

COUNTY 8 BALL CHAMPIONSHIP House Rules

It is a random draw as to how you are seeded. Seeding only really matters in deciding who is the host, among those potential host with a table. Among those that are a potential host, the host in each region will be the player with the lowest seeding (1 being the lowest)

LAG for the first break. Then the winner there after breaks. *(In the Pool League, the Visitor breaks first)*

FIRST TO WIN 7 GAMES, WINS AND ADVANCES IN THE TOURNAMENT

1. If you make a ball on the break, the table is still **OPEN** to solid or stripe. (Only racking requirement is, 8 ball in the middle)
A. You must hit a solid first, to make a solid. Or vice versa. You can not hit the 8 ball first to make a ball. That would be a foul.

B. If while the table is still OPEN, you miss your next shot or foul, then the table would still be OPEN to your opponent. Any pocketed balls would stay down. (If it were a foul shot, then opponent would have CUE BALL IN HAND, ie...not hitting a ball at all, or hitting a wrong ball first, or failing to get a ball to the rail) (You still have to call your shot, even when solids or stripes have not yet been determined. Example; if you were trying to hit a solid and hit a stripe first, then opponent would have cue ball in hand))

2. If you scratch or knock the cue ball off the table on the break.

A. All pocketed balls stay down. The table would still be OPEN and Opponent has **CUE BALL IN HAND** and can place it anywhere on the table.

3. If you make the 8 ball on the break, **you WIN**. If you make the 8 ball on the break and scratch or knock cue ball off table, **you LOOSE**.

4. If you scratch or knock the cue ball off the table or foul on any shot, including the break, or while the table is still open;

A. The opponent has **CUE BALL IN HAND** and can place it anywhere on the table.

B. All opponent balls that are pocketed, stay down.

C. Any ball pocketed that is yours, will be spotted on the spot. *(Anytime a ball needs to be spotted, the **opponent** has the option to choose the head spot or the foot spot, for the ball or balls to be spotted. If multiple balls, they do not necessarily have to be on the same spot. If a ball is already on a spot, you may place it directly behind that ball already there, even if there is a vacant spot open.)*

5. You must hit one of your balls first in an attempted shot. Otherwise it is a foul. . Penalty for foul = Opponent has **CUE BALL IN HAND** and can place it anywhere on the table.

A. After a foul, any ball that is pocketed that is yours must be spotted. Any opponent balls pocketed, stay down.

B. If you do not hit one of your balls first, or do not hit any ball of yours at all, it is a foul. Opponent has **CUE BALL IN HAND**. *(It is not necessary that you hit the targeted ball, just any of your balls first, qualifies as a good hit)*

C. *If you do not make a ball on your shot. It is also a foul, if at some point during your shot, the cue ball or any other ball does not hit a rail (that can also include an opponents ball) Results in Cue Ball in Hand. (If a ball is frozen to a rail, then it must hit another rail to qualify as hitting another rail or bounce back and hit the original rail)*

Amendment to Rule 5:C *(The words "if at some point" are no longer valid)*

AFTER your cue ball, first makes legal contact with your ball, **then a ball** must hit a rail. (That can include the cue ball, your ball or an opponents ball. Or any ball that is pocketed counts as hitting a rail). Failing to do so results in CUE BALL IN HAND.

If a ball is frozen to the rail, it would have to hit another rail or come back and hit the original rail, for that ball, to be a legally considered, to have hit a rail.

D. If you hit your ball and your opponent's ball at the same time, it is considered a good hit. (Tie hit goes to the offensive player)

6. After the break, **ALL shots** must be called *(A Gentleman's understanding to obvious shots, you would be advised to call banks, kicks and unusual shots)*

A. Any target ball pocketed in a pocket that was not intended, shall stay down and it is the opponents turn to shoot. *(The target ball **must** be pocketed in the **correct pocket** for you to continue your turn).* All other balls pocketed, will stay down.

UPDATED * RULE 6:A is amended below !

B. You do not have to call kiss shots or number of rails, just the intended pocket of the target ball. Same applies to the 8 ball.

C. You can not have multiple target balls. You must choose just one target ball.

D. You can call "NO POCKET" or "SAFE". But if you make one of your balls, the amendment to RULE 6:A applies. Your opponent has the option of shooting the next shot or giving it back to you. If you make an opponents ball only, it stays down, and it is the opponents turn to shoot, with no option to give the shot back.

E. With a legal hit, you may pocket an opponents ball and they do not have the option of giving the shot back. *(Assuming that you did not pocket one of your balls, in the wrong pocket)*

7. Any ball knocked off the table, is considered to have been pocketed. But it would not be considered to have been pocketed in the correct pocket.

A. If it is an opponents ball, it stays down. Or if the table were OPEN, it would also stay down, and the table still be open.

B. If it is yours. It is spotted. It is your opponents turn, wherever the cue ball lay, unless you made the target ball in the pocket you intended to, then you would continue your turn. But you would still spot the ball knocked off the table that was yours. *** Under the amendment to Rule 6:A, the opponent now has the option of shooting or giving the shot back. (If you did not make the target ball in the correct pocket)**

C. If a ball rest on top of a rail or pocket, it is considered knocked off of the table.

8. When shooting at the 8 ball. You must pocket all your balls before you can take a turn to shoot at the 8 ball.

A. If you make the 8 in the wrong pocket or scratch, you LOOSE. Make the 8 in the correct pocket, you WIN. If you foul and make the 8 ball, you LOOSE.

