

2026 Blair 8 Ball League Rules

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LEAGUE GUIDELINES & TEAM SET-UP

1. Teams will consist of 5 regular shooters and up to 4 subs. Once you are on a team for the season you may not switch to a different team. Final rosters are to be submitted by the **10th week** or when notified by League Officers. For example, if a player leaves his or her team due to a job change, moving out of town, etc., the player or captain must notify the officers, who will then grant permission to add an additional player. Officers would then notify the league the following week by noting it on the stat sheet. No team may write down a player's name and have a non-player play in that spot. This will result in a loss of all points and wins for the entire team. If both teams are involved, then neither team will receive wins or points for that week. More than one infraction will result in suspension from the league.
2. This league does not discriminate. Men and women of all races are welcome.
3. Players must be either shooting for, subbing on, or put on a roster to be eligible to be a league officer. If by any chance the officer is no longer one of the 3, then a new officer must be voted in.
4. During the 1st week, averages are not used. During the following weeks, averages are used from the stat sheets. If a player has never played before, he/she will shoot 1st, their average will be totaled at the end of their last game and added to their team total. The maximum handicap is 3 points per round for the 1st 3 rounds and 9 points for the 4th round. Division A will not use handicap, only Division B will use the handicap rule. Thursday league handicap is used.
5. A Division only, shooters can shoot in any order no matter their average.
6. Any team choosing to leave the league after the start of the cycle will forfeit all winnings and dues paid to the league for that cycle. Any team that does not show up to play will be removed from the league. If only one or two players show up from a team the other team will allow them to shoot their games, they are still responsible to pay the total dues for the night.

7. If a player needs to shoot out, a reason is needed, both teams' captains must agree, and a league officer must be notified. All shooters are expected to honor their commitment to their team and Blair 8 Ball League.
8. If a player is not present to start his or her 1st game, it is again up to the opposing team/Captain to approve a bump in shooting order. However, in either case, if the player does not show up by the end of the 1st round, their 1st game will be forfeited with the opponent receiving 10 points. If he/she shows up for the remaining round, he/she will be permitted to play. Once a name is on the score sheet and play has started, the name cannot be changed. If a player must forfeit all 3 games, their average will be used to calculate their team's handicap for the night.
9. The home team must make sure that the home bar is at a playable condition (heating, seating, etc). If this is not met by 7:15, then both teams must agree on playing at a neutral location.
10. All team members need to be provided with their Captain's phone number, and the captain needs to be provided with each player's phone number.
11. Any team member who cannot play that night shall call their Captain by 3 P.M., so the team has enough time to reach a sub. If a player does not show up, and did not give proper notice, he/she can be removed from the team, and the League Officers will authorize a replacement.
12. The league does not allow any personal advertising or promotions. It is a non-profit, player-oriented league.
13. The official logo for the Blair 8 Ball League is the eagle shirt. No other shirt will be allowed to have the league name on it.

DUES STRUCTURE & PAPERWORK

1. Each player is responsible for paying \$4.00 in dues per night to play in the league. This will be paid to the team captain, so please have your dues ready for the night.
2. First week of the cycle will be 40\$ each team, Last week of each cycle each team will not pay the 20\$
3. Along with the cycle schedule, enough blank score sheets for each game will be given to each team at the beginning of the league cycle. Players will be listed by average, lowest to highest. At the end of the night, each team will keep one correct copy, and the home Captain will send a picture of the score sheet to the President.
4. First Commonwealth Bank will be the bank we use. All information will be in the folders.

8. The table is always open immediately following the break shot (unless the 8-ball is pocketed). Regardless of the number of balls that were pocketed during the break. If a ball is pocketed on the break shot, the breaker continues his or her turn, and can shoot the suit of his or her choice. If no balls are pocketed during the break, it is the opposing player's turn to shoot the suit of their choice. Mixed combinations are allowed following the break or until the table is no longer open. When the table is open, the shooter must choose a suit and strike the ball first, using the rules under **Game Procedures**.
9. Pocketing the 8-ball on the break results in a win for the breaking player, unless he/she scratched while making the 8-ball, which results in a loss of game.
10. You do not have to hit the head ball, or any other specific ball, on the break shot.
11. If a Break & Run takes place the opponent will receive the points for the balls that go in that the other opponent did not run out using.

