

Official Rules of Play for Omaha Sports Club

8-Ball Pool League

Rules are based on the River City Billiard Association play by the VNEA rules and have been modified for the Omaha Sports Club Pool League.

A. Balls and Racking

8-Ball: The game is played with one cue ball and 15 numbered object balls. 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 foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner. 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

Cue ball: The cue ball of the house will be used. The same ball will be used throughout play unless there is an equipment malfunction and another ball needs to be brought in. Otherwise, the only time for an equipment change is on the agreement of both teams.

B. Break Shot

1. Start of Play. Home team breaks on the odd games and the away team breaks on the even games. The team breaking racks his/her own break. Team players must break equal number of games.
2. Break. The breaker must drive at least 3 balls to the rail or in a pocket for the game to be considered started or a legal break. It is legal to bank into a break. If the break is not legal then there are 3 options: (a) opponent accepts table in position and starts shooting; (b) re-rack the balls and break again; (c) opponent chooses to re-rack and breaks the balls.
3. Miscues. See #2 under break.
4. Cue ball on break. When positioning the cue ball on the break, the cue ball must be behind the kitchen.
5. Improper positioning of cue ball. The opposing players must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing players do not so inform the breaking player before the shot is made, the break is considered legal. If the player is informed and still positions and shoots the cue ball outside the kitchen, it is a foul if called by the opponent.

6. 8-ball on the Break. During League play, making the 8-ball on the break is not a win or a loss. The 8-ball is spotted and play continues. If the breaker makes the 8-ball and scratches, then the opponents have the cue ball in the kitchen and the 8-ball is spotted.
7. No balls on Break. If the breaker does not make any balls then it is the opponents turn to shoot having an open table.
8. Jump ball. If a player jumps on object ball off the table on the break shot, it is a foul and the opponent has the option of (a) accepting the table in position and shooting or (b) taking cue ball in hand behind the kitchen and shoot. Any jumped balls are spotted in numerical order.

C. Open Table

The table is always open immediately after the break shot. The shooter must shoot again and legally pocket a ball to determine the group for that game. On an open table, the shooter can shoot at either group of balls. The first ball can be made by any of the various shots involving the cue ball and object ball. It can also be used in a combination shot, using a stripe to make a solid, or vice versa. The 8-ball can also be used in combination to make the first group ball. Once a "group" is determined, the next player approaching the table cannot receive credit for a table run. A table run must consist of one player taking all seven balls of the determined group and the 8-ball off the table in one turn.

D. Game

Call pocket on 8-ball shot (kiss-offs from other balls and rails do not have to be called). To legally pocket a ball, a player is required to designate, before each shot, the ball and pocket he/she is shooting. Obvious "straight in" shots do not have to be called but bank shots and combinations are not considered obvious. Failure to call or pocket the object ball in the correct pocket is loss of turn. Players should stay back at least 6ft. from the table and out of the shooters direct line of shot while the opponent is at the table so as not to distract his/her play.

E. Play

1. If a shooter inadvertently pockets his/her opponent's ball, it remains down. However, if the shooter does not legally pocket one of his/her own group, he/she loses his/her turn.

2. If a player fails to make the 8-ball while shooting at it, the game continues. If a player scratches the cue ball while shooting at the 8-ball, it is a LOSS of game.

3. Object balls knocked off the table are handled accordingly: if any object ball is jumped off the table; it is a foul and loss of turn, unless it is the 8-ball which is loss of game. Any jumped object balls are spotted in numerical order.

4. Coaching and discussions need to be kept to a minimum like a minute or 2 to keep play moving. No coaching from other teams or people not playing on the table, please.

F. Automatic Loss of Game

1. Pocketing the 8-ball out of turn.
2. Pocketing the 8-ball on the same stroke as the last of his/her own group of balls.
3. Scratching while shooting at/or pocketing the 8-ball.
4. Jumping or knocking the 8-ball off the table at any time.
5. Pocketing the 8-ball in a pocket other than the one called.

G. Legal Shots

On all shots, a player must strike object ball then drive the cue ball, object ball, or another ball to a rail or a pocket. Failure to do so is a foul and will be ball in hand. It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball but then the object ball, cue ball, or another ball must go to a rail or a pocket or it is a foul.

H. Fouling

All fouls must be called and acknowledged before the next shot is taken. (Exception is scratching) The shooter should call their foul, but it is ultimately the responsibility of the opponent to point it out. If the shot is close, ask for the opponents to observe the shot.

