



LEAGUE HANDBOOK

General rules for all 8 Ball Alliance league play

8ballalliance.com

Contents

I. The League

II. League Structure

III. League Finances

IV. The Game

V. The Handicap System

VI. Team Player Shortage or No-Show

VII. Other Information

Detailed Table Rules: Call Pocket

AWAY TEAM WARMUP: 6:45 PM | MATCHES BEGIN: 7:00 PM

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 skill 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 at every level of play, 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 records necessary for League operations.
5. Maintaining 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

- Provide a proper playing atmosphere.
- Select and help organize the team or teams representing that tavern.
- Provide at least one table for each of the two teams sponsored.
- Post all League schedules, standings, and events.
- Have the game table ready on League nights: home team practice until 6:45 PM; visiting team warm-up begins at 6:45 PM; League match begins at 7:00 PM.
- Provide an open table or the necessary quarters for League games, excluding pre-game warm-ups.

2. Captains and Co-Captains

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

- Represent the team at all League meetings.
- Ensure prompt and complete payment of all League fees.
- Find a replacement, subject to League approval, when a team member leaves.
- Assume the captain's responsibilities when the captain is absent.
- Verify that both teams' scoresheet results match before signing the opposing team's scoresheet.
- Verify player win/loss records, offensive points scored, and defensive points allowed on weekly standings. Report any mistake to the League and the opponent. The League reserves the right to make corrections at any time during the season.

3. Weekly Participation and Rosters

- At least four participating players weekly.
- Up to ten players on a roster.

C. Withdrawals

If a team or player withdraws without satisfactory reason, or is expelled for sufficient cause, all sanction monies, fees, dues, and prizes shall be forfeited.

III. League Finances

Team and bar fees are \$250 per season.

1. Total prize pool: \$250 multiplied by the number of teams, less that season's website renewal expense, if renewed.
2. The remaining pool is split: 50% regular season, 25% team playoffs, and 25% Individual Tournament.

IV. The Game

Gentlemen's Call Pocket 8-ball rules apply. Competition is round robin. Twenty individual games equal one match, played as five rounds of four games. The home team breaks Rounds 2, 3, and 5. The visiting team breaks Rounds 1 and 4.

A. Team Scoring

1. Round robin, maximum five games per player per match.
2. The winner of each game receives ten points.
3. The loser receives one point for each of their balls pocketed.
4. One point is awarded for each round won. The team with the greater overall ball count receives one additional point. Maximum: six points per match.
5. An 8-ball on the break is scored as a 10-0 win and 0-10 loss, regardless of other balls made on the break.
6. If the 8-ball is made out of turn while the table is open, the player pocketing it loses 0-10 regardless of other object balls made on that shot.

B. Team Ranking and Season-End Tiebreakers

1. Best match win percentage.
2. Head-to-head result. If more than two teams are tied, all tied teams must have played a common opponent.
3. Highest total ball count during the season, including handicaps.
4. Coin flip.

C. Individual Scoring and Tournament Qualification

1. Players are ranked by winning percentage for tournament seeding.
2. A minimum of fifteen games in the season is required to qualify.
3. Player classes are based on current-season HCP: Class A, HCP 7 and above; Class B, HCP 5-6; Class C, HCP below 5.
4. The Individual Tournament is played without handicaps. Class A players must win four matches, Class B players three matches, and Class C players two matches to be crowned class champion.
5. The date, location, and start time of the Individual Tournament will be published with the applicable season schedule.

D. Individual Ranking

1. Win percentage.
2. Most wins.
3. Least defensive points allowed.
4. Most offensive points scored.

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 before that round begins. The starting player may return to the same lineup slot at any time.

A substitute may play in more than one lineup slot, provided the substitute plays no more than one game per round and does not play any opposing player more than once.

V. The Handicap System

A. Establishing Handicaps

Player handicaps, or HCP, shall be established for each new player through match competition. Before each week of competition, the League shall provide each captain with current individual HCP and win/loss records and current team standings. Teams shall use those records to determine handicaps for each round. If a new player does not play at least ten games during the first three weeks of the season, the League shall establish an initial handicap based on its knowledge of that player's skill. If the League has insufficient knowledge, the player begins with a Blind Average.

