

POOL LEAGUE ABOUT YOU (PLAY)

OFFICIAL RULE BOOK



GENERAL & WEEKLY 8-BALL GAME RULES

ESTABLISHED JANUARY 1, 2013

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CSRA AREA

This is the *PLAY* Official Rule Book. This book contains virtually everything you need to know about the league. Not knowing the rules, can cost you games and matches. Every player in the league should read and become familiar with the entire contents and abide by the rules set forth in this rule book. Make sure you keep the rule book with you from session to session. Communicate with your captain if you have any questions or contact the League Operator. If you lose or misplace it, please contact the League Operator for a replacement (\$5.00), it is worth it.

PLAY was developed to bring excitement to the sport of pocket billiards and provide you with year-round enjoyment. Our goal is that our players enjoy themselves and play within the rules. We know every situation may not be covered 100% with rules, but many times common sense must prevail. Let's practice winning at the table, which will generally promote harmony, camaraderie and good times. That's what this League is about, "A Night Out and Lots of Fun". Good luck!

PLAY LEAGUE

EXECUTIVE BOARD (EB) AND LEAGUE REPRESENTATIVE

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Follow us on FACEBOOK

MISSION STATEMENT & ETIQUETTE

MISSION STATEMENT

Our mission is to provide a well-organized local arena for amateur pool competition that is affordable, friendly, and reflects the goals of its members.

To accomplish this, **PLAY** will continuously research and utilize the best avenues of communication thus fostering efficiency, camaraderie, and membership satisfaction. The Bylaws lay the foundation for success by respecting and encouraging the diversity of its members and the establishments that support us. Through membership driven representation, **PLAY** will provide ample opportunities for individuals to engage in the exchange of ideas and adapt accordingly to those changing needs and desires.

PLAY encourages each member to demonstrate good etiquette by respecting one's opponent, accepting victory with humility, and acknowledging defeat with grace. Adopting the philosophy that winning is not an end in itself, the ultimate goal of **PLAY** is to have FUN!

ETIQUETTE

To help make your evening of League play enjoyable, as well as enhance the enjoyment of those around you, please observe basic guidelines of etiquette. Treat your opponent as you would like to be treated. Pay attention to your match; be ready to shoot when it's your turn to avoid slowing down the match. If you know your match is next, have your cue ready so matches can begin promptly after the previous match. Remember, you have a combined shot time and time-out limit of two (2) minutes.

Cheering your teammate on is part of the fun; but try not to cheer against the players from the other team. Our goal is to have a fun and competitive evening, which can be achieved by observing these guidelines and displaying good sportsmanship.

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Welcome to PLAY!

PLAY is the newest pool league in the Augusta Area encompassing a two-county region. The league was named **PLAY**, because through membership driven representation, **PLAY** will provide ample opportunities for each individual to engage in the exchange of ideas and adapt accordingly to those changing needs and desires, which makes this a "**POOL LEAGUE ABOUT YOU**." Our ultimate goal is to branch out and provide leagues in numerous counties with equitable weekly competition, exciting tri-county events, an outstanding Overall Team Championship, as well as, other opportunities throughout the year. Teams and individuals can earn prizes such as trophies, plaques and cash.

Function of PLAY

The main goal of **PLAY** is to provide local pool enthusiasts with the opportunity to compete and enjoy their sport of choice in a competitive, but fair and fun league. We strive to maintain the balance between competition and fun by implementing the Bylaws and adhering to the rules set forth by **PLAY**. Our interest is to create an Open-Door Policy for the exchange of ideas during and at the end of each session. Members are welcome to contact the League Operator or League Representatives at any time to discuss anything in relation to league operation and we welcome any suggestions aimed at improving the league. Visit our [Facebook page \(facebook.com/poolleagueaboutyou\)](https://www.facebook.com/poolleagueaboutyou) and hit the "**Like**" button and become a "**Follower**". You can see weekly updates (matches, locations, results and weekly match night photos posted by players).

We are happy to provide a FREE website to our members, host locations and future members -- www.poolleagueaboutyou.com – for access to league information (Bylaws, **PLAY** Official Rule Book, Forms, Schedules, Team Stats, etc.) and keep abreast of local tournaments and pool events. Registered members can also access their team individual stats by signing on with their unique password. Ultimately, **PLAY** exists for the enjoyment of our members and maintaining good sportsmanship within the league. Please remember that we all participate for the same reason – to have FUN! Keep that in mind as you go through weekly play. Good sportsmanship is not a suggestion – it is a rule. Also, **PLAY** will not tolerate rude, intimidating or otherwise disruptive behavior and those who continually display poor sportsmanship by consistently arguing and disagreeing with the league rules, rulings and policies may be suspended or lose their membership.

We hope that the **PLAY** Bylaws will answer the questions that you may have concerning the policies of **PLAY**. Feel free to make copies for your "Home" location. Captains, Co-Captains and Spotters should refer to **PLAY** Bylaws and other contents of the **PLAY** League Rule Book during regular session play and any Team Shootouts, Playoffs or League Tournaments.

Thanks again for being a part of **PLAY** as we strive for even greater heights in the future.



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SECTION 1: GENERAL RULES

The General Rules Govern Regular Weekly Play

These rules cover many of the possible situations that inevitably occur during regular weekly play, except those pertaining to the game rules. Game rules are covered later in this manual. Areas covered here include forfeits, protest and dispute procedures, grace period, membership requirements, who pays for the tables, sportsmanship issues and many more.

