



# Malaysia Midwest Games

## Sports Rules

*Pool*

## 1. **Forfeits**

- 1.1. Please refer to Section 9 of the General rules
- 1.2. Each player must be on-site in order to play the game.
- 1.3. Should a team be issued **three** technical fouls (yellow, red, then black card) in one game, the game shall be forfeited to the opposing team.

## 2. **Category**

- 2.1. There will be one tournament for Pool.
  - 2.1.1. Open

## 3. **Team Logistics**

- 3.1. Pool will be held at Michigan Union.

## 4. **Game Play and Timing**

- 4.1. This is a single-elimination tournament.
- 4.2. All matches will be played according to the House Rules of 8-ball in Section 5.
- 4.3. Players lag to determine who does the initial breaks first. Subsequent breaks is being alternated after the initial break.
- 4.4. The player waiting to shot must not interfere his or her opponent's turn at the table.
- 4.5. The first player to win best of three sets during a match wins the match.
- 4.6. All rules and regulations are based on the World Pool-Billiard Association rules. For more information, please visit the Pool-Billiard Associations Website.

## 5. **House Rules of 8 ball**

### 5.1. The Object of the Game

- 5.1.1. The object is pretty simple. Sink your balls to get to the 8 ball, then pocket the 8 ball to win. One player is solids (balls 1-7) and the other is stripes (9-15). We'll get into how to choose who's solids and who's stripes a little later.

### 5.2. Rack 'em Up

- 5.2.1. Racking the balls really isn't as complex as people make it. Some people insist that the balls have to be "boy/girl" with solids and stripes alternating in order, but that really isn't true. Put the 8 ball in the center, a solid on one corner and a stripe on the other corner and you're good to go. When you rack 'em, make sure that the rack is tight and that the front ball is on the foot spot.

### 5.3. The Break

- 5.3.1. Usually the one who wins the opening lag gets the first break. After the opening break, breaking order varies based on the rules you set up at the start. The most common breaking orders are either alternating or loser breaks. Be sure to set the break rules BEFORE the start of a game. A couple other things. If you scratch on the break you don't automatically lose, the other player just gets ball in hand behind the head string. Likewise, if you sink the 8 ball on the break, you don't win. You either spot the 8 ball or re-rack.

### 5.4. Called Shots and Slop

5.4.1. Traditionally, 8 ball is a "call shot" game. That means you have to choose the pocket where you're shooting before taking your shot. If a ball goes into a pocket, but it isn't the called pocket, that would be the definition of slop.

#### 5.5. Choosing Your Ball Group

5.5.1. The way you choose your ball group is fairly simple. After the break, the table is open regardless of whether or not any balls have been pocketed. When a player pockets a called ball following the break, that's when you choose whether you're solids or stripes.

#### 5.6. Winning the Game

5.6.1. This one is easy. Clear your balls. Once your balls are clear, call the 8 ball and sink it. The first one to do so wins.

#### 5.7. Losing the game

5.7.1. There are a few ways you can lose beyond simply not sinking the 8 ball first. If you foul when you pocket the 8 ball, jump the 8 ball off the table, pocket the 8 ball in the wrong pocket, pocketing the 8 ball when it isn't the legal object ball.

#### 5.8. Fouls

5.8.1. It is a foul when scratch, hits an opponent ball group, or moved without hitting any of your own ball group - ball in hand and you may put wherever. Caution: the 'cue ball contact ball' must hit the wall, other balls or the pocket. If not it is a foul.