
Alberta 55 plus 8-Ball Pool Rules

General Information

The rules listed in this section shall be the official rules for any **Alberta 55 plus** event. All Alberta 55 plus Rules are located on our web site at: www.alberta55plus.ca. If there is a discrepancy between any printed rules, the version available on our web site shall prevail.

Entry Procedures: Check with your Zone Activity Director for playoff information and date. Contact information is listed on our website at www.alberta55plus.ca

Game Courtesies

Rules are made to be followed by all players to make games happen. But often there are unwritten “rules” or courtesies which will make the game much better with fewer problems for all. Whether the game is a friendly recreational event among friends or part of an important tournament, participants should practice good sportsmanship and respect for their competitors.

Do not make comments or loud noises during play. Shake hands before the game commences, and at the end of the game. Leave judging and score marking to the proper persons.

Rules for many of the activities that 55 plus play are contained in rules books written by provincial, national or international governing bodies. These rules are often referred to but any adaptations to these rules will be listed within each rule.

Dress Code

Avoid the use of strong perfumes, colognes or shaving lotion to prevent an opponent sneezing, being choked up or coughing at the wrong time. To keep Alberta 55 plus activities consistent, where there is no Dress Code Rule it is expected of each participant to reflect the professionalism of themselves and their sport.

Age Groups / Events

All participants must fall within the age group indicated by December 31 of the Event year. All participants in Zone Playoffs must be Active Members.

Age	Events	Participants Advancing to Provincial Games
55+	Women's Singles	1 per Zone
55+	Men's Singles	1 per Zone
70+	Women's Singles	1 per Zone
70+	Men's Singles	1 per Zone
TOTAL NUMBER OF PARTICIPANTS PER ZONE = 4		

1. The Alberta 55 Plus Games and all sanctioned ALBERTA 55 PLUS events will follow the world standardized rules for 8-Ball by the Billiards Congress of America. These rules can be obtained by searching www.bca-pool.com or by contacting:
Billiards Congress of America

Headquarters Address
Billiard Congress of America
12303 Airport Way
Suite 160
Broomfield, CO 80021

Toll-Free Main Office: 866.852.0999

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2. Overview

Eight-Ball is a call shot game played with a cue ball and 15 object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). The player pocketing either group first, and then legally pocketing the 8 – ball wins the game. Play will be in Singles - 2 players to a table. Players are allowed to use their own cues. For all 8-Ball events, each match should consist of the best of 5 games. If the number of participants at a Zone playoff is too large, best of 3 games will suffice.

3. Table Size – 4' X 8':

To facilitate the hosting of 8-ball at the Alberta 55 plus Games, host communities can be shown flexibility in using table sizes available in the Host Community. For example, a 4' x 8' table can be a 3.5' x 7' table.

- a) Pool ball specifications – pocket billiards balls:
 - Weight: 5 ½ to 6 oz. *diameter: 2 ¼”
- b) Pool cue specifications:
 - Player may bring a maximum of 3 cue sticks to a match
 - Width of tip: no minimum/14 mm maximum
 - Length: 40 inches minimum/no maximum
 - Weight: no minimum/25 oz. maximum
 - Cue tip may not be of a material that can scratch or damage the addressed ball (must be composed of specially processed leather or other fibrous or pliable material)

5. Order Of Break:

- a) Winner of the coin toss *has the option* to break.
- b) The winner of each game *has the option* to break for the next game.
- c) The following are common options that may be designated by tournament officials in advance:
 - Players alternate break
 - Loser breaks

6. Racking The Balls:

- a) 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 corner of the rack and a solid ball in the other corner.

7. Call Shot:

- a) In Call Shot, obvious balls and pockets do not have to be indicated.
- b) It is the opponent's right to ask which ball and pocket if he is unsure of the shot.
- c) Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket.
- d) When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc.
- e) Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.
- f) The opening break is not a “called shot”.
- g) Any player performing a break shot in 8-Ball may continue to shoot so long as any object ball is legally pocketed on the break.

8. Legal Break Shot:

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- a) (Defined) To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail.
- b) When the breaker fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and having the option of shooting the opening break or allowing the offending player to re-break.

9. Scratch On A Legal Break:

- a) If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (Exception, the 8-ball: See rule 11.b), (2) it is a foul, (3) the table is open.
- b) Please Note: The incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

10. Object Balls Jumped Off Table On The Break:

- a) 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 behind the head string and shooting.