All the rules in this section are the Official **PLAY** Rules. In consultation with the **PLAY** League Operator and BOG some variances may be allowed, but such variances must be approved by **PLAY** and included in your local Bylaws to avoid confusion. The general rules are as follows:

1.1 CAPTAIN & CO-CAPTAIN RESPONSIBILITIES

Captains and Co-Captains are both responsible for maintaining the good conduct of the team, understanding the basic rules and procedures of the league, and having a copy of the current Bylaws with them at all league matches to use as a reference, in the event that a rule is questioned. Any discrepancies regarding the rules, roster, etc. must be handled between the two (2) Captains or Co-Captains in their absence. Any players getting involved will receive a sportsmanship violation. *(Reference By-Laws, "Penalties for Sportsmanship Violations")*. Captains also have the right to determine who can be a member of the team and when they play. Team captains are also specifically responsible for the following:

- Inform and provide your team with all league information, including the rules and regulations. Encourage your team to abide by the rules and exhibit good sportsmanship at all-times.
- Attend all league meetings or have the co-captain attend in their absence.
- Notify the League Operator prior to rescheduling a match. Also, give notification of all changes, included, but not limited to new players, dropped players, etc.
- Make sure all team members have submitted a completed membership application along with the required fees prior to playing. Also, ensure that your players pay their annual renewal fees by January 5th.
- Collect all membership applications and weekly fees. **Penalties assessed for non-compliance.** *(Reference By-Laws, Score Sheets, Fees and Dues [Turning in Fees & Dues With Score Sheets]" for more detailed instructions)*
- Home team Captains are responsible for calling in or texting scores to the League Operator at the end of each match night.

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- Score sheets should be filled out completely, accurately and turned in as instructed. *Be sure to record the start time of the first game and the end time of your last game.* ALL 8-balls on the break (8B), break & run (BR) and table runs (TR) must be recorded.
 - **Penalties assessed for non-compliance.** (Reference By-Laws, “Score Sheets, Fees and Dues” for more detailed instructions)
- **Note: Check score sheet prior to signing. Your signature confirms that the score sheet was checked, and you are in agreement that scores, 8B, BR, TR, etc. are accurate.
- **Late Score Sheet Penalty:** If the League Operator does not receive your score sheets within 48 hrs. after match by 6:00pm utilizing the three (3) options available or if you turn in an incomplete score sheet, **one (1) point will be deducted from the team standing each week until received**, which will come directly from the Captain’s individual ranking points. Incomplete score sheets will be left at the turn in location for corrections. (Reference By-Laws, *Score Sheets, Fees and Dues [Late Score Sheet Penalty]*” for more detailed instructions)
- Complete and file all sportsmanship complaint form and protest, when necessary.

1.2 IDENTIFICATION

Players must carry proper identification (your membership card and/or a valid photo I.D.) at all-times to show proof of age and identity, so please comply in a friendly manner. It is the responsibility of the Captains to verify that their team members are 21 years of age or older, prior to adding them to the roster and playing them for the first time. Captains have the right to request proof of identity from any player or substitute player, prior to the start of the match. If a player is asked for I.D. and can’t or will not produce it, they are **NOT** allowed to play their match. If no photo I.D. is produced, both teams must write “Forfeit - No Photo I.D.” in the area of the score sheet where the game scores are recorded and place a 1 in the box of the player “winning” the forfeit. If you do not follow this policy, the other team has the right to file a sportsmanship complaint against you.



If it is verified that their Team Captain had prior knowledge, he/she will not be allowed to Captain or Co-Captain any longer and may also be suspended from the league. The team member involved loses all points for the night and all points previously won will be deducted from the team’s total point count for the session. Falsifying a player on your roster will not be tolerated.

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1.3 TEAM INTRODUCTION

The Home Captain should welcome the visiting team and introduce their players, followed by the Visiting Captain introducing their players. Couples & Open Captains must also announce the player games for the first round.

1.4 SCHEDULED BYES

Some divisions may start with a **BYE**, which normally happens when an odd number of teams sign up; or a bye may appear in a division because a team dropped out. Concerning scheduling and byes:

BYES & NO SHOWS:
Couples 6 points, Ladies & Open 10 points

- If a division begins with a **BYE**, the League Operator has up to the third week of play to fill the slot, and make-up matches will be scheduled.
- If a team drops out of a division, causing a **BYE** to exist, the League Operator has two weeks to fill the slot. The incoming team will assume the points of the team that dropped out.
- When a team is scheduled for a **BYE** on a match play night (meaning they do not play that week) the Open Division will receive ten (10) points/2 games per player; Couples and Ladies Division six (6) points/2 games per couple/player.

1.5 NO SHOW TEAMS OR PLAYERS

- ◆ Couples and Ladies will receive 6 games; 2 awarded games per player.
- ◆ Open Division will receive 10 games; 2 games awarded per player.
- ◆ The forfeiting team will receive "0" points for that night.

1.6 FORFEITS/FORFEIT POINTS AWARDED

Play must be continuous. Teams without the required number of players at start time or if a team fails to show up (No Show) will result in a Forfeit. Forfeits will occur as follows:

● **Ladies Division**

- ◆ Two (2) players must be present at start time to begin play. Captains have a grace period of 10mts. to provide two (2) names on the score sheet. Upon completion of **all** six (6) games, if the third player is not present games will be forfeited, and one (1) point is awarded to each player on the opposing team.

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🕒 **Open Division**

- ◆ Three (3) players must be present at start time to begin play. Upon completion of the 3rd game, you must have another player present, or each absent player will receive a forfeit and the point is awarded to their opponent. However, if the absent player(s) show up prior to any of their remaining games being forfeited, they are allowed to play those games.

🕒 **Couples Division**

- ◆ Two (2) couples must be present to begin play. Upon completion of the 2nd game, the 3rd couple must be present, or they will receive a forfeit and the point is awarded to their opponent. However, if the absent couple shows up prior to any of their remaining games being forfeited, they are allowed to play those games.

- 🕒 **Consecutive NO Shows/Forfeits:** Each Session consists of two or more rounds. If a team is a No Show or forfeits three (3) consecutive matches, they will be dropped from the schedule. **Any prior matches played involving that team during that round will be changed to a forfeit and the team will receive forfeit points** as indicated in **[Section 1.5 - No Show Teams or Players]**. Team & individual standings will be updated to reflect that change.

- 🕒 If within the last three (3) weeks of the session a team does not show up and the forfeit points awarded effects the standing of the top four teams, a match will be played between the team that moved up because of the forfeit points and the team they bypassed. The winner of that match will assume the higher standing.

