

TABLE OF CONTENTS

MAIN CHAPTERS	Page
How to Keep Score-----	5
League By-Laws-----	10
8-Ball Game Rules-----	17
Common Questions-----	23
Topics	
Adding/Changing Players-----	9
Ball in Hand Rule-----	20
Balls knocked on the Floor-----	19
Bonus Points-----	8
Bye Weeks-----	10
Coaching-----	15
Combination Shots-----	19
Disputes between Players-----	11
Forfeits-----	12
Fouls-----	20
Frozen Ball Rule-----	16
Handicap Chart-----	3
Handicaps-----	9
How to Lose Game-----	22
How to Win-----	23
Keeping Score-----	5

TABLE OF CONTENTS

Lag-----18

Marking the Pocket-----16

On Foot on the Floor-----20

Play after the Break-----18

Play-Offs-----27

Point Disputes-----11

Postponements-----10

Protests-----11

Racking-----18

Team Rosters-----8

Teams that Drop Out-----11

Time Outs-----14

Time Between Shots-----13

Weekly Fees-----7

Ghost Rule-----29

Defensive Shots-----30

PLEASE NOTE:

ALL CHANGES MADE TO THIS RULEBOOK ARE IN RED.

NO CHANGES WILL BE MADE TO THIS RULEBOOK DURING THE SEASON.

LO = League Operator

HANDICAP CHART

SL		YOUR OPPONENT					
		2	3	4	5	6	7
Y O U	2	2/2	2/3	2/4	2/5	2/6	2/7
	3	3/2	2/2	2/3	2/4	2/5	2/6
	4	4/2	3/2	3/3	3/4	3/5	2/5
	5	5/2	4/2	4/3	4/4	4/5	3/5
	6	6/2	5/2	5/3	5/4	5/5	4/5
	7	7/2	6/2	5/2	5/3	5/4	5/5

HOW TO USE THIS CHART:

The Handicap Chart is used to determine the number of games a player must win against his opponent to win that match. The column on the left, under the heading "S/L" contains boxes with your handicap. The row on top of the chart and to the right of "S/L" contains boxes with your opponent's handicap. Find your handicap on the left, move across the row to the box under your opponent's handicap, and find the number of games you each must win. For example: Your handicap is a "3" and your opponent's handicap is "5". From the left-hand box labeled "3", move across that row until you are under the box on top labeled "5". You will find a box labeled "2/4". This means you must win 2 games before your opponent wins 4 games, to win your match.

PLEASE NOTE:

THE SCORESHEET ON NEXT PAGE DOES NOT SHOW DEFENSIVE SHOT COLUMN



SCORE SHEET

Greater Waterbury 8-Ball League



P.O. Box 11195 ♦ Waterbury, CT. 06703-1195 ♦ Phone/Fax: 203-596-1531

HOME TEAM

03 THE CUE BALLS

S/L	NO.	PLAYER
3	0015	SMITH, EDWARD
3	0046	DAVIS, JOHN
5	1013	WELLS, MIKE
4	0044	FENTON, MARY

VISITING TEAM

05 THE BALL BREAKERS

S/L	NO.	PLAYER
4	0068	JONES, MIKE
3	0087	COLON, SUE
4	1011	LARK, BEN
6	0078	TOOKER, DAVE

The number of games each must win to win the match. (use the handicap chart.)

Shows that E. Smith won this game

Smith won 2 games, and Lark won 1 game. Smith won the match

Tm. No.	PLAYER NAME	Player Number	Games to win	INNINGS						Games Won	W/L
				GAME 1	GAME 2	GAME 3	GAME 4	GAME 5	GAME 6		
Match # 1	<i>E. Smith</i>	<i>0015</i>	<i>2</i>	IIIIII (3)	III (3)	IIII (4)	GAME 4	GAME 5	<i>2</i>	<i>W</i>	
	<i>B. Lark</i>	<i>1011</i>	<i>3</i>	GAME 6	GAME 7	GAME 8	GAME 9	GAME 10	<i>1</i>	<i>L</i>	
Match # 2				GAME 1	GAME 2	GAME 3	GAME 4	GAME 5			
Match # 3				GAME 6	GAME 7	GAME 8	GAME 9	GAME 10			
Match # 4				GAME 1	GAME 2	GAME 3	GAME 4	GAME 5			
Match # 5				GAME 6	GAME 7	GAME 8	GAME 9	GAME 10			
Home Captain's Signature				<i>E. Smith</i>						Number of Matches Won	<i>3</i>
Visiting Captain's Signature				<i>M. Jones</i>						Number of Matches Won	<i>2</i>

Smith won the lag, and will break. He is listed on top. You will mark each inning after Lark shoots.

Total innings for this game

Captain's signature on the proper line.

Match 1, game 2, Smith sank the 8 out of turn after only 3 innings

Number of matches (not games) each team won.