In – Game Procedures

1. To pocket a ball legally, a player must call the ball and pocket. If the player strikes the call ball, or a different ball, or a different ball of their suite first, and the called ball goes into the called pocket; it is a legal shot regardless of the combinations or other ball or rails that are contacted after the initial hit. The table remains open until a called ball is legally pocketed. Except for **the 8-ball**, blatantly obvious shots do not have to be called, but it is **highly** recommended that players call all shots to avoid confusion and misunderstandings.
2. If a player strikes a ball of their suit first, but the ball is not pocketed, it or another ball must hit a rail for the shot to be considered a good hit. On all shots (except on the break), the shooter must hit one of his or her group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail. The ball hitting the rail can be the shooter's ball, cue, 8-ball, or opponent's ball. If a ball does not hit a rail after initial cue contact with the ball of your suit, it is a foul and ball in hand for the opponents.
3. When calling any shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.
4. A player is entitled to continue shooting until he fails to legally pocket a ball of his or her group of balls, he shoots to pocket the 8-ball.
5. After shooting the cue ball at, and contacting, a ball that is frozen on the rail, the cue ball or another ball can hit any rail to be considered a good hit. If no other balls hit a rail, or nothing is pocketed, the frozen ball must hit another rail to be considered a good hit.

1. Failure to strike a ball of your suit 1st on any shot following the break. On a split shot, you must clearly hit your ball first, or it is a foul. This includes shots on the 8-ball.
2. Failure to achieve a good hit or pocket a ball legally, as covered under **Game Procedures**.
3. Moving the cue ball with the tip of your stick (including ferrule) is a foul, in order to avoid confusion and misunderstanding. It is **highly** recommended to use your hand to move the cue ball.
4. Dropping the cue ball and hitting another ball, while placing the cue for a ball in hand shot.
5. Scratch or jumping the cue off the table, excluding break, which is covered under the **Breaking** section.
6. Smooth stroking or continuing to push through the cue ball on a shot.
7. Hitting the cue ball twice, including drawing back on the cue.
8. Coaching a player on your team while it is their turn on the table.
9. Talking to an opposing player as they begin to approach the table, or while it is their turn at the table.
10. Marking shots or shot angles with chalk or chalk marks.
11. The bridge is considered an extension of the stick, and after striking the cue initially, the cue or called ball meets the stick or bridge, it is a foul.
12. Player who is not shooting is around the table, results in ball in hand foul.

CONDUCT/SPORTSMANSHIP

Note: We are all here to have fun playing a game we all enjoy. Players are expected to treat opponents with respect and be gracious in winning or losing. Unsportsmanlike conduct by any player will not be tolerated; and will be disciplined up to and including dismissal from the league, and forfeiture of dues, winnings, or prizes. The following are limited examples by League Officers on a case-by-case basis.

1. Examples of unsportsmanlike conduct include, but are not limited to, throwing sticks, chalk, and bad mouthing or taunting another player or team. Penalties are as follows: 1st offense – the player will forfeit his/her remaining games that night, (or the next week if the occurrence is in the last round); 2nd offense-the player will be removed from the league for the remainder of the season (also forfeiting dues paid in, etc.)
2. Slamming/dropping of a cue stick or taking cue apart (in the playing area) while your opponent is in the process of shooting any shot, will result in loss of game.
3. Opposing team player distracting a player while he/she is in the process of shooting a shot, results in ball hand, but the severity of penalties will be

6. No jumping over balls with the cue ball, to make contact or pocket a ball. This results in a ball in hand for the opponent.
7. Except for **the 8-ball**, if a numbered ball jumps off the table on any shot, it will be spotted on the foot spot. This is not a foul, so if the shooter has pocketed a ball of their suit, they will continue to be shooting. If the shot has missed, but made a good hit, it will be the opponents turn.
8. If a player accidentally moves a ball with his/her stick, the bridge, or any part of the body, the opposing player has the option to place the ball where it was or leave it in the new position. Players must agree on the position if moving the ball back. This is not a foul.
9. Absolutely no players from either team are permitted to be near or around the table while another player is shooting. **UNLESS A SHOT NEEDS TO BE WATCHED (Captains)**. If a player is found doing so, ball in hand occurs.