1.7 ADDING/DROPPING PLAYERS TO ROSTER

You ***must notify the LO immediately*** if you add/drop a player, if a player quits or assumes a permanent players' spot, so roster can be updated. If an unforeseen situation occurs and you need a replacement, prior approval must be received from the LO. See guidelines below:

- 🕒 **Adding New Player(s) prior to the fourth week:** New players can be added to your roster at any time during and including the first four weeks of the session. If it's a new member, you must submit a membership application and dues; and dues only for non-active members their first night of play or prior to the fourth week, whichever comes first. Active members already playing (in another division) only needs to be added to the roster ***and notify the LO***; if they are already playing in two (2) divisions, \$10 is required to play in a third (3) division. If you add a player during a scheduled League match night, you must notify the Captain of the opposing team prior to match start time. If a new player shoots and the League Operator does not receive their

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application and fees with your score sheet, those games will be voided, and points won will be awarded to the players on the opposing team.

🕒 **Dropped Players or Players that Quit after the fourth week:**

Permanent Players: If a permanent player is dropped from the team or quits, within the first eight (8) weeks with a session fee balance and your sub does not want to want to assume the spot, you may request approval for a replacement. *If approved, the spot can be filled, and the replacement person (new or sub) will be required to assume any outstanding balance for that spot.* They will also assume the previous players' points.

- ◆ **Substitute Players:** If you have one or two subs and one is dropped from the team, quits or assumes a permanent players' spot, contact the **LO** about a replacement. **If you have three subs, the sub will not be replaced.**
- ◆ Any player that quits with an outstanding balance will be removed from all rosters and will not be allowed to play in any division until all monies owed are paid.
- ◆ If a player pays in full and drops out within the first four (4) weeks, they will receive a refund less \$10.00 for each week played.

****Note:** **There will be NO replacement during the last six weeks of play. **Exception: If a team has one sub and an unforeseen situation occurs, such as a permanent player quits, an untimely death, hospitalization or relocation, please contact the League Operator and request approval.**

🕒 **Captains' Concern Regarding the Legality of a Player on a Roster:**

- ◆ If a Captain or Co-captain has concerns whether a player is on a team roster, you may ask the opposing captain to see their membership card for verification. If not in their possession, they may provide a government issued ID. If you still have concerns, **DO NOT stop play to contact the LO.** Games should be played according to the names on the completed score sheet. After the match, write your concerns on the back of your score sheet and the **LO** will verify the legality of the player in question and contact you with an answer within 48 hrs. after receipt of score sheet. If the player is proved to be illegal, all games won will be forfeited and awarded to the players on the opposing team.

1.8 IF A TEAM DROPS OUT

It is particularly disruptive to the League for teams to drop out during the session. If a team drops out during a session after 4 weeks of play, they will be required to pay all past dues, and the balance of all dues they would have owed had they completed the session. Players will

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be removed from all rosters and not allowed to play in any other division or rejoin another team or the league until paid. If a player wishes to rejoin the League as an individual, they must first pay their balance before being reinstated. If the player becomes a permanent player, their games won will carry over for personal rankings, but will not be added to the new team score standings.

If a team drops out (2) weeks after the session starts any matches played involving that team will be considered a forfeit and forfeit points will be awarded as indicated in [**Sections 1.5 & 1.6**]. Team & individual standings will be updated to reflect that change.

1.9 CHANGING TEAMS

You will not be allowed to change teams during a session. However, if your team drops out and you still want to play, you may join another team, as long as your fees are paid.

1.10 CHANGING HOME LOCATIONS DURING A SESSION

Teams are not allowed to change their "Home" locations once a session has started, unless a situation occurs and the establishment is unable to host league play, equipment issues, not willing to provide adequate playing conditions, permanently closes, grants permission for the team to move, or the location owner has come into conflict with the rules and policies of the League.

1.11 WHO PAYS FOR THE GAMES

The Home location is required to pay for all games, but not required to pay for practice games. If your home location does not open the tables for match games, the home team is required to pay for the games and will not be required to pay at visiting locations. However, if practice time is not provided for visiting teams, the players will have to pay for practice games at visiting locations. Team Captains will be notified of any location that does not provide practice games.

1.12 STARTING TIME/SPLITTING MATCHES

- **Official Starting Time:** The first game start time is 7:30 pm, and is based upon Standard Time, not "bar time". Both teams should start on time.

- ◆ Ladies Format: 2 players must be present to start.
- ◆ Open Format: 3 players must be present to start.
- ◆ Couples Format: 2 couples must be present to start.

**ALL Matches must start
no later than 7:40pm.
(No Exceptions)**

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- 🕒 **Grace Period:** There will be a 10-minute grace period (First Game ONLY). **No matches are allowed to start after 7:40pm.** If the required number of players is not present by 7:40pm it is a forfeit. Home teams **DO NOT have the option** to allow visiting team more time to field their team.
- 🕒 **Splitting Matches:** If teams are not in the third (3rd) round by the official start time, plus 2 hours, the remaining matches should be split if there are more than 2 tables at the location. Splitting games are waived, only if **BOTH** teams wish to continue on one table.

****Note:** **PLAY has already confirmed splitting games with the Host Location Owners that have more than two (2) tables at their location.**

1.13 IF A TEAM WALKS OUT DURING A MATCH

If a team walks out on a match for no legitimate reason (rule infractions, etc.) unfinished games will be dropped and the team will be suspended from **PLAY** the following week of match play. If less than 10 games (Open Div.) and (5 games Ladies & Couples Div.) are played before the team walks out the forfeiture rule will apply.

1.14 DISRUPTIVE BEHAVIOR DURING A MATCH

If a disagreement occurs during a match refer to the **PLAY** Rule Book.

- 🕒 **IF A RULE DOES NOT EXIST** regarding the situation, **STOP** the game and proceed to the next game ***immediately***, without further discussion. Each Captain is required to explain the situation on the back of the score sheet.
- 🕒 **IF THE RULE IS CONFIRMED** and the parties involved still don't agree, **STOP** the match, file a protest (**refer to Section 1.15**) and proceed to the next match.