B. If you foul on the 8 ball and do not make the 8, the Opponent has **CUE BALL IN HAND** (Example: Hit opponent ball first, or not hit any ball at all)

9. If you accidentally touch or move a ball with your cue or hand, or shake the table, there is no foul (including the cue ball). If it is before you shoot, then place the ball back where it was. If it is after the shot, try best to put it back where it was.

10. If you miscue and do not hit the rack of balls, ON THE BREAK, then try again. Or if none of the broke balls hit a rail, just re-rack & break again. No penalty or foul. Or if both agree it was a miss cue, just re-rack and break again.

11. If a ball bounces out of the pocket, back onto the table, it is considered not pocketed. That is just a bad break.

12. A ball has to rest in the pocket, or on top of a ball already in the pocket, to qualify for a legally pocketed ball.

13. You need to have at least 1 foot on the ground while shooting.

14. If a ball falls in a pocket before a player shoots, the ball that fell, is considered to have been pocketed by the previous players shot. *(If caused by shaking or bumping the table, just replace back on table)*

15. If you double hit the cue ball, while shooting. You lose your turn. Opponent balls stay down. Yours do also, if legally pocketed. Opponent plays from where ball lay, **BUT has the option to shoot the shot or give it back**

16. If you jab at or stroke at the cue ball, and do not touch the cue ball, it is not a shot. Continue with your turn. Otherwise, if you touch it while attempting to shoot, it counts as a shot.

17. **If a player makes 3 consecutive fouls during a game, it is loss of game. If you make a good hit, the count starts over.** (The count starts after the break shot, a foul on the break does not count toward the 3 consecutive)

18. The break is to be from behind or on the headstring line, (the base of the cue ball). It should be the responsibility of the opponent, before the break happens, to note to the breaker that he is in violation of the rule, otherwise it is a legal break.

19. An unintentional miscue is not a foul. (example: miscuing when shooting a draw shot, which results in scooping the cue ball) But you would still have to make a legal hit, otherwise it would be a foul.

20. **If the object ball is frozen to the cue ball or very close to the cue ball, requires you to elevate your cue, to at least approximately 45 degrees, to stroke the shot. This will be considered a legal shot, even though a double hit or push may have occurred.**

AMENDMENT to Rule 6:A - If you hit the object ball, or uncalled balls, in the wrong pocket, the balls stays down. And now, instead of losing your turn (as stated in Rule 6:A originally), the opponent now has the option of shooting the next shot, or giving the shot back to you. *(It is a legal shot that other balls can be pocketed in uncalled pockets, as long as the target ball is pocketed in the correct pocket)*
This Amendment would also apply to Rule 7:B

Revised 1-29-2026

Tie-Breaker RULES for County Pool League (if 2 players tied)

1. Head to Head Games won & lost record.....if still tied, then;
2. Best in Division Games won & lost Record..... if still tied, then;
3. Who won the Last Match played.

Tie-Breaker RULES for County Pool League (if 3 players tied)

1. If one person has a better head to head season record against both of the other 2 players.....if still tied, then;
2. The season best record against the other player in the division, that is not tied with the 3 players.....if still tied, then;
3. The season best record against the entire opposite division.....if still tied, then;
4. Most number of Break and Run-Outs. if still tied, then;
5. Most number of 8 balls made for a Win. if still tied, then;
6. A random draw.

Tie-Breaker RULES for County Pool League (if 4 players tied)

1. If one person has a better head to head season record against all of the other 3 players.....if still tied, then;
2. The season best record against the entire opposite division.....if still tied, then;
3. Most number of Break and Run-Outs. if still tied, then;
4. Most number of 8 balls made for a Win. if still tied, then;
5. A random draw.

Tie-Breaker RULES for County Pool League UNDER the NEW POINT system.

Tie-Breaker RULES for County Pool League (if 2 players tied)

1. Head to Head POINTS won....if still tied, then;
2. Head to Head GAMES won & lost vs. each other....if still tied, then;
3. Whoever won the last POINTS match vs. each other on the game # list (Game # 10 being the last)

Tie-Breaker RULES for County Pool League (if 3 players tied)

1. Whoever has the best league winning %.....if still tied with 2 players, then;
 - a. Head to Head POINTS won, among those 2....if still tied, then;
 - b. Head to Head GAMES won & lost vs. each other....if still tied, then;
 - c. Whoever won the last POINTS match vs. each other on the game # list (Game # 10 being the last)
- 1A.. If still tied with 3 players, with league best winning %, then;
 - a. The best Win % among the matches between those 3 players....if still tied, then;
 - b. Most number of Break and Run-Outs. if still tied, then;
 - c. Most number of 8 balls made for a Win. if still tied, then;
 - d. A random draw.

Tie-Breaker RULES for County Pool League (if 4 players tied)

1. Whoever has the best league winning %.....if still tied with 2 players, then;
 - a. Head to Head POINTS won, among those 2....if still tied, then;
 - b. Head to Head GAMES won & lost vs. each other....if still tied, then;
 - c. Whoever won the last POINTS match vs. each other on the game # list (Game # 10 being the last)
- 1A.. If still tied with 3 players, with league best league winning %, then;
 - a. The best Win % among the matches between those 3 players....if still tied, then;
 - b. Most number of Break and Run-Outs. if still tied, then;
 - c. Most number of 8 balls made for a Win. if still tied, then;
 - d. A random draw.