming player has ball-in-hand behind the headstring. Making the 8-ball on the break and scratching is not a loss of game. You spot the 8-ball and the incoming player has ball-in-hand behind the headstring.

5. **HEADSTRING RULE:** This rule applies only when the opening player scratches on the break and the incoming player has ball-in-hand behind the headstring. The incoming player may place the cue ball anywhere behind the headstring. He/She may shoot at any object ball as long as the base of the object ball is on or past the headstring. He may not shoot at any ball, the base of which, is behind the headstring, unless he first shoots the cue ball past the headstring and then by hitting a rail causes the cue ball to come back behind the headstring and hit the object ball.

6. **OPEN TABLE:** The table is "OPEN" until the first legally pocketed ball AFTER the break. Therefore, 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. You may not hit the 8 ball first in a combination shot. If, on an open table, you make one of each suit, you are the suit of the ball you played.

7. **LEGAL SHOT:** On all shots (except on the break and when the table is open) the shooter must hit one of his group of balls first and (1) pocket a ball, or (2) cause the cue ball or any other ball to contact a rail. When the table is open, you still have to get a rail but you can use any ball to do so.

8. **FOULS:** The following infractions result in fouls:

- A. Failure to execute a legal shot as defined above.
- B. A scratch shot (shooting the cue ball into a pocket or off the table).
- C. A scratch shot on a legal break.
- D. Shooting without at least one foot on the floor.
- E. Moving or touching the cue ball in any fashion by means other than legal play.
- F. Shooting a jump shot over another ball by scooping the cue stick under the cue ball. A jump shot executed by striking the cue ball above center is legal. NOTE: A player does not commit a foul when he accidentally miscues and causes the cue ball to jump above the surface of the table.
- G. Moving an object ball that is determined to have interfered with the path of the cue ball. Moving the cue ball during ball in hand with the tip of your cue is a foul.
- H. Hitting an object ball into a pocket or off the table without the use of the cue ball. In this instance, it is the opponents discretion on whether the ball gets spotted.
- J. Jumping object ball off the table.

9. **FOUL PENALTY:** The penalty for a foul is ball-in-hand for the opponent.

10. COMBINATION SHOTS: Combination shots are allowed, however, the 8-ball cannot be used as the first ball in a combination shot.
11. SPOTTING BALLS: Balls illegally pocketed, or jumped off the table, are not spotted.
12. OBJECT BALL FROZEN TO CUSHION: This rule applies when the object ball to be struck by the cue ball is frozen to the rail. First, the opponent (not the shooter) must call the ball and rail frozen. If it is not called frozen, then it is assumed to not be frozen. After the cue ball contacts the object ball you must (1) pocket the frozen ball or any other object ball or (2) drive the frozen ball to another rail, or (3) drive the cue ball or another object ball to any cushion. Failure to do so is a foul.
13. DOUBLE HIT: If the cue ball is touching your object ball prior to the shot, the player may shoot towards it with a level cue, providing that his cue stick strikes rather than pushes the cue ball. If the cue ball is close, but not frozen to the object ball, the cue stick must be elevated approximately 45 degrees when shooting in the general direction of the line of the two balls. A foul will be called if the cueball travels further than the object ball or does not skid (from the result of backspin) after it hits the object ball.
14. LOSS OF GAME: A player loses the game if he commits any of the following infractions:
- A. Fouls when pocketing the 8-ball.
    - 1. It is not loss of game if you foul while playing the 8 ball and miss the shot.
  - B. Pockets the 8-ball on the same stroke as the last of his group of balls.
    - 1. Any ball legally pocketed before the 8-ball stays down.
  - C. Jumps the 8-ball off the table at any time.
  - D. Pockets the 8-ball in a pocket other than the one indicated.
  - E. Pockets the 8-ball when it is not the legal object ball.
  - F. If a player with a handicap of 4.5 or greater fouls on 3 consecutive shots.

15. **STALEMATED GAMES:** If, after 3 consecutive turns at the table by each player, (6 turns total), neither player has attempted to pocket a ball or made an aggressive attempt to better their standing in the game, the game shall be ruled a stalemate. The balls will be reracked with the same breaker breaking. A neutral party will be used to settle stalemate disputes. The neutral party has to witness 3 turns by each player (6 shots total) so if a stalemate is a possibility, one of the players must get a neutral witness.

16. **DISQUALIFICATION:** The league or tournament director has the right to disqualify any player from competition for unsportsmanlike conduct or tactics detrimental to the league or tournament. The player forfeits his/her rights to any fees paid to date, any prize money and/or any other awards they may have achieved. No refunds.

17. **SPECTATOR COACHING:** Spectators on the sidelines are not allowed to advise or coach a player during competition. If after asking a spectator not to coach a player and he continues to do so, the operator will eject the spectator from the premises.

18. **PLAYOFF SHOOTING TIME RULE:** A timer is supplied for each match so that teams can govern the length of each shot and each coach. A 1 minute limit is set for each shot and a 2 minute limit is set for each coach. It is the responsibility of the opposing team to set the timer. When the timer goes off the coach ends. If the coaching does not end immediately it will be ruled ball in hand for the opponent. If the shot timer goes off before a shot is executed it is the other players shot with ball in hand.

19. **JUMP STICKS:** A legal jump stick is one that touches each side rail when stretched across a 3.5 X 7 foot pool table. This distance is 38.5"

20. **MISCUE ON BREAK:** If a player miscues on the break and does not get a legal hit or a legal break, and the cue ball passes the headstring, it is the opponent choice to rerack (if necessary) and break himself or let the opponent break again.

21. **THREE FOUL RULE:** 4.5's and above can lose a game on the 3-foul rule.