There will be no arguing, cursing or continuance bickering about the situation. If one or both of the parties, or team members are involved in any of the above and the League Officials are notified, all parties proved to be involved will be suspended. (*Reference Bylaws, "Disruptive Behavior Suspension"*)

1.15 PROTESTING A GAME

If a problem occurs during a game that cannot be resolved by the Captains (or Co-captains in their absence) and the spotters, the teams must suspend (**STOP**) that game and file an "official protest". You must immediately start your next game! Forget about the previous game - if needed, we'll make the ruling for you! If players are allowed to continue the game, then no protest can be filed at a later time and the points won by that specific player "stands". If the game-winning 8-Ball is protested, that game is not considered complete and "can" be protested. In order for your protest to be considered official, you must inform the other team that you are filing a protest so that they are aware of it. "Both teams" must write the word "Protest" on their score sheet (in the area of the player's game in question). The Official Protest form and the required and the required \$10 protest fee must be turned in with your

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score sheet. Only officially filed protests will be considered by the League Office. If the BOG rules in your favor, the \$10 protest fee will be credited back to your team. If not, your protest fee will be used for administrative overhead.

- If you have sportsmanship problems with the other team after the initial protest, **STOP** the remaining games, and have your team politely leave the establishment, even if it is your "Home" location. The Captain is required to submit a Sportsmanship Violation Complaint Form, along with your score sheet.
- If the captains or players take it upon themselves to continue the game (or to replay the game), the game results stand, and cannot be protested later.
- If one or both teams file an official protest, the team the BOG rules in favor of will receive the points for the game(s) involved and the protest fee will be credited to their team. If the BOG rules against both teams and/or decide there were no rule infractions the League Office will reschedule all un-played games. Both teams will be notified as to the date and time of the make-up games, and the protest fees will be used for administrative overhead. If only one team shows up for the make-up match night, they will be rewarded the points for the un-played games. If both teams fail to show, no points will be awarded to either team.

1.16 END OF SESSION TEAM SHOOT-OUT

The Team Shoot-out will be held for divisions with a minimum of 10 teams. At the conclusion of each session the teams that did not place in the division payout for the top four teams, will participate in a "**Winner Take ALL**" Team Shoot-out. The Shoot-Out will be played in the form of a Single Elimination Draw Sheet and governed by the regular session rules. **No Players**, not on the Roster, can be added during the shoot-out. It is not fair to the other teams. ***No exceptions**



- The Team Shoot-Out will occur the Saturday after the last match.
- The match locations will vary among all Host Locations. Teams will not be scheduled at their home tavern. The final match will be held at the League's Home Tavern (Five Pines Saloon).

Awards will vary based on the number of teams in each division. Monetary awards will be split between the players that played in the Shoot-out, according to how many nights they played.

****Note: Split Divisions will not have a Team Shoot-out.**

1.17 RULES ARE SUBJECT TO CHANGE

Due to the changing nature of sports and situations that can and will occur, the **PLAY** Executive Board reserves the right to make rulings and rule modifications as deemed necessary at any time. If this occurs, you will be notified of the change, or a player meeting may be called if a vote is needed.

PLAY does not discriminate against any individual based on race, creed, religion, sex, sexual preference, or any other criteria related to discrimination that has been established by the Federal Government. All individuals who meet the minimum age requirements are eligible for **PLAY** membership, unless they have violated rules that are specifically detailed in this Rule Book. Teams are made up of friends, family, co-workers, etc. **PLAY** or its Executive Board does not have the authority to guarantee any individual that he or she can be on any particular team.

PLAY matches will take place in public locations, such as bars, taverns, billiard rooms and clubs. **PLAY** has no authority to tell a team what host location to play in.

8-BALL GAME RULES

SECTION 2: PLAY Game Rules for 8-Ball

2.1 LEGAL RACK

In 8-Ball, for the rack to be legal the 8-Ball must be placed in the center of the rack. The balls should be frozen (touching) as tightly as possible. Otherwise, the rack is illegal, and the same player is allowed to break again.

2.2 REQUESTING A "RE-RACK"

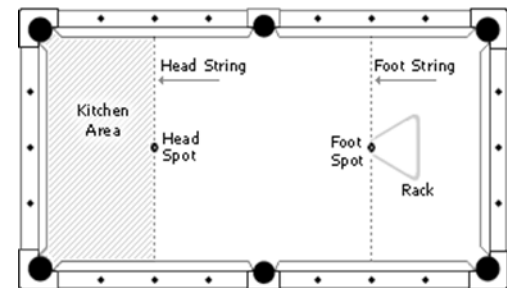
The breaker is entitled to receive a "tight" rack. If they feel the rack is not tight or aligned properly, they may request a re-rack. If after two re-racks, the breaker is still not satisfied with the rack; their opponent has the option of continuing with the re-racks or simply letting the breaker rack their own balls.

2.3 LEGAL BREAK

(Reference PLAY Bylaws, "Breaking" for Couples, Ladies & Open Breaking Format)

To execute a legal break, the breaker, with the **base** of the cue ball behind the head string and must implement the following or it will be considered a foul, resulting in **an ILLEGAL BREAK**:

- The first ball contacted by the cue ball must be a ball in one of the first three rows of the rack.
- Drive at least two numbered balls into the rail and/or pocket a ball.
- The first ball contacted by the cue ball must be a ball in one of the first three rows of the rack.
- The break must be a hard stroke, even if two balls contact a rail. **(Intentional soft breaking is not allowed and will result in a loss of break).** ***See definition of intentional soft breaking as indicated in [Section 2.3 – Illegal Break].*
- If a miscue occurs or the shooter misses completely and makes no contact with the cue-ball (basically a "swing and a miss"), this is not considered a foul and the shooter is allowed one (1) re-rack.



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2.4 ILLEGAL BREAK

If the shooter performing the break (initial Breaker) does not execute a legal break the incoming player (opponent) will be awarded the opening break. If the opponent does not make a legal break, **the initial Breaker** will have the following three (3) options:

- Accept the table in the current position and shoot as it lays,
- Place the cue ball behind the head string and shoot, or
- Let the breaker shoot in the table's current position as it lays.

