



TAP 8 BALL TEAM RULES

UP TOP TAP – OAKLAND COUNTY, MI

Object of the Game

The game of 8-Ball is played with fifteen (15) balls numbered one through fifteen and a cue ball. The object of the game is to pocket either all of the “low balls” (solid numbers 1-7), or all of the “high balls” (striped numbers 9-15), after which you are entitled to shoot and hopefully pocket the 8-Ball. Once this has been done, the player legally pocketing their balls and the 8-Ball in a MARKED pocket wins.

Beginning Play

Start your match by captains flipping a coin, winner of the toss decides if they want to throw first, or allow the away team to throw first. After this has been determined, player selections will be alternated for the following matches until all league matches are completed.

A team will forfeit the 1st match if they are not ready to play within 15 minutes of their scheduled start time. Thereafter, a team will forfeit a match every 15 minutes if they are not ready to play. A player can represent their team in active play once per night and represent that specific division on only one team per night. A player may only play on one table at a time. Multiple nights and division play are accepted and encouraged.

If a team must replay they can do so 2 times in a session and NOT in the last two weeks of regular league play. The opposing team may choose which player replays, but must stay under the 25 SL cap.

Lagging For the Break

Once you have selected your players, they must lag to see who breaks. Once two players have been selected, they must simultaneously “lag” for break. The “lag shot” is executed by striking an object ball from behind the head string, to the foot rail, and attempting to have it come to rest closest to the head rail. If your lagging ball is pocketed or contacts a side rail you lose the lag. If the two lagging balls make contact, players must re-lag.

Racking the Balls

The fifteen object balls are racked in a triangular shape, with the 8-Ball in the center and the other balls distributed throughout the rack in random fashion with a solid in one bottom corner and a stripe in the other. The object ball at the top of the triangle should be centered on the foot spot. The player breaking may request a rack check before breaking the balls.

The Break Shot

The player entitled to the break has cue ball-in-hand 100% behind the head string. The breaking player must first drive the cue ball directly into the rack of balls, striking the first or second ball, and causing at least five (5) balls, (the cue ball can be one of the five balls) to hit a rail. Pocketing any ball, except the cue ball constitutes a legal break. If this task has not been accomplished, the

opposing player is entitled to ask for a new rack and may elect to break. This is at the non-breaking player's discretion. An attempt to break that results in the cue ball crossing the head string, but not hitting the rack, is a foul. In this case, the opposing player has the option to take the break or allow the breaking player another attempt at the break.

(NOTE: For scoring, the breaker gets the number of balls pocketed added to his or her score under the "Made on Break" (MOB) column.). A player pocketing the 8-Ball during a legal break wins the game. If the breaking player pockets the 8-Ball and scratches or drives the cue ball off the table, which is another form of a "scratch," that player loses the game. If the player drives the 8-Ball off the table during a legally executed break, he/she loses the game. If a player pockets the 8-Ball and drives an object ball off the table, the player loses the game (NOTE: In either of these instances, the remaining balls left on the table are added to both players LOT column on the score sheet with the breaking player credited with the lower count of stripes or solids and the opponent the higher count.)

Cue ball off the table

If any balls, other than the 8-Ball, are driven off the table during the break shot, those balls stay down and it is a ball in hand foul behind the head string or the shooter can play it where it lays. If the cue ball is pocketed, or driven off the table during the break shot, the incoming player has cue ball-in-hand 100% behind the head string. All object balls that are pocketed "remain down." In either ball in hand case, the incoming player has his/her choice of object balls that are 100% past the head string on an "open table."

If the breaker scratches on the break, the opposing player must take their next shot behind the head string. IF the opposing player takes ball in hand, it is up both teams and the opponent to remind the player they are supposed to be behind the head string. If no one notifies the player, and they execute a shot with ball in hand, IT IS NOT A FOUL. The opposing player should use good sportsmanship to remind the player.

