



2010-2011

www.westside8ball.com

Westside 8-Ball League Staff

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WESTSIDE EIGHT BALL LEAGUE ADMINISTRATIVE GUIDELINES

September 2010 through May 2011

1. The Westside 8 Ball Pool League Season is scheduled to run between September and May.
2. The organizational functioning of the League shall be the responsibility of the elected officers: President, Vice President, Secretary, and Treasurer.
3. Election of officers, for each season, will take place at the Awards Banquet or at a General Membership Meeting in the last month of the previous season.
4. The membership shall not elect three officers for one season who are all members of teams sponsored by the same bar.
5. A financial statement shall be distributed to all team captains at the end of the season.
6. Each team captain is responsible for regular team players or substitutes being present at scheduled matches.
7. Team captains shall have a copy of the rules available at each match.
8. Professional players are barred from League play and any games played by them shall be forfeited. The officers and rules/grievance committee will set guidelines and pass final decision to determine professional status. (A player may not be in the top 50 rated pro players)
9. Unless otherwise specified, Captains Meetings will be attended by League Officers, team captains or their representatives only.
10. At Captains' Meetings, votes pertaining to rules and regulations, shall be cast at one vote per team, by each captain or the appointed representative. No person may represent more than one team.
11. At General Membership Meetings, votes shall be cast at one per member in attendance.
12. The Rules/Grievance Committee shall be chaired by the Vice President and consist of at least four additional members to be elected at a General Membership Meeting.

The Rules/Grievance Committee shall make interpretations of the rules and resolve grievances. No committee member may make a ruling relating to a match their team is playing in.

DROP OFF POINTS:

13. "The Speakeasy" and "Brennan's" are the designated "Drop off" points, for the 2010-2011 season, for score sheets and fees. Visiting team captains are responsible for dropping off the completed score sheets and fees on the night of the match by the closing time of the drop off point. Failure to do so, will result in fines and game forfeitures. Fees need not be paid for "bye" matches.

PLAYERS

14. A player must be a dues paying member of the Westside 8-Ball League. At the beginning of the season, each team submits a list of its 4 regular players and substitute players. Team captains must immediately inform the officers about players or substitutes who are lost or gained during the course of the season. A player may not play on more than one team of the same night of the week. (exception: 'bull pen' players) Once during a season, a player may switch from one team to another team of the same night of the week with approval by the officers and rules/grievance committee who will determine if the switch is proposed in good faith. (*note: The \$5 player fee is a one time fee that covers for players that play on one night or both nights).
15. Any regular team member who is current in the payment of fees has the right to play in league play unless one or more team mates or opponent can establish, by grievance submitted to the Rules/Grievance Committee, that the player is engaged in conduct detrimental to the interests of the team or the league.
16. Bar Sponsors maintain the right to legally refuse service to a customer and/or ask them to leave the premises

NEW TEAMS

17. New teams to the league which consists of three or more new players to the league will be required to pay \$20 per week for dues during the first half of the season. The new teams will not have to pay any dues during the second half of the season since their team has already paid for the second half of the season. This rule is necessary since some new teams drop out in the second half of the season. Team drop outs has an adverse effect on team standings & financial structure of the league. The Grievance Committee will determine new team status and any other play structure for new teams on a case-by-case basis.

SUBSTITUTES:

18. Permanent Substitutes:

A substitute may be used in place of a primary team member who cannot play on a given night. Substitutes must be paid members of the Westside 8-Ball League, and shall be placed on the official team roster. Substitutes cannot play for a team if they are primary players for another team on the same night of the week. Any Player that has not paid the registration fee (\$5) on his/her first night of play will have their games counted but will be faced with an automatic fine of \$20. This fine will be the responsibility of the player to pay. In the event that the player does not pay the dues and fine, the first team that the player played for is responsible for the dues and fine(s).

19. "Bull Pen" substitutes:

The League has a "bull pen" of substitute shooters that will be available for any team on either Tuesday or Wednesday nights. Some of the substitutes are available on both Tuesday and Wednesdays. (Since they have not committed themselves to one team.) Some of the substitutes are available to play as a substitute on one night since they are a permanent player on the other night. Teams are still allowed to obtain their own substitutes if they choose to do so. The "Bull Pen" is just another option if necessary. The names and contact numbers for the players in the "Bull Pen" will be distributed and /or posted to our website. ***The team is financially responsible for substitutes.** Note that the Grievance Committee reserves the right to limit a player's inclusion on the bullpen list. This is to prevent bullpen manipulation by teams in collusion.

