

## **Introduction by JerPool Inventor, Jeremy Hanks**

JerPool was created primarily because I suck at Lesser Pool (any Pool besides JerPool). So I started throwing the pool balls around without any cues. Clark Winegar quickly latched onto the concept, and together, we've developed the rules that are JerPool—rules that always place fun and excitement first. Stop the game if someone sinks the 8 ball early? No way, that's just stupid; keep playing we say. Have to call your shot? Not a chance! Why take providence out of the game? If you bank a half court shot in basketball, you still get three points.

JerPool is much like the duals of old; taking 10 paces and turning to fire involved a good deal of luck. That's why JerPool is so fun. It pits two competitors in a game that involves a wicked combination of luck and skill. Specticipients (not quite a spectator not quite a participant) will see shots that just seem impossible. You can see similar shots with Lesser Pool, but those players are skilled; you expect them to do the impossible.

JerPool is a game of gentlemen and gentle ladies. It is a game of honor. It is a game where your word is your bond. If you decide to embark into a JerPool competition, remember these principles. It is about fun, about excitement, about the unexpected. So don't be punk. Don't be a weasel. And remember, no matter how good you think you are, you might get your ass whooped by a complete novice. Isn't that great?!!

## **JerPool Rules and Regulations**

*Disclaimer: Several elements of JerPool are missing in these rules. They will be added in the next version that is printed. However, the missing rules and glossary terms will only enhance the game and the rules below are sufficient for a beginner to start playing.*

### **Object of the Game**

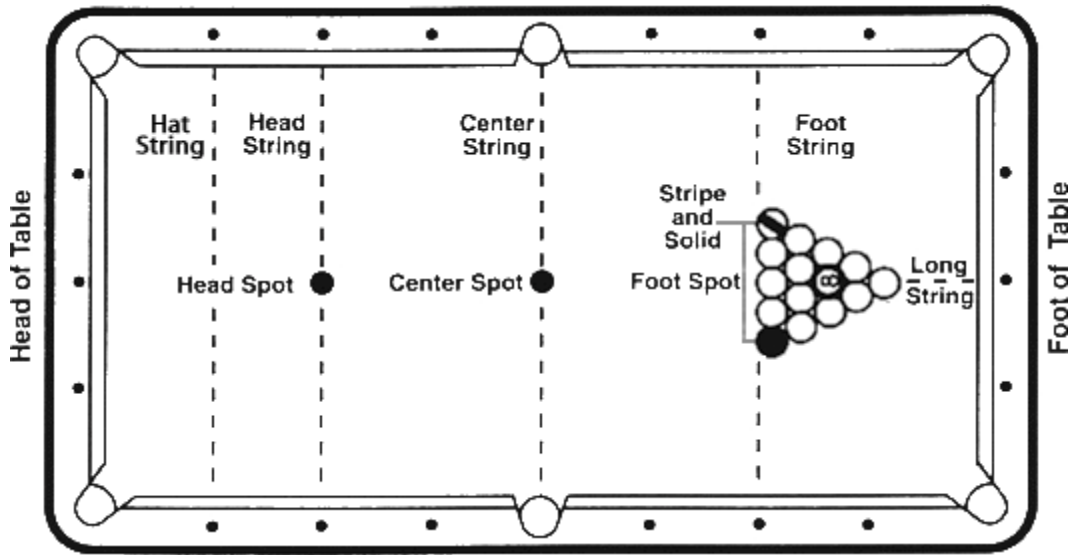
JerPool is a non-call shot game played with a cue ball and 15 object balls numbered 1 through 15. Throwing, rolling, or finger flicking the cue ball into the other balls, one player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). The player pocketing either group first, and then pocketing the 8-ball wins the game.

### **Non-call Shot**

In Jer pool, it is not necessary to call a shot. Any ball that goes in a pocket, whether by luck or skill, is counted as an intentionally pocketed ball. Furthermore, it is not necessary to hit any specific object ball first—you may legally combo off your opponent balls or even the 8-ball.

### **Racking the Balls**

The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle. The triangle should point towards the foot end of the table with the long end of the triangle situated on the foot string centered over the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner.



### Order of Break

The order of break alternates on matches, but goes to the winner of the previous game within matches. If there is no precedent game or match, break is determined by coin toss. The winner of the toss can choose to break or defer the break to the opponent.