2.5 INTENTIONAL SOFT BREAK (Also known as "Sharking")

The breaker **intentionally** does not break with a hard stroke, and soft stroke the balls causing barely any separation, **whether balls or pocketed or not** is considered a foul. The penalties are as follows:

- ◆ Automatic Loss of Break
- ◆ Incoming player (opponent) awarded the opening break.

2.6 IF A SCRATCH OR FOUL OCCURS ON A LEGAL BREAK

If a foul or scratch occurs on a legal break, the opposing player has an "open" table, and must place the cue ball somewhere behind the head string. In this case, "behind" means that the entire cue ball must be behind the head string and the entire object ball (not just the base) of an object ball must be in front of the head string. If in question have your spotter use the use the spotter string as indicated in **[Section 2, 2.5 - Spotter String]** to determine that the cue ball or object ball is on the appropriate side of the head string. This includes the following:

- If the breaker jumps an object ball off the table and it remains permanently off the playing surface, **it is a foul and the table is still OPEN**. The ball is spotted, and the incoming player (opponent) has the option of accepting the table in the current position and shooting as it lays or taking the cue ball behind the head string. The player may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

****Note: If a foul occurs on the break and the 8-Ball is pocketed or permanently leaves the playing surface, it is loss.**

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2.7 SPOTTER STRING

Each captain is provided with a spotter string. If there is any question whether the cue ball is behind the head string on a scratch, or to determine after a scratch if an object ball is in front of the head string and legal to shoot, the two spotters will determine the legality of ball in question by using the spotter string. The spotters must get on both sides of the table and line up the string across the center point of the head string diamond. The cue ball (behind) or object ball (in front) **must be 100% on the appropriate side** of the spotter string to be legal to shoot.



2.8 IF "NO" SCRATCH OR FOUL OCCURS ON THE BREAK

If the break is legal, and the cue ball does not scratch, or permanently leave the playing surface and is not fouled in any other manner the following situations may occur:

- If the 8-Ball is pocketed, it is considered an **8 on the Break**.
- If the breaker pockets a ball and continues to pocket all the balls in the same category and the 8-ball, it is considered a **Break and Run**.
- If the breaker misses and the opponent pockets all the balls in the same category and the 8-ball, it's considered a **Table Run**.
- If only one category of balls (solid or stripe) is pocketed, the breaker must play that category of balls for the remainder of the game.
- If more than one category of balls is pocketed, regardless of how many of each category, the table is considered "open", and the breaker has choice of category. The table remains "open" until the first called shot is legally pocketed. As long as the table remains "open", you still have a choice of stripes or solids.
- You can't use a stripe ball to make a solid or a solid ball to make a strip.
- If the 8-Ball leaves the table and remains permanently off the playing surface, it is loss of game.
- If you break the rack and allow your opponent to execute a shot at the table (before you notice that a ball was pocketed on the break), their shot stands, and they continue to shoot.
- If no ball(s) are pocketed on the break, but the breaker mistakenly thinks a ball was pocketed, and continues to shoot, the following penalties apply:

If more than one category of balls is played on the break the table is still OPEN until the first called shot is legally pocketed!

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- ◆ If the shooter misses their first shot, (and the opposing team notifies them of their error) it is the opposing player shot, and the game proceeds as normal (open table).
- ◆ If the shooter pockets a ball on their first shot (and the opposing team notifies them of the error), the pocketed ball stays down and it the opposing player's shot. The table remains open until the first called shot is legally pocketed.

2.9 CALLED SHOTS

You are only required to call the pocket and the object ball, **not kisses, banks, caroms, etc.** This includes the 8 Ball. (*8-Ball **DOES NOT** have to be clean)

2.10 WHAT IS CONSIDERED LEGAL SHOT/CONTACT

- A numbered ball in the shooter's category is pocketed.
- The cue ball must contact the shooter's category of balls before contacting any other balls.
- The cue ball or any numbered ball in the shooter's category must contact a rail after the initial cue ball contact with an object ball **in accordance with the stipulations indicated in [Section 2.13 – Legality of a Shot "Visible Object Balls Resulting in a Foul" Note: Bullets #3 and #4].**

2.11 LEGALLY POCKETED BALLS

- A ball entering a pocket and returning to the surface of the table is not considered officially pocketed and remains where it ends up on the table surface.
- If a ball(s) which was "previously balanced" on the edge of a pocket (had obviously stopped rolling for several seconds), suddenly falls in (before or after the next shot is executed) without having been contacted by another ball, that ball shall be placed back on the edge of the pocket after any balls in motion come to rest (this includes the 8-Ball).
- Any ball that merely "hesitates" (or sits spinning) at the edge of a pocket before falling in, is considered a pocketed ball.

2.12 ILLEGALLY POCKETED BALLS

An object ball is considered illegally pocketed as follows:

- The object ball is pocketed on the same shot a foul is committed. If this happens, the ball is returned to the table and spotted.

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- The called ball did not go in the designated pocket. If this happens, the ball remains pocketed.

2.13 LEGALITY OF A SHOT

● **Visible Object Balls**

- ◆ The following is **not a FOUL**:

- On a scratch shot, if the shooter has one ball left on the table and it is behind the head string and does not make contact.
- If the object ball is a straight in shot where the rail and other balls are not in play, contact is made, but the ball is not pocketed. **(See diagram)**



- ◆ The following will **result in a FOUL**:

- If the shooter does not make contact with one of their visible object balls first.
- If the shooter has a visible ball and calls a kick shot at any ball, and no contact is made.
- If the contacted object ball or any other ball, including the cue ball, does not hit a rail and/or travel in the direction of the called pocket.
- **Note:** If an object ball is called and **not hit with the travel speed** towards the direction of the called pocket, **including a "Push Out"**. (Ex. Slightly hitting/pushing the object ball to "tie" or "cluster" other balls together.)
- **Note:** This is a "Call Your Pocket" league and **Defensive Shots** (also known as a Safety) **are prohibited** (not **allowed**). A Defensive (Safety) shot is **when the shooter has no INTENT to pocket a ball**. (Ex: If the cue ball is in front of a shooter's object ball and the shooter hits the cue ball and slightly push their ball into the rail that is considered an intentional defensive (safety) shot and will result in a **FOUL!**)

If the spotter calls a foul on the shooter for any of the fouls listed, the opponent has the following **Three (3) Foul Shot Options**:

- ◆ Accept the table in the current position and shoot as it lays,
- ◆ Place the cue ball behind the head string and shoot, or
- ◆ Let the shooter shoot again in the table's current position as it lays.