20. A substitute shall not play for more than one player in a given match (night). If a Substitute of a match does not play all 4 games (i.e. the regular player plays some games) the score sheet must clearly identify which games were played by each player.

21. No new players can be added during the last 6 weeks of the league season . (Only substitutes listed on the official team roster, submitted by the season's deadline, or 'bull pen' can play). Exceptions can be made only in extenuating circumstances, (i.e. Family emergency) to be judged for validity by the Rules/Grievance Committee.

PRACTICE TIME AND START TIME:

22. Practice time for the home team is 7:00pm to 7:30pm. Practice time for the visiting teams is from 7:30pm to 8:00pm on table that will be used for the league game. Play should begin at 8:00pm.

FORFEITED MATCHES:

23. Teams should be ready to start each match at the scheduled time of 8:00 pm. (unless prior arrangement has been made with the opposing team) In the event that a team and its members have not arrived by 8:20pm, or called the match location to say that they will be late, a 'Grievance Committee' member shall be contacted to declare the match as a 'forfeit'. The 'Grievance Committee member shall make reasonable efforts to contact the team that has not shown up.

A team that forfeits three entire matches or two entire matches in a row during the league season may be dropped from the Westside 8 Ball League. An expelled team forfeits any prizes it may have accumulated during the league season.

24. When a team is expelled for forfeiting the first two matches of a tournament, the forfeit scores (16-0) of their opponents for the first two matches will be converted into byes (0-0). The money submitted by the opponents will be refunded. All matches scheduled against the expelled team will be scored as 'byes' (0-0) to their opponents.

FORFEITED GAMES:

25. When matches are played with less than 4 players on either team, the games that would have been played by the missing players are scored as forfeits. (games won for opposing team). Teams are still financially responsible for player forfeits.
26. Any time a player is not present or willing to play at the scheduled time of a game, the opposing team may claim that game as a forfeit. A team may start playing with as few as one player at the scheduled time of the match. When the time comes for the following players to play their regular games, those players must be present to play or the opposing team may claim a game forfeit at the time of each game. Team captains may agree to alternate arrangements prior to the match. "Team forfeit" if no players show up at the venue by 8:20 pm unless prior arrangements have been made. A Grievance Committee member must be contacted at that time to make the "team forfeit" 'official'. At least one player has to show up and play to avoid a "team forfeit".

Attempts to arrange the re-scheduling of a match must be done prior to the day of the match.

Team forfeits have to pay the fees for that night, plus a fine of whatever the weekly dues is for 4 players.

REFEREEING GAMES:

27. Each team designates a referee before the start of each game to rule on the legality of the game's play / conduct. If either referee needs to leave during the game, a temporary substitute referee is designated in his/her place and the opposing team is informed of the change.
28. Team captains settle all questions of playing procedure with input from referees if applicable. If an interpretation of the rules becomes necessary, a Rules/Grievance Committee member or Officer shall be contacted by telephone for a determination. Team captains, referees, and players shall make every effort to resolve disputes on the night of the match.
29. If a player has a dispute concerning playing procedure, conduct, or legality of a shot, the player must raise the objection to the opposing team immediately, before another shot is taken if possible. Referees of both teams will rule on the dispute. If referees cannot, in good faith, agree on the legality of a shot, and the captains cannot agree on resolution, the referees will attempt to re-create the previous table position for the player to replay the shot. If a re-creation of the previous position is impractical, the game shall either be:
 - a. stopped and immediately replayed from the start (if mutually agreed) or...
 - b. completed and replayed immediately after. If the replay game results in the same score as the disputed game, the matter shall be considered resolved. If the replay game results in a different score from the disputed game, the issue shall be resolved by:
 - i. Agreeing to play a third (tie breaking) game during that match or...
 - ii. Submitting a written grievance, by the objecting player, to the Rules/Grievance Committee by attaching it to the score sheet dropped off that night (**time limit is 24 hours**).