Continuing Play After the Break

If the player pockets a ball on the break, that player continues to shoot until he/she misses or commits a foul. Regardless of which category of balls is made ("low balls" or "high balls"), the table remains "open" until a shooter has completed a skill shot by calling a ball in an assigned pocket. Once this has been accomplished, that category of balls belongs to that shooter for the remainder of the game and the remaining category of balls belongs to the opponent.

Combination shots can begin with either category of balls on an open table with the exception of the 8-Ball, which is never neutral. In an open table situation, if a legal hit is made, the called ball goes in the called pocket and the cue ball scratches or is driven off the table, the shooter is now that category of balls. The table is no longer open. To execute a legal hit in an open table situation, you must strike any ball on the table except the 8-Ball and drive some ball to a rail or pocket a ball.

Once your category of balls has been determined, you complete your category of balls until you miss, foul, play defense, or fail to pocket the intended ball in the intended pocket. When this happens, your opponent assumes control of the table and does the same until the 8-Ball is legally pocketed. (NOTE: If a foul is committed on any shot, the incoming player has cue ball-in-hand anywhere on the table (except during the break).)

Once the category of balls has been determined and a player shoots the wrong category of balls, the opponent must immediately notify the player that a foul has occurred. Should the opponent not inform the shooting player and another ball is pocketed, the shooting player now has that category of balls.

Skill Shots/Good Hits

Our leagues are "call your pocket" which is also known as skill play or skill shots. Once a player has a particular category of balls, the first ball on the table that the cue ball strikes must be that category. After that, a ball on the table (any ball) must contact a rail. Pocketing a ball also constitutes contacting a rail or a good hit.

If the player pockets the called ball in a pocket other than the called pocket, that ball stays down and play passes to the opponent with the cue ball where it stopped.

If the player pockets the opponent's ball, without pocketing the called ball in the called pocket, the opponent's ball stays down and the opponent comes to the table with shooting the cue ball where it stopped. Anytime the 8-Ball is pocketed out of turn it is a loss of game. (Accidentally made balls are marked as dead ball on score sheet)

If a player pockets the called ball in the called pocket and also pockets any other balls, other than the 8-Ball or cue ball, the additional balls stay down and the player continues. (Accidentally made balls are marked as dead ball on score sheet)

A player successfully pocketing the called ball in the called pocket, without committing a foul, is considered to have completed their shot and continues shooting no matter how the ball arrives in the pocket. This means that the pocketed ball can "kiss" every ball on the table or hit every rail and if it still goes in the called pocket it is a good shot.

Jumping/Masse/Switching Cues

After a legal break or legal push out, the player who has command of the table continues to shoot until they miss, foul or win the game. This is continued until a winner is determined.

Skill Shot/Good Hits

During a match jump cues and switching of cues are permitted. At anytime you may switch cues or use a jump cue without notifying your opponent. If a shooting player intends on switching shafts during the match, he/she must notify the opponent of their intentions (see concessions). Jumping and Masse are allowed in TAP; however, you must respect the host location rules. Scooping the cue ball is not a legal shot. Jump shots must be performed by hitting the cue ball into the table's surface so that it rebounds from the cloth. Scooping under the cue ball to jump another ball is a ball-in-hand foul. Accidentally scooping a ball while attempting a regular shot is not a foul. Using a shaft only is not allowed.

Completing Multiple Balls in One Shot

If you call your ball and pocket and complete a skill shot, it is marked as a completed shot. When completing a skill shot, any other balls, regardless of whether they are "high-balls" (stripes) or "low-balls (solids)," that drop into a pocket stay down and are marked as a dead ball on your score sheet.

You cannot call two balls at the same time. You must declare one or the other. Note: anytime the 8Ball goes in a pocket out of turn it is a loss of game.