B. New Players

If the League cannot establish a new player's initial HCP due to lack of knowledge, the player begins under a Blind Average: Ladies, 6 HCP; Men, 7 HCP. The League reserves the right to assign a minimum handicap based on its knowledge of the player's skill level.

C. Team Handicaps

1. Each player has an individual HCP. Updated team and player statistics will be emailed and published at 8ballalliance.com before the team's next match.
2. Each captain totals the HCP of the four selected starters. That total is the team average for the match.

Team A	Team B
George - 8	Jack - 9
Art - 8	Rory - 9
Derrek - 7	Bob - 8
Mark - 7	Bill - 8
Team Average: 30	Team Average: 34

1. The difference between the team averages, 34 minus 30 equals 4, is added to the lower team's score after each round. Team A receives four handicap points.
2. Substitution example: Team B substitutes Rick, HCP 9, for Bob. Using the higher player's HCP, Team B's average becomes 35. Team A adds five handicap points in each round 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 captain calls the opposing captain before 7:30 PM, the team has until 8:00 PM to arrive or forfeits the match.
- C. A team must have at least two players to start and play a legal match.
- D. When a missing player's turn occurs, that player forfeits the game and receives one loss. The winner receives a score based on their handicap. Example: HCP 9 scores 10-1; HCP 8 scores 10-2.
- E. If a player does not show, the forfeiting team enters a 7 HCP in that slot so the team handicap can be computed for each round.
- F. A player may not receive forfeit wins without playing at least one game during the match.
- G. In a complete forfeit, the winning team receives a 6-0 win and its average weekly ball count; the forfeiting team receives a 0-6 loss. No individual statistics are credited.

VII. Other Information

A. Adding a Player

Adding a player during the season is permitted only with League approval. The League must be contacted before the match in which the player is added. The League will assign an HCP if it knows the player. Otherwise, the player begins with a Blind HCP under Section V.B.

B. Rescheduled or Canceled Games

1. Teams are limited to one rescheduled match per season. A second or third reschedule forfeits home-field advantage, and the match will be played at the opponent's bar.
2. The League or opposing captain must be notified at least 24 hours in advance.
3. Rescheduled matches should be made up as soon as possible.
4. If not completed by season end, the League will set a makeup date.
5. If one team fails to appear for the makeup match, the match is a forfeit.
6. If both teams fail to appear, the result is 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 running late, captains are encouraged to agree before the match on an accommodation. Teams may wait until the beginning of the fourth round before marking the player's first three rounds as forfeits. After arrival, the player should rejoin the normal rotation rather than play back-to-back solely to catch up. Back-to-back games are appropriate only if the real-time game situation calls for them. This is a courtesy, not a rule.

Detailed Table Rules: Call Pocket

The following table rules apply to all 8 Ball Alliance league play.

1. Break

- A. The break must be open. At least four object balls must reach a rail; pocketing a ball counts as reaching a rail. If the break is not open, re-rack. The opponent may break or allow the original breaker to shoot again.
- B. If the cue ball scratches or leaves the playing surface on the break, the opponent receives cue ball in hand anywhere on the table.
- C. A miscue on the break, or stopping or deflecting the cue ball before it reaches the rack, is a foul and loss of turn. The opponent may break or allow the original breaker to break again.

2. Choice of Group

- A. Stripes or solids are not determined on the break. The table remains open until a player legally pockets a called object ball after the break. A player may not play a safety and establish a group on the same shot.
- B. On an open table, a solid may be hit first to pocket a stripe, and vice versa. The 8-ball may be hit first to pocket a stripe or solid.

3. Legal Shots

- A. The cue ball must first strike a ball from the shooter's group, then pocket any legal ball or cause the cue ball or any ball to contact a rail.
- B. Combination shots are allowed. The 8-ball may be used first in a combination only while the table is open.
- C. Masse shots are allowed.
- D. Jumping the cue ball by striking above center is allowed.

4. Jumped Balls

- A. If the cue ball leaves the playing surface and returns through contact with table equipment, it is not a foul. If it remains on the rail, it is a foul and the opponent receives cue ball in hand.
- B. If the shooter first hits one of their object balls, other than the 8-ball, and that ball leaves the table with no other group ball pocketed, it is a miss and the jumped ball is spotted. If the called ball is pocketed, spot the jumped ball and the shooter continues. Opponent balls remain pocketed.
- C. On an open table, jumped object balls are spotted, except the 8-ball, which is an automatic 10-0 loss.

