



# **2021 Stonewall Sports Tournament & Summit**

## **Billiards Rulebook**

### **Sport Leadership**

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### **Sport Location:**

Bowlero West End  
8037 Shrader Road  
Richmond, VA 23294  
(804) 747-9620

Stonewall Billiards is a member-organization committed to promoting enjoyable pool competition among the LGBTQ and Allied citizens of the greater metropolitan area. Stonewall Billiards welcomes all individuals over the age of 21, without regard to race, sex, national origin, religion, sexual orientation, gender identity, marital status, socio-economic status, physical handicap, skill level, political affiliation, or place of residence.

**General Description** Stonewall Billiards is an 8-ball league with a doubles team format. 8-Ball is played with a cue ball and normal rack of 15 object balls. The purpose of 8-ball is for a player to pocket the solid balls numbered 1 to 7 or the striped balls numbered 9 to 15, and then call and pocket the 8-ball before their opponents. Every game is played with one member of Stonewall Billiards versus another member of Stonewall Billiards.

### **Stonewall Billiards Policies:**

#### **1. Payment**

Payment is collected prior to the start of a season or a tournament. It is the responsibility of a player to submit payment to the league by check or via the designated website. The amount of payment for each season and tournament will be determined beforehand by the Board of Directors. Payment must be made before the deadline of August 4th, 2021.

#### **2. Formant of the Tournament**

- 1) Day 1: Each participant will participate in a minimum of five round robin games . All players will advance to day 2 of double-elimination.
- 2) Day 2: A double-elimination bracket of 15 players will determine the winner.

#### **3. Knowledge of Policy and Rules**

It is the responsibility of each individual League player to familiarize themselves with the Stonewall Billiards policy and playing rules. Current rules are posted on the league website.

#### **4. Equipment**

While many players use their own cues, Bowlero West End, our host, will provide an ample number of pool cues, bridges, and cue chalk to use. Hand chalk will also be provided.

#### **5. Protests**

If a disagreement occurs during the course of a match game, play shall be stopped immediately and the players shall confer to resolve the dispute with the Billiards Manager. Before approaching any of the league management, please check to see if they are playing in a game and getting ready to take a shot. Please wait until they have completed their turn (missed a shot or have won the game) before approaching them.

#### **6. Sportsmanship**

- 1) While there is definitely a competitive mindset, Stonewall Billiards games are for fun. Players should participate to enjoy themselves. The aim of Stonewall Billiards is an enjoyable positive social atmosphere and camaraderie. All players are strongly encouraged to present themselves in such a manner.
- 2) Upon completion of a game, the players for the next game should be nearby and ready to begin their game.
- 3) Please do not interrupt a player during their turn.
- 4) Since the tables at Bowlero West End are in close proximity to each other, please be aware of other teams' play so as not to interfere with a player's ability to shoot or inadvertently make contact with another player that is in the act of shooting.

#### **7. Terminology**

- 1) Ball-in-Hand: When a player commits a ball-in-hand foul, they must relinquish their turn at the table. The incoming player may now place the cue ball anywhere on the table to start their turn. If a player commits more than one foul on one shot, only one foul will be called. A player must make sure they have the ball-in-hand before touching the cue ball.
- 2) Foot Spot: The foot spot is located in the center of the table and two diamonds from the foot rail (end where the balls are racked).

- 3) Head Spot: The head spot is located in the center of the table and two diamonds from the head rail.
- 4) Head String: The head string is a line that passes between the second diamonds on the long rails and through the head spot.
- 5) Open Table: The state of the table in which no category has been assigned to any team yet because no balls (or both categories of balls) have been pocketed. When there is an open table, the choice of group has not yet been decided, and shooting players may shoot for any category they desire.
- 6) Push: Any shot where the cue ball is frozen to the object ball. The balls remain in contact slightly longer due to friction.
- 7) Scratch: Pocketing the cue ball during a game. A table scratch is when the cue ball does not come into contact with a player's category ball first.
- 8) Slop: A player does not have to call any of their shots where regular rules may otherwise require. Any shot on the 8-ball must be a called shot!

