

Statewide Billiards 8 Ball Singles Rules

1. **THE FLIP-** Players flip for the break and then alternate. **Break your own Rack**
2. **THE BREAK-** What's a WIN/LOSS, LEGAL BREAK and a FOUL
 - 2.1. If the 8 ball is pocketed on the break it is neither a WIN nor a LOSS of game. If the 8 ball is pocketed on the break & there is no scratch, the 8 ball is spotted and the breaker plays the table as it lies.
 - 2.2. If the 8 ball is pocket on the break & a scratch occurs the opponent can choose if the 8 Ball is:
 - 1) spotted and play the table as it lies with ball in hand
 - 2) Rerack and get the break
 - 2.3. LEGAL BREAK- You must hit the first or second ball in the rack. If a ball is pocketed then the break is LEGAL. If a ball isn't pocketed then 4 balls must hit the rails to be considered a LEGAL BREAK. If 4 balls don't hit the rails, the opponent has the option to
 - 1) Shoot the table as it lies
 - 2) Ask for a re-rack and get the break
 - 2.4. A scratch on the break is a foul and results in ball in hand anywhere on the table for the opponent
 - 2.5. If a miscue occurs, the cue ball is raked into a pocket or scratches without making contact with the rack, the game has not begun and the shooter may break again. Once the cue ball has hit the rack see Section 2.3.
 - 2.6. If a ball is pocketed on the break, the shooter has OPEN table and may shoot solids or stripes. Once the first CALLED shot is made, the shooter has established that they have solids or stripes
 - 2.7. While racking, once the rack is removed, a player is NOT allowed touch the balls with their hands.
3. **FOULS-**
 - 3.1. The following are FOULS that may occur during a match that result in BALL IN HAND to the incoming player
 - 3.1.1. All SCRATCHES: pocketing the cue ball or knocking cue or any object ball off the table
 - 3.1.2. Failure to make LEGAL contact with your group (SOLIDS/STRIPES) of balls on the table
 - 3.1.3. Failure of ANY ball to make contact with a rail after LEGAL contact has been made
 - 3.1.4. Touching any ball with the cue ball or the hand the cue ball is in while placing the cue on the table ball in hand
 - 3.1.5. Shooting straight into a ball that is frozen to the cue. The shooter must shoot away from the ball at a minimum of 45° angle for the shot to be considered legal
 - 3.1.6. If the object ball is frozen to a rail, the cue must contact the ball then hit a rail or the object ball must leave the rail and re-hit that rail or another rail or be pocketed to be considered a LEGAL shot
 - 3.1.7. Shooting with BOTH feet off the ground. ONE FOOT must be touching the ground on all shots
 - 3.1.8. Moving any object ball that interferes with the path of the cue ball or moving three or more object balls
 - 3.2. The following are FOULS that result in LOSS of game
 - 3.2.1. 8 ball is pocketed out of rotation
 - 3.2.2. 8 ball is made in the wrong pocket
 - 3.2.3. While attempting to pocket the 8 ball the player scratches or the cue is knocked off the table regardless if the 8 is pocketed
 - 3.2.4. 8 ball is knocked off the table while it is being shot
 - 3.2.5. Not calling or marking the pocket in which you will shoot the 8. Make certain your opponent acknowledges the pocket called before you shoot. Avoid problems and MARK your pocket
 - 3.2.6. If a player breaks down a cue, whether it's a break stick or shooting cue, at any time before the end of a match it will result in LOSS OF GAME. If you need to change your shaft you must notify your opponent prior to breaking down your cue.
4. **GENERAL-**
 - 4.1. All shots must be called to the pocket unless it's obvious to the opponent. CALL POCKET ONLY- no kisses, caroms or rails need to be called. The 8 ball must ALWAYS be called. Make sure your opponent acknowledges which pocket you are calling.
 - 4.2. Any ball hanging in a pocket for more than a few seconds and then dropping must be placed back on the table where it was before it fell
 - 4.3. If any object balls are moved by players sticks, clothing or body parts the opponent chooses to 1) leave it as it lies or 2) move it back to where they believe it was located
 - 4.4. TIE BREAKERS for matches that end in a TIE will be played as indicated on tournament SCORESHEET
 - 4.5. REFEREES are available at all times at the tournament table. If a REF isn't requested all decisions go to the shooter. All REF decisions are FINAL!
 - 4.6. If a match is taking too long and it appears that a team may not finish within the allowable time frame, the TOURNAMENT DIRECTOR may require play on multiple tables or sudden death play. Most shots should be taken within **1 minute**. Anyone found to be intentionally SLOW PLAYING will be penalized and could result in loss of MATCH, ROUND or DISQUALIFICATION. If after 3 innings no position improvements have been made, a **Stale Mate** will be called and the game will be re-racked with the same player breaking.
 - 4.7. Once a match has started, NO BREAKS should be taken until it is finished. Players should make every attempt to take cigarette & bathroom breaks before play begins
 - 4.8. **NO COACHING...** this includes: advising your team mate that they have ball in hand or how to legally execute a shot!
 - 4.9. Jump shots are legal during match play only and they must be performed with the *players' full regular cue*. **No jump cues allowed.** Masse shots are also allowed during match play only. **NO PRACTICING OF JUMP SHOTS OR MASSE'S ARE ALLOWED**

