

Pool Game for 2 Players

8-BALL

Object

To pocket either the solid-colored balls or the striped balls and then pocket the 8-ball.

Players

Eight-Ball works best with two players, but can be played by two teams of players.

The Rack

Using the 15 standard pool balls, place any ball on the foot spot, the other corners shall be one stripe and one solid. 8-ball in the center. No other requirement.

The Break

The break shot must either pocket a ball or drive at least four numbered balls to the rail. Otherwise, opponent has option of either accepting the table or racking again and either breaking or having the offending breaker break again.

Open Table

Whether or not any balls are pocketed, the table is *always* open after a break. The assignment of stripes or solids is determined only when a player legally pockets a ball after the break shot.

Calling Shots

Eight-Ball is a call-shot game, but obvious balls and pockets do not have to be called. (Any shot that involves a bank, combination, carom, or kiss is not considered obvious and must be called.) Calling a shot means indicating the ball to be pocketed and its destination pocket. Players do not have to specify any combinations, banks, caroms, or kisses.

The break is not a called shot.

If uncertain, the opponent has the right to ask which ball and pocket are intended.

If other balls (except for the 8-ball) are pocketed in addition to the called ball, they remain pocketed and do not constitute a foul.

Combination Shots

Either the 8-ball or an opponent's ball may be used as part of a combination providing that one of the shooter's balls is struck first.

Scratch on Break

When the cue ball is pocketed or driven off table during the break, the opponent has ball in hand above the head string and may shoot any ball below the head string. All pocketed balls (except for the 8-ball) remain pocketed. The table remains open.

As with the general rules, a scratch — other than on the break — gives the opponent cue ball in hand anywhere on the table.

Balls Off Table

If one or more object balls (other than the 8-ball) is jumped off (falls from) the table during the break, the opponent may accept the position as is or treat as a scratch on the break. Balls are never put back on the table.

If one or more object balls (other than the 8-ball) is jumped off the table at any time other than the break, the opponent has cue ball in hand anywhere on the table. Balls are not put back on the table.

If the 8-ball is jumped off the table at any time, the shooter forfeits the game.

8-Ball Pocketed

If the 8-ball is pocketed during the break, the breaker may either ask for a new rack or have the 8-ball spotted and continue shooting.

After the break, if the 8-ball is pocketed prior to the shooter pocketing all of his object balls, the shooter forfeits the game.

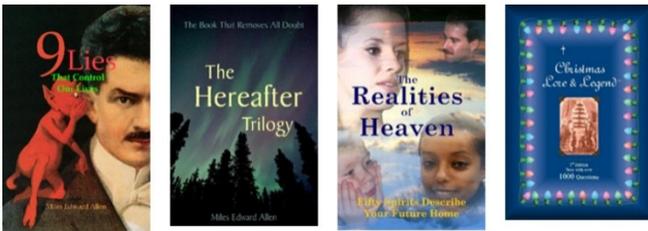
When the 8-ball is the legal object ball, a scratch or foul is not a loss of game (unless the 8-ball is pocketed or jumped from the table). In other words, a scratch on the 8-ball is a loss *only if* the 8-ball goes in a pocket. Otherwise, opponent

has cue ball in hand anywhere on the table (even if also shooting the 8-ball).

Safety Shot

A player may end his turn voluntarily by first declaring a “safety” and then making a legal shot. If a player pockets a ball on a legal shot but has not clearly communicated that it was a safety, the player must continue shooting. ■

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