OBJECT OF THE GAME: The game is Call Shot and is played with a cue ball and fifteen object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). The player pocketing his/her group first and then legally pocketing the 8-ball, wins the game.

CALL SHOT: In call shot, to legally pocket an object ball, the player is required to physically indicate by pointing or verbally calling, in advance of each shot, the object ball to be made and the pocket into which it will be made. When calling the shot, it is NEVER necessary to indicate details such as cushions, banks, kisses, caroms, etc. Failure to call the pocket or failure to sink the object ball in the designated pocket is a loss of turn, not a foul. If the object ball is pocketed as called, then any other object ball(s) that is(are) pocketed is(are) legal and remains pocketed. If the called object ball is not legally pocketed and other object balls are pocketed, then the shooter's balls that were pocketed would be spotted and any of the opponent's balls would remain pocketed.

THE RACK: The balls are racked in a standard triangle, placed at random, except for one stripe on the racker's left, one solid on the racker's right, and the 8-ball in the middle of the rack.

OPENING BREAK: The break of the first game of each match is determined by the flip of a coin (winner breaks), or by a LAG (winner breaks). During competition, on each subsequent game the loser of the previous game gets to break.

OPEN TABLE: (Defined) The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice versa. **Note:** The table is always open immediately after the break shot. When the table is open it is legal to hit a solid or the 8-ball first to make a called stripe or vice versa.

8-BALL POCKETED ON BREAK: Making the 8-ball on a break will be neither a win or a loss but the shooter will be allowed to determine whether it will be a re-rack or the 8-ball is to be spotted, with the same shooter staying at the table.

LEGAL BREAK SHOT: (Defined) To execute a legal break, the shooter (with the cue ball behind the headstring) must either (1) pocket a ball, or (2) drive four numbered balls to the rail. If he fails to make a legal break, it is not a foul, however, the opponent has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and shooting the opening break himself. It is not necessary to hit the head ball to initiate a legal break in 8-ball.

SCRATCH ON A LEGAL BREAK: If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed except the 8-ball which is spotted, (2) it is a foul, (3) the table is open. **Note:** Incoming player has cue ball in hand behind the headstring and may not shoot an object ball that is behind the headstring unless he shoots the cue ball to some point outside the headstring and then hits the object ball behind the headstring.

NO HEADSTRING FOUL: If the player places the cue ball in front of the headstring, the opponent must ask the player to move the cue ball behind the headstring. No foul will be committed if the player complies with the request or no request was made. The base of the ball determines whether it is within or out of the headstring. The base of the ball in relation to the headstring determines whether or not it is playable. Specifically, the base of the ball must be outside the headstring to be playable.

LEGAL SHOT: (Defined) On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and, (1) pocket an object ball, or (2) cause the cue ball or any object ball to contact a rail. **Note:** It is okay for the shooter to bank the cue ball off a rail before contacting his object ball, however, after contact with his object ball an object ball must be pocketed OR the cue ball or any object ball must contact a rail.
**CHOICE OF GROUP:** The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT. The choice of group is only determined when a player legally pockets an object ball after the break shot.

**SCORING:** A player is entitled to continue shooting until he fails to legally pocket a ball of his group. After a player has legally pocketed all of his/her group of balls, he/she shoots to pocket the 8-ball.

**FOULS:** The following infractions result in fouls:

1. Failure to execute a legal shot as defined above.
2. A scratch shot.
3. A scratch on a legal break.
4. Shooting without at least one foot flat on the floor.
5. Moving or touching any ball by means other than legal play is a foul.
6. Shooting a jump shot over another ball by scooping the cue stick under the cue ball is illegal. A jump shot executed by striking the cue ball above center is legal.

**NOTE:** A player does not commit a foul when he/she accidentally miscues and causes the cue ball to jump above the surface of the table.

**FOUL PENALTY:** Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere. This rule prevents a player from making intentional fouls that would put his opponent at a disadvantage. Incoming player has cue ball in hand.

**COMBINATION SHOTS:** Combination shots are allowed; however, the 8-ball cannot be used as a first ball in the combination except when the table is open. Also, the first object ball in the combination must not be one of the opponent’s balls.

**ILLEGALLY POCKETED BALLS:** An object ball is considered to be illegally pocketed when that object ball is pocketed on the same shot a foul is committed or the called ball did not go in the designated pocket.

**OBJECT BALLS JUMPED OFF TABLE:** If any object ball is jumped off the table, it is a miss and loss of turn, not a foul. The shooter’s object ball(s) is spotted and any of the opponent's jumped balls will be pocketed.

**SPOTTING BALLS:** Whenever an object ball is to be spotted, the object ball is spotted on the head spot. If another ball is in the way, then the object ball is spotted directly behind and in line with the head spot, as closely as possible (freezing it to the interfering ball).

**PLAYING THE 8-BALL:** THE POCKET AND THE OPPOSING PLAYER DID NOT QUESTION WHICH WAS THE INTENDED POCKET, when playing the 8-ball, the shooting player should CLEARLY DESIGNATE by verbally calling or physically pointing to the intended pocket, even if it appears to be obvious. If the opposing player is still not aware of where the shooter intends to pocket the 8-ball, then he/she must ask the shooter which is the intended pocket, BEFORE THE PLAYER SHOOTS THE 8-BALL. If the shooting player fails to call the 8-ball pocket, it is the responsibility of the OPPOSING PLAYER to ask which is the intended pocket BEFORE THE PLAYER SHOOTS THE 8-BALL. Please note: IF THE SHOOTING PLAYER POCKETS THE 8-BALL WITHOUT DESIGNATING THE SHOOTER WINS THE GAME.

**LOSS OF GAME:** A player loses the game if he commits any of the following infractions:

1. Fouls when pocketing the 8 ball.
2. Pockets the 8-ball on the same shot as the last of his group balls.
3. Jumps the 8-ball off the table at any time.
4. Pockets the 8-ball in a pocket other than the one designated.
5. Pockets the 8-ball when it is not the legal object ball.

**NOTE:** When shooting at the 8-ball, a scratch or foul is not loss of game if the 8-ball is not pocketed or jumped from the table.