### Break Shot

(Defined) To execute a legal break, the breaker must stand behind the head of the table and throw the cue ball into the racked balls.

If the breaker pockets one or more balls of a group (stripes or solids), that will be the breaker's group for the game unless, during the course of the break, a ball (cue or numbered) is jumped off the table and caught by the breaker's opponent. If however, an equal number of balls from each group is pocketed, the table remains open until one of the players sinks a ball during normal play.

If a ball is jumped off the table on the break and caught by the non-breaker, one of two things happens:

1. If the table is still "open" (no balls pocketed or an equal number of balls from stripes and solids), the person who caught the ball gets a ball in hand shot.
2. If the breaker pockets one or more balls to his advantage, that advantage is passed to the catcher, and the catcher then has an off table shot. (Example: the breaker pockets two solids and one stripe, but jumped the cue ball off the table and it was legally caught by the breaker's opponent. The opponent is now solids and has an off table shot.)

### Legal Shot

A legal shot requires the cue ball to be thrown, rolled, or finger flicked into another ball. The player can be positioned anywhere, including on the table, to make the shot unless otherwise specified by another rule (example: required off table shot from previous foul). No matter how the ball is shot, the cue ball must be released from physical contact while it is still within the cylinder. The cylinder is an imaginary plane that encircles the cue ball with a 3.5 inch radius from the center of the cue ball. Any fouls committed make the shot illegal and result in an end

of turn. See section \_\_\_\_ for a list of all fouls and penalties. Any balls pocketed on an illegal shot remain pocketed except the 8-ball.

### **Legal Jump Shot**

When cue ball is raised off its spot on the table and thrown or tossed it is known as a jump shot. For a jump shot to be legal, the cue ball must be released while still within the cylinder. The cylinder is an imaginary plane that encircles the cue ball with a 5 inch radius from the center of the cue ball. The cylinder extends infinitely upward.

### **Off Table Shot**

An off table shot is usually the result of a foul. It is taken standing anywhere behind the head of the table and the cue ball is pitched, thrown, or lobbed onto the table. Note: the shooter need not be directly behind the head of the table. He can be behind and off to the side; as long as he is behind the imaginary line extending out from the head of the table.

- If the target ball of an off table shot is located between the hat string and the head of the table, the cue ball must leave the shooter's hand before it passes through the rectanguinder or it is a foul.
- If the target ball of an off table shot is located between the hat string and the foot of the table, the cue ball must leave the shooter's hand before it passes over the hat string or it is a foul.

### **Scoring and Winning**

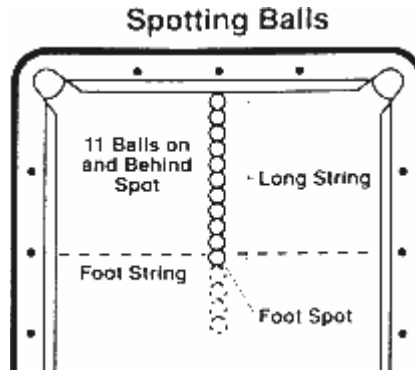
A player is entitled to continue shooting until failing to legally pocket a ball; this includes pocketing a ball from an opponents group of balls. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball. Once a player legally pockets the 8-ball, that player wins, but the game is not over. A game of Jerpool does not end until all the balls are off the table.

### **Fouls and Penalties**

The following is a list of fouls. Unless otherwise specified, a foul results in a loss of turn and an off table shot for the opponent. Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

- If the cue ball doesn't make contact with any other ball it is a foul.
- If the cue ball is pocketed, it is a foul.
- Any ball jumped off the table is a foul.
  - Numbered balls jumped off the table are re-spotted on the foot spot or, if the foot spot is occupied they are spotted on the next available space on the long string going back to the foot of the table. If more than one ball is to be spotted, they are placed on the long string behind the foot spot in ascending numerical order (see diagram below).
  - If the opponent legally catches a ball jumped off the table it is a ball in hand rather than an off table shot for the opponent. The catch is considered legal if the jumped ball has left the rectanguinder—even if the ball has re-entered the rectanguinder by way of wall bounce or otherwise.
  - If a ball is jumped off the table but bounces off a wall or other object and returns to rest on the table it is not a foul.

