

Kelly pool

Kelly pool: is played on a standard pool table using numbered markers called peas, and a standard set of sixteen pool balls. Players drawing peas at random from a shake bottle, which assigns to them their correspondingly numbered pool ball, kept secret from their opponents, but which they must pocket in order to win the game. In Kelly pool, players must contact the lowest numbered object ball on each shot first but they may legally pocket other balls after first striking the lowest ball on the table.



At the start of Kelly pool, the numbered peas are placed in a specially made, narrow-necked container) which is shaken to randomly distribute them. Each player then draws a numbered pea from the bottle. The number of the pea drawn assigns to that player the corresponding numbered object ball, which that player must keep secret from his opponents. The object of the game is for the player to legally pocket their assigned, undisclosed ball and also to pocket the other player's assigned balls.

The Break: at the start of the game a standard set of fifteen pool object balls are racked at the foot end of a pool table, with the apex ball of the rack centered over the foot spot. Viewed from the racker's vantage point, the 1 ball is placed at the rack's apex, the 2 ball at the rack's right corner and the 3 ball at the rack's left corner; all other object balls are placed randomly. Order of play may be decided by drawing a second pea from the bottle. On the break at least four balls must be driven to the rails or the break is repeated.

Rules of play: the lowest numbered ball on the table must be contacted first by the cue ball on every shot (otherwise it is a foul). The legal pocketing (i.e., with no foul committed on the same stroke) of any ball on the table, requires the shooter to continue play. It is a foul if the player pockets the cue ball (scratches). When an object ball is illegally pocketed it is spotted on the foot spot or if another ball is on the spot, as close as possible toward the foot rail.

If a foul is committed the incoming player has the option of accepting the table in position, or requiring the offending player to continue shooting. However, when the foul is the result of jumping the cue ball off the table, or scratching it into a pocket, the incoming player has cue ball in hand from the kitchen (behind the head string), and retains the option of forcing the opponent to shoot. Whichever player ultimately shoots with cue ball in hand has the option of spotting the object ball to the foot spot if it is in the kitchen area.

Betting or Points: players can play for points or for money. If for money they first agree the stakes. (E.g. a quarter per game). A player receives a quarter from any player whose private number ball he pockets. When a player's private number ball has been pocketed he can continue to play, but if that player does not disclose that his ball has been pocketed before a subsequent shot is taken, the non-disclosing player pays the player who made that ball two quarters instead of one. The first player to pocket his own private number ball wins a quarter from each player and that game is over. If a player fouls three times in a row without making a legal shot, that player is out of the game and pays a quarter to each player.

In the event that no player succeeds in pocketing his private number, game play ends when the last private number is potted, and the game is played again with all stakes doubled (if that was agreed in advance)

If the game is for points, a point is scored each time a quarter was won as described above. The winner is the person with the most points at the end of a series of games.

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