

KELLY POOL RULES

A rotation game that accommodates a group of players of widely differing levels of abilities.

Shots need not be called.

To get the most out of your Kelly games click on our scoreboard link and check out our scoreboard packages.

Players: Best games are with 5-7 players but can be played with 2-15.

Equipment: A standard set of object balls numbered 1-15 plus a cue ball. A shake bottle and a set of 15 numbered tally peas are also required.

The Rack: A standard triangle with the 1- ball on the foot spot, the 2- ball in the breakers right corner and the 3-ball in the breakers left corner. All other balls are placed randomly.

Determining Order and #'s: Each player shakes one numbered pea from the shake bottle. Lowest to highest determines the break and order of play. All peas are returned and each player shakes out one pea for his/her secret, private number. If playing for value other than points... each player's ante is placed in a central location at this time.

The Break: An open break must be performed (4 balls contact a rail). If not, the incoming player has the option to accept the table as is or re-racking and having ball in hand behind the head string.

Object of the Game: To legally pocket your secret numbered pea. The cue ball must first contact the lowest numbered ball on the table, if not, a foul has been committed. The following player can either accept the table as is or ask the offending player to shoot again. A player may only be asked to go again once per inning. The player shooting again shall continue at the table until failing to legally pocket a ball. As balls are legally pocketed the player must continue until failing to do so. As secret peas become legally pocketed by opposing players, the numbered pea must be announced before the next shot is taken, and the rotation of play continues for all players. The penalty for failing to announce is $\frac{1}{2}$ the ante, and is added to the pot.* If no player legally pockets their numbered pea, the game ends when the last pea is announced. A new game commences after each player has anted and new secret peas are drawn. A player wins when legally pocketing the ball matching his/her secret pea, and displaying the pea.

Fouls: Failure to contact a rail with the cue or the object ball is loss of turn. Illegally pocketed balls or jumping a ball off the table is loss of turn, and the

ball(s) are spotted on the foot spot. Scratching the cue ball gives the incoming player ball in hand behind the head string. If the object ball is also behind the head string, the incoming player has the option to spot the object ball on the foot spot. If a player is asked to go again after a foul, he/she has the option of spotting the object ball or not.

*Announcing you are off the table is in the best interest of the announcing player. The players who are off can conspire against those that remain on the table thereby increasing the chance that the game will double up. Also if the player who precedes you knows you are off the table, you may get a better leave from that player.