



TORII FITNESS CENTER

COMMANDER'S CUP

Event: _____ Location: _____

Date: _____ Check-in Time: _____ Start Time: _____

Eligibility: Only Army Active Duty, Family Members, DoD/NAF Civilians and Local Nationals with DoD ID over the age of 18 (Active Duty have priority).

Roster Size: _____ Team(s) / _____ Participants per Unit

Minimum of _____ Teams / _____ Participants for event to proceed

Registration Deadline: _____

POC/Participant/Captain/Coach Information:

Name: _____ Unit: _____

Phone: _____ Email: _____

Partner/Team Member Information:

NAME	UNIT	PHONE	EMAIL

Authorization for Participation in lieu of PT:

To whom has authority over the following Soldier(s) above,

I, _____, verify that I oversee the Soldier(s)

Rank / Name / Unit

above for physical training (PT).

I will / will not authorize them to attend the event named above during the date(s) listed in lieu of PT.

In addition, I will / will not authorize all Soldiers under my authority to participate in all Commander's Cup events this calendar year: _____.

Year

Signature and Date



COMMANDER'S CUP

8 BALL TOURNAMENT

Rules:

1. When racking the ball have 8 ball will be in the center, #1 ball at the top of the triangle, other corner should have one solid and one stripe ball, and rest of the balls can be placed randomly in open area.
2. Coin toss will determine who breaks. The other will rack the balls.
3. Cueball placement to break will be behind the imaginary line between the second markings at the head end of the table.
 - a. For a legal break, 4 balls need to hit the cushion. If that does not happen the opponent can play as is or ask for a rebreak.
 - b. Cue ball scratches on break opponent can ask for rerack and rebreak.
 - c. If 8 ball is sunk during the break the opponent can ask for rerack and rebreak or the 8 ball can be respotted and play can continue.
4. Assigning solid and stripes
 - a. During break the table is open until one player legally pots one or more object balls after the break.
 - b. When the break happens and both solid and stripe is potted next shot will determine the player's assigned ball. If he/she misses the opponent gets to choose by potting the ball of his/her choice.
5. When fouls occur, play is passed to opponent who can place the cue ball anywhere on the table. Fouls are...
 - a. Hitting the Opposing Player's Object Ball – Once each player's suit is determined, a shot any player takes with the cue ball must contact a ball of their own suit first, whether it's solids or stripes. If the cue ball first contacts the opposing player's object ball, it is considered a foul. If two

balls, one of each suit, are hit simultaneously, this is a 'split shot' and is considered legal.

- b. Cue Ball Scratch – A scratch is a foul in which the cue ball is pocketed or sent off the table.
 - c. Lack of Rail Contact – If no ball is pocketed on a shot, either the cue ball or an object ball must come into contact with a rail, after the object ball has been hit. Otherwise, it's considered a foul.
 - d. No Balls Touched – If an object ball is missed and the cue ball fails to contact any other ball on the table, it's considered a foul and play passes to the opposing player.
 - e. Balls Knocked Off Table – A foul occurs if a player's shot results in any of the balls being knocked off the table.
 - f. Shooting Out of Turn – It's a foul if either player shoots out of turn. The balls should be left as they are after the mistaken shot, and played as is.
 - g. Touched Balls – A foul occurs when a player touches any object balls outside of a legal shot. This includes hands, clothing, arms, or cue sticks.
 - h. Cue and Stick Fouls – If a player uses the cue stick to contact and push the cue ball for longer than what's considered normal for a shot, it should be considered a foul. Multiple hits on the cue ball in the same shot should also be considered a foul, as well as hitting the cue ball with anything other than the cue stick's tip.
 - i. Playing While Balls Are In Motion – It's a foul when a player takes a shot before the balls have come to a complete stop from the previous shot.
 - j. Shots Without One Foot On Floor – Unless the player has a disability that prevents this, at least one foot must be on the floor during any given shot to prevent a foul.
6. Win the game by potting all assigned ball and potting the 8 ball in the pocket that you called before hand with cue ball staying on the table.
- a. If cue ball is scratched with the 8 ball the opponent wins
 - b. If 8 ball goes into a pocket not called the opponent wins