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● **Non-Visible Object Balls**

If a shooter's object ball(s) are not visible or behind the head string after a scratch shot; if no contact is made, **IT IS NOT A FOUL**.

● **Stalemated Games: See [Section 2.19 – Stalemated Game]**

2.14 ONE FOOT ON THE FLOOR

While shooting, at least one foot must be on the floor at all times. However, it is not a FOUL—simply inform the shooter and let them know if a bridge is available. **PLAY** League cannot guarantee the presence of bridges and some Host Locations may not have them.

2.15 COMBINATION SHOTS

The 8-Ball can be used in the middle of a combination shot but cannot be the first ball struck.

2.16 SHOOTING OUT OF TURN

It is up to the Captains to make sure that the correct players are shooting. If a mistake occurs and the two players are scheduled to play each other, then the score will be marked for their next upcoming game. (The point will not count toward the match total until that match occurs on the roster). Return to scheduled sequence and proceed with the correct game that should have been played. If the players are not scheduled to play each other than that game is voided, and the correct game is played.

2.17 SHOOTING THE WRONG CATEGORY OF BALLS

Occasionally a player mistakenly starts shooting the wrong category of balls.

- If a shooter mistakenly shoots the wrong category of balls and contact has been made, the opposing team may call a foul. The foul is considered “official” and “called” the moment a member of the opposing team verbally “questions” as to whether or not, the shooter is shooting the right category of balls whether the ball is pocketed or not and it is the opponent's shot.
- Shooters can ask the spotters or any player on the home or visiting team roster, if they are not sure what category of balls they have. (***not spectators**)
- Any player on the home or visiting team roster can inform shooters if they are about to shoot the wrong category of balls.

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2.18 “FREE” PLAYING ADVICE

Players from either team can advise the shooter that they are about to shoot the wrong category of balls; that the table is “open”; that they must shoot from behind the head string; that they have just pocketed a ball on the break. Shooters may at any time, request confirmation of a rule covering a particular playing situation (or be told) the current score of the match. Advice related to the playing of the game in progress can only be given by the Spotter during an official time-out as indicated in *[Section 2, 2.21 – Designated Spotters & Time-Outs]*. Anyone may talk to the shooter without penalty during and between games, as long as they are not discussing upcoming shots and strategies.

2.19 BALLS PERMANENTLY LEAVING THE PLAYING SURFACE

If your object ball leaves the table, it is spotted. If the opponent's ball leaves the table, it is dropped in the pocket. If the 8-ball leaves the table, it is a loss. If the cue ball leaves the table, it is considered a scratch, unless the cue ball lands back on the table.

2.20 ALTERING BALLS DURING A GAME

If any ball is altered by the shooter (illegally moved) and a foul is called the ball(s) should be replaced as close to the original position(s) as possible by the opposing shooter or spotter.

2.21 STALEMATED GAME

The stalemated rule can only be used when there are only two object balls and the 8-ball remaining on the table; and a shooter’s last object ball **is frozen to the 8-ball**, which **will** cause a loss of game situation.



If after two (2) consecutive turns at the table **by each player** (4 turns total) results in missing an object ball(s) to avoid pocketing or moving an object ball, the game will be stopped by the spotters. If it is determined by the spotters that the shooter’s last object ball is frozen to the 8-ball, spotters will request a re-rack.

If spotters determine that one or both shooters object balls **are not frozen to the 8-ball**, both players will receive a “0” for that game.

2.22 POCKETING THE 8-BALL WHILE SHOOTING YOUR LAST OBJECT BALL

It is a loss of game if the 8-ball and the last object ball are pocketed simultaneously during the same shot.

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2.23 JUMP AND MASSE

Masse' shots are legal. Jump shots are not allowed and will be considered an illegal shot resulting in a foul and loss of shot.

2.24 SCORING

After a player has legally pocketed all, of his/her category of balls and the 8-ball one (1) point is awarded for that game. A match consists of 9 game points for Couples and Ladies; and 15 game points for Open Division.

2.25 THE PLAYING AREA

In general, only the current shooters are allowed in the playing area. Only the spotters and the shooters are allowed during an official time-out. Because of the limited amount of space available at some locations, it may be difficult to determine the extent of the playing area. The following rules apply regarding the playing area:

**ONLY Spotters
and Players are
allowed in the
PLAYING AREA!**

- Team tables are not allowed to be set up in the playing area. If a player can't shoot unless someone move, or the table has to be moved, the table is classified as being in the playing area and has to be relocated.
- It is not a foul, if Players or Spectators need to walk by the table in order to move from one area to another. It is only a foul, if the player or spectator give "illegal" playing advice to the shooter as they pass by.
- **Non-spotters are not allowed** to approach the table during a time-out to examine the layout, consult with the spotter, or for any reason. **Only Spotters and shooters are allowed in the playing area.**

***Home Teams are required** to ensure a sitting area is available for the Visiting Team that consist of 5 chairs for the Ladies & Open Division and 6 chairs for the Couples Division, *even if tables and/or chairs have to be adjusted to create one*. The set-up should be close to the home table, but not in the Playing Area.

2.26 DESIGNATED SPOTTERS & TIME-OUTS

A neutral designated spotter area should be established prior to match start time. The two spotters should be together in this area during games, in order to create the same field of vision, which will help avoid any discrepancies such as: who is spotting, switching spotters, non-spotter calling a foul, spotters giving coaching advice, time clock usage, etc. (**ONLY** spotters and players should be in this area). Any member of the team can spot, even if they

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are not playing that night. The designated spotters should watch each shot in case a foul occur. If a spotter must leave the table for any reason (bathroom, etc.), they should inform the other spotter and have another player spot only until they return.

