

Pool



1. Coed team represents each club.
2. Winners will be decided through single elimination format. Team with no match losses will be deemed the winner over all. Teams with one loss each will play off to determine second and third place overall.
3. 8-ball is played with a cue ball and 15 object balls numbered 1 through 15. One team must pocket balls 1-7, solid colors, and the other team has 9-15, stripes. The team pocketing their group first and then legally pocketing the 8-ball in the called pocket wins the game.
4. Winner of the lag has the option to break. Team will alternate breaking on each subsequent game.
5. Pocketing the 8-ball on the break wins the game; pocketing the 8-ball at any other time before pocketing the team's object balls loses the game.
6. Combination shots are allowed, however the 8-ball cannot be used as the first ball in the combination except when the table is open. In other combination shots, player must make contact with their ball first, stripe or solid, to be a legal shot.
7. Jump shots are allowed but player must strike above center of the cue ball to be considered a legal jump shot. No digging or scooping underneath the ball is allowed.
8. Masse shots are also allowed but care should be taken not to damage the felt.
9. A ball must hit the rail or be pocketed with each shot or it will be deemed a foul. Other fouls include accidentally touching balls with hand, clothing or cue during a shot. When a foul has occurred, the opponent can call "foul", player loses turn and then opponent can choose to shoot the cue ball from where it is or take ball in hand behind the head string.
10. If a player scratches on the legal break, all balls remain pocketed. The incoming player may not shoot an object ball that is behind the head string, unless he shoots the cue ball past the head string and causes a cue ball to come back behind the head string and hit the object ball. The shooter will have a ball in hand behind the head string.
11. For any other scratch, all balls remain pocketed and the incoming player shoots from behind the head string as described above. The shooter will have a ball in hand behind the head string.

12. A player is entitled to continue shooting until he fails to legally pocket a ball of his group. After a player has legally pocketed his entire group of balls, they shoot to pocket the 8-ball. Player must call the pocket for the 8-ball (only) and pocket the 8-ball into the designated pocket to win the game.
13. 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 a loss of a game. Any jumped balls are spotted. The shooter will have ball and hand behind the head string.
14. A team loses the game if they commit any of the following infractions;
 - Fouls when pocketing the 8-ball (includes scratching the 8-ball on the break.)
 - Pockets the 8-ball on the same stroke as the last of their group ball balls.
 - Jumps the 8-ball off the table at any time.
 - Pockets the 8-ball in a pocket other than the one designated (called).
 - Fails to call the pocket to the referee prior to shooting the 8-ball and the 8-ball is pocketed, even if the pocket is obvious or implied.
 - Pocket the 8-ball when it is not the legal object ball.
15. If a player or team is taking an excessive amount of time between shots, the referee can call a one minute shot clock warning during play.