

I. LEGAL SHOTS

A player must use the cue stick to strike the cue ball. The bridge is not a cue stick. On all shots the player must cause the cue ball to strike one of the player's group of balls first and then either (1) pocket the object ball, or (2) cause the cue ball or any other ball to contact a rail. Failure to do so constitutes a foul.

J. FOULING

All fouls must be called by the opposing player before the next shot is taken. There is no such thing as an automatic foul. The following result in fouls: (1) Failure to make a legal shot as noted above. (2) Shooting the cue ball into a pocket or off table. (3) Scratching the cue ball on a legal break. (4) Touching a ball before it stops moving. (5) Shooting out of turn. (6) Accidentally moving the cue ball. (7) Other infractions noted in these rules.

Push Shot Fouls: It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such shots are usually referred to as push shots.) With a cue and object ball frozen, shooting the shot from any angle other than at least 45 degrees above, or at least 45 degrees to the right or at least 45 degrees to the left of center from the straight line of the frozen balls is a foul and must be so called.

Double Hit Fouls: It is a foul if the cue ball is struck more than once on a shot by the cue tip (such shots are usually referred to as double hits.) If the cue ball has left initial contact with the cue tip and then is struck a second time in the course of the same shot, it is a foul and must be so called.

Note: If a player concedes to a foul by picking up the cue ball, it will be handled as follows: The opponent may put the cue ball back to its original spot and make the shooter shoot it.

Note: Accidentally moving an object ball is not a foul. The opponent may replace the ball to the original spot or leave it where it rests. Unless the moved ball (or balls) make contact with the cue ball or any moving object ball. Then it is a foul and the object balls remain where they rest. If the ball is knocked into a pocket, quarters can be put into the table to retrieve the ball. A player may not use a ball as part of their bridge.

K. PENALTY FOR FOULING

1. After a foul, the player has cue ball in hand (anywhere on the table).
2. A player must stop shooting when a foul is called and resume shooting after the opponent's turn.
3. If a player refuses to yield to a foul call, the opponent must stop the game and notify the team captains or a tournament official.

L. BAR ROOM INFRACTIONS

In the event of a player being caused to foul due to natural bar behavior (I.E. - being bumped while in the act of shooting by a patron) the following may be done:

- A. The balls may be placed as nearly as possible to the original position or.....
- B. If the 2 players involved do not agree on position of the balls the game will be reracked and replayed.

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DAKOTA POOL LEAGUE 8 BALL RULES AND REGULATIONS

2023 EDITION REVISED.

Rules in this edition supersede all former rule books used by the Dakota Pool League. This book should be read in its entirety as rules which are mentioned in one section may be limited or clarified in another section. Any sanctioned player of a Dakota Pool League shall be eligible to participate in and receive stated rights of the league and shall be governed by rules herein. Interpretation of all rules will be the sole job of the coordinator. The coordinator's decision will be final.

I. MEMBERSHIP

To be a member of any division team, except for youth divisions, a person must be of legal drinking age and be a member of the Dakota Pool League. To become a member of the Dakota Pool League the person must fill out a roster sheet and play on a team. Dakota Music Inc. reserves the right to deny or expel any player from the league. This includes anyone whose participation is not in the best interest of the Dakota Pool League, competitors and their employees and anyone who is disruptive to organized league play. The sanction fee may be used for operational expenses. Any funds not used for operational expenses will be returned to league members in the form of tournament prize money. No person shall be considered a league member nor shall any scores count until the player has filled out a roster sheet.

II. RULES COMMITTEE

Each division shall have a rules committee which will be made up of all the team captains. This committee will decide on all optional rules. This committee will judge on all disputes which cannot be mutually settled by opposing team captains or mediated by the coordinator. Their decision shall be final.

