

Corporate Cup

BALL TOURNAMENT RULES

Teams consist of two players; at least one player must be female and at least one player must be a company employee.

THE BREAK

1. The entire cue ball must be inside the kitchen. Opponent must protest the position of the cue ball before the break, if not, the break is legal. If the breaker ignores the request, his opponent has the option of having the breaker re-break the rack.
2. The game starts when the cue ball strikes the rack.
3. On an open table, a player can play any combination of balls, including the 8-ball. The 8-ball is neutral only on an open table.
4. When one or more balls from each group of balls has been pocketed on the break, the table is open. If the player fouls on the break, the table is open. The table will remain open until either player pockets one or more balls from a single group of balls without fouling.
5. If a player makes the 8-ball on the break, without fouling, it is a win.

PLAYING THE OBJECT BALL

1. The shooter must call the ball and its intended pocket for every shot. It does not matter how the ball gets to the pocket.
2. Failure to call the object ball and the intended pocket is not a foul, only a loss of turn. If a ball fails to contact a rail it is a foul and the ball in hand rule applies.

FOUL PENALTIES AND OPTIONS

1. Anytime a player fouls, his opponent has cue ball-in-hand anywhere on the table. If the foul occurs on the break shot, his opponent has cue ball-in-hand in the kitchen. (See Rule 2 under CUE BALL SCRATCHES)
2. If a ball is pocketed through no action of the shooter, the ball is brought back out and re-spotted as close as possible to its original position. On coin operated tables, both players will split the cost of bringing the ball back up.
3. Accidentally bumping a ball in: incoming player has the option of bringing the ball back up and placing it where he thinks it was. The 8-ball will always be brought back up. On coin operated tables, the offender pays for bringing the ball back up.
4. When a player accidentally moves a ball other than the cue ball, his opponent has the option to move the ball back to how he believes it was or he can leave the ball as is. (If the ball was pocketed, the player at fault

pays for bringing the ball back up.) The player at fault continues to shoot. If the ball that was moved contacted another ball, or would have contacted another ball if it had not been moved, it is a foul and normal foul penalties apply. Good Sportsmanship is expected!

5. When spotting a ball, if the ball does not fit on the spot without touching another ball, then the ball to be spotted is placed directly behind the spot as close to the spot as possible.

FOULS

1. Failure to contact your own ball first. Failure to contact the 8-ball first when playing the 8-ball. NOTE: on an open table, any ball can be contacted for a legal shot.
2. Scratching of the cue ball.
3. Failure to pocket any ball or contact a rail with the cue ball or any other ball after the cue ball contacts the player's object ball.
4. Failure to drive a ball frozen to a rail to another rail if no other ball contacts a rail after the cue ball contacts the player's object ball.
5. Jumping the cue ball.
6. Movement of the cue ball through any action of the player other than a legal shot or placement of the cue ball after a foul.
7. When a player has ball in hand, when putting the cue ball in play, if any other ball on the table is contacted by the cue ball, this is a foul and the opponent will then have ball in hand.
8. Causing any ball to leave the table and stay off. Ball will be spotted prior to the next shot, unless it was the 8-ball, in which case it is a loss of game.
9. Having both feet off the floor while shooting.

CUE BALL SCRATCHES

A scratch occurs if the cue ball is pocketed or is knocked off the table.

1. After a player scratches, the opposing player can place the cue ball anywhere on the table.
2. If a player scratches on the break shot, the opposing player can place the cue ball anywhere inside the kitchen, as long as the cue ball is entirely inside the kitchen.
 - A. If a player takes cue ball in hand entirely outside the kitchen, he will lose his turn and his opponent will have cue ball in hand anywhere on the table. Any balls pocketed will be spotted up at the choice of his opponent. Choice will be all balls up or all balls down. On coin operated tables, player committing the foul pays to bring the balls back up.
 - B. If player takes cue ball in hand so that the cue ball is outside the kitchen, but is touching the headstring, opponent must protest the position of the cue ball before the shot or the shot is legal. If the player ignores the protest and shoots, the penalty in 2A above will be applied.

- C. If, following a scratch on the break shot, the incoming player contacts an object ball that is inside the kitchen before the cue ball leaves the kitchen entirely and contacts a rail outside the kitchen, he fouls. If this occurs and an object ball is pocketed, his opponent has the option of having the ball spotted. On coin operated tables, player committing the foul pays to bring the balls back up. His opponent now has cue ball in hand.

PLAYING THE 8-BALL

1. Player must call the 8-ball. Opposing player should be paying attention to the call as a courtesy to the player.
2. The 8-ball must be the first ball struck for a legal 8-ball shot.
3. A player needs only to call his pocket; it doesn't matter how the 8-ball gets there.
4. Failure to contact the 8-ball is not a loss of game but it is a foul.
5. Any foul committed by a player while shooting the 8-ball is not a loss of game unless the 8-ball is pocketed. However, if the 8-ball is knocked off the table, it is a loss of game.
6. If a player pockets the 8-ball before pocketing all of his object balls, he loses the game.

PROTEST PROCEDURES

1. Authority to protest rests with each player. Protest must be called at the time of the incident. If the protest has not been called by the time the player has shot again, the protest is nullified. The player must stop shooting if a protest has been called. Play can not continue until after the protest is resolved. If the protest can not be resolved, then the game must be replayed.
2. In the event that an incident occurs that is not addressed in the above rules, then BCA rules will govern the occurrence.