

Speed Pool Rules

The object of Speed Pool is to see how quickly (or speedily) you can break and pocket a **full set of pool balls**.

Played by one player at a time with a full set of 15 balls The pool balls are racked in any order as long as the **eight ball** in the center position.

A stop watch is typically used to keep track of game time.

The timer starts the second the player hits the cue ball for the break. The cue ball must come to a complete stop before the player can hit again, however, object balls can still be moving when player is shooting.

Speed Pool is a **call-shot game** meaning each shot and pocket must be called before the player shoots.

A legal shot consists of the **cue ball** contacting one of the object balls and driving the ball into a rail or pocket. If neither occurs the cue ball must contact a cushion after contacting object ball. If a shot does not qualify as a legal shot then a 10-second penalty will be added to the final time for each foul.

Any ball may be pocketed in any order as long as the eight ball is last.

For every infraction a player commits a penalty is incurred. The following is a list of fouls and the penalty assessed for each:

Scratching the cue ball- 10 Seconds

Scratching on the break- 5 Seconds

Cue ball falls from the table- 10 Seconds

If you miss the 8 ball while shooting you final shot- 10 Seconds

Object ball falls from table- 10 Seconds, Ball goes into pocket

Cue ball misses all balls- 10 Seconds

Push Shot- 10 Seconds

If the cue ball is shot directly at the 8 ball - 10 Seconds

8 Ball Pocketed out of turn- Loss of game

The player who gets all the balls in, 8 ball last gets recorded by tournament director, and the players with the 8 fastest times will go into a final sudden death single elimination bracket to decide who wins the prize money.