



POKER POOL SCOTCH DOUBLES

Poker Pool is a game that combines the skill of pool with the luck of the cards to create a game that requires different strategies each time you play. A full rack of 15 balls are racked in any order with the front ball on the head spot. Each team is dealt seven cards from a full poker card deck that consists of 52 cards. Each team is responsible for protecting their hands throughout the course of the game. The object of the game is to run your hand out before your opponent. There are numerous strategies in this game. As in any card game, bluffing comes into play as a shooter who doesn't have an open shot may choose not to contact one of his balls, performing a bluff, but perhaps positioning a legal ball or locking up another player's options. Play smart, have fun, make friends!

Poker Pool cards are available on PoolDawg.com (5% off with APAROCKS). If you are using a standard deck of cards representation is as follows:

1-Ball = Ace	9-Ball = 9
2-Ball = 2	10-Ball = 10
3-Ball = 3	11-Ball = Jack
4-Ball = 4	12-Ball = Queen
5-Ball = 5	13-Ball = King
6-Ball = 6	14-Ball = Neutral
7-Ball = 7	15-Ball = Neutral
8-Ball = 8	

GAME RULES

- Any player may lag for the break. (lag does not count toward rotation)
 - Winner of the lag shuffles and cuts the deck before breaking.
 - Loser of the lag racks and deals 7 cards to each team.
- **You may not look at your cards until a legal break is made.** The balls that correlate with a card in your hand are your only legal balls (plus the neutrals)
- At least 2 object balls must hit a rail for break to be legal. Most common break is a soft break somewhat like a straight pool break.
- Scotch Doubles Rotation must continue through, if you break rotation it is a ball in hand foul to the opponent.
- If any ball is made on the break (without scratching) the team may continue shooting whether they are holding the card or not.
- If you scratch on the break any ball pocketed stays down and the opponent received ball in hand anywhere on the table. If you are holding a ball pocketed on the break you may discard immediately (breaker) or at the beginning of your next turn (racker).

- Once a ball is legally pocketed, the correlating card must be discarded immediately by the shooter or partner face up to show you were holding that card.
- If your opponent pockets a ball that correlates with a card you are holding, you may not discard the card until it is your turn at the table. If your opponent wins before you get back to the table this card will count as a point toward their score.
- Neutral balls can be made at any time without causing a foul.
- You may not make any ball not in your hand (other than a neutral balls) at any time. This includes following it into a pocket, accidental slop, or to get shape.
- You may use any ball to combo in a legal ball. It does not matter what ball you contact first, all that matters is what ball falls in the pocket.
- Talking to your teammate is allowed when it is not your turn at the table. Teams get 1 timeout per rack; just remember to hide your strategy.

FOULS

Fouls result in drawing 1 additional card and losing your turn at the table.

1. Scratching at any time = 1 additional card & BIH anywhere on the table
 - a. If you pocket any ball and scratch the ball is spotted
 - b. If scratch on the break the balls stay down
2. Pocketing a ball which is not held by the shooter (ball must be spotted)
3. Pocketing a legal ball and a non-legal ball on the same shot
(All balls pocketed must be spotted in order from highest to lowest)
4. Breaking rotation

Note: The only ball in hand foul is a scratch. If a non-legal ball is pocketed and spotted a card is drawn and the opponent shoots from where the cue ball lies.

WINNING THE GAME

The rack is won when there are no more cards left in a team's hand. This may come as a result of making all the held balls or getting to the table with all held balls out of play. At this time, the winning team collects poker chips from the losing team. Round 1 = 1 chip, Round 2 = 2 Chips, Round 3 = 3 chips, etc.

Teams may agree to double down after they see their cards but before the 1st shot is taken. If a team does not have enough chips to buy into the next round they must cash out. Each team receives the same number of chips and can only increase their payout by winning more from other teams. Chip value is established by calculating the total pot divided by the number of chips distributed. Teams may not buy back in, however chips may be held by the TD and given out for good sportsmanship throughout the tournament.