

KELLY POOL

LAST PLAYER STANDING

Kelly Pool Last Player Standing Rules

Game Description.

Kelly Pool Last Player Standing is a form of Pool where each player has one of the fifteen balls secretly designated as their ball.

The play is sequential, where the player can attempt to sink any ball on the table into any undesignated pocket.

When a ball is pocketed, the player (if any) owning that numbered ball must declare the ball was theirs and is then recognized by all other players as being out of the game.

The winner of each game is the last player to have their ball remaining on the table.

Penalty rules might apply to the above (see **Penalty Rules**).

Game Limitations

THE NUMBER OF PLAYERS IS LIMITED :

MINIMUM 4 PLAYERS PER TABLE

MAXIMUM 10 PLAYERS PER TABLE

These limitations are dictated by the number of cue balls and consequences of foul shots (see **FOULS**).

Game Options

The game has three options

1. BASIC: Play a single game.
2. BASIC x 5: Play five games in a single round
3. Basic x 5 + Jackpot. Play five games in a single round with the automatic entry into playing for a Jackpot.

With the exception of playing option 1, each player must decide their preference prior to the start of each five game round.

Note: If the round has already started, options 2 and 3 are no longer available and remain unavailable until the start of the next five game round.

Option Descriptions:

1. BASIC - \$2 Entry Fee - (\$2 per game, paid before each game starts).

Basic consists of a single game.

The player is entered in the Player Table for a Single Game if available (not movable). Once the game is complete, that player's name is removed from the Player Table and the vacant slot is available for a new player to join the next game.

Penalty rules might apply to the above (see **Penalty Rules**).

2. BASIC X 5 - \$10 Entry Fee - (\$10 per 5 game round, paid before the start of each round).

Basic x 5 consists of booking a slot if available (not moveable) at the beginning of a Round.

This slot is then dedicated to that player for the whole of that round whether the player plays the games or not. This slot is not transferable to another player.

Penalty rules might apply to the above (see **Penalty Rules**).

3. Basic x 5 + Jackpot - \$15 Entry Fee - (\$10 per 5 game round plus \$5 Jackpot) paid before the start of each round.

Basic x 5 + Jackpot consists of booking a slot if available (not movable) at the beginning of a Round. This slot is then dedicated to that player for the whole of that round.

The player **must** commit to playing all five games in that round to become eligible as a Jackpot player in the final game.

Penalty rules might apply to the above (see **Penalty Rules**).

4. Club Jackpot

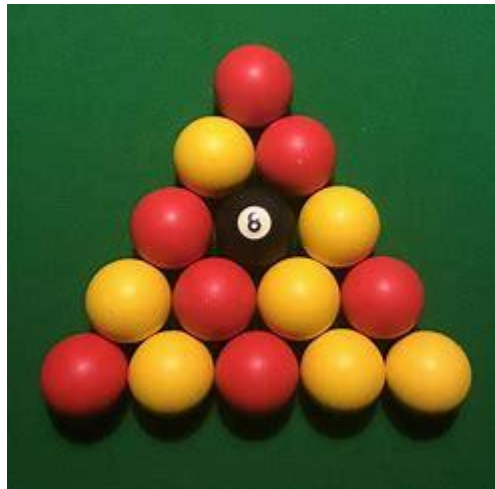
Club Jackpot is the eleventh and final game of the competition.

Eligible players must have completed (not necessarily won) at least one Jackpot game as in '3' above.

If eligible players number less than ten, the Club Jackpot game will take place on a single table and the winner will receive the entire Club Jackpot.

If eligible players number greater than 10, the Club Jackpot game will take place on two tables. Where possible the eligible players will be split equally between the two tables. Each winner will receive half the Club Jackpot.

SETTING THE TABLE



INTERNATIONAL POOL BALL SET UP

The table is initially set up as in international pool rules (picture above) with the Black ball over the spot.

The Reds are Solids (small balls) and the Yellows are Stripes (large balls).

The cue ball is placed anywhere on the base line.

THE PLAYERS

Players must be committed to the game and respect the other players.

The players are entered strictly on a first come, first entered basis.

The order of entry determines the order of play.

No requests for rearrangement of name placings will be entertained.

KELLY POOL PLAYER CARD										
Round										
Game	Initials									
1										
2										
3										
4										
5										

Due to the speed of the game, ALL players must be committed to their involvement in the game and respect the other players.

To achieve this commitment, players still in play must not stray from the table area.

This also assists identifying players knocked out of the game or players being the subject to foul shots.

There are only two reasons for a player to be absent :

1. To answer a nature call (needing the toilet), but please inform someone still in the game of their location.
2. To purchase refreshments from the bar. Again, please inform someone still in the game of their location.

