

8-BALL ALLIANCE

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LEAGUE HANDBOOK

EIGHT BALL RULES – CALL POCKET

FALL/SPRING 2025

NOTE:

Start Time = 7PM

Rack your opponent's break

Coaching allowed for handicaps 4 and below

This **PLAYERS HANDBOOK** contains information used by the 8-Ball Alliance in governing the operation of play for the **HANDICAP LEAGUE**. Interpretation of rules and procedures rests solely with the 8-Ball Alliance. Additional information regarding the interpretation of rules and procedures contained within this handbook, or additional information regarding sponsorship of a team or participation as a player in the **HANDICAP LEAGUE** may be obtained by emailing the8ballalliance@gmail.com Additional contact information can be found at www.8ballalliance.com

I. THE LEAGUE:

A. PURPOSE...

The purpose of the **HANDICAP LEAGUE** is to promote team competition in a handicapped format as a means of providing players of all levels of playing skills an opportunity to compete on a level playing field. The intention of the **HANDICAP LEAGUE** is to encourage friendly competition, fair play, and good sportsmanship within all levels of playing skills, from beginner to experienced.

B. LEAGUE RESPONSIBILITIES INCLUDE...

1. Providing a format for League competition that is well organized and fair for all teams and individual players.
2. Providing handbooks and other League supplies.
3. Scheduling all matches of League play and post-season tournaments.
4. Maintaining all of the necessary records for the operation of the League.
5. Maintaining all records for team and individual standings.
6. Publishing and distributing weekly standings.
7. Administering prizes following each season.
8. Issuing rulings for all protests and rule violations.

C. PLAYERS' RESPONSIBILITIES INCLUDE...

1. Maintaining membership in good standing in the **HANDICAP LEAGUE**.
2. Prompt payment of all League fees.
3. Adherence to the policies and procedures of the **HANDICAP LEAGUE**.
4. Good Sportsmanship at all League matches.

II. LEAGUE STRUCTURE

A. DIVISIONS

Each division shall be based on the geographical location of participating teams (to the extent possible). Regular season prizes will be based on team and individual performance within each division.

B. TEAMS

Each team will have:

1. A "home" tavern.

- a) To provide a proper playing atmosphere.
- b) To select and help organize the teams and its members that will be representing that tavern.
- c) To provide at least one table for each of the two teams sponsored.
- d) To post all League schedules, standings and events.
- e) To have the game table(s) ready on League nights:
 - 1. 6:20 Home team warm-up begins.
 - 2. 6:50 Visiting team warm-up begins.
 - 3. 7:00 League match begins.
- f) To provide an "open table" or provide the necessary quarters for League games (excluding pre-game warm-ups).

2. Captains/Co-Captains

A captain and co-captain shall be selected by each team. Team captains and co-captains must maintain a working phone number and current address with the League.

- a) Team captains or co-captains must represent their team at all league meetings.
- b) The captain shall be responsible for the prompt and complete payment of all League fees.
- c) It is the responsibility of the team captain, should a team member drop from the team, to find a replacement member subject to approval of the League.
- d) In the absence of the team captain, the co-captain shall assume responsibilities of the captain.
- e) It is the captain's responsibility to verify that both teams score sheet results are the same before signing the other team's score sheet.
- f) Team captains are responsible for verifying their players won/loss record, offensive points scored, and defensive points allowed indicated on weekly standing sheets. If there is a mistake, you should notify the League and your opponent; the League reserves the right to make necessary changes at any time during the season.

3. At least four (4) participating players weekly.

4. Up to eight (8) players on a roster.

C. WITHDRAWALS

In the event that a team or player withdraws without satisfactory reason, or is expelled from the League for sufficient cause, all sanction monies, fees/dues and prizes shall be forfeited.

III. LEAGUE FINANCES:

A. TEAM/BAR FEES are \$250.00 per season.

IV. THE GAME

Gentlemen's Call Pocket 8-ball rules will apply. Round Robin competition. 20 individual games equal one Match. Each Match shall consist of five (5) rounds of four (4) games each. The Home Team will break in rounds 2,3 & 5. The Visiting Team will break in rounds 1 & 4.