The following results in a foul:

1. Failure to make a legal shot.
2. Shooting the cue ball off the table or into a pocket.
3. Scratching on the break or deflects the cue ball prior to hitting the racked balls. The opponent player has ball in hand behind the kitchen.
4. When placing the cue ball in position, any forward stroke motion contacting the cue ball is not a legal shot and is a foul. Contacting the cue ball with any part of the cue tip will be considered a shot however not a legal shot and becomes a foul.
5. Shooting without at least one foot on the floor.
6. If a ball is frozen on a cushion, the opposing player must notify the player shooting before the shot that the ball is "frozen". This 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 ball, the shot must result in either (a) a ball being pocketed, (b) the cue ball to contact a cushion, (c) the frozen ball moved to contact a cushion attached to separate rail, (d) another object ball being caused to contact a cushion with which it was not already in contact. Failure to do one of the above results in a foul, A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail, is not considered to have been driven to the cushion unless it leaves the cushion, contacts another ball, and then

contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced by your opponent, prior to that object ball being involved in a shot.

7. Accidentally moving or touching any ball is not a foul and needs to be placed back as close as to the original spot as possible.
8. Touching the cue ball while any balls are still in motion is a foul.
9. Push shots and double hits are considered fouls.
10. With cue ball in hand, touching any object ball with the cue ball is a foul or touching any object balls with a hand is a foul.
11. Moving any object ball with hand or stick that later interferes with the path of the cue ball is a foul.
12. Jumping objects off the table.
13. Illegal jumping of ball (intentionally scooping under the ball).

I. Penalty for Fouling

1. Only players involved should call a foul. The opponent receives ball in hand for the next shot except on break.
2. A player must stop shooting when a foul is called. If a player refuses to yield, the opposing team can protest.

J. Protest Procedures

If a protest is called, then the chairperson must be called for a ruling, then play continues.

K. Forfeits – No Call and No Show

If a team or subs do not show for a match and no arrangements are made, the winning team receives the equivalent of their team average. The team that did not show will get 5 points per game. OR if the team that did show up agrees to reschedule and play the match, this is fine, it is their decision. Other arrangements will be made in bad weather.

Every team needs to be present and ready to play at 7 pm. If you are unable to be there at 7 pm, please call the league chair or the team you are scheduled to play to let them know. If no call and the team shows up more than 10 minutes late, the first game will be a forfeit. The team that showed will get 10 points and the late team will get 5 points. If the team is more than 20 minutes late, see above paragraph on Forfeits as a no show. The decision is up to the team that was on time.

L. Unsportsmanlike Conduct

Unsportsmanlike conduct by a player or the chairperson: The person receives a warning. If the conduct persists, then it becomes a league vote for the player to be allowed to continue or removed from the league.

M. General Rule Definitions

1. Double Hits: It is a foul if the cue ball is struck more than once on a shot by the cue tip. It is still a foul if the cue ball has left initial contact with the cue tip and then is struck a second time in the course of the same stroke.
2. Push Shots: It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time needed in a stroked shot.
3. Player Responsibility: The player is responsible for chalk, bridges, files, and any other items or equipment need to be kept away from the table or if they fall on the cue ball, it is a foul.
4. Balls moving spontaneously: If a ball shifts, settles, turns, or otherwise moves "by itself", the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket "by itself" after being motionless for five seconds or longer shall remain pocketed. If the 8-ball falls, it will be replaced as closely as possible to its position prior to falling.
5. Spotting Balls: 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 beginning on the foot spot and advancing toward the foot rail.
6. Playing from behind the kitchen: When a shooter is shooting from the kitchen, he/she must drive the ball to a point outside the kitchen before it makes contact with a rail or an object ball. The base of the cue ball must be behind the line.
7. Shooting the wrong group: If a player shoots the wrong group of balls and shoots in a second wrong ball and the opponent does not call a foul after the first illegal shot, the players should switch their group of balls.
8. Illegal jumping of ball: It is a foul if a player strikes the cue ball below center ("digs under it") and intentionally causes it to rise off the bed of the table, in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such "jumps" are not to be considered fouls on their face. Jump shots are illegal in the pool hall at Big Johns and therefore illegal on the league.

N. Handicap

In scoring, each player receives one point for each of his/her group of balls (stripes or solids) legally pocketed, plus three points when the 8-ball is legally pocketed. This makes a total of ten (10) points per game. Averages are calculated by dividing the total number of points by the total number of games played. If the difference in the average of one team is .8 or more than their opponent, the opponent will receive one ball handicap per game. 2 balls handicap per game will be given if there is 1.8 difference or more. No more than 2 balls per game handicap will be used.

O. Subs

Subs must be Omaha Sports Club members or a guest fee of \$5 is due before play.

If you know you are going to be gone, please contact your opponents and reschedule the match or contact a sub. AS last resort, if the team missing a player was unable to find a sub or reschedule the match, they do have the option to play by him/herself if OK with their opponents.