The Grievance Committee will arbitrate the matter using the second game, referred to above, as a valid replay if a decision on the disputed game cannot be reached.

If a ball must be retrieved to re-create a position or if a game is replayed, any expense shall be shared by the involved players. The bartender or bar owner can generally be contacted to open up the table to retrieve a ball. Replayed games shall have the same breaker and racker as the disputed game. The final outcome of a game resolved by replays will be scored as a single point on the score sheets.

SCORE SHEET:

30. The score sheet determines the order of play and the alternation of breaking and racking. Team captains are responsible for providing all requested information on the score sheet. If information on a score sheet is falsified, the captain responsible shall be immediately suspended for 2 consecutive matches and fined the equivalent of any funds that would have been unjustly disbursed had the falsification not been discovered. The team may use a substitute for the captain for only the second of the matches effected by the suspension. The first match shall result in 4 forfeits for the suspended captain's score. **Each team is required to submit the fees for 4 players during each match plus registration fees for any new players.

(Teams are still financially responsible for player forfeits and team forfeits)

* Two week time limit for team captains to protest any clerical errors on score sheets /weekly 'stat' sheet after posting.

SCORE SHEET FINES:

31. The score sheet & money being turned in on time is vital for proper accounting purposes. Teams that fail to turn in the score sheet & the money on time will be FINED accordingly. 1st offense (\$10 fine), 2nd offense (\$20 fine), 3rd offense (\$20 and forfeiture of 5 games)

LOCATION ISSUES:

32. "In the event that a team plays at a location which allows smoking or allows other activities that are either illegal or offensive to other teams, opponents have the right to request that matches which would normally be played at that location be played either at a neutral location or, upon agreement, at the opponent's home location. The intent of this guideline is not to force teams or their players to play at locations which can affect any player's health or safety." The change of venue shall be coordinated through the league Vice-President and/or President.

POOL ETIQUETTE AND CONDUCT

To Help us all enjoy league play, please observe the following rules on etiquette and conduct.

Treat your opponent as you would like to be treated. Pay attention to your game and be ready to shoot when it is your turn so as not to slow down the game. Cheer on your team, but don't cheer against the opponent.

REMEMBER: this is a fun & friendly pool league

SPORTSMANSHIP:

Every player should be considerate of the other players. Do not talk loud, walk in front of the table, stand close to the table or do anything to try to distract the shooter. Give the same consideration to others as you expect for yourself.

Any obtrusive or offensive conduct or language will not be tolerated. It is inappropriate to talk or approach the table when an opponent is playing. Numerous complaints against a team could lead to a forfeit of the game or expulsion from the league.

OFFENSIVE BEHAVIOR MAY INCLUDE, BUT IS NOT LIMITED TO:

Threatening bodily harm to any patron/player, drunken and / or drugged behavior, rude, vulgar, insulting or offensive remarks to any patron / player, provocative, needling or un-sportsmanlike remarks or gestures to other patron/ player, angry loud shouting, causing damage to property, continued poor sportsmanship. If anybody on either team is "86ed" from the bar, and the game has already started, no substitutions will be allowed. The offender's game will be forfeited. Any altercations caused by any pool league member will automatically cause that individual(s) to be terminated from playing further in the Westside 8 Ball League.

No exceptions or exclusions !

The league operators may decide to suspend or expel any member or team based on their behavior. Complaints during the season and /or debts owed to the league may cause players and/or teams to be expelled from the league. If a member who owes the league money, wished to return to the league, the player must pay the debt in full. The league operator can ask for either a deposit or advanced payment for the season in full for the first returning season.

If a team is expelled from the league or quits during the season, it forfeits any prize monies at the end of the season.

WESTSIDE 8-BALL LEAGUE RULES OF PLAY

1. EQUIPMENT

All League Games shall be played on a table no larger than 8 feet by 4 feet.

2. OBJECT OF THE GAME

Eight-Ball is a game played with a cue ball and 15 object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). The player pocketing either group first, and then legally pocketing the 8-ball wins the game.