## **8. Match**

A match shall consist of three games of 8-ball. The player who wins the majority of the games is the winner of the match and counts a "win" for the tournament. Even if your player wins the first two games of a match, you must play every game because tie-breaking team standings is determined by the number of games won and lost.

## **9. Coach**

Other than the player shooting, no person, including but not limited to other players/friends/family, may touch any object on the table, the shooter's cue, or the bridge. Violation of this rule will result in loss of turn and ball-in-hand for the opposing player.

## **10. Match**

Stonewall Billiards does not impose time limits on shot taking, players discussions, or discussions. However, as in most games and sports, it is good sportsmanship to keep the game moving. In that vein, the league recommends that shot taking be

completed within two minutes. In the event of excessive delays in shot making, the player of the opposing her/his designee may enforce a mandatory 2-minute time clock.

### **11. Coin Toss/Who Breaks**

- 1) In order to determine which team breaks to start the match, a coin toss will take place. Both players shall be present for the coin toss.
- 2) The winner of the coin toss can choose whether they or their opponent breaks the first game. After the first game, the winning player of each match shall choose whether they or their opponent breaks the following game. This will continue until all three games are complete.

### **12. The Rack and Breaking**

The breaking team has the choice of racking themselves or having the opposing team rack the balls. The lead ball of the rack must be placed on the foot spot. The 8-ball must be in the center of the rack. The two balls sitting on the edges of the last row of the rack must be of different categories. The placement of the other 11 balls of the rack are up to the racker. To be a proper break, a player must:

- 1) Place and strike the cue ball from behind the head string.
- 2) The lead ball of the rack or the second row of balls must be struck first.
- 3) The cue ball may not be shot into a rail before the rack.
- 4) If the rack is struck, but the break does not qualify as legal (four balls hitting a rail after the break or at least one ball is pocketed), the balls are re-racked and re-broken by the same player. If after a second attempt, a legal break is not made, the balls are re-racked and broken by the opposing team. **THE RACK MUST BE STRUCK BEFORE A FOUL CAN OCCUR.** If the cue ball leaves the table on the break it is a scratch and results in ball-in-hand for the opposing team.

### **13. The Break**

During the break: A. If the cue ball is pocketed on the break and the 8-ball is not pocketed, the opposing player shall be awarded the ball and place it anywhere behind the head string (in the kitchen) of the table. It is OPEN TABLE, even if other balls were pocketed. During the next shot from behind the head string, if the first ball struck by the cue ball is located behind the head string, it is a scratch resulting in ball-in-hand for the opponent. It is OPEN TABLE. B. If the cue ball leaves the table and the 8-ball is not pocketed: Results in ball-in-hand for the opposing player (cue ball

may be placed anywhere on the table) and it is OPEN TABLE. C. The 8-ball is pocketed. This is a win, unless the player scratches, in which case it is a loss. D. A foul, during a legal break, results in the opposing player awarded a cue ball from behind the head string and it is OPEN TABLE. E. No balls are pocketed. It is the other player's turn and it is OPEN TABLE. F. If one or more balls is pocketed, it is still the breaker's turn and OPEN TABLE.

#### **14. Opentable after the break**

If it is OPENTABLE after the break, the process for the next shot is the same regardless of whether or not it is still the breaker's turn or it is the non-breaking player's turn. Therefore, this section will only refer to the shooter and not the breaker. \*The 8-ball is NEVER neutral, even during Opentable. \*The results of the shooter's shot are:

- 1) No balls are pocketed: It is the other team's turn and it is OPEN TABLE. This process repeats until a ball(s) is pocketed.
- 2) One or more balls of each category are pocketed (for example, the 6-ball and the 12-ball) and there is no foul: It is still the shooter's turn; however, unlike during the break, the shooter must choose their category of balls before their next shot. They maintain that category for the remainder of the game. It is no longer opentable.
- 2) One or more balls of only one category is (are) pocketed and there is no foul: It is no longer an open table and the shooter's team maintains that category of balls. It is still that shooter's turn. \*Although it is sportsmanlike for the sitting player to remind the shooting player that they are about to foul by shooting the wrong category of balls, it is not a requirement for them to do so. Once the shooter has hit the wrong category of balls, the foul has occurred whether the ball is pocketed or not. Before any foul has occurred, the shooter also may avoid a penalty by asking the sitting player which category of balls they have. The sitting player must tell the truth. A player hitting the wrong category results in a foul and ball-in-hand.

