
2018 KANSAS CITY CORPORATE CHALLENGE

POOL

DATES / TIMES: Monday, April 16, 2018 – Friday, April 20, 2018
Monday, April 23, 2018 – Thursday, April 26, 2018

Scheduled game times will be available on the KCCC website on March 30th by 5:00 p.m. (www.kccorporatechallenge.com).

LOCATION: **Side Pockets**
600 N. W. Englewood Rd.
Kansas City, MO. 64118

- Each company is allowed to enter one man and one woman into the Pool Tournament. The Pool Tournament is an individual competition, scored by division.
- Type of game will be 8-Ball, best 2 out of 3 series
- TIME LIMIT per match is 1 hour
 - If first two games split and take an hour or more, the players will “lag” to determine who wins the match.
 - Lagging: both players place a pool ball by the head rail. They then simultaneously shoot their ball so it bounces off the foot rail and returns to the head rail. The player whose ball stops closest to the head rail wins the lag.
- Tournament will be single elimination.
- **Game time is forfeit time.**
- Flip of the coin determines order: in first game winner goes first. In second game loser of original flip goes first. In third game the winner of the second game goes first.
- All matches will be played on 3 1/2' X 7' Tables.
- Rules will be those of the APA, the largest Amateur Pool organization in America.
- KCCC will pay for all pool games played in the KCCC Pool Tournament. Participant is responsible for paying for all practice games.

GAME RULES FOR 8-BALL

- One player will be solids (1-7), one player will be stripes (9-15). These will be their correct balls.
- If there are questions on the rules, ask for judgment by a KCCC official before the next shot is made. Potential infractions must have a third party witness in order to be enforced.
- THE BREAK: At least 4 balls must travel to a cushion. If this does not occur and there is no foul, the same player breaks again. If a foul is committed, such as a scratch or the cue ball leaves the table, and 4 balls do not travel to a cushion, the opponent breaks.
- AFTER THE BREAK:
 - ✓ If the 8-ball is pocketed, the shooter wins. If the 8-ball is pocketed and there is a foul or a scratch, the shooter loses.

KCCC POOL (continued)

- ✓ A foul or scratch results with ball in hand behind the line or head string. An object ball must be more than 50% beyond the line or head string to be playable.
 - ✓ If the breaker pockets a stripe or solid, the breaker will then be assigned to that particular group of balls, known as the correct balls.
 - ✓ If the breaker pockets one or more balls from each group, he may choose to be either, by making a ball from one group on the next shot. A combination using a ball from each group is legal at this point, prior to one player being assigned their group.
 - ✓ The 8-ball is not neutral, and if struck first, results in a foul.
- COMBINATIONS: Player must strike his ball first to be legal - except in open table situations. Again, the 8-ball is not neutral. Pocketed balls will not be spotted or returned to play.
- BALLS ON FLOOR: 8-ball off the table results in loss of game. Other object balls must be spotted. This is not a foul and the player continues to shoot if one of his balls was pocketed. The floored ball is spotted before another shot is taken.
- POCKETED BALLS: Balls must remain in a pocket to be legal.
- ONE FOOT is to remain on the floor at all times.
- WAYS TO LOSE:
- ✓ Opponent pockets his numerical group and then legally pockets 8-ball. 8-ball must be pocketed in a called pocket.
 - ✓ 8-ball is pocketed in a wrong pocket or is knocked to floor.
 - ✓ Failure to call the pocket into which the 8-ball falls.
 - ✓ When playing the 8-ball, player scratches the cue ball.
 - ✓ NOTE: When playing 8-ball and missing it altogether, the player has committed a ball in hand foul, not loss of game.
 - ✓ Shooter alters the course of the 8-ball or the cue ball in a game losing situation.
- BALL IN HAND: Allows player to place cue ball anywhere on the table, except after the break (see “The Break” above), and shoot any ball or 8-ball regardless of where that ball is.
- FOULS RESULTING IN BALL IN HAND:
- ✓ Cue ball goes into a pocket or leaves the table.
 - ✓ Failure to hit the correct ball (numerical group) first.
 - ✓ Failure to pocket or drive ANY BALL to a rail after legal contact between cue ball and object ball has been made.
 - ✓ Mis-cuing the cue into the air to jump over balls is illegal-accidental mis-cuing, and is not a foul. A legal jump shot is acceptable.
 - ✓ Anytime the cue ends up off the playing surface.
 - ✓ Causing any movement of the cue ball is a foul. If other balls are moved, the ball or balls that have been moved need to be moved back to their original spot.
 - ✓ If the cue ball does not touch anything.
 - ✓ If, with cue ball in hand, it touches another ball. Remember, the cue ball is always LIVE.

KCCC POOL (continued)

- COACHING: Coaching will not be allowed and will result in a ball in hand foul.
- Please refer to the KCCC Point System for information on points for Pool.
- SAFETY: A legal and acceptable defensive shot. A safety is accepted and expected in the professional ranks and IS NOT considered dirty pool. After hitting a correct ball, ANY BALL must go to a rail. If a correct ball is pocketed while playing a safety the shooter must continue shooting.
- DECLARING A POCKET: This is only necessary when shooting the 8-ball.
- HOW TO WIN:
 - ✓ A player has pocketed all his balls and legally pocketed the 8-ball in a called pocket.
 - ✓ 8-ball is made on the break.
 - ✓ NOTE: The 8-ball cannot be played at the same time the last ball of your category is made. The 8-ball must be a separate shot.

For more information regarding the Pool Tournament,
contact KCCC Office at 913.831.2222 / kccorporatechallenge@gmail.com