

MARBL League RULES

- 1) **Lagging or Flipping Coin:** The match begins by either Lagging flipping coin to see who breaks.
- 2) **Choice of Group:** The choice of group is determined only when a player legally pockets a called object ball after the break shot. If the groups have been determined and the player mistakenly shoots at and pocket all of the group, the opponent must call a foul on him before he takes his next shot. If he fails to do so, the player automatically takes over the group of balls.
- 3) **If you get the 8 ball on the break,** that is a 8 ball bonus and you do not pay for your match and you win your match.

If on the break the cue ball goes into the pocket (scratch) then your opponent get ball in hand behind the head string or (in the kitchen) If on the break the cue ball goes into the pocket or off the table and the 8 ball goes into the pocket, you lose the match.

- 4) **All shots:** are called and or you can point at the pocket you are pocketing too.
- 5) **Legal break:** is either pocketing the ball or 4 balls must hit the rail. If after (2) attempt at a legal break is not made the incoming player has the right to accept the table in the current position or (2) Re-rack and break .If a player scratches on a legal break shot, the incoming player gets ball in hand behind the head string. The player may not shoot at a ball behind the head string. It is the responsibility of the non- shooting player to remind the other player ball in hand behind the head string. If nothing I said, the shot will remain legal even though it was shot from in front of the head string.
- 6) **Object Balls Jumped Off Table On The Break:** If a Player jumps an object ball off the table on the break shot all jumped balls stay down, it is a foul, and the incoming player has cue ball in hand behind the head string.
- 7) **Legal Shot:** The shooter must hit one of his group of balls first and (1) pocket a ball the ball ,(2) cause the cue ball or any numbered ball to contact a rail. Failure to one of these is a foul and ball in hand.

- 8) **Safety Shot:** For tactical reasons, player may choose to pocket an obvious object ball and also discontinued a turn at the table by **declaring "SAFETY"** in **advance**. It is the shooter's responsibility to make the opponent aware of the intended safety shot. If this is not done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.
- 9) **Foul Penalty:** Cue ball fouls in ONLY. With "cue ball in hand" the player may use a hand or any part of the cue, including the tip, to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot. Questions of a legal hit go in favor of the shooter unless called by a third party. When in doubt, have a third party watch the hit.
- 10) **Object Balls Jumped of the Table:** If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8 ball, which is a loss of game. Any jumped balls stay down.
- 11) **Stalemated Game:** If, after 3 consecutive turns at the table by each player (6 turns total) the referee judges that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with toss of coin determining the breaker. The stalemated rule may be applied regardless of the number of balls on the table.
- 12) **Extra Rule:** If an opponent's handicap is three or more points higher, the lower handicapped player has the right, if he or she chooses, to remove one ball from the table directly after solids or stripes has been determined and it is no longer an open table. However, he or she forgets or chooses not to remove a ball at that exact time they forfeit the ability to do it that rack and may have the chance the next rack.
- 13) **Interfering with the path of the cue ball before it has stopped is a foul.**
- 14) The use of jump cues will be determined by each individual location owner.

Loss of Game

A player loses the game by committing any of the following infractions.

- A) Fouls when pocketing the 8 ball.

- B) Pockets the 8 ball on the same stroke as the last of his group of balls.
- C) Jumps the 8 ball off the table at any time
- D) Pocket the 8 ball in a pocket other than the one designated
- E) Pockets the 8 ball when it is not the legal object ball.
- F) Note: all infractions must be called before another shot is taken or else it will be deemed that no infraction occurred.

Each person in the leagues points will be added up individually and the top player from each room, "The MVP" will be awarded a certificate and \$100.00 CASH.

If a team puts up four players whose handicap exceeds a total of 25 points combined, that team will be penalized by deducting one point from their team score for the night for each point over 25. If 7's play on a team their total handicap for the night would be 28 and they would have to deduct 3 points from their total points for the night.