Match 1, game 2 - early 8

HOW TO KEEP SCORE

TOP SECTION OF SCORE SHEET

DIVISION STANDINGS – Shows team point totals to date.

HOME TEAM, DATE, VISITING TEAM – Shows list of players on each team. You will use this information to fill in the middle half of the score sheet. Note: S/L is the player's handicap.

MIDDLE SECTION OF THE SCORE SHEET

This is where you actually keep score. There are **5 MATCHES** listed down the left side. Each match contains boxes for up to **10 GAMES** per match.

After the players lag, you will enter the player information as follows:

The player who won the lag is listed on top; the opponent is listed below that.

In the first column, you enter the player's **Team Number**, then the player's name. **Please use the whole name if there is enough room; otherwise, enter the first initial and the last name.**

Under **Player Number** you write in each player's number, found before the player's name in the team list. It is important to write in the correct number, as this is what is entered for the handicap system.

In the boxes labeled "**games to win**", enter the number of games (not your handicap) that each player must win, based on the handicap chart found on page 4 of this rulebook. This is the number of games each player must win in order to win the match.

Now you are ready to start scoring the games. Scoring is done by recording the number of "innings", or number of times a player shoots before the game is won.

Each time the **2nd player** finishes shooting, it is marked as one "**inning**", and you mark it in the box for the first game. Continue this way until the 8-ball is pocketed, and the game is won. Note: the last shot for the 8-ball is not counted as an inning because that player is still shooting – he will break for the next game, and you are still marking only after the 2nd player finishes shooting. **This will hold true even when it is the last game of the match.**

Once a player wins a **GAME**, you must fill in the appropriate small box for the winner of each game. This box is located just to the right of the game box and is split into a top half and bottom half. The top half would be filled in if the player on top won, etc.

6

Continue marking each **GAME**, until the **MATCH** is won. In the box marked “score” you write in the number of games each player won. In the last box, labeled “**W-L**” you put a “W” or “L” for each player to indicate the win and the loss.

Note: 8-on-the-break is marked as “0” innings. A break and run is also “0” innings. **In the box marked “TOTAL”, note the total number of innings for the match. (match 1 went 4 innings and match 2 went 5 innings for a total of 9 innings for the match).**

BOTTOM SECTION OF THE SCORE SHEET

Both captains must review and sign each score sheet. Both scoresheets must match. The home captain always signs on top line on both score sheets. **NO. OF MATCHES WON** – write in the total number of **MATCHES** won, on the same line that you signed. (Do not add the total games – only the matches)

On the bottom left side, you will find the fees due section, listing current fees due and any past due amounts.

Under the captain’s signature box, you will find your schedule for the next week and indicating if you are playing **HOME** or **AWAY**. **YOUR TEAM NUMBER WILL BE ON THE SHEET THAT TELLS YOU IF YOUR HOME OR AWAY. MAKE SURE YOU HAVE THE CORRECT PAPERWORK.**

In the space at the bottom of the score sheet you should write in anytime a player wins because of 8-early, scratch on 8, 8-on-the break, etc. you do not have to give the player’s name. You must indicate the **MATCH NUMBER**, **GAME NUMBER**, and what happened.

For example: Match 2, Game 4 – 8 early; Match 5, Game 3 – 8-on break. This will allow us to make any adjustments for your handicap so you won’t be unfairly credited with only a few innings because your opponent fouled to give you the win.

PROPER ETIQUETTE AMONG TEAMS

All teams and players will treat every other team/player/establishment with respect and courtesy at all times. This includes walking away from the table while in a match for cigarette break, walking around the table while players are shooting, banging cue on floor, in line of sight or any other distraction. All players must be at least 6 feet away from the table while someone is shooting. (Depending on space) 1st time will be a warning. 2nd time will be loss of game. 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 policies, you may be asked to leave the League. The league does not discriminate against anyone based on race, religion, or sex, and expects all players to follow the same example.

NOTE: Any player that receives a suspension for violation of rules will not be eligible to participate in any match(s) during suspension. Although the league cannot restrict players from entering any establishment, it can enforce these rules by:

A) If the suspended player participates/ interferes with (player match-up/timeouts/ coaching of players, etc.) any match that has started, his/her team will forfeit that match.

B) If the suspended player engages in any negative conversation with the opposing team, his/her team will forfeit all 5 matches.

C) All of the above changes will be enforced if the suspended player is inside or outside the establishment during league play.

D) It is up to the captain of the team to enforce any player suspension. If the captain is not present, any member of the suspended player's team must enforce suspension.

E) All suspensions will be determined by the Rules Committee.