A. TEAM SCORING...

1. Round Robin, maximum five (5) games per player, per match.
2. Individual winners of each game receive ten (10) points.
3. Individual losers of each game receive one (1) point for each of their balls pocketed.
4. One (1) point is awarded for each round won (five (5) total rounds per match). The team with the greater overall ball count will also receive one point.
5. Eight-ball on the break is scored as a 10-0 win and 0-10 for a loss. (Regardless of any balls made on the break)
6. If the eight-ball is made out of turn while the table is still open, that player pocketing the eight-ball will lose 0-10 regardless of any other object balls made on that shot.

B. TEAM RANKING AND SEASON END TIE BREAKERS...

1. Best win percentage for matches played.
2. Head to Head.
 - If more than two tied, all teams must have played a common opponent
3. Most total offensive points scored during season with handicap.
4. Least amount of defensive points allowed.
5. Coin Flip

C. INDIVIDUAL SCORING AND QUALIFYING FOR INDIVIDUAL TOURNAMENT...

1. Players will be ranked according to Winning Percentage to determine tournament seeding.
2. 15 Game minimum number of games needed.

D. INDIVIDUALS RANKING AND SEASON END TIE BREAKERS...

1. Most individual wins.
2. Most offensive points scored.
3. Lowest Defensive points allowed.
4. If still tied, prizes will be equally divided.

E. PLAYER SUBSTITUTION RULE...

A player may be substituted for another player (the "starter") during any round (including the first round). Team captains must be notified of any changes prior to the start of that round of play. The starting player may come back into the same lineup slot at any time. **A substitute (non-starter) can play in more than one lineup slot providing he does not play more than one game per round and he cannot play any player on the opposing team more than once. The rotating player's game will be forfeited if this happens. Only one player may rotate during a match.

V. THE HANDICAP SYSTEM...

- A. Player handicaps (the "**HCP**") shall be established for each NEW individual player through Match competition. Prior to each week of competition (and each subsequent week), the League shall provide each team captain with a complete current listing of that Section's Individual HCP and win/loss records, as well as a current team standings sheet. The teams shall use these current HCP records to determine handicaps for each Round. In the event a new player joins the League and does not play in at least six (10) games during the first three weeks of the current season, the League shall establish an initial handicap (HCP) for that new player based on the League's knowledge of that player's level of skill. In the event that the League has insufficient knowledge of that Player's level of skill, that player shall begin competition using a "Blind Average" as initial handicap (see "B" below for Blind Average).

B. NEW PLAYERS...

If a new player has yet to establish HCP (and the League determines that it cannot establish an initial HCP due to lack of knowledge of that player), that player will begin his/her initial week of League competition playing under a BLIND AVERAGE", as follows:

Ladies 6 HCP BLIND AVERAGE

Men 7 HCP BLIND AVERAGE

The League reserves the right to assign a minimum handicap to any player or players based on the League's knowledge of that player's level of skill.

C. TEAM HANDICAPS...

Team handicaps for each Round shall be determined as follows:

1. Each player will have his/her own handicap or HCP. The League will make available updated individual and team statistics to be emailed and published at www.8ballalliance.com, prior to the play of that team's next Match. These statistics shall include the current HCP for each eligible player within that team's section.
2. Each week, the captain adds up the HCP for each of his/her selected four starting players. The total of the four player's HCP is that team's average for the match.

EXAMPLE:

<u>Team A</u>		<u>Team B</u>	
NAME	HCP	NAME	HCP
George	8	Jack	9
Art	8	Rory	9
Derrek	7	Bob	8
Mark	7	Bill	8
Team Average	30	Team Average	34

3. The difference in the Team Averages ($34 - 30 = 4$) will be the number of Handicap points added to the lower teams score at the end of each round. Team A with an average of 30 will receive the Handicap points.
4. Player substitution example: Team B substitutes Rick (HCP 9) for Bob. By using the higher Player's HCP, Team B's average is now 35. Team A will now add 5 Handicap points to its total ball count for the rounds in which Rick plays.

