

## **RULES SUMMARY**

**Coin toss for rack/break.** Loser of the coin toss supplies the quarters for the game and racks. Winner of the toss breaks.

### **RULES LIKE YOUR DADDY TAUGHT YOU!**

### **RULES FAIRLY COMMON TO ANY BARROOM POOL TABLE!**

**If the breaker pockets any balls on the break,** the breaker's group of balls (solids or stripes) is determined by the majority that person pocketed on the break. If the same number of each is made, the table is still open.

**Balls must be made exactly according to the shot as called (no "dirty pool"),** to include calling rails, combinations, double-kisses etc. Any ball made not exactly in accordance with the announced called shot is a ball foul and ends the shooter's turn.

**Obvious shots need not be called,** though if an opponent doesn't recognize the shot he retains the right to ask the shooter, before the shooter goes down on the shot, what ball and pocket are called. None of the following are considered obvious, even in their simplest forms: banks, kicks, combinations, masse, and jump shots. All of these shots need to be called

**A legal shot** is where the shooter's cue ball touches a numbered ball that corresponds with the shooter's ball group (solids or stripes), once determined, before hitting any other ball, and driving any ball or the cue ball to a rail thereafter, or pocketing any ball except the eight ball (unless player is on the eight ball). Any other type of shot is a foul.

**All ball fouls** result in the shooter's turn ending, with the balls left in place.

**All scratch fouls** result in the opponent having the next shot with cue ball placed in the Break Box.

**Only two "Ball in Hand" fouls.** One for any intentional moving, striking, disrupting, of any ball on the table at any time using any body part, element or device. The other is any intentional scratch or foul done in an effort to improve the shooter's position or to put the opponent in a positional disadvantage.

**IF IT IS NOT YOUR TURN TO SHOOT, PLEASE BE COURTEOUS AND ALLOW ONLY THE CURRENT SHOOTER TO HAVE THE SPACE NEXT TO THE TABLE.**