11.8-Ball Pocketed On The Break:

- a) 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.
- b) If the breaker scratches while pocketing the 8-Ball on the break, the incoming player has the option of a re-rack or having the 8-Ball spotted and begin shooting with ball in hand behind the head string.

12. Open Table:

- a) (Defined) The table is "open" when the choice of groups (stripes or solids) has not yet been determined.
- b) When the table is open, it is legal to hit a solid first to make a stripe or vice-versa.
- c) Note: The table is always open immediately after the break shot.
- d) When the table is open, it is legal to hit any solid or stripe first in the process of pocketing the called stripe or solid.
- e) However, when the table is open and the 8-Ball is the first ball contacted, it is a foul and no stripe or solid may be scored in favor of the shooter.
- f) The shooter loses his turn; the incoming player is awarded cue ball in hand; any balls pocketed remain pocketed; and the incoming player addresses the balls with the tables still open.
- g) On an open table, all illegally pocketed balls remain pocketed.

13. Choice Of Group:

- a) The choice of strips or solids is not determined on the break even if balls are made from only one or both groups, because the table is always open immediately after the break shot.
- b) The choice of group is determined only when a player legally pockets a called object ball after the break shot.

14. Legal Shot:

- a) (Defined) On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail.
- b) Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the contact ball, an object ball must be pocketed, or the cue ball or any numbered ball must contact a rail.

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- c) Failure to meet these requirements is a foul.

15. "Safety" Shot:

- a) 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.
- b) A safety shot is defined as a legal shot.
- c) If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, the shooter must declare a "safety" to the opponent.
- d) It is the shooter's responsibility to make the opponent aware of the intended safety shot.
- e) If this is not done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again.
- f) Any ball pocketed on a safety shot remains pocketed.

16. Scoring:

- a) A player is entitled to continue shooting until failing to legally pocket a ball of his group.
- b) After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-Ball.

17. Foul Penalty:

- a) Opposing player gets cue ball in hand.
- b) This means that the player can place the cue ball anywhere on the table (does not have to be behind the headstring except on opening break).
- c) This rule prevents a player from making intentional fouls, which would put an opponent at a disadvantage.
- d) With "cue ball in hand," the player may use a hand or any part of a cue (including the tip) to position the cue ball.
- e) When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.

18. Combination Shots:

- a) Combination shots are allowed; however, the 8-Ball can't be used as a first ball in the combination unless it is the shooter's only remaining legal object ball on the table.
- b) Otherwise, should such contact occur on the 8-Ball, it is a foul.

19. Illegally Pocketed Balls:

- a) An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot.
- b) Illegally pocketed balls remain pocketed and are scored in favor of the shooter controlling that specific group of balls, solids or stripes.

20. Object Balls Jumped Off The Table:

- a) If any object ball is jumped off the table, it is a foul and a loss of turn, unless it is the 8-Ball, which is a loss of game.
- b) Any jumped object balls are not re-spotted.

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21. Jump and Masse' Shot Foul:

- a) While "cue ball fouls only" is the rule of play when a match is not presided over by a referee, a player should be aware that it will be considered a cue ball foul if during an attempt to jump, curve or masse' the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

22. Playing The 8-Ball:

- a) 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.
- b) Incoming player has cue ball in hand.
Note: A combination shot can never be used to legally pocket the 8-Ball, except when the 8-Ball is the first ball contacted in the shot sequence.

23. Loss of Game:

A player loses the game by committing any of the following infractions:

1. Fouls when pocketing the 8-Ball (exception: see 8-Ball Pocketed On The Break).
2. Pockets the 8-Ball on the same stroke as the last of his group of balls.
3. Jumps the 8-Ball off the table at any time.
4. Pockets the 8-Ball in a pocket other than the one designated.
5. Pockets the 8-Ball when it is not the legal object ball.

Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

24. Stalemated Game:

If, after 3 consecutive turns at the table by each player (6 turns total), the referee judges that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may be applied regardless of the number of balls on the table. **Please Note:** Three consecutive fouls by one player in 8-Ball is not a loss of game.

25. Tie Breaker Information

If two-way tie exists at end of round robin, extra single game to be played.

- If three-way tie exists at end of round robin, players will toss coins until one person has the "odd" coin and receives a "bye" in the playoff game. The other two players play an extra single game, with the winner of this game going on to play an additional game against the player who received the "bye". Winner of this game receives the higher standing.