III. TEAMS

Each Player can play every night of league, but players can only play on one team per night. Each team may have Ten (10) players on their roster. In the event a team must add a 11th member the captain must notify the secretary which present member is to be dropped. If the secretary is not notified of which player to drop the new player cannot be added and shall receive dummy scores. A dropped player may not be re-signed during that season except by unanimous approval of all other division captains. No 5 player team shall be allowed to play with more than two dummy scores. No 4 player team shall play with more than one dummy score. No one shall be considered a team member until a sanction fee is paid, played one night of play and has an average posted on the weekly standing sheet. Each team within the division shall elect a captain. The team captain's responsibilities shall be to keep the team organized and informed of all league activities, including meetings, tournaments, rule updates, etc. The captain or person appointed to act in his absence shall have the exclusive right of voting on behalf of the team at all division or league meetings. When the captain is the home team captain (playing in his sponsor's bar) he shall be responsible for putting the division funds and score sheet in the envelope, sealing it, and getting it to the proper place in the bar. In the event the money in the envelope is incorrect, the division secretary shall consider all missing funds as not having been paid by the home team. If a team is short a player and does not pay for that player, the home team captain must indicate such shortage or the shortage will be deducted from the home team funds.



IV. NEW PLAYER RESTRICTION

No team may add new players in the last three weeks of either half season (or season end) unless prior approval of all division captains is secured. If a new name appears on a team roster in the last three weeks of either half and notification of approval by all division captains is not given within 1 week and 24 hours after the player has played, he or she will be considered legal. If a written protest is received by the coordinator, that name may not be added and dummy scores will be given in that position.

V. MATCH TIME AND RESCHEDULING

Any team not showing and ready for play by 30 minutes after the scheduled beginning time shall forfeit the match. In the event a team cannot show for a match and wishes a chance to make the match up, they must notify the opposing captain 24 hours before the scheduled match. Any rescheduled matches must be made up before the next regularly scheduled match. If a team forfeits a 3rd time, your team may be turned into a bye and all money won will be forfeited.

VI. LINE-UP PROCEDURE

16 & 25 GAME FORMAT

The home team will fill in their roster first. Players may be lined up in any order. **NOTE:** Any variations in the line-up procedure must be agreed upon by both team captains before play begins. The line-up order must be checked before any games are played and shall be considered legal as stands once play begins.

VII. FEES

The nightly fees to be paid by the division members shall be decided by a meeting of the division. These fees will be used for (1) secretary fee, (2) coins to operate the pool tables, (3) trophies, (4) banquet tickets, (5) pay-back at the end of the year to division teams as per the number of match points won.

VIII. SEASON

The length of the season shall be decided by a meeting of the division. The division decision must meet with the approval of the coordinator. The season will be divided into two halves and season winners will be determined as follows:

If the same team wins both halves - that team will be first.

If different teams win first in the halves they will play off to determine first.

If the same team wins second both halves and there is a play off for first, the team who won second both halves will play off with the team who loses the play off for first to determine second and third places. If different teams win second each half and there is a play off for first the loser of the play off has second and the two second place winners will play off for third.

If different teams win second each half and there is not a play off for first then the two second place winners will play off for second and third places for the year. There will be 1 day set aside for ties and end of the year playoffs. The competition will take place in the bar whose team has accumulated the most points.

IX. PROTEST PROCEDURE.

Only the team captain or acting captain can file a protest. A protest must be filed with the league coordinator in writing within 24 hours of the match. A \$15.00 fee must accompany any protest. A meeting of the rules committee will settle the protest. If the protest stands, the \$15.00 will be returned.

All games will be played on pool tables owned and operated by Dakota Music and Amusement Inc.

A. GOOD SPORTSMANSHIP WILL PREVAIL AT ALL TIMES.

No coaching will be allowed. Any coaching will be considered poor sportsmanship. Continued poor sportsmanship can result in disqualification.

B. OBJECT OF THE GAME

1. The balls are racked in a triangle at the foot of the table with 8-Ball in the center of the triangle with the stripes and solids in a random, mixed up, order.

2. The object of the game is to make one group of numbered object balls - either stripes or solids - and then sink the 8-ball which wins the game.

C. SCORING

1. The winner of the game will receive 8 points. The loser will receive 1 point for each of his object balls which have been pocketed.

2. In the case of an absent player the dummy score will be 3 points per round. If a player is present when the match begins and misses any succeeding games he will receive 0 points for the games missed.

3. If the game ends and the group of balls has not been determined (8-ball is pocketed early) the loser will receive points for the group which has the least balls pocketed.

4. If a dummy score is used the points will be given to whatever name appears on the score sheet. If you wish your dummy score (3 or 8) to be figured in the personal average of the player who does not play, then enter the player's name. If you do not wish to have the 3 or 8 figured in the player's personal average enter dummy and the points will be figured in the dummy's average.