Shooting the 8 Ball

When shooting the 8-Ball, you must mark the pocket you are calling. As long as the 8-Ball goes in the marked pocket after a good hit, the player wins. Any form of a scratch on the 8-Ball is loss of game. Anyone can remind the shooter to mark the pocket without it being considered a time-out. If the marker is already at the intended pocket, regardless of how it got there, the shooter does not have to physically touch the marker. The pocket intended is the closest pocket to the marker. When a shooter is on the 8-Ball, impeding the movement of the cue ball, and or 8-Ball, while either is still in motion results in a loss of game. The 8-ball does not have to go clean. **Any object can be used as a marker except a standard piece of chalk.**

Defensive/Safety Shot

A player must call a defensive (or safety) shot when not attempting to pocket an object ball. To execute a defensive shot the shooter must make a legal hit. Any ball pocketed after the hit stays down and the shooter surrenders their shot to their opponent where the cue ball rests. The opposing player has the right to ask the scorekeeper to record that shot as a defensive shot. Any disputes should be worked out by the players first and, if necessary, contact the League Director for the final say. Not noting a defense shot repeatedly is unsportsmanlike and disciplinary actions could be taken against that player. You can call defense and pocket your ball; however, your opponent now has command of the table where the cue ball rests. Pocketing a ball of a Defense is marked on the score sheet as a (DEF) defensive shot and a dead ball. There is no limit on the amount of times a player can call defense. (NOTE: Calling a Defense and pocketing a ball on an open table does not give the shooter control of that category of balls. In this case the table is still open for the opponent.)

Ball Frozen to the Rail

This occurs when an object ball is touching the rail and becomes part of the rail. The opponent must declare the ball frozen before the shot is executed. If the intended object ball is frozen the shooter must do one or all of the following: (1) have the cue ball touch a rail after contacting the intended ball; (2) drive the intended ball to another rail; (3) drive any other ball to a rail after contacting the intended ball. Remember, the match belongs to the two players. Teammates and coaches can be charged a time out for any assistance.

Stalemated Game

If both players agree they have reached a point in the game where progress towards completion cannot be made, they have the option of mutually declaring a stalemated game and should re-rack and replay the game. This occurs when neither player wants to attempt a shot. Please mark re-rack on the score sheets and count the balls left on the table as dead balls. The original breaking player of that game breaks again. If one of the two players wishes to continue play, the game must go on until a winner is determined.

Accidental Movement of Balls

If a player moves the cue ball, in any way, prior to their shot it is a foul and results in ball-in-hand to the player's opponent; this does not apply in ball-in-hand situations when a player is placing the cue ball. However, should a player accidentally move, or pocket, any other ball(s) in preparing to shoot or in the execution of a shot, it is not a foul (NOTE: Should a player accidentally pocket the 8 ball, it is loss on game.) The opposing player has the right to replace the ball(s) or leave them where they are. Should the shooter, by reflex action, attempt to replace the moved ball(s), this is not a foul, but the opposing player has the option of placing the ball(s) back to where they were originally resting or leaving them where they were moved to by the shooter. If a player touches any moving ball, moved as a result of the shot, or the moved ball is struck by another moving ball during the shot, it is a ball-in-hand foul for the opponent. If any moving ball strikes the shooters cue, bridge stick or their person it is a ball-in-hand foul to the opponent. NOTE: (If, after missing a shot, a player swings their cue in disgust and hits any balls, it is automatic loss of game.)

Timeout

Skill level 3 and above have 1 timeout per rack. They must choose a coach and use that coach for their entire match. Players can change coaches one time during their match, but must inform the opposing team that they are changing their coach. **Skill level 2 players get 2 timeout and unlimited sideline coaching.** Sideline coaching can ONLY be done by their coach, the coach must remain seated away from the table, they cannot approach or walk around the table. Sideline coaching examples: "That's a scratch shot" "Use draw on that shot" "Play a safety on the 3 and hide the cue ball behind the 4" – These are examples, but sideline coaching is not limited to these statements.

During a timeout, leave the time running for the entire minute. If a coach walks away from the table, they are allowed to go back to the table if they are still within their minute.

Marking your pocket

The pocket must be marked when you are shooting the 8 ball. A coach can place your marker during a timeout. It does not matter how the pocket got marked, as long as the correct pocket is marked, for example, if you marked the pocket on the last shot, and did not pick up your marker. **Teams CAN call out "mark your pocket".**

Teams may call out the following:

- **"mark your pocket"**
- **"You're stripes/solids"**
- **"You have to shoot in the kitchen"**