

## Monday Night 9 Ball Greater Waterbury

### ALL PLAYERS MUST BE 21 TO PLAY

#### Teams

6 player team max - 3 players play in a given night

Max handicap skill level of 15

Established Tuesday Waterbury 8 ball handicap

Established APA handicap -1 (example - an APA 6 comes into the league as a 5)

If a player does not have a handicap established in either Tuesday Waterbury league or an APA handicap, a female player will be considered a "3" and a male player will be considered a "4".

***LEAGUE COMMITTEE RESERVES THE RIGHT TO REEVALUATE ANY NON-ESTABLISHED PLAYERS HANDICAP AT ANY TIME DURING THE SESSION.***

Teams have until week 4 for roster changes.

#### Weekly dues

\$50 sign-up fee per session (typically obtained by home bar location as a sponsor)

\$30 per team for weekly dues (+\$6 per team for table time - owed to bar for opening up the table)

Dues paid - Cash - at the Victoria Inn

All score sheets are to be texted to Mark (203) 819-3599 by noon the next day. Dues are to be paid by the end of day Tuesday. Failure to send in paperwork and dues on time will be subject to a 2-point penalty. If a team falls behind in dues and eventually pays what is owed, that team will be refunded half of the points that were deducted.

#### League Night Start Time

Play starts at 7pm

15-minute grace period

Player who shows up after the grace period forfeits all single and doubles matches until the player arrives.

Doubles matches cannot play with only one player IE. 2 v 1

If a team exceeds the 15 max handicap the night will be a forfeit

Full night forfeit is 17-0

**BYE NIGHT = 16 POINTS OR 2/3 OF TOTAL POINTS**

## 9 Ball Rules

- Racked in a diamond, head ball is always the 1 ball and 9 ball in the middle
- Break alternates after first rack in match
- Rack must be struck on the head ball, if three balls do not hit a rail or head ball not struck first then the player has 1 more attempt. If still not a legal break - break then goes to the opponent and play continues as alternating break
- Push shot is allowed - only to be used after the break. Player calls a push. Cue ball must be struck but does not need to contact a ball or a rail. The incoming player has the option to take the shot or give the shot back. Giving the push shot back to your opponent does not lose your turn.
- Lowest numbered ball on the table must be struck first. Can be used to combo in other balls including the 9 ball. If the lowest ball on the table is legally struck and the 9 ball falls in a pocket then that is considered a win for the shooter.
- 9 ball on the break is not a win. 9 ball gets spotted. If the spot is occupied, as close to behind the spot

### Rules during play:

#### Singles Matches

**No time-outs during any singles matches. You may talk to your team members while you are waiting to shoot. As soon as your opponent is done shooting all talking must stop. If a player has a question concerning a rule, or the captain wants to remind the player of a rule, it should be done before a player shoots. When advising a player of a rule, both captains will be present with the player. The only exceptions to this rule will be when telling a player he is about to shoot the wrong ball.**

#### Doubles Matches

**In a ball-in-hand situation either player of the team may touch/place the cue ball on the table.**

**Team members involved in a doubles match may converse with each other during the match.**

**Scotch doubles is alternating shot. Order is kept through the whole match. If a player shoots out of turn it is ball in hand to the opposing team. Must be called before the 9 ball is pocketed or the game is still considered won.**

## NEW SCORING RULE:

THE HIGHER HANDICAP TEAM WILL GIVE OPPOSING TEAM THE DIFFERENCE IN POINTS.

EXAMPLE: WE NEED THIS IS PLAYING 9 TO 1. WE NEED THIS HAS A 12 TOTAL HANDICAP WITH 3 PLAYERS. 9 TO 1 HAS A 10 TOTAL HANDICAP WITH 3 PLAYERS. 9 TO 1 STARTS THE NIGHT WITH A 2 POINT LEAD.

## FOULS

Any foul is cue ball in hand anywhere on the table including after the break.

Fouls include:

- Lowest numbered ball is not struck
- No contact with a rail by cue or any other ball on the table
- Cue ball is always live after the break. When placing cue with ball in hand, if hand holding cue ball or cue ball comes in contact with any other ball - it is a foul resulting in ball in hand for opponent.
- When making your shot, **if any ball in motion (including the cue ball)** bounces back and hits your stick, it is a foul. It is your responsibility to move your stick out of the way of any moving balls.

. **Any non-moving balls** accidentally moved during a shot, the opponent has the option to put the ball back to where it was or to leave it as it is. In extreme circumstances if multiple balls are accidentally moved and the placement cannot be agreed upon then the rack is replayed.

If cue ball and object ball are close to each other (IE within a chalk length distance) a double hit foul can occur and the player must attempt to avoid a double hit

- If you have a questionable hit, ask the captains to watch the hit. If you cannot come to an agreement, it is considered a stalemate and the rack is replayed.

If cue ball is frozen to object ball, then a double hit foul cannot be called.

Frozen object ball to rail

- Opponent must call ball frozen
- Cue ball must contact object ball and hit any rail
  - Or object ball must contact another rail or is pocketed
  - Object ball may contact another ball which then hits any rail or pocketed

If a ball leaves the playing surface, it is spotted and shooting player loses their turn at the table.

If spot is occupied, as close to behind the spot.

Any disputes where not stated in the rule book can be agreed to a re-rack or else brought to the rules committee attention to be ruled upon accordingly. Names and phone numbers of the rules committee are located on bottom of this page.

### Proper Etiquette Among Teams/Players

All teams and players will treat every other team/player with respect and courtesy at all times.

Threatening physical violence towards any player will be an automatic dismissal from the league. If the player is in a match, all his/her games will be forfeited. Repeated complaints against a team or any of its players may lead to cancellation of your membership in our league. Also, if you continually disrupt the league by arguing and disagreeing with league rules and/or policies you may be asked to leave the league. The league does not discriminate based upon race, religion or sex and expects the players to follow the same example.

All matches are a race to 2. Each win earns 1 point.

### Playoff Structure

#### **8 TEAM WITH A BYE WEEK**

**PLAYOFF ROUND 1 - #1 TEAM – BYE / #2 vs #7 / #3 vs #6 / #4 vs #5**

**PLAYOFF ROUND 2 - #1 TEAM vs LOWEST SEED / HIGHEST REMAINING vs SECOND LOWEST SEED**

**PLAYOFF ROUND 3 – WINNERS OF ROUND 2 FOR 1<sup>ST</sup> & 2<sup>ND</sup> PLACE  
LOSERS OF ROUND 2 FOR 3<sup>RD</sup> & 4<sup>TH</sup> PLACE**

All players must play 1/3 of the regular season to qualify for playoffs.

Regular season pays top 3 teams

### Prize Structure

#### **7 TEAM PAYOUTS**

**TEAMS 4-7 REGULAR SEASON = \$50.00**

**70% OF TOTAL PRIZE FOR REG. SEASON**

**30% OF TOTAL PRIZE FOR PLAYOFFS**

#### **REGULAR SEASON**

**1<sup>ST</sup> PLACE – 50%**

**2<sup>ND</sup> PLACE – 30%**

**3<sup>RD</sup> PLACE – 20%**

#### **PLAYOFFS**

**1<sup>ST</sup> PLACE – 40%**

**2<sup>ND</sup> PLACE – 30%**

**3<sup>RD</sup> PLACE – 20%**

**4<sup>TH</sup> PLACE 10%**

**Rules Committee**

**Marty Warren - (203) 910-2666**

**Alternate**

**CJ Parillo - (860) 578-6785**

**Paperwork**

**Mark Reichenbach - (203) 819-3599**