
Scoring

- Pocket all balls in your group (stripes or solids), then legally pocket the **8-ball** to win
- The winner receives a score of 10 points
- The loser receives one point per ball in their group that is pocketed (7 minus the balls from your group that are left on the table)
- Enter the loser's score on CompuSport and the winners score will automatically populate

Game Start & Break

- Find out when it's your break by referring to the scoresheet
- Rack your own break
- The balls are racked in a triangle (using a standard rack or a template) 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 corner of the rack and a solid ball in the other corner.
- A **legal break** must:
 - Pocket a ball, OR
 - Drive at least 4 numbered balls to a rail
- **Illegal break** → opponent can accept table or request a re-rack (and have the option of breaking it or allowing the offending player to rebreak).
- After a legal break, the table is **open** (no group assigned yet), even if balls have been pocketed.
- When the table is open, it is legal to hit a solid first to make a stripe or vice-versa.
- If you broke and pocketed any ball (other than the cue ball), then you get the first turn to shoot.
- If you break and pocket the cue ball, your opponent gets ball-in-hand behind the head string and must shoot forward.
 - A ball's location is determined solely by its base (where it touches the cloth). To shoot from the kitchen, the cue ball's base must be entirely behind the head string. Because the head string itself is considered outside the kitchen, you can legally strike an object ball resting directly on the line, but you cannot hit one sitting behind it.

- 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. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a rerack or having the 8-ball spotted and begin shooting with ball in hand behind the head string.
- 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
 - accepting the table in position and shooting, or
 - taking cue ball-in-hand behind the head string and shooting.

Choosing Stripes or Solids

- Groups are assigned only after a player legally pockets a called ball post-break.
- Once assigned, players must hit a ball from their own group first on every shot.
- If the groups have been determined and the player mistakenly shoots at and pockets a ball of the opponent's group, the opponent must call a foul before the shooter takes another shot. If the opponent fails to do so, the shooter automatically takes over the group of balls (solids or stripes) at which they have been shooting during this inning.

Gameplay Basics

- Shots are **call-shot** (player must indicate intended ball + pocket unless it's an obvious shot.)
- It is the opponent's right to ask which ball and pocket if they are unsure of the shot. Bank shots and combination shots are **not** considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc.
- A legal shot requires:
 - Contact with a correct ball first
 - Then either a ball is pocketed or a rail is contacted (by any ball on the table including the cue ball).
 - It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the object ball, an object ball must be pocketed, or the

cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

- For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue a turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot.
 - Any balls pocketed on a shot or a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.
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Playing the 8-Ball

- The 8-ball must be pocketed:
 - After clearing your group
 - In the **called pocket**
 - You cannot use the 8-ball as the first ball in a combination shot.
 - When the 8-ball is the legal object ball, a scratch or foul is not loss of game if the 8-ball is not pocketed or jumped from the table. Incoming player has cue ball-in-hand.
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Additional Notes

- Players can ask a teammate to coach them once per game.
- If the game stalls with no progress, it can be declared a stalemate and restarted.
- If players disagree on whether a foul has occurred, the decision goes in favour of the shooter (unless a ref was called for the shot, in which case the ref's call stands).
- **Frozen ball:** After the cue ball makes contact with the frozen object ball, the shot must result in either:
 - A ball being pocketed, or;
 - The cue ball contacting a cushion, or;
 - The frozen ball being caused to contact a cushion attached to a separate rail, or;
 - Another object ball being caused to contact a cushion with which it was not already in contact.

Common Fouls

- Missing the correct object ball first
- Failing to hit a rail or pocket a ball after contact
- Cue ball scratch (pocketed)
- Double hits or push shots
- Missed shot (no ball hit at all)
- Cue ball touching another ball while placing it with ball-in-hand
- Shooting while balls are still moving
- Not having at least one foot on the floor during a shot
- Hitting opponent's ball first (after groups are assigned)
- Jumping or knocking balls off the table

Result: opponent gets **cue ball-in-hand** (can place it anywhere on table).

Gameplay / Conduct Fouls

- Receiving coaching or outside assistance, except the one allowed time per game
 - result: ball-in-hand to opponent
- Slow play (consistently taking more than one minute per shot)
 - result: warning given. In playoffs, a ref can be called to use a shot-clock for both players
- Unsportsmanlike conduct
 - result: loss of game

Loss of Game

You instantly lose if you:

- Foul while pocketing the 8-ball
- Pocket the 8-ball early
- Pocket the 8-ball in the wrong pocket
- Jump the 8-ball off the table