

INDIANA MOOSE ASSOCIATION POOL TOURNAMENT RULES

- 1. Opening Break:** The break of the first game of each match will be determined by a flip of the coin with the winner getting the break. Alternate break for second game. If score is one to one, flip coin. Winner of coin flip breaks.
- 2. Table Open After The Break:** The table is always open on the shot after the break and remains open until groups are established. Groups are established when the first object ball is legally pocketed on a shot after the break. When the table is open, all object balls, except the 8-ball, are legal object balls. For combination shots, a ball of one group may be contacted first to pocket a ball of the other group. The 8-ball may be part of such a combination if it is not the first ball contacted by the cue ball.
- 3. On All Shots:** A player must strike one of his balls first and (1) pocket his object ball or, (2) cause the cue ball or any ball to contact the rail. Failure is a foul and penalty #1 or #2 applies. Combination shots are allowed, however, the 8-ball cannot be used as the first ball in a combination.
- 4. When Playing:** Player MUST have one foot touching floor or foul occurs. There will be NO shooting instructions from anyone. Spectators on sidelines will NOT be allowed to advise or coach a player during competition. Penalty #2 applies to above situations.
- 5. Legal Break Shot:** To execute a legal break, a player must (1) Pocket a ball or, (2) Drive four object balls to the rail. Failure to make a legal break is not a foul. However, the opponent has the option (1) accepting the table position and shooting, or (2) having balls re-racked and shooting the opening break himself.
- 6. 8-Ball Pocketed on Break:** Making the 8-ball on a break will be neither a win or a loss. The shooter will be allowed to determine whether it will be re-racked or whether the 8-ball will be spotted, with the same shooter staying at the table.
- 7. Scratch on a Legal Break:** If a player scratches on a legal break shot, (1) all balls pocketed remain in pockets, except the 8-ball which is spotted, (2) it is a foul, (3) the table is open.
- 8. Legal Shots:** On all shots, except on the break, the shooter MUST hit one of his object balls first and (1) pocket an object ball, or (2) cause the cue ball or any balls to contact the rail.
- 9. Illegally Pocketed Balls:** An object ball is considered to be illegally pocketed when that ball is pocketed on the same shot, a foul is committed. The shooter's illegally pocketed balls are spotted on the foot spot and opponents

INDIANA MOOSE ASSOCIATION POOL TOURNAMENT RULES

balls remain pocketed.

10. Foul Shots: The following infractions result in fouls:

- A. Failure to make a legal shot (Penalty #2)
- B. A scratch shot (Penalty #2)
- C. A scratch shot on a legal break (Penalty #1)
- D. Shooting without at least one foot on the floor (Penalty #2)
- E. Moving or touching any ball by other than legal means (Penalty #2) except accidental and/or obvious movements of any object balls (such as hitting them with the shaft when following through after making a legal shot or with baggy clothing, etc), will not be a foul in such cases, the opposing player has the right to determine if the ball or balls are to be moved back as close as possible to their original position. The shooter who caused the movement has NO say in the repositioning of the balls whether it was accidental or not.
- F. Shooting a jump shot over another ball by scooping the cue stick under the ball (Penalty #2)

A jump shot made by striking the cue ball above the center is legal. No foul exists if a player accidentally caused the cue ball to jump above the table.

11. Foul Penalties:

- No. 1 Option to leave cue ball in place or take cue ball behind head string
- No. 2 Option to place cue ball any place on table. After placing cue ball on table, player may re-position by hand or by the shaft and ferrule of the cue stick. He may position the cue ball on the table by hand more than once, if necessary.

12. Spotting Balls: When an object ball is spotted, it will be spotted on the long string as close to the foot spot as possible and shall be frozen to any interfering ball except the cue ball.

13. Object Balls Jumped Off Table: If an object ball is jumped off the table, it is a miss and loss of turn, NOT a foul. The shooter's object ball(s) is spotted and if the opponent's ball jumped off the table it will be pocketed.

14. Head String: The base of the ball in relation to the head string determines whether it is playable. The base of the ball must be outside the head string (toward the foot) to be playable. On foul, #1 with cue ball in hand, player must place cue ball behind head string on break only.

INDIANA MOOSE ASSOCIATION POOL TOURNAMENT RULES

15. Ball Frozen to Cushion: When playing a shot where the object ball is frozen on the cushion, the cue ball must contact the frozen ball and then (1) pocket the frozen ball or any other object ball or, (2) drive the frozen object ball to another cushion, or (3) drive the cue ball or another object ball to any cushion. The rail to which the ball is frozen is a live rail for the cue ball after the cue ball makes contact with the frozen ball. Failure to do so is a foul and penalty #2 applies. When there is any doubt whether the object ball is frozen to the cushion, the player should ask the referee for a ruling before shooting.

16. Playing the 8-Ball: When playing the 8-ball, the shooting player must clearly designate by marking the intended pocket. If the shooting player fails to mark the 8-ball pocket, it is a loss of game if the 8-ball is pocketed.

17. Loss of Game: A player loses a game if he commits any of the following infractions:

- A. Pockets the 8-ball when it is not his legal shot.
- B. Pockets the 8-ball on the same stroke as the last of his group of balls.
- C. Scratches when the 8-ball is his legal object shot.
- D. Jumps the 8-ball off the table at any time.
- E. Pockets the 8-ball in pocket other than one designated.
- F. Unsportsmanlike conduct.
- G. Anyone from shooter's lodge calling 8-ball before shooter calls it.
- H. Failure to designate pocket when the 8-ball is the object ball.

18. Stalemated Games: If three consecutive turns at the table by each player (6 turns total), they purposely foul or scratch, then the game will be considered a stalemate. Both players agree that attempting to pocket or move an object ball will result in immediate loss of game. 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 loss of game.

19. Obvious Fouls: That do not have to be called by opposing player are:

- A. Cue ball off table.
- B. Scratch
- C. 8-Ball in wrong pocket

20. Protest: The complaining player must enter his protest to the referee before the player who allegedly made the foul shoots again. Complaints registered after the subsequent shot cannot be honored. In case of disagreement with the referee's decision the shooter must ask the referee to talk to the Head Referee for the ruling.

21. Forfeits: Forfeits will be allowed, and will be listed as a loss.