**Otto’s 8-Ball House Rules**

General: The purpose of the game is for one player to pocket the entire solid balls (1-7) or the stripped balls (9-15) and then pocket the 8-ball before their opponent.

How to Win: (a) You pocket all of the balls as stated above. The 8-ball must be played clean. (b) Your opponent pockets the 8-ball out of turn, in the wrong pocket, knocks it on the floor or when playing the 8-ball pockets the cue ball or hits the cue ball off the table. If when playing the 8-ball you do not hit the 8-ball this does not result in a loss, but rather ball in hand.

Lag: Method used to start the match and determine who breaks. At the same time both players shoot a ball from behind the head string, banking it off the foot rail and back to the head of the table. The closest ball to the head rail wins. If a player hits the side rail or pockets the ball they lose the lag. Players may strike the head rail. You can cross over the table as long as you don’t hit the opponents ball or side rail.

Racking: All balls should be touching. The front ball should be on the foot spot and the 8-ball in the center. Balls must alternate around the 8-ball. Stripe, Solid, Stripe, etc…

Breaking: Players must break from behind the head string. The head ball or the second set of balls must be struck first. At least four balls must be driven to the rails or a ball must be pocketed. If not it is not a legal break and the balls must be re-racked and your opponent then gets to break. Breaking safe or soft is not permissible. The balls must alternate around the outside. The person breaking has the option to rack their own balls if they wish.

After the Break: (a) No balls are pocketed and it is the other players turn. (b) The 8-ball is pocketed which results in a win for the player that broke if they don’t scratch. (c) One ball is pocketed. It is still the breakers turn and they continue shooting that category. (d) One ball of each category is pocketed; it is still an open table. The breaker shoots again and has choice of balls. If they miss their opponent has an open table. (e) If two balls of one category and one ball of another are pocketed on the break the shooter has choice of what category to shoot but must call it prior to shooting. (f) If it is an open table, you still can not use two different category balls in a combination shot.

Calling Shots: Players must call the correct pocket on all shots and shots off other balls, players lose their turn if they do not. You do not have to call banks, double kisses, etc...

Combination Shots: Players must strike their own ball first. The 8-ball is not neutral. If a player strikes their opponents ball or the 8-ball first they lose their turn and it will result in ball in hand.

Balls on the Floor: If the 8-ball is knocked on the floor it results in a loss for that player. Any other balls are spotted and it is not a foul and normal play continues.

Coaching: Is allowed and encouraged by teammates, opponents and fans. This is a fun and friendly league.

Table Fouls: Causing movement of any ball, even by accident, is a foul and will be considered a scratch. Your opponent will get ball in hand and should return the ball moved to its original location.

Foot on the Floor: While shooting one foot must be on the floor at all times. If not it will count as a scratch.

Scratch: A scratch results if a player: (a) Hits the cue ball in a pocket. (b) Does not hit their object ball first. (c) Jumps a ball. (d) Hits the cue ball off the table. (e) If any ball including the cue ball does not go to a rail after legal contact. (A pocketed ball counts as a rail). All of these will result in ball in hand for their opponent. Only exception to the above will be a scratch on the break, then the cue ball will be placed behind the head string; and if you hit the cue ball off the table when playing the 8 ball it’s a loss.

Miscellaneous: Any rules not specified above we will go to the APA rule book.