3. LEGAL BREAK SHOT

The breaker must shoot from behind the head string (determined by the base of the cue ball) and must either pocket a ball or drive 4 numbered balls into a rail. If the breaker fails to do this, the racker has the option of (1) shooting from the existing position or (2) breaking the opponent's rack with the right to win by sinking the 8-ball on the break.

4. 8-BALL POCKETED ON THE BREAK

If the 8-ball is pocketed on the break, breaker wins the game. However, if the breaker pockets the 8-ball and also scratches (cue ball is pocketed or jumped off of the table), the breaker loses the game. Note that the preceding applies to the first break, or subsequent breaks, of a game.

5. SHOOTING AT THE 8-BALL

When the 8-ball is the object ball of the shooter, the shooter must call his or her pocket even if it is an obvious shot. It is the shooter's responsibility to make sure that their opponent or the opposing team knows which pocket the shooter is attempting to make the 8-ball. Team members may remind the shooter to call his or her pocket. If the shooter pockets the cue ball or jumps the cue ball off of the table while shooting on the 8-ball, they lose. Simply failing to make a legal hit while shooting at the 8-ball result in ball in hand to the opponent.

6. SCRATCH ON A LEGAL BREAK

If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed, (2) it is a foul, (3) the table is open. Please Note: The incoming player has cue ball in hand behind the head string and may not shoot an object ball (1-7 or 9-15) that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

7. OBJECT BALLS JUMPED OFF THE TABLE

If a player jumps an object ball off the table on a shot, this is a foul, the jumped ball is spotted and the opponent has ball in hand. Note that if the 8-ball is jumped off the table this is loss of game.

If a player jumps an object ball off the table on a legal break shot, it is a foul and the incoming player has the option of (1) accepting the table in position, spotting the jumped ball, and shooting, or (2) taking cue ball in hand behind the head string and shooting.

Spotted balls are placed on the foot spot. If other balls make this impossible, the ball is spotted on a line which is from the foot spot to the foot of the table and as close as possible to the foot spot, touching impeding balls.

Note that jumped balls are balls that leave the table accidentally and come to rest on other than on the bed of the table as a result of a player's stroke. Any such jumped balls constitute a foul unless the ball returns to the bed of the table under its own power and without touching anything not part of the table.

8. CHOICE OF GROUP

The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups, because the table is always open immediately after the break shot. The choice of group is determined only when a player legally pockets an object ball after the break shot. Note that if a player has an open table and pockets one (or more) of each group of balls, the table remains open. The choice of group is not made until a player legally pockets an object ball (or balls) from only one of the groups of object balls (1-7 or 9-15).

9. LEGAL STROKE

A legal stroke is a stroke which has a forward motion relative to the long axis of the cue and which hits the cue ball with the tip. Any other stroke is illegal. For example, it is illegal to place the cue tip on the table, just under the edge of the cue ball, and raise the front part of the cue, brushing the ball with the tip. This motion would send the cue ball forward but is made with an illegal stroke. Another example of an illegal stroke is hitting the cue ball with the ferrule or the shaft of the cue.

10. LEGAL SHOT

Legal shots are made with a legal stroke; on all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket one of his group, or (2) cause the cue ball, the object ball, or any other ball to contact a rail. It is permissible for the shooter to bank the cue ball off a rail before contacting their object ball; however, after contact with their object ball, an object ball must be pocketed or any ball must contact a rail. Failure to meet these requirements is a foul. Note that a legally pocketed object ball does not have to be called as to which pocket the ball will be pocketed into. This league plays "slop", not "call shot".

11. OPEN TABLE

(Defined) The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. Note: The table is always open immediately after the break shot. When the table is open, it is legal to hit any solid or stripe first in the process of pocketing the desired stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, it is a foul and no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; the incoming player is awarded cue ball in hand; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

12. SCORING

A player continues shooting until failing to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball.

13. FOUL PENALTY

Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the headstring except on opening break). This rule prevents a player from making intentional fouls which would put an opponent at a disadvantage. With "cue ball in hand," the player may use a hand or any part of a cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.

14. FOUL BY PLACEMENT

Touching any object ball with the cue ball, or the hand holding the cue ball, while it is in hand, is a foul.

15. COMBINATION SHOTS

Combination shots involving the opponent's balls and the 8-ball are allowed; however, not as the first ball if the combination unless the 8-ball is the shooter's only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-ball or opponent's ball, it is a foul.