5. The total of the scores of each player in a match constitutes a match score. The team with the highest match score is the winner of a match point. In the event of a tie in the match total, the team with the most 8's will be awarded the match point. In the event of a tie in score and 8's a half game will be awarded the match point. One match point will be given for each match plus 1 match point for the total team points of the night.

D. BREAKSHOT AND CUE BALL POSITIONING

1. The breaker must drive 3 object balls to a cushion or pocket one or more balls. Failure to do so is a foul and requires a rerack. Their opponent then has the option of breaking.

2. When spotting the cue ball for a breakshot the player shall position the cue ball fully behind the head string. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made or the shot is considered legal.

3. The table will be considered open regardless of the outcome of the break. If a player legally pockets a ball after the break the player then continues shooting at that group of balls as long as the player legally pockets a ball on each shot.

4. Any object ball (except the 8-ball) knocked off the table while breaking will be spotted on or as close as possible in a straight line behind the foot spot. Making the 8-ball on the break, the 8-ball will be spotted and the breaker will continue to shoot. Scratching while making the 8-ball or knocking the 8-ball off the table on the break, the 8-ball will be spotted, and the opponent will shoot having cue ball in hand. When necessary for a rerack, or to retrieve the 8-ball, you may take the quarters out of the envelope to get the balls back. Make a note on the score sheet and Dakota Music will put the quarters back in the fee envelope.

5. If the player breaking the racked balls does not make any balls, the opponent then shoots having an open table.

E. CALL POCKET

On all shots after the break shot, before each shot, the player must call the ball number and indicate into which pocket it is being played. If the opponent does not hear, or is not clear on the shooter's call, he must ask for clarification before the shot is made. If he does not ask for clarification the call is considered made and legal. Failure to call the ball to the pocket, after being asked for clarification, will result in loss of turn but will not constitute a foul. The shooter must indicate into which pocket he is playing the 8-ball however an 8-ball patch is not necessary.

F. OPEN TABLE

1. The table will be considered open regardless of the outcome of the break.

2. On an open table the player can shoot at either group of balls. The first ball can be pocketed by a direct hit from the cue ball or by any combination of balls including a stripe to make a solid or a solid to make a stripe. The 8-ball can also be used in a combination on an open table.

G. PLAY

1. Any contact of the cue stick and cue ball will be considered a shot. (Except for positioning the cue ball for the breakshot).

2. All balls pocketed, legally or not, remain pocketed with the exception of the note under fouling. Any object ball knocked off the table will be handled accordingly. (A) If the ball is the shooter's ball it will be spotted on the foot spot. (B) If it is the opponent's ball it will be dropped in a pocket.

3. Each player continues to shoot, so long as the player pockets a ball legally.

4. In the event the cue ball or an object ball stops on the edge of the pocket, it remains the shooter's table until the opponent has touched the table. (The chalk is part of the table).

5. Frozen ball to rail: If a ball is frozen to a rail, the shooter must be notified before the player shoots. When playing such a shot, the player must contact the frozen ball and (1) pocket the frozen ball, or (2) cause the frozen ball to contact another rail, or (3) cause another ball to contact a cushion or (4) cause the cue ball to contact the frozen ball and then the cue ball contact **any** cushion. Failure to do so is a foul.

A ball which is touching cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again.

6. The game is over when the balls stop moving on the winning shot and is scored with all balls then down.

7. While attempting a masse' shot (curving the cue ball around another object ball) the shooter's hand must remain under the player's armpit with a natural shooting stroke, scoop or jump shots are illegal. Doing so is a foul.

8. There must be one foot on the floor while attempting a shot. Failure to do so is loss of turn.

9. Parts of rules 7 and 8 will be modified as necessary if player is handicapped or when using an artificial bridge.

10. Push Shots and Double Hits are illegal. See Fouling for details

H. SPECIAL RULES FOR THE 8-BALL

1. Knocking the cue ball off the table, scratching the cue ball or touching a moving cue ball while shooting at the 8-ball is an automatic loss of game. (Must be called before next game begins.)

2. Except on the break, the eight ball knocked off the table or pocketed before its time or made in any pocket other than the one called is an automatic loss of game.

3. Committing a foul while attempting to pocket the 8-ball is a loss of game except failure to hit the 8-ball while shooting at it is a foul but not loss of game.

4. Fouling after the 8-ball is pocketed but before the other balls have stopped moving is loss of game.