Statewide Billiards has the final authority to determine rulings on player handicaps and game rules. All players are reminded that good sportsmanship and consideration of other players is mandatory. If any player is determined by Statewide Billiards to be sandbagging intentionally to play in events at a lower skill level it is at their discretion to force a team to adjust their Race or that player to forfeit play without refund of any entry or greens fees. Any player considered a detriment to the event or other players will be asked to leave without refund of any entry or greens fees

Statewide Billiards 8 Ball Rotation Team Rules

1. **THE FLIP-** Team Captains will flip for HOME team. HOME team gets first break and *chooses* which team will PRESENT their roster first. Breaks alternate as indicated on SCORESHEETS. This rotation must be followed! HOME team always plays in order 1-3 or 4. If a game is played with the wrong players, even if it is complete, it will not be scored. The game **MUST** be replayed with the correct players.
2. **THE BREAK- Break your own rack** What's a WIN/LOSS, LEGAL BREAK and a FOUL
 - 2.1. If the 8 ball is pocketed on the break it is neither a WIN nor a LOSS of game. If the 8 ball is pocketed on the break & there is no scratch, the 8 ball is spotted and the breaker plays the table as it lies
 - 2.2. If the 8 ball is pocket on the break & a scratch occurs the opponent can choose if the 8 Ball is:
 - 1) spotted and play the table as it lies with ball in hand
 - 2) Rerack and get the break
 - 2.3. LEGAL BREAK- You must hit the first or second ball in the rack. If a ball is pocketed then the break is LEGAL. If a ball isn't pocketed then 4 balls must hit the rails to be considered a LEGAL BREAK. If 4 balls don't hit the rails, the opponent has the option to
 - 1) Shoot the table as it lies
 - 2) Ask for a re-rack and get the break
 - 2.4. A scratch on the break is a foul and results in ball in hand anywhere on the table for the opponent
 - 2.5. If a miscue occurs, the cue ball is raked into a pocket or scratches without making contact with the rack, the game has not begun and the shooter may break again. Once the cue ball has hit the rack see Section 2.3.
 - 2.6. If a ball is pocketed on the break, the shooter has OPEN table and may shoot solids or stripes. Once the first CALLED shot is made, the shooter has established that they have solids or stripes. The 8 Ball is never neutral.
 - 2.7. While racking, once the rack is removed, a player is NOT allowed touch the balls with their hands.
3. **FOULS-**
 - 3.1. The following are FOULS that may occur during a match that result in BALL IN HAND to the incoming player
 - 3.1.1. All SCRATCHES: pocketing the cue ball or knocking cue or any object ball off the table
 - 3.1.2. Failure to make LEGAL contact with your group (SOLIDS/STRIPES) of balls on the table
 - 3.1.3. Failure of ANY ball to make contact with a rail after LEGAL contact has been made
 - 3.1.4. Touching any ball with the cue ball or the hand the cue ball is in while placing the cue on the table ball in hand
 - 3.1.5. Shooting straight into a ball that is frozen to the cue. The shooter must shoot away from the ball at a minimum of 45° angle for the shot to be considered legal