16. MASSÉ SHOT AND JUMP SHOT

Full 'Masse' shots are illegal and counted as fouls. A full 'masse' shot is defined as raising the stick above a forty-five degree angle and applying extreme English to the cue ball with the intent of curving the cue ball.

Exception: it is legal for the shooter to have his/her shooting stick at an extreme angle if the objective of the shot is to avoid a double hit. A shot such as this is not a masse shot but an attempt to avoid a follow-through and resultant double-hit. In general, a shot such as this will be taken when the cue ball and object ball are within an inch of each other (or less) and no attempt to curve the cue ball is made. The only attempt here is to avoid the double hit by striking down at an extreme angle.

The use of jump cues is disallowed. A player may use his/her full length playing cue to jump the cue ball, but may not take such a cue apart to jump with a shorter cue. This allows skilled players to jump a cue ball slightly to pass over a ball which is ever so slightly impeding a direct shot. Such a jump shot, even when taken with a full length playing cue, cannot legally be made if the cue itself is above a 30 degree angle. This is to prevent players from attempting to jump the cue ball completely over an impeding ball, which is extremely difficult and likely to damage the equipment. It is also legal for the player to use their full length cue to shoot the cue ball into the rail with the intent of having the cue ball jump off the rail (back towards the player) and over an impeding ball.

*Note that a "scoop" shot, where the player purposely digs low and scoops the ball upwards is not a legal shot and is not a proper way to execute a jump shot. This is a foul unless a player miscues by mistake and scoops the cue ball without intent to jump it.

*Note that a shooter can ask the opposing team, before shooting and without penalty, if his raised stick violates the forty-five or thirty degree rules since it very hard for a shooter to know exactly where these lines are.

17. PLAYING THE 8-BALL

When the 8-ball is the legal object ball, a foul (other than a scratch) is not loss of game if the 8-ball is not pocketed or jumped from the table and opponent has ball in hand. Scratching or jumping the cue ball off the table while shooting the 8-ball is loss of game. Note: A combination shot can never be used to legally pocket the 8-ball, except when the 8-ball is the first ball contacted in the shot sequence.

18. ASSISTANCE

Assistance can only come from registered teammates. Otherwise, it is a foul. Twice during a game, a coaching timeout may be called. This timeout may be called by either the player or a teammate. After the timeout has been called, one of the player's teammates becomes the coach and will give advice to the shooter on what shot they should take. A coaching session should last no more than one minute. The shooter who asks for advice more than twice in one game should be corrected, receiving advice more than twice in one game is a foul. A shooter may ask teammates to make observations of the legality of a shot at any time. Teammates may remind a shooter to call the pocket on the 8-ball shot, inform a player of a foul or scratch made by the opponent. A player may request clarification of the rules at any time. Rule clarifications offered by teammates without the shooter requesting for a clarification is a foul. No marking of the table is allowed and is considered a foul.

*Note that the coach cannot touch any balls on the table, including the cue ball (even if the cue ball is in hand) while giving assistance. Any such touching of balls is considered a foul and the opponent has ball in hand.

19. CHALK RULE / DOUBLE HITS / PUSH SHOTS

When the distance between the cue ball and the object ball is less than the width of a chalk cube, it is a 'foul' if the cue ball follows through the object ball more than $\frac{1}{2}$ of the object ball. Both captains should watch the shot to determine if the shot was legal or not. Note that it is possible to double hit the cue ball if the cue ball and the object ball are more than a chalk distance apart and extreme care should be used in making these shots and it is recommended that referees watch any shot that a player deems questionable. If the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball, the shot is a foul. It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot.

If the cue ball is touching (frozen to) the required object ball prior to the shot, the player may shoot toward it, providing that any normal stroke is employed. However, the balls must be announced as frozen prior to taking such a shot, or else the shot will be considered a violation of rule 18 (chalk rule / double hit).

