

RULES FOR MOOSE INTERNATIONAL 8-BALL POOL TOURNAMENT

1. Opening Break: The break of the first game of each match will be determined by a flip of the coin with the winner getting the break. In team competition, the break on each subsequent game will be alternated between teams. Individual and double competition will alternate breaks also.
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. 8-ball cannot be used as the first ball in combination.
3. Choice of Group: The choice of solids or stripes is determined on 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.
5. When Shooting: Player must have one foot touching floor or a foul occurs. There will be no coaching or no shooting instructions from team captains or any other player in team or singles competition. In doubles competition two time-outs per game may be called by each competing doubles team to discuss strategy, "while on offense", however, unnecessary delay of the game will not be permitted. Spectators on sidelines will not be allowed to advise or coach a player during competition. Penalty #2 applies to above situations.

NOTE:

When a team is on offense, they stay on offense until all balls on table stop moving and players move away from table. Opposing team then goes on offense.

6. Legal Break Shot: To execute a legal break, a player must (1) pocket a ball or (2) drive four object balls to the rail. Failure to make a legal break is not a foul; however, the opponent has the option of (1) accepting the table in position and shooting, or (2) having balls re-racked and shooting the opening break himself. Cue ball is not counted as one of the four balls to contact rail on legal break.
7. 8-Ball Pocketed on Break: Making the 8-ball on a break will be neither a win nor a loss. The shooter will be allowed to determine whether it will be a re-rack or whether the 8-ball is to 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 pocket, except 8-ball which is spotted, (2) it is a foul, (3) the table is open.
9. Legal Shots: On all shots, except on 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 a rail.
10. Illegally Pocketed Balls: An object ball is considered to be illegally pocketed when that object ball is pocketed on the same shot a foul is committed. The shooter's illegally pocketed balls are spotted on the foot spot and opponent's balls remain pocketed "NO OPTION".

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 floor (penalty #2)
 - e. Moving or touching any ball by other than legal means (penalty #2) except that 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 re-positioning 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)
 - g. If a team member advises or coaches another team member who is the shooter at the time, it is a foul on the team member shooting.

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:

- No. 1 Option to leave cue ball in place or take cue ball behind head string
- No. 2 Option to place cue ball any place on table. After placing cue ball on table, player may 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 a

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 the headstring 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 headstring on break only.
16. Ball Frozen to Cushion: When playing a shot where the object ball is frozen on a cushion, the cue ball must contact the frozen ball and then (1) pocket the frozen ball or any other 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 doubt whether the object ball is frozen to a cushion, the player should ask the referee for a ruling before shooting.
17. Cue Ball Frozen To Object Ball: The player must shoot at a 45° angle away from ball to prevent a push shot.
18. Playing The 8-Ball: When playing the 8-ball, the shooting player must clearly designate by marking the intended pocket with a designated marker. The marker must be placed between the closest diamond and the intended pocket. If the shooting player fails to mark the pocket, it is a loss game if the 8-ball is pocketed. If the player is playing a safety, pocket does not have to be marked, but should the 8-ball go into any pocket it is a loss of game.
19. 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 shooter's lodge calling 8-ball before shooter calls it.
 - h. Failure to designate pocket when the 8-ball is made (see rule 17)
20. Stalemated Game: If in 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 foul by one player is not a loss of game.
21. Obvious Fouls: That do not have to be called by opposing player are:
 - a. Cue ball off table

b. Scratch.

c. Shoot the other player's ball

Note: All other fouls must be called by the opposing playing and verified by the referee.

22. Protest: The complaining player must enter his protest to the referee before the player who allegedly made the foul shoots again. Complaints registered after a 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 a ruling.
23. Forfeits: Forfeits will be allowed in singles, doubles and team events, with forfeits being listed as a loss.
24. In team competition if a player is not present when it is his turn to shoot his singles game, the game will be listed as a forfeit. He would also not be able to play his doubles game in that match. He would be eligible to play in the next match however.
25. Order of Play: Line-up must be the same throughout the tournament for individual teams. However, in doubles competition, either player can break and/or either player can shoot second at the beginning of play. Then, partners MUST alternate turns to the table.
EXAMPLE: You and your partner win the game, you pocketed the 8-ball in the immediately preceding game, and it is your team's turn to break, your partner MUST go to the table and break. Continue to alternate turns to the table until the match is concluded.
- Note: When (1) player from a doubles team is missing the player present will be allowed to play against the opposing (2) players. The opposing (2) players will shoot back to back. Any fouls by the (2) players will result in the incoming player getting ball in hand behind the headstring. The opposing (1) player still gets ball in hand any place on the table.
26. Substitutes - See rule 11 in General Rules.

revised: May 1st, 2008