VI. TEAM PLAYER SHORTAGE OR NO SHOW...

- A. Official starting time is 7:00 pm.
- B. Forfeit time is 7:30 pm, with a no call/no show rule in effect. If a team captain calls his opposing team captain prior to the 7:30 forfeit time, He has until 8:00 to show up or his team will forfeit the entire match.
- C. Teams must have two players to start and play a legal Match.
- D. When it is the missing player(s) turn, that missing player forfeits the game and receives one (1) loss for that game. The player winning the forfeited game will receive a score based on their handicap. The game will be scored as per the example below:

Example: HCP of 9 - Game Score would be 10 – 1.
HCP of 8 – Game Score would be 10 – 2.
- E. If a player does not show up for the match, the team with the forfeiting player must enter a (7) for the HCP in the forfeited slot so that the team handicap can be computed for each round.
- F. Players may not receive forfeit wins without playing at least one game during the match.
- G. In a complete forfeit situation:
 - 1. Teams will receive a 6 – 0 win & average weekly ball count.
 - 2. The forfeiting team will receive a 0 – 6 loss for the match. In a team forfeit situation there will be no individual statistics credited to any players.

VII. OTHER INFORMATION

- A. **ADDING A PLAYER** to the roster during the season is permitted with the permission of the League. **NO EXCEPTIONS!**

The League must be contacted prior to the start of the match to which the player is being added. An HCP will be assigned to the new player if the League has knowledge of this player. If the League does not have knowledge of this player, the new player will start with a Blind HCP. See Handbook: Rule V. B.

B. RESCHEDULED GAMES OR CANCELED GAMES

- 1. Teams are limited to one(1) rescheduled match per season. If a team reschedules a second match or third match, they will forfeit any home field advantage (Match will be played at their opponent's bar.)
- 2. If a game needs to be rescheduled, the league or the opposing team captain must be notified at least 24 hours in advance!!!
- 3. All rescheduled games should be made up as soon as Possible.
- 4. If these games are not made up by the end of the season, the league will set a date for the makeup match.

5. If one of the teams does not show up for the makeup match, the match will be considered a forfeit.
6. If both teams do not show up there will be a double forfeit.
7. A team can no longer advance in the standings on a forfeit. (Prize money will be split)

C. **COURTESY TO TARDY PLAYERS** - When a player is late coming to a match due to work or any other reason, it is up to the other team if they wish to go around the tardy player. If a player is not there by the time of his second-round game, it is recommended to mark these games as forfeits and the remaining games as they are scheduled if the tardy player is still not there. The tardy player may shoot the remainder of these games if he shows up in time to play them. This is not a rule, it is only a courtesy to do this!!

MON-VALLEY 8 BALL LEAGUE

EIGHT BALL RULES - CALL POCKET

1. BREAK

- A. The break must be an open break. A minimum of four (4) object balls must be driven to a rail to constitute an open break. Pocketing a ball is the same as hitting a rail. If an open break is not made, the balls shall be re-racked, and the opponent shall have the option of taking the break shot or allowing the original breaker to shoot again.
- B. On the break, when the cue ball is scratched or jumped off the playing surface, Opponent will receive cue ball in hand anywhere on the table.
- C. Miscues on the break and stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent has the option to break or let the original breaking player break again.

2. CHOICE OF GROUP

- A. The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT. The choice of group is only determined when a player legally pockets a CALLED object ball after the break shot. You can "not" play a safety and determine the choice of stripes or solids on the same shot.
- B. The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice versa. You may also hit the eight-ball first to pocket a stripe or solid.

3. LEGAL SHOTS

- A. On all shots the player shall cause the cue ball to strike one of his group of balls first and:
 - 1. Pocket any ball (except the 8 ball before it is his object ball.)
 - 2. Cause the cue ball or any ball to contact a rail.
- B. Combination shots shall be allowed.
 - 1. Exception: The 8 ball can only be used as the first ball in a combination when the table is open.
- C. Masse' shots are allowed.
- D. Jumping the cue ball by striking above center shall be allowed.

4. JUMPED BALLS

- A. If the cue ball leaves the playing surface and returns through contact with the table equipment it is not a foul. Table equipment consists of table, rails and necessary lighting fixtures. The cue ball must rest on the playing surface. If the cue ball stays on rail it is a foul. Opponent receives cue ball in hand anywhere on the table.
- B. If the shooter hits one of his object balls first, (except the 8 ball) causing that object ball to jump the table and no other balls of his group are pocketed, it is a miss and the jumped ball(s) are spotted on the foot spot. However, if the called object ball is pocketed, the jumped ball(s) is spotted immediately on the foot spot and the shooter continues. Any of his opponent's balls on either of these shots, jumped or pocketed, remain pocketed.
- C. On an open table, any object ball(s) knocked off table will be spotted. Except for the Eight ball, this would be an automatic 10-0 loss.