20. FROZEN BALLS

This rule 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 object ball, the shot must result in either a ball being pocketed, the cue ball contacting the cushion, or the frozen ball being caused to contact another cushion, another object ball being caused to contact a cushion with which it was not already in contact. Failure to satisfy one of these requirements is a foul. An object ball that is touching the cushion is not considered 'frozen' to a rail unless it is examined and announced as 'frozen' by one of the players or referees. Such a call should be made before each shot where the ball in question appears to be frozen, as a ball that is frozen before one shot does not necessarily have to be frozen for the next shot (table vibration could cause it to move slightly).

An opponent can call "time" to examine a ball that is close to a rail to see if the ball should be announced as frozen. The shooter has the right to examine a ball deemed to be frozen to agree or disagree with the call. The referees or team captains can be called upon to assist with disagreements.

21. SLOW PLAY

In the event that teams are having problems with slow play, players may choose to enforce the slow play rule. If a player repeatedly takes excessive time to shoot (longer than one minute), the opponent can request both players be put on a one minute shot clock. It is up to the opposing player's teammate to keep time. If there are any discrepancies in keeping time, then both teams shall keep time together. The shooting player will receive a 10 second warning from the timekeeper as to when their time is up. If after 10 seconds, the player has either not shot or shoots on the 10 second mark, it is considered a foul with 'ball-in-hand' to their opponent. If during the timekeeping, a shooter calls timeout, the clock would reset to 60 seconds at the conclusion of the timeout.

22. 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 5 seconds or longer shall be replaced as closely as possible to its position prior to falling, and play shall continue. (note* contact the bartender or owner to open the table to replace the ball)

23. INFRACTIONS RESULTING IN LOSS OF GAME

A player loses the game by committing any of the following infractions:

- a. Fouls when pocketing the 8-ball
- b. Pockets the 8-ball on the same stroke as the last of his group of balls.
- c. Jumps the 8-ball off the table at any time.
- d. Pockets the 8-ball in a pocket other than the called pocket
- e. Does not call the pocket on the 8-ball shot and pockets the 8-ball
- f. Pockets the 8-ball when it is not the legal object ball.
- g. Scratches when playing the 8-ball (the cue ball goes into a pocket or jumps the table when shooting the 8-ball). Note that a scratch can happen even when the player is not in the act of shooting. Hitting the cue ball with a bridge or some other piece of equipment, and knocking it into a pocket, is a scratch. If such a scratch occurs while the player is playing the 8-ball (the 8-ball is the object ball), this is loss of game.

Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

24. STALEMATED GAME

If, after 3 consecutive turns at the table by each player (6 turns total), the players agree that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may be applied regardless of the number of balls on the table. Please Note : Three consecutive fouls by one player in 8-ball is not a loss of game. Note that three consecutive non-contact shots by each player is an automatic stalemate.

25. CUE BALL FOULS ONLY

It is a foul to touch stationary balls when the shooter is not in the act of shooting.

It is not a foul to accidentally touch stationary balls located between the cue ball and the shooter while in the act of shooting. If such an accident occurs, the player must allow the opponent the option to leave the touched balls in their new position or to restore the object balls to what he believes to be their correct positions. If the player accidentally move a ball as part of a shot, and a ball set in motion as a normal part of the shot touches such an unrestored ball, or passes partly into a region originally occupied by a disturbed ball, the shot is a foul. In short, if the accident has any effect on the outcome of the shot, it is a foul. It is a foul to play another shot before the opponent has either elected to leave the table in position or to restore any accidentally moved balls. If the opponent elects to leave the table in position the balls are considered restored, and subsequent contact on them is not a foul. It is still a foul to make any contact with the cue ball whatsoever while it is in play, except for the normal tip-to-ball contact during a shot.

Note that a player who accidentally touches stationary balls and restores them has committed a foul. This is considered deliberately touching balls in play.

26. BALLS IN MOTION

It is a foul to shoot the cue ball while any ball is still in motion. A spinning ball is in motion.

It is a foul to pick up or touch a moving ball. Care should be taken after taking and making a winning shot ... the cue ball should not be touched until it has come to a complete stop.

Otherwise, a foul may be called. Note further that a defensive player can be called for a foul if he/she touches a ball that is still in motion. What this means is that if the shooter has fouled, or appeared to have fouled, the defensive player should not pick up the cue ball until it has come to a complete stop and all other balls have come to a complete stop. Of course, the defensive player should also verify that a foul has actually occurred before picking up the cue ball.

