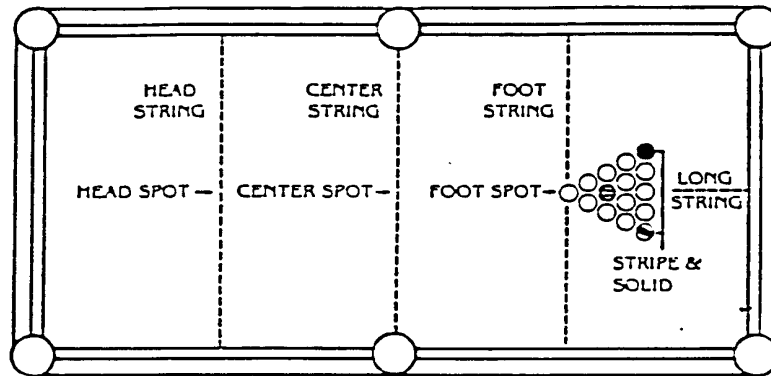


Stanton Automatics Pool League

2015 - Geneva Table Rules - 2016

A. BALLS AND RACKING

The Pocket Billiard Table



1. The game is played with one cue ball and 15 numbered object balls.
2. The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the footspot, a stripe ball in one corner of the rack and a solid ball in the other corner, as the above illustration shows.
3. The object of the game is to make one group of numbered object balls, either stripes or solids, and then LEGALLY POCKET THE 8-BALL which then wins the game.

B. BREAK SHOT

1. See rule #4 under General Rules to determine who breaks.
2. If the breaker hits the racked balls with the cue ball driving four or more numbered balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls reracked and shooting the break himself.
3. When positioning the cue ball for the break shot, the base of the ball must be behind the headstring.
4. Miscues on the break and stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the headstring. Refer to rule #2 if it is not a legal break.
5. It is a foul when the player scratches on a legal break, opponent receives cue ball in hand behind the headstring. This is the only time the cue ball must be put behind the head string.
6. The base of the **object** ball in relation to the headstring determines whether or not a ball is playable. The base of the object ball must be outside the headstring (toward the foot of the table) to be playable. This applies when it is ball-in-hand behind the headstring.

Geneva

7. **8-BALL POCKETED ON BREAK:** See rule #6 under General Rules.
8. If the player breaking the racked balls does not make any balls, his opponent then shoots, having an open table.

C. OPEN TABLE

OPEN TABLE CHOICE OF GROUP:

1. The table is always open immediately after the break shot. You must shoot again and legally pocket a ball to determine a group.
2. On an open table, the player can shoot at either group of balls. The first ball can be made by any of the various shot involving the cue ball and an object ball. It can also be used in a combination shot, using a stripe to make a solid or visa versa. The 8-Ball can also be used in any combination to make the first group ball.
3. If a player breaks and makes balls from both groups, and fails to make a ball on the following shot, the table remains open.

D. GAME

CALL BALL AND POCKET, even when table is open except on the break. To legally pocket a ball, a player is required to designate, in advance of each shot, the ball of his group to be pocketed and the pocket into which it will be made. He continues shooting until he fails to legally pocket the designated ball of his group. However, it is the opposing player's responsibility to ask the shooter, before a shot, if the opponent is not sure of the pocket or is unable to hear the pocket called. Failure to call the pocket or failure to pocket the object ball in the designated pocket is a loss of turn. When a player has pocketed all of the balls in his group, he then shoots at the 8-ball.

E. PLAY

1. If a shooter inadvertently pockets his opponents ball, it remains down, however, if the shooter does not legally pocket one of his own, he loses his turn.
2. Each player continues to shoot so long as he legally pockets THE DESIGNATED ball. Should a player fail to pocket his designated group ball, he shall lose his turn.
3. If a player fails to hit or make the 8-ball while shooting at it, the game continues. However, if a player scratches the cue ball while shooting at the 8-ball, he loses the game, even if the 8-ball remains on the table.
4. Kiss-off and bank shots do not have to be called.
5. In the event the cue ball or an object ball stops on the edge of the pocket and then falls into the pocket because of vibrations, fan or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.

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6. Any object balls knocked off the table will be spotted. Knocking any object balls off the table is LOSS OF TURN.

F. AUTOMATIC LOSS OF GAME

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.
2. Pocketing the 8-ball on the same stroke as the last of his group of balls.
3. Scratching when the 8-ball is his legal object ball.
4. Knocking the 8-ball off the table at any time.
5. Pocketing the 8-ball in a pocket other than the one designated.
6. Fouling while (pocketing) the 8-ball in the designated pocket.

G. LEGAL SHOTS

On all shots, player must strike one of his group balls first and then: (1) pocket the designated group ball, or another object ball, (2) cause the cue ball, or any object ball (any numbered ball 1 thru 15), to contact a rail. Failure to do so is a foul and foul penalty applies. SAFETY - Calling a "safety" acknowledges that your turn will be over after the shot and all requirements of the legal shot will apply.

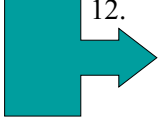
H. FOULING

Questionable fouls must be called and acknowledged.

The following results in fouls:

1. Failure to make a legal shot as noted above.
2. Shooting the cue ball into pocket or off table.
3. It is a foul when a player scratches on the break, or miscues or deflects the cue ball prior to hitting the racked balls. The incoming player receives (Cue ball in hand behind the headstring).
4. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
5. Shooting without at least one foot touching the floor.
6. If a ball is frozen on a cushion, (the opposing player must notify the player shooting before the shot) the play must contact the frozen ball and then: (1) pocket the frozen ball, or any other object ball, (2) cause the cue ball to contact a cushion, or (3) drive the frozen ball to another cushion, or (4) cause another object ball to contact a cushion. Failure is a foul.
7. **ACCIDENTALLY** moving or touching any ball is not a foul unless the ball is the cue ball (**CUE BALL FOULS ONLY**). Only the opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball; it will be considered a foul.
8. Picking up or shooting the cue ball while any balls are still in motion is a foul.

Geneva

9. Double hits will be considered fouls.
10. With cue ball in hand, touching any object ball with the cue ball is a foul.
11. **PLAYING SAFE** - you can play a **MAXIMUM OF 3 SAFES** per game additional safes will be considered a foul.
12.  TIME: Two (2) minutes is the maximum amount of time allowed between shots. If a shot is not taken in two (2) minutes it is a foul. Once the balls have stopped rolling time starts. Both captains must be made aware of slow play before a foul can be called.

I. PENALTY FOR FOULING

1. Only the players involved in the game and the table captains may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the headstring except on the opening break).
2. A player must stop shooting when a foul is called.

J. SCORING

The team that wins a game will receive 1 point. The losing team will receive 0 points.

K. PROTEST PROCEDURE

1. Only the team captain has the authority to protest.
2. A protest must be given to Stanton Automatics in writing within 48 hours after the match. A deposit of \$20.00 must be submitted with the protest to Stanton Automatics, 2150 Ellis Drive, Auburn, NY 13021.
3. Stanton Automatics has the right to disregard any protest not properly presented, such as phone calls or personal contact, before the protest is presented in writing.
4. A game may be played and finished under protest, which may alleviate the original protest.

L. GENERAL

When it is your turn only the players at the table can discuss the shot (captains **cannot** help with shot selection). When it is not your turn you must immediately move away from the table. There are no restrictions on who you can talk to when it is not your turn.

