# Ruleset

**Before the Game**

- The team who breaks may be determined by a coin flip, lag shot, or decision
- Teams decide if each shot must be "called" during the game. Only by unanimous decision may a game be played with "called" shots.

**During the Game**

- The first legally potted ball **after** the break determines team balls (i.e., stripes or solids)
- A ball is considered "scratched" if:
    - The cue ball fails to hit your own ball first
        - In this case, the opposing team can elect to leave the ball in place **OR** place the ball behind the break line, targeting a ball beyond the line
    - The cue ball falls into a pocket
        - In this case, the opposing team places the ball behind the break line, targeting a ball beyond this line

**8-Ball Shots (End of Game)**

- If the 8-ball is sunk before all of your team balls have been pocketed, it is an automatic loss
- The 8-ball sinking pocket **must** be called
- If the ball is sunk in the wrong pocket, or both the 8-ball and cue ball enter pockets, the game is **lost** by the pocketing team
- **It is NOT a loss to scratch on the 8-ball shot unless both balls go in**

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