- ***Spotters are the ONLY ONE who can call a foul.*** A foul must be called at the time of the foul; it cannot be called after the next shot is made. If anyone other than the spotter calls a foul, it voids the foul, and the current player continues to shoot.
- A foul is ***ONLY*** a foul if it is called by the Spotters. If a shooter fouls and the spotter does not call the foul, or if anyone else calls the foul, ***IT IS NOT A FOUL!***
- If the Spotter calls a foul and the shooter executes the shot after the foul has been called and pockets their ball, the illegally pocketed ball should be returned to the table and spotted. If the opponent's ball is pocketed, it will remain pocketed.
- If a foul is called and the Spotters disagree, but subsequently agree to continue the game in question, that situation SHOULD NOT be re-addressed or discussed during the match or after the match by players from either team. **If the situation is revisited by any player(s) and becomes disruptive, all players involved will be reprimanded.** (*Reference Bylaws, "Disruptive Behavior Suspension"*)
- Any ball(s) moved during a foul should be replaced as close to the original position as possible by the spotter or opposing shooter.
- Spotters may talk to his/her shooter during a legal time-out, or while the balls are being racked between games. Players and spotters can talk during the game, as long as it is not about upcoming shots or strategies. **Note** that "sideline" coaching is difficult to prove during regular session play, so don't push the issue. If it is just a feeling your only option is to move in hearing distance, which will usually eliminate anyone from "sideline" coaching. If you physically hear someone illegally coaching, politely notify their Team Captain of your concerns. If the problem continues, you can always stop the game in question, file an official protest, and then proceed with the next game.
- The opposing Spotter and/or players are not allowed to Distract or Talk to the shooter of the opposing team after the shooter calls their shot and is in shooting position to execute.
****Note: A shooter can stand back up, as long as they are within the shot execution time limit.**
- ***Good Hit - Bad Hit.*** If a team feels that a shot might be "close", it is the responsibility of the "Spotters" to watch the hit. If the Spotters watch the hit, but can't make the call for whatever reason, the shot automatically goes to the shooter. A "split-hit" (contacting both balls with the cue ball in such a manner that it is difficult or impossible to determine

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which ball was contacted first) is considered a “good” hit unless the Spotter is 100% positive that the hit was indeed “bad”. If the Spotters disagree on the legality of the hit, then it is a re-rack, and the game should be replayed.

****RULE OF THUMB:** *If the Spotters disagree, no need to argue, RE-RACK! If a foul or a request to re-rack is requested after the next shot is made, DO NOT RE-RACK!*

2.27 LENGTH OF SHOT TIME & TIME OUTS

Players must be at the table ready to shoot, rack or break within 30 seconds or the Spotter can call a foul and it will be the opponent’s shot. Shot execution & time-out combined should not exceed two (2) minutes.

**1 Minute Shot Time
1 Minute Time Out**

Couples do not have time-outs; however, their shot execution time should not exceed two (2) minutes. *(Time Clock must always be used in the presence of both spotters in- order for a Spotter to call a time infraction or address a shooter about taking too long)*

- Spotters have the right to utilize timers, stopwatches, etc., as-long-as it is within the view of both Spotters.
- **Couples Division:** There are no time-out in Couples. Partners have two (2) minutes to confer and execute shot. Spotters are only used in case a foul occurs.
- **Ladies & Open Divisions:** Shooter has **one (1) minute to execute a shot**, unless a time-out is called. Shooter & Spotter have one (1) minute to confer in a time-out then player must shoot.
- **ALL Divisions:** The Spotter **must notify** the shooter when they have 30 seconds left to shoot, including during a time-out. If the shooter does not implement their shot **prior to the timer going off**, a **Foul** will be called for a time limit infraction, and the shooter **will lose their shot**.

****Note:** *If a Spotter or shooter chooses to utilize a time-out, it must be called prior to the timer going off or the time out is not valid and can’t be used.*

- Each player is allowed one time-out per game. Only the shooter or spotter may call a time out; or the spotter may ask the shooter if they would like a time out, as long as the shooter is not already down in shooting position. If a time out is called by the shooter or the spotter, it must be taken.
- During a time-out the Spotter can give verbal instructions to the shooter, such as shoot easy, move left, move right, etc. or point with their finger. However, spotters are not allowed to “physically” line-up a shot, guide, or position the shooter’s cue stick (while the shooter is holding it).

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- Only the player and shooter can approach the table and discuss the shot. A time-out is active from the time it is called until the one (1) minute time limit is reached. ***Once the shooter is lined up and positioned*** (down on the table) to execute their shot, a spotter/partner **must leave the playing area** and can't re-establish verbal instructions to the shooter, unless the shooter stands up and request them to re-approach and the time limit has not expired. ***If a spotter continues to give instructions*** (verbally or by hand signals), the other spotter has the right to call a **FOUL**, and as ***a result the player will lose their shot.***
- During a time-out **Spotters are not allowed to talk to other players or patrons** until the time-out is over, to avoid the conception of outside advice being relayed to the shooter.
- If the shooter request, an unavailable time out (already used), or asks if there are any time-outs remaining, that is **NOT** a foul. They are simply informed that no more time-outs are available.
- If the shooter asks for clarification of a rule, it is considered free advice, not a time-out.
*****Note: Couples do not have timeouts. Each partner can ask his or her partner for help with a shot, but coaching time and shot execution time must be within the 2-minutes. Spotters are only used in case a foul occurs.***

2.28 COACHING SITUATIONS

Except for the "free advice" as indicated in ***[Section 1, 1.13 – Free Playing Advice]***, players are not allowed to seek, or accept, "playing advice" from anyone other than their Spotters during an official coaching time-out. "Playing advice" is defined as a statement which meets any of the following criteria:

- Any statement which describes or indicates the pocket in which to play "any" ball.
- Any statement "instructive in nature" which is "obviously" intended to change the shot selection of the shooter such as "think about it", "think smart", "look it over", etc. may be deemed illegal coaching. Making other statements such as "hit it easy", "draw it", "nice and easy", "drill it", "in the corner", "shoot the green one", "play the 10-Ball", etc. could also result in an illegal coaching foul. However, saying something like "take
- Spectators are not allowed to coach the shooter in anyway. This includes sitting with the Spotter or team and advising them as to when to call a time-out, etc. If this occurs simply stop the player match and file an official protest if the problem cannot be resolved. However, if a bar patron (not affiliated or obviously not "with" either team) should yell out something like "why don't you shoot the 3", no penalty occurs and both captains should ask the establishment owner or employees to stop the individual from interfering in the matches.