Shooting the 8-ball

1. When a player is shooting the 8-ball as the final object ball, the pocket of the 8-ball must be called. If you do not call the 8-ball, and pocket it, it is a loss of game.
2. The 8-ball is never neutral (it cannot be struck 1st in any combination), but it can be used in combination where a shooter strikes a ball of his/her suit 1st.
3. Like any other shot, the 8-ball can be taken off the rail or another ball without calling a carom or bank.
4. Like any other good hit, on a split shot with the 8-ball as the object ball, it clearly must be struck 1st.
5. Scratching or jumping the cue ball off table while shooting the 8-ball, pocketing the 8-ball out of turn; pocketing the 8-ball in the wrong pocket; or causing the 8-ball to jump off the table at any time during the game are fouls resulting in immediate loss of game.
6. After the initial strike on an 8-ball shot, if the cue or 8-ball meets the stick or bridge, it is a foul resulting in loss of games.

Fouls Resulting in Ball in Hand

Definition: opposing player gets cue ball in hand. This means that the player can place the ball anywhere on the table (does not have to be behind the head-string except on opening break.)

This rule prevents a player from making intentional fouls, which would put his/her opponent at a disadvantage.

increased if the behavior continues from a certain player or team. This includes, but is limited to, walking in front of them, chalking your cue in front of them, standing or kneeling in their line of sight.

4. It is urged that bar patrons stay away from the table while player is shooting, but if a shooting is accidentally bumped while in the process of taking a shot, both players must agree on the placement of any balls moved, and the shooting can reshoot the shot. If the shooter is bumped by someone on the opposite team, the shooter will have ball in hand after the balls are replaced. If the shooter is bumped by someone on his/her own team, it will be the opponent's turn, with ball in hand, after the balls have been replaced.
5. Coaching fellow players while it is their turn, talking to opposing player while it is their turn, and making shots are covered in the **Fouls Resulting in Ball in Hand** section. If these fouls continue to be taken by specific players or team, the severity of penalties will increase.
6. If a member of a team is belligerently drunk (including League Officers), he or she needs to be removed from the playing area immediately.....no exceptions.
7. Players on either team may not bring their children to pool league. This can be very distracting. We do not want children to get hurt while attending pool league, so it is better that they do not attend.

CAPTAINS DUTIES/RULE ENFORCEMENT

1. Captains are expected to stay with their teams as much as possible throughout the night, to watch the table and make calls. If a Captain leaves the playing area, please designate a Co-Captain or other player to watch the table until you return.
2. It is understood the captain cannot make 100% of the calls due to distraction, blocked view, etc., so any PLAYER on either team can make a foul call if necessary. This is meant for only players on the 2 teams playing the match and expected to be done in an orderly and sportsmanlike manner. For example, we do not want 5 players on each team jumping up, pointing and shouting "foul". If a player sees a foul, he/she should immediately tell their Captain or opposing Captain, and they can delay play while the issue is resolved. Fouls must be called before the next shot is taken, otherwise the game continues as if the foul never happened.
3. If League Officers need to be called for a rule or foul clarification regarding a specific shot, play is delayed until the clarification is obtained (see previous rule).

4. When voting for rules at meetings, captains will discuss with their players, and when a decision is to be made, the captain's hand will count towards the yay or nay vote.
5. Top shooters must have 75% of games played and be a full-time shooter. Subs cannot be top shooters.
6. Meetings at the end of each session will be held at rotating locations within the league.
7. When it comes to waiting for shooters to show up, it will be within the Captains to make the call to agree to wait or skip the shooter until they arrive.
8. Contact both team captains before any decision is made.

ENJOY THE BLAIR 8-BALL LEAGUE!