5. FOULS

- A. In most cases fouls shall be called only by the two players involved in the game, except for the following two exceptions:
 - 1. Exception: The team captains for each team may call fouls for obvious interference in the game. Obvious interference shall be defined as any communication between a player and his teammates or a spectator concerning that particular game. (Examples: Telling a player he missed a foul during that game),
 - 2. Exception: Captains shall be permitted to watch and shall call close hits if asked to do so prior to a shot.

- B. All fouls shall be called and acknowledged by an opponent prior to the next turn at the table.
- C. Before exercising your option of cue ball in hand, a foul must be called prior to removal of cue ball from the playing surface.
- D. A player shall call a foul for any of the following reasons and Opponent shall receive cue ball in hand anywhere on the table.
 - 1. Scratching the cue ball or jumping the cue ball off table is an automatic foul and you don't have to call it.
 - 2. Bad hits.
 - 3. Failure to execute a legal shot.
 - 4. Digging under cue ball with intent to make it jump.
 - 5. Touching the cue ball.
 - 6. When executing a shot, if one object ball is moved by the shooter's hand or his/her cue stick (including bridge, clothing, jewelry, body, etc.) and the cue ball comes back and makes contact with the moved ball it is a foul. If the cue ball does not make contact with the one moved ball, it is not a foul and The opponent has the option to return the moved ball to the original position or leave it where it came to rest.
 - 7. If at any time during a match one object ball is moved by the shooter's hand or his/her cue stick (including bridge, clothing, jewelry, body, etc.), the opponent has the option to move the ball back or leave it where it stopped. If at any time during a match two or more object balls are moved by the shooter, it is an automatic foul. The opponent receives the ball in hand.
 - 8. Following the completion of any shot, the cue ball must be allowed to come to a complete stop prior to anyone touching the cue ball. This includes after the eight ball is successfully pocketed.
 - 9. Following the completion of any shot, a foul shall be called if the shooter interferes with any moving ball on the table. Example: A missed object ball coming back off the rail and making contact with the shooter's cue stick (including bridge, clothing, body, etc.).
 - 10. A person or player not involved in that game, interfering, or coaching other than Section 5:A:2. Note: Good sportsmanship advises that a warning should be provided first.
 - 11. Whenever the cueball is touching or close (cue chalk distance) to the object ball, the shooter must elevate their cuestick to a 45-degree angle if shooting towards the object ball, or they can shoot away from the object ball. This rule is to prevent push shots and double hitting the cue ball which are considered fouls. Opponent must warn player to raise cuestick. If after being warned by his/her opponent, the player shoots his object ball without raising his stick, a foul shall be called.

12. A 60 second shot clock can now be used to time an excessively slow shooter. An opponent may call for a shot clock to be used if the shooter is constantly taking too long to execute each shot. Any clock with a second hand may be used. The clock must be in view of both captains and co-captains (if the captain is shooting). The clock must start at the end of the previous shot (as soon as all balls have stopped moving). If the 60 seconds expire prior to the shot being executed the captain or co-captain shall call the foul.
 13. While shooting over top of another object ball and making contact with that object ball prior to striking the cue ball, this is a foul. During any shot the shooter must hit the cue ball first.
 14. All other fouls as outlined in the rules.
- E. If a player fails to yield to a foul called against him/her, the opposing player or team captain can protest the game.

7. CUE BALL IN HAND

When the cue ball is in hand, the player may use his hand or cue stick (including the ferrul) to position or reposition the cue ball prior to his next shot. Using the ferrul to reposition the cue ball is no longer a foul.