- If a ball is jumped off the table but caught by the shooter, it is not a foul and the shooter gets another shot regardless of whether any balls were pocketed on the previous shot.



- Bodily contact with a ball other than the cue ball is a foul
- When performing an on table shot, physical contact with a ball other than the cue, or with the cue after it has already been shot, is a foul that results a ball in hand penalty
- Illegally pocketing the 8-ball is a foul.
  - The foul occurs when the 8-ball is pocketed by a player who still has balls from his numbered group remaining on the table.
  - When the 8-ball is pocketed illegally, it is spotted on the foot spot or on the long string if the foot spot is occupied.
  - If the 8-ball is pocketed on the same shot as the last ball(s) from the shooter's group, it is not a foul; rather, it is an exceptionally awesome victory.
- Catching a jumped ball before it has left the rectanguinder is a foul resulting in a ball in hand penalty.
- If the target ball of an off table shot is located between the hat string and the head of the table, the cue ball must leave the shooter's hand before it passes through the rectanguinder or it is a foul.
- If the target ball of an off table shot is located between the hat string and the foot of the table, the cue ball must leave the shooter's hand before it passes over the hat string or it is a foul.

## Glossary

**Ball In Hand** – A shot in which the shooter can place cue ball anywhere on the table before shooting.

**Catch** – When a ball is jumped of the table it may be legally caught once it leave the rectanguinder. Legally catching the ball can result in a ball in hand, taking the break advantage, or an additional shot for the shooter.

**Center Spot** – the very center of the table. It is not used for spotting balls in JerPool; only as a reference when talking about where balls lie on a table. (See diagram for location)

**Center String** – An imaginary line running width wise from one side pocket to the other in the center of the table. (See Diagram)

**Cylinder** - The cylinder is an imaginary plane that encircles the cue ball with a 5 inch radius from the center of the cue ball. The cylinder extends infinitely upward.

**Foot of Table** – The foot of the table is the side the balls are racked on. It is opposite the head of the table. (See Diagram)

**Foot Spot** – The foot spot is where balls that are jumped off the table are spotted. (See diagram for location)

**Foot String** - Imaginary line crossing the table widthwise. Located a third of the table length from the foot of the table. It is not used in JerPool; only as a reference when talking about where balls lie on a table. (See Diagram)

**Foul** – A foul is any infraction of the rules resulting in loss of turn and an ascribed penalty depending on the foul.

**Game** – Starts with the break, is won when the 8-ball is legally pocketed, and ends when all the balls are pocketed.

**Hat String** – Imaginary line crossing the table widthwise. Located between the head of the table and the head string. (See Diagram)

**Head of Table** – The end off the table opposite of where the balls are racked. It is where you stand to break and to take off table shots. (See Diagram)

**Head Spot** – not used for spotting balls in JerPool; only as a reference when talking about where balls lie on a table. (See diagram for location)

**Head String** - Imaginary line crossing the table widthwise. Located a third of the table length from the head of the table. It is not used in JerPool; only as a reference when talking about where balls lie on a table. (See Diagram)

**Jump Shot** - When cue ball is raised off its spot on the table and thrown or tossed it is known as a jump shot.

**Long String** – An imaginary line running lengthwise from the foot spot to the foot of the table. It is used for spotting balls when the foot spot is occupied. (See Diagram)

**Match** – A standard round of JerPool is a best two out of three games, also known as a match.

**Off-Table Shot** – A shot taken standing anywhere behind the head of the table. The cue ball is pitched, thrown, or lobbed onto the table.

**On-Table Shot** – A shot taken with part or all of the body on the table. The shot is legal as long as the shooter doesn't come in contact with any balls on the table before or after the shot.

**Open Table** – The table is "open" when the choice of groups (stripes or solids) has not yet been determined.

**Rectanguinder** – An imaginary rectangular shaped plane that extends upward from the felt line of the table curving outward to include the pockets as well.

**Scratch** – A shot in which the cue ball is pocketed or fails to strike any other ball.

**Shooter** – The player with an active turn.

**Solids** – Solid colored balls numbered 1-7

**Strat** – A strategic foul usually resulting in a more difficult shot for the opponent

**Stripes** – Striped balls numbered 9-15