



Rules for Florida Moose 8-Ball Tournament Modified From Moose International 8-Ball Tournament

- 1. OPENING BREAK:** The break of the first match of each game will be determined by a flip of the coin with the winner getting the break and breaking unless physically Handicapped/challenged. In team competition, the break on each subsequent game will be alternated between teams. Individual and doubles competition will also alternate breaks.

 - 2. LEGAL BREAK SHOT:** To execute a legal break shot, 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 the balls re-racked and shooting the opening break himself.

 - 3. 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. The 8-ball cannot be used as the first ball in combination or contacted by the cue ball as the first ball. If this is done, **penalty #2** applies.

 - 4. 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.

 - 5. 8-BALL POCKETED ON BREAK:** Making the 8-Ball on a break will be neither a win nor 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 on the table.

 - 6. SCRATCH ON A LEGAL BREAK:** If a player scratches on a legal break shot⊗(1) all balls pocketed remain in the pocket except the 8-ball which is spotted. (2) It is a foul. (3) The table is open with the opponent shooting behind the head string (**penalty #1**).

 - 7. LEGAL SHOTS:** On all shots, after 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 other ball to contact a rail. Failure is a foul and **penalty #2** applies. Combination shots are allowed, however the 8-ball cannot be used as the first ball in combination.
- Notes:** A push shot or a double hit **CANNOT** be called if the balls are frozen and verified by a referee. If the balls are called frozen, you can shoot straight thru them *.When done in this manner a foul cannot be called.* **If the balls are not frozen and are within the approximate distance of a piece of Chalk, they must be shot at a 45 Degree angle down or away from the cue ball .** *When done in this manner a foul cannot be called.* **A Referee can give proper instruction on how to do this.**

8. WHEN SHOOTING: There will be no shooting instructions from the team captains or any other player in team (singles) or singles competition. **Penalty #2** applies. NOTE: In doubles, only the shooter at the table can touch the cue ball.

In doubles, each team will be allowed two (2) one minute time outs to discuss strategy.

Unnecessary delays in any game will not be permitted. First violation= a warning. Second violation = penalty #2. A normal shot should be 20-30 seconds.

9. ILLEGALLY POCKETED BALLS OPTION: 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 **at opponent's request.** Any opponent's balls pocketed remain pocketed.

10. FOUL SHOTS: The following infractions result in a foul:

- 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 the cue ball by other than legal means (Penalty#2).**
Legal Means: A player under the ball in hand rule may place the cue on the table anywhere he desires after a legal break. After addressing the cue ball a player may, if not satisfied with the placement, make further adjustments with his hand, cue stick or any reasonable piece of equipment. A foul may only be called if the player fouls the cue ball while actually stroking the cue ball. Touching another ball while positioning the cue ball is a foul. Moving or touching any other ball will be positioned back to its original position at the discretion of the opposing player **unless it contacts the cue ball.**
- 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 (**Penalty#2**)

NOTE: 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. A player **cannot breakdown** their cue stick or use a jump stick to make a jump shot or masse.

11. Foul Penalties:

PENALTY #1 Position cue ball anywhere behind the head string.

PENALTY #2 Position cue ball anywhere on the table.

After placing cue ball on table, **player may re-position by Legal Means (rule 10-e).** He may position the cue ball on the table by hand more than once if necessary.

12. 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.

13. OBJECT BALLS JUMPED OFF TABLE: If an object ball is jumped off the table. It is a miss and loss of turn not a foul. The shooter's object ball (s) is spotted **at the opponent's request.** Any opponent's ball (s) jumped off the table will be pocketed.

14. HEADSTRING: The base of the ball in relation to the head string determines whether it is playable. The base of the ball must be outside of the head string (toward the foot) to be playable. On **penalty #1** with cue ball in hand, player must place cue ball behind head string.

15. 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.

16. PLAYING THE 8-BALL: When shooting the 8-ball, the shooting player must clearly designate the intended pocket by using the pocket markers provided. If the shooter is playing a safety, the pocket does not have to be marked. If the 8-ball falls in it will be loss of game. If the marker is already at the intended pocket from a previous attempt or game, it is not necessary for the player to touch it, pick it up or reposition it. **Anyone can remind a player to mark the pocket when shooting the 8-ball. No foul can be called.**

17. 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. Unsportsmen like conduct.
- g. Failure to designate pocket when the 8-ball is pocketed.
- h. Fouls when pocketing the 8-ball (Exception Rule #6).
- i. You cannot disrupt the shooter or break down (or start to break down) your cue stick while the shooter is shooting the 8-ball.

18. STALEMATED GAME: There are two (2) conditions that will result in a stalemate:

- a. If in three consecutive turns by each player (6 turns total), they purposely foul or scratch. Please note: three consecutive fouls by one player is NOT a loss of game.
- b. If neither player wants to take a shot, it is considered to be a stalemate.

In either case, the balls will be re-racked and the breaker of the stalemated game will break again.

19. OBVIOUS FOULS: fouls that do not have to be called by opposing player are:

- a. Cue ball off table.
- b. Scratch

NOTE: All other fouls must be called by the opposing player, make sure a foul has been made before picking up the cue ball.

20. 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.

NOTE: A team captain may protest a call in team events only.

21. FORFEITS: Forfeits will be allowed in singles, doubles, and team events, with forfeits being listed as a loss.

22. COURTESY TEAM: Team forfeits will not be allowed in tournaments that require qualifying round format. Team present will play a team from random draw with no official points awarded to random draw team (courtesy team).

23. ORDER OF PLAY: Line –up must be the same throughout the tournament for individual teams. **A TEAM MUST HAVE 3 PLAYERS TO PLAY IN TEAM EVENT**
In doubles competition either player may lead off.

NOTE: When one player from a doubles team is missing, the player present will be allowed to play against the opposing two (2) players. The opposing two players will shoot back to back.

NOTE: The team with two players will shoot back to back. If the first shooter of his team commits a foul the second player must shoot behind the head string. If the team with one player commits a foul the opposing team gets ball in hand anywhere on the table.

24. KNOWN TEAM ACT: Any team entering the State 8-ball Tournament can be changed from B to A division by the State Rules Committee if they deem the team should be in A Division. Any team replacing 2 players from their qualified regional team will play in the state tournament as an A team. In addition, the top 2 B division teams in a state tournament will be required to play as A teams the following year

25. GOOD HIT BAD HIT: If the referee is called to watch a close hit, the referee will make the call. If the referee was not called to the table and the hit was too close to call, the shot will go to the shooter.

26. ANY RULE NOT IN THE ABOVE 25 RULES: For any rule that cannot be answered The APA Official Team Manual will be used. Any rule that is ruled by the officiating FBMA sports committee representative will be final.

27. At the Discretion of the Sports Committee During Last Day of play , Tables may be split due to time restraints.

Revised: November 14, 2009

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2009