#### **15. Slop**

Slop rules apply to league play. This means you do not have to call your shots in advance and you will not lose your turn if one of your balls sinks in an unintended pocket. However, the cue ball must hit one of your balls first on EVERY shot. Otherwise, this will be a table scratch. The 8-ball is not neutral.

## **16. Combination Shots**

Combination shots are allowed, but striking the correct ball first is required except in the open table situation. The 8-ball is not neutral. A player is credited with all balls they legally pocket. When a player does not pocket one of their balls but pockets an opponent's ball, they lose their turn. The opponent gets credit for the pocketed ball. No pocketed ball is ever spotted.

## **17. Balls on the Floor**

Knocking the cue ball off the playing surface is a foul and results in ball-in-hand for the opposing team. If the 8-ball is knocked to the floor, it is a loss of game. Knocking any other object ball on the floor is not a foul. Object balls that get knocked off the playing surface will be spotted on the foot spot. If the foot spot is taken, the ball will be placed on a line directly behind the foot spot as close to the foot spot as possible. If two or more balls are knocked on the floor, they are placed in numerical order with the lowest numbered ball closest to the foot spot; the placed balls will be frozen to one another. It might occur that a player legally pockets a ball while simultaneously knocking some other ball(s) on the floor. In this situation, it is still that player's turn and the ball(s) will be spotted before that player's next shot.

## **18. 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 pocketed. If it is the 8-ball, it is not considered either a win or loss. If it is the cue ball, it is not considered a scratch.

## **19. One Foot on the Floor**

At least one foot must be on the floor at all times while shooting.

## **20. Marking the Table**

Marking refers to a physical alteration in the appearance of the cloth on a pool table. No one is allowed to mark the cloth. For example, using chalk to draw a line, or wetting your finger to dampen the cloth, is not allowed. It is permissible to set a piece of chalk on the hard surface of the rail.

## 21. Scratches

There are four ways a player can scratch, all result in ball-in-hand for the opposing player:

- 1) when a player sinks the cue ball into a pocket.
- 2) when a player hits the cue ball and the cue ball does not make contact with any balls (table scratch).
- 3) when a player hits the other team's ball first with the cue ball instead of their own ball (table scratch).
- 4) Failure to hit a rail after contact with an object ball. (A rail must be hit by either the cue ball or any other ball after the cue ball and the object ball make contact. A ball touching the rail prior to a shot being taken does not satisfy this rule.) Note: You do not lose the game if a scratch occurs on a break.

## 22. Fouls/Ball-in-Hand

If any of the following fouls are committed, the penalty is ball-in-hand for the incoming player. Make certain you have a ball-in-hand before you touch the cue ball. Confirm it with your opponent before touching the cue ball. Ball-in-hand might be new for many players and therefore warrants further explanation. No player may pick up the cue ball to intentionally give the ball-in-hand. The player must strike the cue ball with a pool cue. The penalty for this foul is replacing the cue ball and taking the shot.

- 1) Ball-in-hand means you get to put the cue ball anywhere on the table and shoot any of your balls (or the 8-ball, if all of your balls have been pocketed) regardless of where that ball is. Even after having addressed the cue ball a player may, if not satisfied with the placement, make further adjustments with their hand, cue stick or any other reasonable piece of equipment.
- 2) A foul may be called only if the player fouls the cue ball while actually stroking at the cue ball, meaning a double hit of the cue ball. The ball-in-hand rule penalizes a player for an error. Without this rule, a person can actually benefit by accidentally or purposely scratching or otherwise fouling. **ONLY THE OPPOSING PLAYER MAY OFFICIALLY CALL A FOUL.** These are the only fouls resulting in ball-in-hand. All other violations are sportsmanship violations.
- 3) Push Shots: A push shot involves a situation where the cue ball is frozen to or very near the object ball. The problem faced by the shooter is to keep from pushing or double-hitting the cue ball in these circumstances. A double-hit is a foul. An unintentional push is not a foul in this league. However, in an effort to



avoid a foul, and to preserve good sportsmanship, the league recommends that the shooter take shots on a frozen cue ball at a 45-degree angle so as to avoid a foul that is difficult to see by the shooter or opponent.

