



Wisconsin Dells Area Pool League Rules

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Official Rules for the Game of Eight Ball on a Coin Operated Table

Eight Ball

- a) The game is played with 15 object balls.
- b) The eight ball is placed in the center of the rack.
- c) The object of the game is to make one group of balls, either stripes or solids, and then to make the eight ball to win the game.
- d) The opponent is required to shoot the opposite group of balls, providing player with first selection makes his choice legally.

The Break

- a) If player fails to hit rack, A re-break.
- b) If player hits rack, the game is considered started.
- c) When spotting the cue ball for a break shot the player breaking shall position the cue ball fully behind the headstring (Kitchen).
- d) Opponent must inform breaker of improper positioning of the cue ball before the break shot, if not, the break shall be considered legal.
- e) It will be an open table until a ball is made legally.
- f) If the player breaking makes a ball from each group (solids & stripes) he has choice of either group of balls.
- g) If player breaking doesn't make any balls, the opponent then has his choice of either group of balls.
- h) If player breaking makes both groups of balls, he must then shoot, make a ball and have the right to shoot again to establish his group of balls. If player breaking makes one group of balls only then they will become his group of balls.
- i) On an open table a player can hit either group of balls.
- j) The eight ball can be used in any combination shot, as long as it is not the first ball hit.
- k) Eight ball on the break is a re-rack. Quarters for a new game to be paid by that same player.

Forfeits

- a) You must have at least 2 team members present to play a match.
- b) If a team forfeits, the opposing team receives all 16 wins.
- c) Team that forfeits must pay all the fees for ALL players that night.
- d) After 3rd forfeit, team is automatically out of the league and all prize money is forfeited. Re-entry for following year will be voted on by team captains.

Game Rules

- a) All balls made, remain in table whether legal or not.
- b) The player continues to shoot providing he hits any of his object balls first and makes any of his object balls in the pocket called. Kiss offs and banks do not have to be called, but the ball and pocket must be called. Should a player fail to hit any of his group of balls first, and make a "called ball" in a "called pocket" he shall lose his turn.
- c) When players group of balls are made, he then shoots the eight ball calling the pocket.
- d) If the eight ball is made ahead of proper time, or in a pocket not called, the player loses the game. If the eight ball is knocked off the table, the player loses the game.
- e) On a scratched cue ball, the cue ball must be shot inside the kitchen with no part of the cue ball extending over the headstring. Opponent must inform shooter of improper positioning of the cue

before the shot, if not, the shot is considered legal. Likewise, object balls may not extend over into the kitchen. If any part of an object ball is touching the kitchen line, then said ball is in the kitchen.

- f) If any player knocks any ball, except the eight, off the table this ball will be spotted and shot will be considered a foul. Knocking the cue off the table is considered a foul. Knocking the eight ball off the table is considered a loss.
- g) If you have only the eight ball left, and it is in the kitchen, and your opponent scratches, you have the option to spot the eight ball.
- h) Women are not allowed to shoot; if they do their wins will not count.

Playing the Eight Ball

- a) The eight ball can be played straight in.
- b) The cue ball must strike the eight ball first for a legal shot.
- c) Kiss offs and banks don't have to be called, but the pocket must be called, and the eight ball must be struck first.
- d) There is no loss if the eight ball is missed completely.
- e) If a player fails to hit the eight ball, the game continues. If a player scratches the cue ball while shooting the eight ball and the eight ball remains on the table that constitutes a loss.

Fouling

- a) A player can foul in the following ways:
 - 1) The touching or moving of any ball, by the cue stick or any part of the players clothing or body, regardless of how far the ball moves.
 - 2) The intentional jumping of a ball.
 - 3) Player must have one foot touching the floor or it is a foul.
- b) The penalty for a foul shall be the same as an incomplete shot, which is lose of turn.
- c) If a player fouls while shooting the eight ball, and makes the eight ball, it is a loss. The game is not considered over until all balls on the table have stopped moving.
- d) All fouls must be called by opponent before or during the shot and before the next shot.
- e) Harassing of shooter by any player is bad sportsmanship, and will not be tolerated.
- f) Only the opponent may call a foul. If any other player calls a foul, the foul is nullified. In tournament play, the referees call all fouls.
- g) The player must stop shooting when a foul is called, and resume shooting on his next turn, or an opponent may require player to continue shooting.
- h) If a player fails to yield to a foul call, the opposing captain may protest the game. (See Protest Procedure)
- i) No coaching allowed, or a foul can be called.

Protest Procedure

- a) Authority to protest rests with the captain.
- b) Protests must be in writing that same night and left in one of the drop boxes by 5:00pm the following day. If the protest is not in writing, it will be as if there was never a protest.
- c) Final decision of protest will be determined by League Coordinator at Modern Specialty.

Matches

- a) There will be 16 games played, 4 games per round, and 4 rounds. (4 players per team)
- b) Each team shall have a captain or acting captain present at each match.

- c) Bad weather postponement decisions will be made by the team captains. If both agree they may play the match.
- d) If a player misses his first or second games, he may play his remaining games when he arrives, unless the team captains agree to make up all games.
- e) A point will be awarded for each game won. The team with the most points wins.
- f) No player may shoot on more than one team.
- g) If a bar closes, the team will play the remaining games at the opponents bar.
- h) Players must be 21 years old to shoot in league.
- i) Visiting team breaks first and third games. Home team breaks second and fourth.
- j) Starting time is 7:00pm. First match starts no later than 7:15. If a player is not there, play starts without him. The opposing captain may allow him to make up games.
- k) **\$5.00 per player per night.** Even if you do not have a full team, it will always be a total of \$20.00/team.
- l) If a team forfeits a match, the forfeiting team pays all fees. (\$40.00)
- m) All score sheets and league fees are to be dropped off at the designated drop boxes by 5:00pm Thursday.
- n) If league fees and score sheets are late:
 - 1) \$5.00 fine will be imposed the first time.
 - 2) \$10.00 fine the second time.
 - 3) \$15.00 fine the third time.
- o) All fines unpaid at the seasons end will be automatically deducted from winnings.
- p) A \$50.00 sponsorship fee will be billed to the sponsor bars by Modern Specialty at the start of the season. If sponsorship is not paid by January 1st, the fee will be \$75.00.

The Pocket Billiard Table