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2.29 DETERMINING A FOUL

Only spotters can officially call a foul. If the designated spotters cannot come to an agreement over a foul, then it is a re-rack, and the game should be replayed.

**ONLY the Spotters may
OFFICIALLY CALL A FOUL!**

🕒 Cue Ball Fouls

- ◆ If your cue stick or body is accidentally bumped, by a spectator or another **PLAY** member (not on or with your team), causing accidental movement of the cue ball or object balls, no foul is assessed. The cue ball and/or object balls are simply replaced as close to their original positions as possible by the opposing shooter. If four or more object balls are moved, then the players are to re-rack and replay the game. Original breaker breaks the rack.
- ◆ If bumped by a player who is on or with your team, then all penalties apply; it is a foul if the cue ball is contacted and loss of shot.
- ◆ If the cue ball is pocketed or driven off the table during break or a shot, it is a foul and loss of shot.

🕒 Fouls Resulting In Loss Of Shot

- ◆ If the shooter does not hit a visible object ball [the 3 Foul Shot Options](#) will apply as indicated in *[Section 2.11 – Three (3) Foul Shot Options]*.
- ◆ Obvious or accidental ball contact of any part of your body, jewelry, or clothing **resulting in ANY ball movement**. This also includes unintended ball contact with cue stick before, during or after shot execution.
- ◆ If a spotter [touches the table to mark the spot](#) where the shooter should hit the ball; a spotter can only point to the spot.
- ◆ During a time-out, if a spotter guides or position the shooter's cue stick (while the shooter is holding it) or [physically" lines up with a cue stick](#) like they are going to make the shot; or if a spotter continues to give instructions [verbally or by hand signals](#) (to the left or to the right, etc.) after the shooter is in shooting position.
- ◆ If a player fouls while actually stroking at the cue ball, meaning a double hit of the cue ball (sometimes called double clutching). This includes once the player is lined after a scratch shot and prepared to execute the shot.

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- ◆ If a player hits on the table with his hand after a shot and a ball moves, it is a foul. As a result of the contact:
 - If shooter's ball falls in the pocket, it is replaced, with the exception of the 8-ball, ***which will result in a loss of game.***
 - If shooter's next ball is the 8-ball and it falls in the pocket, ***it will result in a loss of game.***
 - If opponent's ball falls in the pocket, it will remain pocketed.
 - If opponent's last ball is the 8-ball and it falls in the pocket, ***it will result in a win of game for the opponent.***
- ◆ If a player executes an illegal break as indicated in ***[Section 2.2 – Illegal Break]***.

🕒 It Is Not A Foul If:

- ◆ Touching an "object ball" with some other part of the body, jewelry or clothing, and the ball does not move.
- ◆ If a spotter leans, props or pull up on the table.
- ◆ If a spotter tells the shooter during a timeout what English to use.
- ◆ The cue ball is "live" when the shooter is placing, positioning or adjusting the cue ball in a scratch situation. You are allowed to adjust the cue ball with your hand or any part of your cue stick, including the tip and ferrule. If not satisfied with the placement, the shooter may make further adjustments.

****Note: ONLY THE SPOTTER'S MAY OFFICIALLY CALL A FOUL.**

2.30 WAYS TO WIN A GAME

- 🕒 When a shooter pockets all the balls in his/her category and the 8-ball is legally pocketed, without the cue ball leaving the table or scratching.
- 🕒 If the opponent's next ball is the 8-ball and the shooter hits the table with their hand, after a shot, and the 8-ball falls.

****Note: You cannot play the 8-ball while simultaneously playing the last ball of your category. The 8-ball must be a separate shot.**

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2.31 WAYS TO LOSE A GAME

Committing the following infractions will result in a loss of game:

- Your opponent pockets his/her category of balls and illegally pockets the 8-ball.
- Shooter pockets the 8-ball out of turn or knocks it on the floor.
- Shooter pockets the 8-ball in any pocket other than the pocket called.
- Shooter fouls the cue ball and then pockets the 8-ball.
- Shooter plays the 8-ball and the cue ball scratches or leaves the table.
- If the shooter's next ball is the 8-ball and hits the table with their hand, after a shot, and the 8-ball falls.

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Ainjel Dodd

Amanda Palmer

Amanda Shelton

Andrea James

Bobbie Barbadora

Bobbie Walls

Bonnie Lord

Carol Haines

Chante' Procell

Cheryl Clark

Chocolate Brown

Crystal Hadden

Darlene Moyer

Ginny Collin

Gwen Daugherty

Helen Thacker

Julie Callandt

Yolanda Shearin

Lisa Jackson

Lisa Jones

Liz Stewart

Michaela Walden

Monica Lewis

Norma Ratliff

Pat Corley

Paulette Fort

Pearl Epps

Penny Williams

Sandra Stewart

Shanel Hall-Foisey

Shirley Davis

Sonya Hillis

Snuggles Scott

Suzann Mischel

Tammy Tucker

Theresa Martin

Vickie Cook

Wendy Hill



Host Locations

J's Sports Bar & Lounge

Finish Line Cafe

Ralph's Five Pines Saloon

Cuz's Sports Bar & Grill

Chong's Lounge

Silver Bullet Lounge



2013 - 2014



1st PLACE COUPLES CHAMPS 8-BALL MAFIA



1st PLACE LADIES CHAMPS QUIET BUT DEADLY



1st PLACE OPEN CHAMPS NO FEAR