8. SCORING

- A. Gentlemen Call Pocket: In call pocket, to legally pocket an object ball, the shooter is required to physically indicate by pointing or verbally calling, in advance of each shot, the object ball to be made and the pocket into which it will be made. A Player may call only one object ball during each shot. When calling a shot, it is NEVER necessary to indicate details such as cushions, banks, kisses, caroms, etc. Failure to call the pocket is a loss of turn, not a foul. All object balls pocketed will remain pocketed even if the shot is not legal.
- B. A player is entitled to any ball of his group legally pocketed and continues shooting until he fails to legally pocket a ball of his group or until a foul is called.
- C. A player must legally pocket all of his group balls before he may shoot to pocket the 8 ball.
- D. In the event the cue ball or an object ball stop on the edge of a pocket then falls into the pocket because of vibrations, fan interference, or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference. The home team captain shall replace the ball. However, if it balances momentarily, (opposing player must wait at least five seconds), on the edge of the pocket and then falls in without outside interference, it remains in the pocket.

E. If the object ball drops in the pocket while a player is shooting, it is to be replaced and the shot is executed again, provided the player was shooting at the fallen ball.

9. SAFETIES

A player may play safety and pocket their object ball. In doing so, they lose their turn. All Safeties shall be called and acknowledged by an opponent prior to the next turn at table.

10. SPOTTING BALLS

Whenever a ball is to be spotted, it is placed on the foot spot unless other object ball(s) interfere(s), in which case the ball being spotted is placed on the long string from the foot spot as near as possible which shall mean frozen to the interfering ball. However, when the cue ball is interfering with the spotting of balls, the ball being spotted shall be placed as near as possible to the foot spot without the ball being frozen to the cue ball.

11. BALL FROZEN TO CUSHION

If a ball is frozen to a cushion, the opponent must notify the player and receive acknowledgments (player must be advised at each attempt to shoot frozen ball). When playing such a shot, the player must (1) pocket the frozen ball or (2) cause the cue ball to contact a cushion after striking the frozen ball, or (3) drive the frozen ball to another cushion or (4) cause another object ball to contact a cushion, or (5) pocket another object ball from either his or his opponents group. Failure is a foul, and Opponent receives cue ball in hand anywhere on the table.

12. PLAYING WRONG OBJECT BALLS

Occasionally it occurs after the break, or anytime during the game, that a player mistakenly starts shooting at the wrong object balls. Although it would be sportsmanlike to tell your opponent he is about to foul him, it is not a requirement. If a player shoots at the wrong object ball and pockets it, you must call a foul. If you let the shooter continue pocketing the wrong object balls, those group of balls are now his.

13. PLAYING THE 8 BALL

A. When a player has the 8 ball as his object ball and he executed a legal shot and the 8 ball is pocketed in the designated pocket, the game is won.

B. Cue ball in hand anywhere on the table applies when a player has the 8 ball as his object ball, and commits a foul but does not:

1. Pocket the 8 Ball.
2. Scratches the cue ball.
3. Jumps the 8 ball off the playing surface.
4. Jumps the cue ball off the playing surface.

14. LOSS OF GAMES

Any team member may call an automatic loss of game prior to the next break or in the case of the last match game, before the score sheet is signed by both captains.

A. Automatic loss of game shall occur in any of the following conditions:

1. Making the 8-ball on the break, and cue ball either scratches or jumps the table coming to rest of the playing surface.
2. Jumping the 8-ball off of the table at any time.
3. Making the 8-ball when it is not the object ball.
4. Making the 8-ball in a pocket other than the designated pocket.
5. Scratching the cue ball when playing the 8-ball.
6. Pocketing the 8-ball by hand, bridge, body, jewelry, etc. constitutes loss of game.
7. If the 8-ball is in motion due to the shooter moving it with his/her hand, bridge, body, etc., and the shooter stops the 8-ball while it is still in motion this shall be an automatic loss!!!
8. Touching a moving cue ball after committing a foul while shooting at the 8 ball. The cue ball must come to a complete stop before it is touched.
9. Making a bad hit and pocketing the 8-ball.
10. Taking apart your cue stick prior to your opponent sinking the 8-ball means you concede the game. Any player on your team can call this loss of game if he sees your opponent "breaking down" their cuestick.
11. Telling your opponent "Good Game" before the 8-ball is pocketed means you are conceding the game.

15. COACHING

A player may request a "timeout" for coaching under the following conditions:

- A. Active player must call time out, no other person
- B. Player must have handicap 4 or lower
- C. Approximately 60 seconds should be spent on the Coaching
- D. One "timeout" for coaching per game