 - 3.1.6. If the object ball is frozen to a rail, the cue must contact the ball then hit a rail or the object ball must leave the rail and re-hit that rail or another rail or be pocketed to be considered a LEGAL shot
 - 3.1.7. Shooting with BOTH feet off the ground. ONE FOOT must be touching the ground on all shots
 - 3.1.8. Moving any object ball that interferes with the path of the cue ball or moving three or more object balls
 - 3.2. The following are FOULS that result in LOSS of game
 - 3.2.1. 8 ball is pocketed out of rotation
 - 3.2.2. 8 ball is made in the wrong pocket
 - 3.2.3. While attempting to pocket the 8 ball the player scratches or the cue is knocked off the table regardless if the 8 is pocketed
 - 3.2.4. 8 ball is knocked off the table while it is being shot
 - 3.2.5. Not calling the pocket in which you will shoot the 8. Make certain your opponent acknowledges the pocket called before you shoot.
 - 3.2.6. If a player breaks down a cue, whether it's a break stick or shooting cue, at any time before the end of a match it will result in LOSS OF GAME. If you need to change your shaft you must notify your opponent prior to breaking down your cue.
4. **GENERAL-**
 - 4.1. All shots must be called to the pocket unless it's obvious to the opponent. CALL POCKET ONLY- no kisses, caroms or rails need to be called. The 8 ball **MUST** be called. Make sure your opponent acknowledges which pocket you are calling.
 - 4.2. Any ball hanging in a pocket for more than a few seconds and then dropping must be placed back on the table where it was before it fell
 - 4.3. If any object balls are moved by players sticks, clothing or body parts the opponent chooses to 1) leave it as it lies or 2) move it back to where they believe it was located
 - 4.4. REFEREES are available at all times at the tournament table. If a REF isn't requested all decisions go to the shooter. All REF decisions are FINAL!
 - 4.5. If a match is taking too long and it appears that a team may not finish within the allowable time frame, the TOURNAMENT DIRECTOR may require play on multiple tables or sudden death play. Most shots should be taken within **1 minute**. Anyone found to be intentionally SLOW PLAYING will be penalized and could result in loss of MATCH, ROUND or DISQUALIFICATION. If after 3 innings no position improvements have been made, a **Stale Mate** will be called and the game will be re-racked with the same player breaking.
 - 4.6. Once a match has started, NO BREAKS should be taken until it is finished. Players should make every attempt to take cigarette & bathroom breaks before play begins
 - 4.7. **NO COACHING...** this includes: advising your team mate that they have ball in hand or how to legally execute a shot!
 - 4.8. Jump shots are legal during match play only and they must be performed with the *players' full regular cue*. **No jump cues allowed.** Masse shots are also allowed during match play only. **NO PRACTICING OF JUMP SHOTS OR MASSE'S ARE ALLOWED**

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Statewide Billiards 8 Ball Team Rules

1. **THE FLIP-** Team Captains will flip for HOME team. HOME team (left side of scoresheet) gets FIRST break and **chooses** which team will PRESENT their #1 player first. PRESENTS alternate after that. Breaks alternate as indicated on SCORESHEETS. **BREAK YOUR OWN RACK**
2. **THE BREAK-** What's a WIN/LOSS, LEGAL BREAK and a FOUL
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