



Southwestern PA Area Agency on Aging

SENIOR GAMES DISTRICT and AREA-WIDE 8-BALL POOL COMPETITION RULES OF PLAY

Please have all cell phones turned off. Official shall read the rules aloud prior to the start of each tournament. AAA and/or provider staff may not compete in the Games.

- This is an individual competition. Age categories will be as follows: 50-59, 60-69, 70-79, 80-89 and 90+. **This is subject to change depending on the number of persons registered to shoot pool. The official will be responsible for making any age category changes for this competition. Oldest age category will shoot first.**
- All participants must pre-register one week in advance of their District tournament date. **Only one (1) competitor male and one (1) competitor female, per age group, will advance from each District Tournament to the Area-Wide Tournament.**
- If more than two persons are in the age category, the official will determine the order of play prior to the tournament. Then play down begins for the remainder of the competition in the age group.
- **If there is only one person in an age group in the District-Wide Tournament, that person automatically moves on to play in the Area-Wide Tournament.** If there is no one in your age group or if there is a “no show” in your age group, you may choose to play competitors who follow your round. For example; if you are in the age group 70-79 and no other competitors are available to play, you will compete in the 60-69 age group. If no one is in the 60-69 age group, you will compete in the 50-59 age group. However, unchallenged players who choose to compete in a different age group will still advance to the Area-Wide Tournament even if they lose in this round.

Winner of the competition who will advance to the Area-Wide Tournament will be the player who wins the most games out of three games played. It may not be necessary to play the three games if the same player wins the first two games played.

- **All competitors must shoot pool at some point in the Area-Wide Tournament.** If there is no one in your age group or if there is a “no show” in your age group, you will play competitors who follow your round. For example; if you are in the age group 70-79 and no other competitors are available to play, you will compete in the 60-69 age group. If no one is in the 60-69 age group, you will compete in the 50-59 age group.

In the Area-Wide Tournament, the player who wins the most games, out of three games played, is the winner. It may not be necessary to play the three games if the same player wins the first two games played.

- Due to the lack of female competitors in the pool tournament, if only one female is registered the female will be given the option to play in male competition. If playing in male competition is declined, there will be no female competition and no trophy awarded in the Area-Wide Tournament.
- 8-Ball Game Rules for District and Area-Wide Tournaments are attached.
- Regulation-sized pool tables used will be determined by the judge(s) to be suitable for competition. (most tables meet standard regulations)
- If a player disagrees with the official's decision, the objection must be brought to the attention of the official during the tournament. The official's decision is final.

8-BALL GAME RULES SENIOR GAMES - POOL COMPETITION

GENERAL DESCRIPTION: 8-Ball is played with a cue ball and normal rack of fifteen (15) object balls. The purpose of this game is for one player to pocket the solid balls numbered from 1 to 7, or the striped balls, numbered from 9 to 15, and then marking and pocketing the 8-ball before his/her opponent. Choice of balls to be pocketed is made by the player legally pocketing the first ball of the game.

- 1. Opening Break:** The break of the first game of each match is determined by the flip of a quarter and the winner of the flip gets to break. On each subsequent game, the loser of the previous game gets to break. (Call of the coin for each match will be determined by the player registered in the #1 spot to play the match.)
- 2. Racking:** All balls should be frozen (touching) as tightly as possible. Balls are racked with the front ball on the foot spot and the 8-ball in the center. The breaking player may request and receive one re-rack. More than one re-rack must be approved by the judge.
- 3. Breaking:** Players must break from behind the head string. Players must break as hard as they can with control. To be considered a break, the rack must be hit directly. The cue ball may not be shot into a rail before the rack. An attempt to break does not count unless the rack is broken as above. The judge will determine if the break is not a suitable break. A game not legally broken will be re-racked and broken by the opposite player.
- 4. After the Break:** Various circumstances can occur upon completion of the break. They are:
 - a. A foul on the break** results in the incoming player getting the cue *ball-in-hand* and may place the cue ball anywhere behind the head string and shoot any ball outside the head

string. A ball that is dead center or out is playable. If it is “in”, the ball is not playable. The judge will decide if a ball is in or out before shot is made.

