

TENERIFE 8BALL

Cowboy Pool Rules



1 GENERAL

1.1 Cowboy is a game that combines scratching the cue ball and pocket billiards skill, and employs a very unusual set of rules. How many games have you played in which the cue ball must be pocketed on the last shot. The aim of the game is to score 101 points prior to opponent(s).

2 BALLS USED

2.1 One yellow ball (1 point) or the 1 ball

2.2 One red ball (3 points) or the 3 ball

2.3 The black ball (5 points) or the 5 ball

3 THE BREAK

3.1 No triangle needed; the yellow ball is placed on the head spot, the red ball on the foot spot, and the black ball on the center spot. 3.2 No "break shot" as such. Beginning with cue ball in hand behind the head string, starting player must cause the cue ball to contact the 3 ball first. If starting player fails to do so, incoming player has the choice of;

3.2.1 Requiring starting player to repeat the opening shot

3.2.2 Executing the opening shot himself

4 SCORING

4.1 The first ninety points exactly may be scored by any of these means on legal scoring strokes: pocketing any of the object balls, points equal to the balls points/numbers;

4.1.1 And/or pocketing the cue ball off two of the object balls, one point;

4.1.2 And/or pocketing the cue ball off the three object balls, two points.

4.2 Points 91 through 100 (exactly) must, and may only, be scored by execution shots 4.1.1 and 4.1.2 above.

4.3 Point 101 (winning point) must be scored by pocketing the cue ball off the yellow/1 ball into a called pocket without the cue ball contacting any other object ball.

Should a player accomplish more than one scoring possibility permitted by these rules, he scores for each; thus a single shot can result in a total of 11 points scored.

5 RULES OF PLAY

5.1 A legally executed shot, conforming to the requirements of "Scoring", entitles the shooter to continue at the table until he fails to legally execute and score on a shot. On all shots, player must cause the cue ball to contact an object ball, and then the cue ball or object ball must contact a cushion or a ball to be pocketed. Failure to do so is a foul.

5.2 At the completion of each shot, any pocketed object balls are spotted on their same positions as at the start of the game. If the appropriate position is occupied, the ball(s) in question remain off the table until the correct position is vacant after a shot. If, however, the 1 ball would be held out as a player with exactly 100 points is to shoot, the balls are all placed as at the start of the game, and the player shoots with cue ball in hand behind the head string.

5.3 When a player scores his 90th point, the shot must score the number of points exactly needed to reach 90; if the shot producing the 90th point scores in excess of 90 for the player, the shot is a foul.

5.4 When a player is playing for points 91 through 100 (which must all be scored on pocketing the cue ball solely), it is a foul to pocket an object ball on a shot.

5.5 When a player is playing for his 101st point, it is a foul if the cue ball fails to contact the 1 ball, or if the cue ball contacts any other object ball. When a player pockets the cue ball on an otherwise legal shot, and according to the special requirements given in "Scoring" for counting the 101st point, pocketing the cue ball on such a shot on the 101st point is not a foul. Player loses the game if he fouls in each of three consecutive plays at the table.

6 FOULS

6.1 Jump shots are not allowed and all balls are spotted and cue ball in hand, no penalty is awarded

6.2 Pocketing the cue ball off one of the object balls (except for 4.3.1, winning point) points scored on previous shots of that visit are deducted.

6.3 Object balls off the table will result in the balls being spotted and any previously scored points for that visit will be deducted.



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