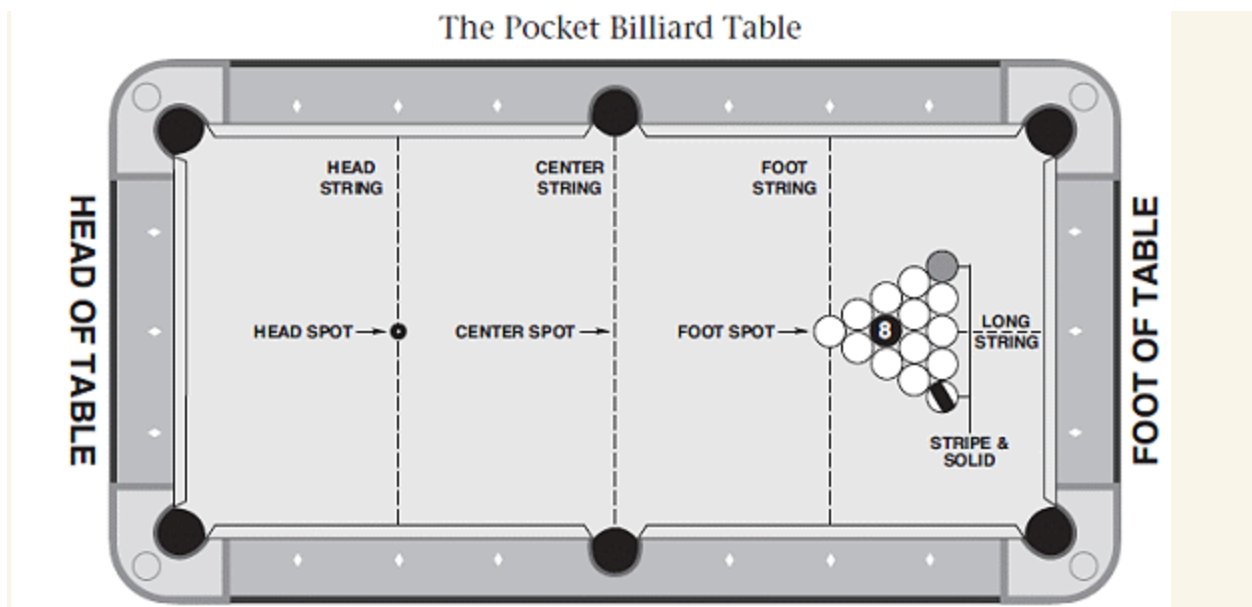


Scotch Doubles Rules



Grays Harbor Scotch Doubles has a \$45 packet fee, to be paid upon delivery of the packet. Each player in the line-up, pays \$5 per match. Table fees are the players' responsibility. The 'places' payout is \$600, for a league of 10 or more teams. That is to be divided between three places. (1st \$300, 2nd \$200 and 3rd \$100) If there are less than 10 teams, the payout for places is \$500 and there are only 2 places paid (1st \$300 and 2nd \$200). The final 'wins' payout is dependent upon how many matches are played. It changes weekly as the total income changes. The total number of wins is divided into the total income, minus the fees for places. Because this is a money league, matches should be played, not forfeited. There is no money paid on forfeit. Player forfeits go toward team wins but not individual wins. (no money taken in is no money paid out)

Sheets and player fees are to be turned in at Mac's Cigar as soon as possible, after the match.

Start time is 6:30PM bartime.

PROCEDURE:

A. BALLS AND RACKING

- 1. The game is played with the red circle cue ball and 15 numbered object balls.*

2. The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one back corner of the rack and a solid ball in the other corner.

*3. The object of the game is to make one group of numbered object balls, either stripes or solids, by rotating turns, with your partner, after each shot, legally pocketing a ball on each turn at the table and then **LEGALLY POCKET THE 8-BALL** which then wins the game.*

B. BREAK SHOT

1. Start of Play - the visiting team breaks first.

The break will alternate thereafter.

2. If the breaker hits the racked balls with the cue ball driving two or more balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it's not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls reracked and shooting the break himself or have original breaker rebreak.

3. Stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the head-string.

4. When positioning the cue ball for the break shot, the base of the ball must be behind the head-string (kitchen).

5. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball), (2) it is a foul, (3) the table is open.

PLEASE NOTE: *If the opponent breaks and scratches the incoming player has ball in hand anywhere on the table.*

6. The breaker may ask for a rerack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8-ball and shooting, from anywhere on the table or a rerack and assuming the break. A game cannot be won or lost with an 8-ball on the break, regardless of what is pocketed on the same shot.

7. If the player legally breaks the racked balls and does not make any balls, his opponent then shoots, having an open table.

