

INDIANA MOOSE ASSOCIATION



POOL TOURNAMENT RULES

INDIANA STATE POOL CHAIRMAN



INDIANA STATE ATHLETIC
DIRECTOR

DOUG MCAFEE

INDIANA MOOSE ASSOCIATION POOL TOURNAMENT RULES

1. **Opening Break:** The break of the first game of each match will be determined by the flip of a coin with the winner getting the break. The break on each subsequent game will be alternated.
2. **Open Table:** The table is "open" when the choice of groups (stripes or solids) has not been determined. It is legal to hit a solid to make a stripe or vice versa. The 8-ball **CANNOT** be used as the first ball in a combination.
3. **Choice of Group:** The choice of solids or stripes is determined after the break when a ball from one group is legally pocketed. If balls from both groups are pocketed, the choice of solids or stripes remains open until a player legally pockets another ball on his turn. If a player breaks and makes balls from both groups but fails to make a ball on the following shot the table remains open.
4. **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 shot.
5. **When Playing:** Player **MUST** have one foot touching the floor or a foul occurs. There will be NO shooting instructions from anyone. Spectators on the sidelines WILL NOT be allowed to advise or coach a player during competition. Penalty #2 applies to this situation.
6. **Legal Break Shot:** To execute a legal break, a player must (1) pocket a ball, or (2) drive four object to the rail. Failure to make a legal break is not a foul. However, the opponent has the option of (1) accepting the table position and shooting, or (2) having balls re-racked and shooting the opening break himself.
7. **8-Ball Pocketed On Break:** Making the 8-ball on the break will be neither a win or loss. The shooter will be allowed to determine whether it will be re-racked or if the 8-ball will be spotted with the same shooter staying at the table.
8. **Scratch On A Legal Break:** If a player scratches on a legal break shot, (1) all balls pocketed remain in the pockets except the 8-ball which is spotted (2) it is a foul (3) the table is open.
9. **Legal Shots:** On all shots, except 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.
10. **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 shooters illegally pocketed balls are spotted on the foot spot and opponent's balls remain pocketed.
11. **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.

12. **Foul Penalties:**

- #1 Option to leave the cue ball in place or take cue ball behind head string
- #2 Option to place cue ball any place on the table, player may then 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.
13. **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.
14. **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.
15. **Headstring:** 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 headstring (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.
16. **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 another 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 kind of doubt whether the object

ball is frozen to the cushion, the player should ask the referee for a ruling before shooting.

17. **Playing The 8-Ball:** When playing the 8-ball, the shooting player must clearly 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.
18. **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 the one designated.
 - F.** Unsportsmanlike conduct.
 - G.** Anyone from a shooter's lodge calling the 8-ball before the shooter calls it.
 - H.** Failure to designate the pocket when the 8-ball is the object ball.
19. **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 a loss of game.
20. **Obvious Fouls:** 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.
21. **Protest:** The complaining player must enter his protest 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 final ruling.

22. **Forfeits:** Forfeits will be allowed and will be listed as a loss.

As always, we want you to enjoy yourself and promote fellowship in the **Loyal Order of the Moose.**



If you have any questions, comments or concerns, or for more information please contact:

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