5. Fouls

Fouls are normally called only by the two players, except captains may call obvious interference and may watch and call close hits when asked before the shot. A foul must be called and acknowledged before the next turn. Before ball in hand is exercised, the foul must be called before the cue ball is removed.

- 1. Scratching or jumping the cue ball off the table. This is automatic and need not be called.
- 2. Bad hits.
- 3. Failure to execute a legal shot.
- 4. Digging under the cue ball with intent to jump.
- 5. Touching the cue ball.
- 6. Moving an object ball with hand, cue, bridge, clothing, jewelry, or body so that the cue ball returns and contacts it.

7. Moving two or more object balls during a shot. This is automatic ball in hand. For one moved ball, the opponent may reset it or leave it.
8. Touching the cue ball before it stops, including after the 8-ball is pocketed.
9. Interfering with any moving ball after a shot.
10. Interference or unauthorized coaching by someone not involved in the game. A warning is advised first.
11. Failing, after warning, to elevate the cue stick to 45 degrees when shooting toward an object ball touching or close to the cue ball.
12. Exceeding a visible 60-second shot clock invoked for excessively slow play. The clock starts when all balls stop moving.
13. Shooting over another object ball and contacting it before striking the cue ball.
14. Any other foul described in these rules. A refusal to yield to a called foul may be protested.

6. Cue Ball in Hand

The player may use a hand or cue stick, including the ferrule, to position or reposition the cue ball before the next shot. Using the ferrule is not a foul.

7. Scoring

- A. Gentlemen's Call Pocket: before each shot, indicate the object ball and pocket by pointing or calling. Only one ball may be called. Cushions, banks, kisses, and caroms need not be called. Failure to call the pocket is loss of turn, not a foul. Pocketed balls remain pocketed.
- B. A player continues after legally pocketing a ball of their group until failing to do so or committing a foul.
- C. A player must legally pocket all group balls before playing the 8-ball.
- D. A ball that falls due to vibration, fan interference, or foot-stamping is replaced near its prior location by the home captain. If it balances at least five seconds and falls without outside interference, it remains pocketed.
- E. If an object ball drops while a player is shooting at it, replace the ball and replay the shot.

8. Safeties

A player may call safety and pocket an object ball, then loses the turn. The safety must be called and acknowledged before the opponent's next turn.

9. Spotting Balls

Spot a ball on the foot spot. If blocked, place it on the long string as near as possible, frozen to the interfering object ball. If the cue ball interferes, place it as near as possible without freezing it to the cue ball.

10. Ball Frozen to Cushion

The opponent must identify a frozen ball and receive acknowledgment before each attempt. The shooter must pocket it, cause the cue ball to contact a cushion after contact, drive it to another cushion, cause another object ball to contact a cushion, or pocket another object ball. Failure is a foul and ball in hand.

11. Playing Wrong Object Balls

If a player shoots and pockets the wrong object ball, a foul must be called. If the shooter is allowed to keep pocketing the wrong group, that group becomes theirs.

12. Playing the 8-Ball

- A. A player wins by legally pocketing the 8-ball in the designated pocket after it becomes the object ball.
- B. Ball in hand applies when a player shooting the 8-ball commits a foul without pocketing the 8-ball, scratching, or jumping the 8-ball or cue ball off the table.

13. Loss of Game

Any team member may call an automatic loss before the next break, or before both captains sign the scoresheet for the final game. Automatic loss occurs when a player:

1. Makes the 8-ball on the break and scratches or jumps the cue ball.
2. Jumps the 8-ball off the table.

3. Makes the 8-ball before it is the object ball.
4. Makes the 8-ball in the wrong pocket.
5. Scratches while playing the 8-ball.
6. Pockets the 8-ball by hand, bridge, body, or jewelry.
7. Stops the moving 8-ball after moving it by hand, bridge, or body.
8. Touches a moving cue ball after fouling while shooting the 8-ball.
9. Makes a bad hit and pockets the 8-ball.
10. Takes apart the cue before the opponent pockets the 8-ball.
11. Says "Good Game" before the 8-ball is pocketed, thereby conceding.

14. Coaching

- A. Only the active player may call a timeout.
- B. The player must have a handicap of 4 or lower.
- C. Coaching should last approximately 60 seconds.
- D. One coaching timeout is allowed per game.