

# HUNTT'S IN-HOUSE POOL LEAGUE RULES

- GAMES START AT 7:00 P.M. IF YOU ARE NOT HERE AT THE TIME THAT YOUR GAME STARTS, YOU WILL FORFEIT THAT GAME.** (Example: you may be the player on the roster that doesn't shoot until the third game. If you do not arrive before your game starts, you forfeit.
- Each team consists of 4 players.
- Each player from the home team must play each player from the visiting team 2 times each half. See score sheet for player lineup.**
- Teams will flip for the break for each and every game.
- The player winning the break has the right to request a proper rack.** See side 2 for an example (8 ball in the center, a low ball and a high ball in each of the bottom corners).
- You must call your **pocket not your shot**. You must hit your ball (object ball) first. If you do not strike your ball first, then this is a foul and you will forfeit your turn.
- NO COACHING.** There will be no coaching during your game. Players may not ask other players what to do, or get advice on how to make a shot. Please feel free to discuss what you "could have done differently" after your game.
- EVERY PLAYER must play 70% of their scheduled games for their TEAM to win prize money.**
- Every week one team will be responsible for selling 50/50 raffle tickets. – **\$1/ea • 6 for \$5 • 15 for \$10**
- Winners will be selected as follows: 1st, 2nd, and 3rd Place teams; 1st Place Male & 1st Place Female Shooter
- It is your responsibility to read and play by these rules. You may not agree with them, but they are the rules.**

## GENERAL

- "Calling" is the rule in games where players announce the pockets where they plan to sink balls, letting an opponent or referee know their intentions beforehand. For example, "3 ball in the side pocket" is a call (announcement) of the ball and intended target pocket. This also applies to the 8 ball. **You will ONLY be calling your pocket - not necessarily a clean shot on the 8-ball.**
- It is not necessary to call your pocket for obvious shots. It is the opponent's RIGHT TO ASK if they are unsure of the shot. Bank shots and combination shots are not obvious, and care should be taken in calling the intended pocket. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc.
- Any balls pocketed on a foul will remain pocketed, regardless of whether they belong to the shooter or the opponent.
- The opening break is not a "called shot." A player continues to his next shot as long as he has legally pocketed a ball on the break.
- Your turn continues if you pocket a ball on the break, if not, your opponent starts their turn.
- On the break - if you sink only solids and no stripes, you must take the solids.
- On the break - If you sink one of each, or two solids and one stripe, you have your choice of balls.
- Once your set is determined, you must "play clean" by always hitting an object ball first (a ball from your set), on ALL attempts. You lose your turn if you hit your opponents ball first.
- Calling pockets allows flexibility- whether a ball goes straight into the pocket, zooms around before sinking, or flies through the air to the hole like a basketball, you retain your turn.

## LOSS OF GAME

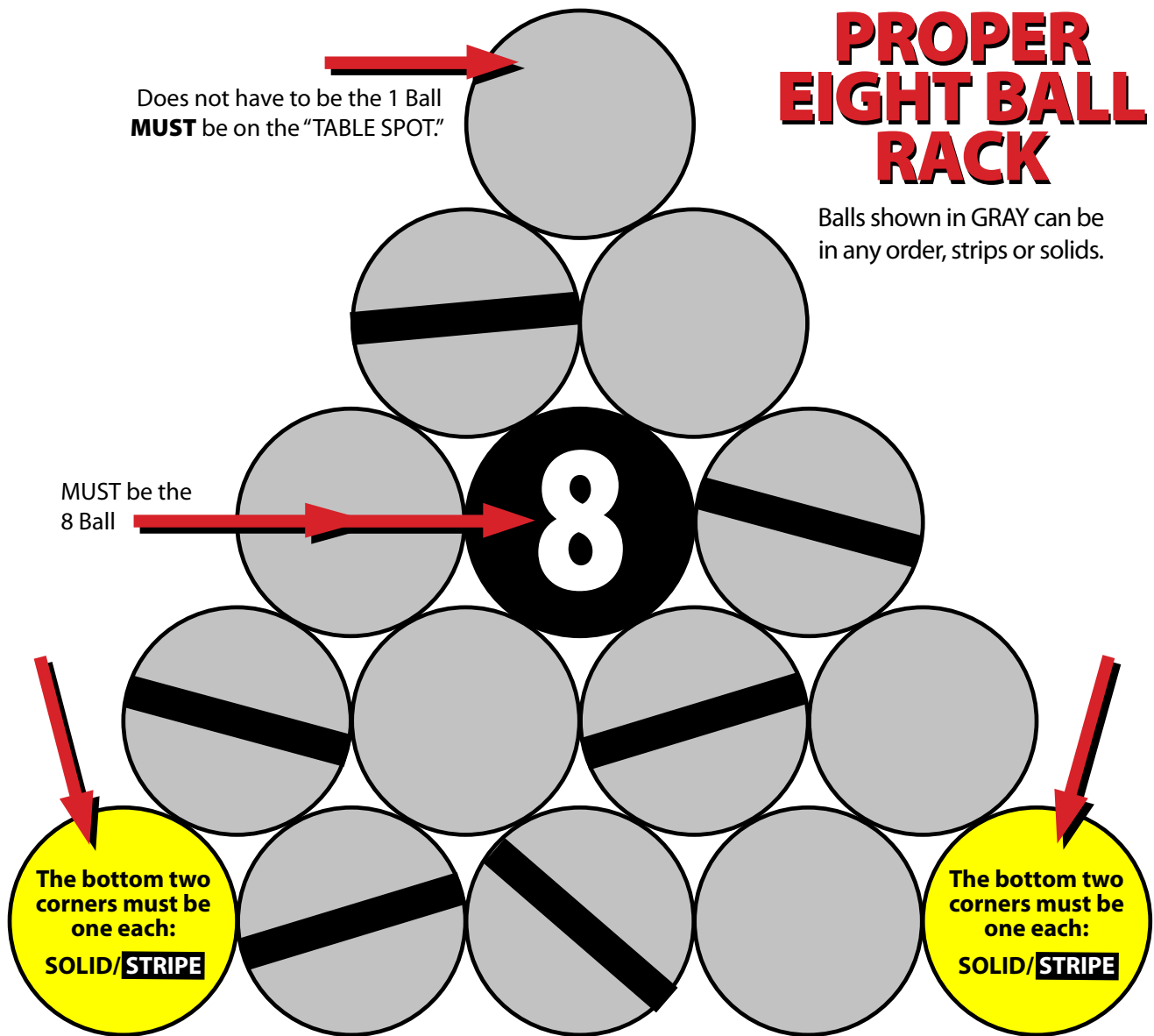
A player loses the game if he commits any of the following infractions:

- Fouls when pocketing the 8-ball (exception: 8-ball pocketed on the break without scratching).
- Pockets the 8-ball on the same stroke as the last of his group of balls.
- Jumps the 8-ball off the table at any time.
- Pockets the 8-ball in a pocket other than the one called.
- Pockets the 8-ball when it is not the legal object ball.

**See Side 2**

# PROPER EIGHT BALL RACK

Balls shown in GRAY can be in any order, strips or solids.



The player winning the break has the right to request a proper rack.