8. If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand and shooting. Any jumped balls are spotted in numerical order.

C. OPEN TABLE

The table is “open” when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice versa. Note: The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid. On an open table, all pocketed balls remain pocketed.

The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. **THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT.** The choice of group is determined only when a player legally pockets a called object ball after the break shot.

D. GAME

In Call Pocket, obvious balls and pockets do not have to be indicated. It is the opponent’s right to ask which ball and pocket if he is unsure of the shot. Banks and combinations are not considered obvious and both the object ball and the pocket must be called or it is loss of turn. 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 remain pocketed, regardless of whether they belong to the shooter or the opponent. The opening break is not a “called pocket.” Any team performing a break shot in Scotch Doubles 8-Ball may continue to shoot their next shot so long as they legally pocketed any object ball on the break and they alternate turns.

E. PLAY

1. If a shooter inadvertently pockets his opponent’s ball, it remains down. However, if the shooter does not legally pocket one from his own group, he loses his turn.

2. Each team continues to rotate shots so long as they legally pocket any of their object balls (Exception: calling a safety). Should players fail to pocket their designated group ball they shall lose their turn.

3. If a player fails to hit the 8-ball while shooting at it, it is a foul and the game continues. When the 8-ball is the legal object ball, a scratch or foul is not a loss of game if the 8-ball is not pocketed or jumped off the table. Incoming player has cue ball in hand.

4. In the event the cue ball or an object ball, stops on the edge of the pocket and then falls into the pocket because of vibrations, fan or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.

5. If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are spotted in numerical order.

6. SLOW PLAY RULE: Exaggerated slow play will be penalized. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in loss of game.

7. STALEMATED GAME: If in 3 consecutive turns at the table by each player (6 turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked and the breaker of the stalemated game will break again.

8. COACHING: Coaching is allowed at the table but only by the partner. However, once the partner leaves the playing area, for any reason, he or she may not return on that shot. Returning will constitute a ball in hand foul.

PLEASE NOTE: Three consecutive fouls by one player is not a loss of game.

F. LOSS OF GAME

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.

2. Pocketing the 8-ball on the same stroke as the last of his group of balls.

3. Jumping or knocking the 8-ball off the table at any time.

4. Pocketing the 8-ball in a pocket other than the one designated.

5. Fouling while (pocketing) the 8-ball in the designated pocket.

Note: *All infractions above must be called before the next shot is taken.*

Only the players involved may call an infraction.

G. LEGAL SHOTS

On all shots (exception: page 20C and on the break), the shooter must hit one of his group of balls first and (1) pocket any group ball, or (2) cause the cue ball or any other ball to contact a rail. * (There are two groups of balls: stripes and solids)

PLEASE NOTE: *It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, any group ball must be pocketed, OR the cue ball or any other ball must contact a rail.*

“SAFETY” SHOT: For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring “safety” in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a “safety” to his opponent.

If this is NOT done, and one of the shooter’s object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

H. FOULING

All fouls must be called and acknowledged before next shot is taken. (except scratching)

The following results in fouls:

1. Failure to switch players after each shot.

2. Failure to make a legal shot as noted above.

3. *Shooting the cue ball into a pocket or off table.*
4. *It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls. The incoming player receives cue ball in hand anywhere on the table.*
5. *When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.*
6. *Shooting without at least one foot touching the floor.*
7. *ACCIDENTALLY moving or touching any ball is not a foul unless: 1) the moved ball is the cue ball or 2) a moved ball makes contact with the cue ball or 3) a moved ball that is jumped off the table or pocketed or causes any ball to be jumped off the table or pocketed. (exception to #3: If the 8-ball is jumped off the table or pocketed it is loss of game if called by the opponent before the next shot is taken). Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul.*
8. *Picking up or shooting the cue ball while any balls are still in motion is a foul.*
9. *Push shots and or double hits will be considered fouls.*
10. *With cue ball in hand, touching any object ball with the cue ball is a foul or touching any object ball with your hand while touching the cue ball is a foul.*
11. *When the slow play rule is enforced taking longer than ONE MINUTE between shots is a foul.*
12. *Jumping object balls off the table.*
13. *If your opponent commits a foul and you do not receive his/her acknowledgement of such foul prior to touching the cue ball you have committed a foul. (exception: scratching)*
14. *Jump shots are legal unless posted otherwise, as a house rule.*
 - *A legal jump shot is one where you strike down on the cue ball. A 'scoop shot', where you shoot under the cue ball is not a legal jump shot and is a cue ball foul, resulting in ball-in-hand for the other player.*

15. Shooting out of turn.

I. PENALTY FOR FOULING

1. Only the players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table.

2. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.