

Annual Christmas Toy Drive

2 Player Team Pool Tournament

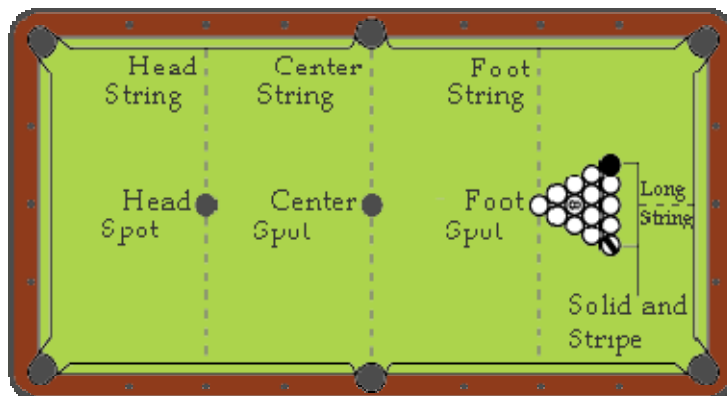
Modified 8 Ball Rules

8 Ball is played with a cue ball, an 8-ball, and fifteen object balls, numbered 1 through 15. Balls 1-7 are solid colors, and balls 9-15 are striped. The team must pocket balls of solid colors, while the other team pockets the striped ones. The team pocketing their entire group first and then legally pocketing the 8-ball wins the game.

The balls are normally colored as follows:

- 1 and 9 - yellow
- 2 and 10 - blue
- 3 and 11 - red
- 4 and 12 - purple
- 5 and 13 - orange
- 6 and 14 - green
- 7 and 15 - brown
- 8 - black
- cue ball - white.

The pool table is divided into two equal halves lengthwise by an imaginary line named the "long string". Two lines, the "head string" and "foot string" run perpendicular to the long string and are placed 1/4 length away from each end of the table. The intersection of the long and head strings is called the "head spot", and the intersection of the long and foot strings is called the "foot spot".



Break

Team will flip coin for to determine who will break.

Legal Break Shot

For the break shot to be legal, the breaker, with the cue ball behind the head string, must either pocket a ball, or drive at least two numbered balls to the rail.

- The breaker is deemed to have legally pocketed a ball, and continues to shoot for balls in the same group.
- If no numbered ball is pocketed by the opening break, then the table remains "open" and the opposing player's inning begins. The table is "open" when the choice of groups (stripes or solids) has not yet been determined.

Scratch on a Legal Break

If a player scratches on a legal break shot, all balls pocketed remain pocketed (exception, the 8-ball: see "8-Ball Pocketed on the Break" below), it is a foul or, the table is open. Note here that the incoming player has cue ball in hand behind the head string and may not shoot an object ball 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.

8-Ball Pocketed on the Break

If the 8-ball is pocketed on the break, breaker may ask for a re-rack or have the 8-ball spotted and continue shooting.

Taking Turns (Innings)

A team player will continue to shoot until he/she makes a fault or fails to pocket one of the object balls. At this point, the team player's inning is over, and then, the other team player takes his/her turn. Play alternates like this for the remainder of the game.

Call Pocket

In Call Pocket, it is the opponent's right to ask which ball and pocket are to be used in the shot if they are unsure of the shot.

Pocketing the 8 ball

Once all the player's object balls are pocketed, he/she can now attempt to sink the 8 ball and win. To win, he/she must specify the pocket it will land in, and make it in that pocket. If it is shot in to the wrong pocket, if the cue ball is potted, or if there is a fault (see below), he/she loses. If neither the cue ball nor the eight ball is potted, the player's inning is over.

Playing the 8 ball

When the 8-ball is the legal object ball, a scratch or foul is not loss of game. 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.

Legal Shot

On all shots (except on the break and when the table is open), the shooter must hit one of their groups of balls first and either pocket a numbered ball, or cause the cue ball, or any numbered ball to contact a rail. Failure to meet these requirements results in a foul.

Combination Shots

Combination shots are allowed; however, the 8-ball can't be used as a first ball in the combination unless it is the shooter's only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-ball, it is a foul.

Object Balls Leaving the Billiard Table

If any jumped object ball leaves the table, it is considered a foul and loss of turn and will be re-spotted.