



# Billiards

## Straight Pool/8-Ball

**Location:** Side Pockets Billiards  
7570 Starkey Road  
Seminole

**Event Director:** Walt Deal      441-9463

### **Format:**

1. Participants will be divided into 5-Year Age Groups and into separate men and women divisions for the Straight Pool portion of the competition.
2. The competition will consist of two different pools games: The first game will be a modified Straight Pool and the second game will be regular called ball and pocket 8-Ball.
3. Straight Pool consists of five rounds with a score potential of 10 points per round (total of 50 points). Each round ends when five balls remain on the table (scoring ten points for the round) or when the shooter fails for the second time to pocket the called ball in the correct pocket; the player would score one point for each ball successfully pocketed. The player breaks the rack in the normal fashion. Any ball/s made on the break will count. The round does not end if no ball is made on the break. A scratch on the break would count as the player's first miss and the cue ball is placed in the kitchen and the player start the round by attempting to pocket any ten balls using a called ball and pocket format.
4. 8-Ball is best 2 out of 3 games within the same age group and a single game outside of same age group with ball-in-hand format for a foul such as missing the object ball. A scratch on the break or on a common shot results in the cue ball being placed in the kitchen. Lost of games results from scratching on the 8-ball and unintentional pocketing of the 8-ball, but not from missing the 8-ball. You must call the ball and pocket for each shot. Opening break will be determined by lag; second game break will alternate and third game will be determined by lag.
5. Place and medal will be awarded according to the combined scores of the five rounds of Straight Pool plus the order of finish from the Eight-Ball games.
6. The Event Director reserves the right to modify the format based on the number of tournament entries.