- 4) No one other than the player shooting (including other players, and spectators) may touch anything on the table during the game. That includes the cue ball, the cue, and the bridge. Violation of this rule results in a foul and ball-in-hand for the other player.

### **23. The ball-in-hand fouls are as follows:**

- 1) Anytime during a shot, the cue ball goes in a pocket, on the floor, or otherwise ends up off the playing surface.
- 2) Failure to hit an object/correct ball first. (A player who is shooting stripes must hit a striped ball first.) The 8-ball is not neutral.
- 3) Failure to hit a rail after contact with an object ball. A rail must be hit by either the cue ball or any other ball after the cue ball and the object ball make contact. A pocketed ball counts as a rail. Even if the ball bounces back onto the playing surface, it is considered to have hit a rail, as the pocket liner is part of the rail. A sentence that should answer many questions is: ANY ball must go to a rail AFTER LEGAL contact.
- 4) Causing even the slightest movement or altering the course of the cue ball, even accidentally, is a foul. Even dropping the chalk on the cue ball is a foul. It is not a foul, however, to accidentally move any other balls (including the 8-ball) unless, during their turn at the table, a player moves a ball and it in turn comes in contact with the cue ball. Any balls moved accidentally during a shot must be replaced by the opponent after the shot is over and all balls have stopped rolling. If it occurs before the shot, it must be replaced by the opponent before the shot is taken.
- 5) If, during the course of a shot, the cue ball does not touch anything.
- 6) Only the player who is shooting may place the cue ball in a ball-in-hand situation. To assist in making a shot, an inanimate object may be placed on the rail, but nothing can be on the felt.

### **24. There are various ways to lose:**

- 1) Your opponent pockets their numerical group and legally pockets the 8-ball.
- 2) You pocket the 8-ball out of turn.
- 3) When playing the 8-ball, you pocket the 8-ball in the wrong pocket or fail to properly mark the pocket where the 8-ball went in.

- 4) You foul the cue ball and then pocket the 8-ball.
- 5) When playing the 8-ball, you scratch. You lose whether or not you pocket the 8-ball.

Note: If you are shooting at the 8-ball and miss it altogether without scratching, you have fouled and your opponent has ball-in-hand, but you don't lose because of this foul.

## **25. Trick Shots and Jump Shots**

- 1) Masse' is a trick shot where the cue ball is legally struck in a way causing it to spin and curve in its trajectory. This is permitted but care must be taken to not damage the tables felt.
- 2) Jump shots are not allowed in Stonewall Billiards. Jumping the ball with the cue stick to avoid going around your opponents' balls is not allowed and results in a foul. This is also known as lifting. If a player uses a jump shot, the player shall lose their turn and the other team has the option to place one of the balls hit during the jump shot (hit by any ball) on the foot spot on the table.

## **26. Winning the Game**

- 1) You have won the game when all the balls of your numerical group have been pocketed and you have legally pocketed the 8-ball in a properly called pocket without scratching.
- 2) The 8 Ball: You cannot play the 8-ball while simultaneously playing the last ball of your category. The 8-ball must be a separate shot.
- 3) When attempting to pocket the 8-ball, the cue ball must strike the 8-ball first. The 8-ball may then strike another ball(s) without penalty.
- 4) Another ball may follow the 8-ball into the called pocket.
- 5) When attempting to pocket the 8-ball, other ball(s) can be pocketed before or after the 8-ball.
- 6) Calling the 8-Ball in the Final Shot: When the 8-ball is the final ball left for a team on the table, the player must "call the shot" and properly identify the pocket in which they are trying to sink the 8-ball. The shooter, playing partner, or coach must call the pocket before shooting on the 8-ball by placing an inanimate object on the rail (not on the felt or hanging over the table). The chalk square may not be used to mark the pocket.

**Best of Luck to ALL players!**