Failure to disclose their whereabouts will result in that player being removed from the Basic game being played and disqualifying them from the Jackpot if that option was purchased .

This responsibility lies entirely with the player and no discussion will be entertained.

NOTE: Smoking is not an excuse. That need can wait till the end of the game or when the players ball has been pocketed.

PLAYING THE GAME

PLAYER BALL ALLOCATION

The Players Allocated Ball is randomly selected by each individual player (in no particular order) shaking the Kelly Ball Bottle and secretly tipping one ball out. The number on the ball is that players allocated POOL BALL on the play table. This number must not be disclosed to other players.

Once the player has finished their selection the bottle is passed to the next player until all players have a secret ball allocation.

BREAKING

The break takes place from anywhere on the base line. The cue ball must be played directly up the table to the fifteen pre-set pool balls.

Breaking by rebound off a cushion will be classed as a Foul Shot and the play will pass to the next player.

Penalty rules might apply to the above (see **Penalty Rules**).

The first game is broken by the player first entered in the KELLY POOL PLAYER CARD. The second game is broken by the second entered player. This will continue until all players have broken and will then start with player one again.

GAME PLAY

The idea of the game is to ensure your secretly allocated ball is the last on the table by sinking / pocketing all the other players balls.

During their turn, players can attempt to sink any ball that is not their own, (this could be more than one ball) or play their ball to try to place it in a safer position.

When sinking a ball successfully, the present player declares the ball number/s that have been pocketed.

All players matching the sunk ball/s must reveal and surrender their secret Kelly Ball. Once surrendered that / those player/s are out of the game.

The present player continues play until they fail to sink a ball.

The play then passes to the next active player on the Kelly Pool Player Card

WINNING

The winner is the player to have their allocated ball last on the table unless a foul shot has been played (see **FOULS**)

PRIZES

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- a. Winning a Basic game results in a Prize of \$2 x number of players playing in that game for that table. PUBLISHED PRIOR TO GAME START.
- b. Winning the Jackpot results in \$5 x the number Jackpot Entries for that Table. PUBLISHED PRIOR TO JACKPOT GAME START.
- c. In the event of BASIC GAME entrant winning the fifth game, the Basic game winnings ('a' above) applies to the game winner and Jackpot ('b' above) prize will be awarded to the last standing Jackpot Entrant on that table.
- d. Winning the Club Jackpot has two possibilities:
 - 1. Less than ten players, one winner receiving \$100
 - 2. Greater than ten players, two winners receiving \$50 each.

FOULS AND PENELTIES

FOULS

There are four fouls that can effect the play or player/s

1. Sinking the white ball.

Play passes to the next player, where the new player places the white ball anywhere on the base line and take their play in any direction.

2. Sinking a pool ball and the white ball in the same play.

The player declares the pool ball number pocketed.

If the sunk ball is an active player's ball, the fouled active player reveals and surrenders the Kelly Pool Ball and then secretly draws a new ball from the Kelly Ball Bottle that matches a ball on the play table. This becomes their new allocated ball.

Play passes to the next player, where the new player places the white ball anywhere on the base line and take their play in any direction.

3. Sinking a pool ball and the white ball in the same play leaving your ball as the final ball on the table.

Active player loses and the fouled player wins.

4. Accidentally sinking your own selected ball.

The player MUST declare the foul, reveal and surrender the Kelly Pool Ball.

Play passes to the next player, where the new player places the white ball anywhere on the base line and take their play in any direction.

In the event of the players selected ball and the white ball being pocketed in the same shot, the present player has double fouled and will not be eligible to draw a new Kelly Ball as in foul '2' above.

The present player is now out of the game.

Play passes to the next player, where they place the white ball anywhere on the base line and take their play in any direction.

PENALTIES

There are penalties that can be applied to any player.

Actions / Results

- a. Failure to be in attendance at the table when the players turn is due
(see 'PLAYERS COMMITMENTS above')
The player will be disqualified from further play in that basic game.
- b. Failure to complete all five games in a round when entered as a JACKPOT player, including penalty 'a' above
The player will be disqualified from continuing as a Jackpot participant.
- c. Having to leave the game for personal reasons.
The player will be disqualified from further play in that basic game but can return later to the round if they are BASIC x 5 player. (If the player is a Jackpot entrant, the player is not eligible to enter the Jackpot or Club Jackpot Games.

NOTE:

These penalties will result in any monies paid to enter either the Basic or Jackpot games remaining in the Prize Pot until a winner has qualified to claim them.

No discussions will be entered into.

Disputes or unacceptance of these rules could result in the player not being accepted for future games.