- b. **No balls are pocketed** and it is the other player’s turn.
- c. **The 8-ball is made**, resulting in a win.
- d. **The cue ball is made**, resulting in a foul.
- e. **One or more ball(s) is made**, it is still the breaker’s turn and he/she has choice of ball(s), announcing what ball he/she intends to shoot. Players at all times must announce what ball they are shooting at (except when breaking) and in what pocket they will sink that ball in order for the shot to be legal. **No “slop shots”** accepted. If shot is not legal, it will be opposite player’s turn.
- f. **One of each category ball is made.** The breaker has his/her choice of balls. The breaker can choose any ball except the 8-ball. The breaker must announce the ball they choose to shoot and in what pocket they intend to sink the ball. The breaker makes the shot, they continue shooting at the category of ball chosen, calling each shot. If the breaker misses their intended shot, it is the incoming player’s turn. The incoming player now has their choice of any ball except the 8-ball. The incoming player must announce the ball they have chosen to shoot and what pocket they intend to sink the ball.
- g. **If two balls of one category and one ball of the other category are pocketed**, it is the shooter’s choice just as in “f” above.
- h. **If the shooting player shoots the wrong ball** and makes or misses it, this will be considered a foul and his/her turn will be over. If the foul goes unnoticed and is not called as such by the sitting player (opponent), the shooter can return to the correct category of balls and continue shooting. In other words, the sitting player must call the foul before the shooter shoots at the correct category. The shooter may ask the sitting player what category of balls he/she has. The sitting player must tell the shooter the truth.

5. Combination Shots: Combination shots are legal, but striking the correct ball (player’s ball) first is required except in an open table situation. The 8-ball is not neutral and cannot be used in combination shots. A player is credited with all balls he/she legally pockets. When a player does not pocket one of his/her balls but pockets an opponent’s ball, he/she loses his/her turn. The opponent gets credit for the pocketed ball. If the shooter does not strike the correct ball first, he/she loses their turn and it is the opponent’s turn to shoot. No pocketed ball is ever spotted.

6. Balls on the Floor: If the 8-ball is knocked on the floor, the game is lost. Object balls knocked on the floor are spotted if it is the shooter’s ball, and pocketed if it is the opponent’s ball. If the spot is taken, the ball is placed on a line directly behind the spot as close as possible. Knocking a ball other than the cue ball on the floor is not a foul. It might occur that a player pockets his ball while simultaneously knocking another ball on the floor. In this situation, it is still his/her turn and the ball is not spotted until he/she misses. If the ball on the floor is one of

the shooter's balls, it is spotted when the shooter has pocketed all of his other balls or misses. If the ball on the floor is the opponent's, it is pocketed when the shooter has pocketed all other balls or misses.

7. Pocketed Balls: Balls must remain in a pocket to be legal. If a ball goes in a pocket, but bounces back onto the playing surface, it is not considered either a win or loss. If it is the cue ball, it is not considered a scratch.

8. One Foot on the Floor: While shooting, at least one foot must be on the floor at all times. A bridge can be used if available. The judge will remind all shooters about the one foot rule. If the shooter does not have one foot on the floor when they shoot at their ball and the ball is pocketed, it will not count and will be spotted. The ball will be spotted and it will be the opposite player's turn to shoot. **The one foot rule does not apply to persons shooting from a wheelchair. (This will be the judge's decision at all times.)**

9. There are various ways to lose:

- a. Your opponent pockets his numerical group and legally pockets the 8-ball.
- b. You pocket the 8-ball in the wrong pocket or fail to properly mark the pocket.
- c. You foul the cue ball and then pocket the 8-ball.
- d. When playing the 8-ball, you scratch.
- e. A game is forfeited if you alter the course of the 8-ball or the cue ball.

Note: A player attempting to shoot the 8-ball but missing it is not a loss. It is a loss if a cue ball scratch occurs. If a player misses the 8-ball when shooting at it, it is the opponent's turn to shoot. When shooting at the 8 ball, if you should miss pocketing the 8-ball, it is not a loss if you did not touch the 8-ball.

10. How to Win: A player has won the game when all the balls of his numerical group have been pocketed and he has legally pocketed the 8-ball in a properly marked pocket without scratching. **To properly mark the pocket, the player must announce the pocket chosen, and the judge must repeat this back to the players. If this is not done and the player shoots, it is a loss whether the 8-ball is pocketed or not.**

Note: You cannot play the 8-ball while simultaneously playing the last ball of your category. The 8-ball must be a separate shot.