ENTRY FEE & WEEKLY DUES

Team entry fees are now the responsibility of the team captain. We no longer bill the bar owner. Entry fees and 1st weeks dues are due at sign-up. Any team who does not pay the entry fee at sign-up will have until week 1 to pay. After week 1, if entry is not paid, your team will not receive any bonus points until it is paid. Scoresheets and weekly dues that are not received within 1 week have to pay in full by the 2nd week. No bonus points will be given to any team behind in weekly dues.

a) Any team that falls more than 2 weeks behind in paying dues will be discussed by league officials to determine if they will be allowed to continue playing in the league.

b) (TUESDAY NIGHT) For the first 12 weeks, dues will be \$60 per team per week. No dues are collected for the rest of the session.

c) (WEDNESDAY NIGHT) \$50 for all weeks.

d) If you or the other team forfeit any matches or have a (BYE), dues are still \$60 (Tues) or \$50 (Wed) for that week. All forfeited matches are to be paid in full.

8

e) When paying dues by personal check, you must write your phone number on the check. Teams that consistently send bad checks will no longer be allowed to send personal checks for weekly dues. Venmo & Cash App are now being accepted for entry fee and weekly dues.

f) **All dues must be paid by 8am the day after league play. If you cannot pay by then, it is suggested you pay a week ahead of time as not to lose any bonus points. VENMO & CASH APP Info is located on the scoresheets every week.**

SCORESHEETS:

All scoresheets are to be texted to the League Operator by 8am the day after league play. The League Operator's cell phone number is located on the scoresheet every week.

BONUS POINTS:

One bonus point will be awarded each week for teams sending in scoresheet and dues on time.

a) Bonus points will be lost if your check is returned to us from the bank. There will also be a \$25 charge added to all returned checks.

b) Teams have 2 weeks from the time of occurrence to report missing or wrong points for their team. No point adjustments will be made after the 2-week limit.

c) No bonus points given to any team who owes past due fees

TEAM ROSTERS:

All rosters must be complete by the 4th week of play. New players cannot be added to your team after the 4th week. A player does not have to play during the first 4 weeks, but must be listed on your roster.

a) All players must be at least 21 yrs. old to play in the league.

b) Players must put their full names on the roster. Nicknames may be included, but the full name must still be provided.

c) Players must carry at least one form of picture I.D. A team captain may ask for an opposing player to show proof of identification if he feels the opposing team may be playing someone who is not listed on the roster. I.D. must be asked for before the match is over. If a player does not have I.D. when asked, he will have until the end of the last match to provide I.D. If the player in question cannot provide I.D. at that time, his match will be a forfeit.

HANDICAPS:

Women players may be handicapped as low as a "2". All men will be handicapped no lower than a "3".

- a) All new, unrated men will enter the league with a starting handicap of "4"
- b) All new unrated women will enter the league with a starting handicap of "3"
- c) All matches against new players will be played according to the handicap chart.
- d) If a new player comes from the APA, his/her handicap will be their APA handicap -1

ADDING/CHANGING PLAYERS ON YOUR ROSTER

Adding/changing players is only allowed during the first 4 weeks. If a player has a serious medical issue that will cause him/her to miss the remainder of the season after week 4, league officials will determine if a team can add a player. The replacement player's handicap cannot be higher than the replaced player's handicap. (EXCEPTION: If the player you are replacing is a 3 or 4 handicap, and the new player is new to the league.). **If you are adding a new player, and the player has an APA handicap you MUST notify the league of his/her APA handicap. Failure to notify the league about the players handicap and he/she plays a match, that match will be forfeited. Do not play any player if you do not know his/her handicap. You can write his/her name on the roster and wait a week so the league can provide you his/her information.**

A player may switch to another team during the first 4 weeks, provided he/she has not yet shot for the team he/she was originally listed on. Once a player shoots for a team, he/she cannot switch teams. A player can play for only one team in the league per session. You cannot play for different teams even if they are in a different division.

HANDICAP LIMITS DURING PLAY

The handicap limit for the league is 23 max. The sum of all 5 players played for a night cannot exceed 23. If the sum goes over 23, you forfeit the last match. 19 is the max handicap for 4 players when you can't field 5 players under the 23 limit. Going over 19 in the 4th match will result in forfeiture of both the 4th and 5th match.

LEAGUE BY-LAWS

CHEATING

Any team, who knowingly cheats by submitting false paperwork at any time, must immediately leave the league.

MANIPULATION OF HANDICAPS

Our handicap system has been designed to allow players of all skill levels the chance to play and win matches, regardless of experience. Some players attempt to keep their handicaps misleadingly low by continually missing shot after shot, yet still maintain control of their match. We have anti-sandbagging measures built into our handicap system to offset this type of play. Deceitful play is disruptive in nature and repeated complaints against teams or members may result in warnings, and, if continued, loss of membership in our league. Simply play your game, and let the handicap system work as it was designed to.

BYES

All teams scheduled for a “bye” week will receive 4 pts plus the bonus point if applicable. Teams will still pay the normal weekly fees to receive the “bye” points.

POSTPONEMENTS:

Postponements must be agreed on by both team captains. All make-up games must be rescheduled within 2 weeks. If both teams cannot agree on a make-up date, the LO will choose a date for you. This date must be honored by both teams. If you do not reschedule within that time, both teams will forfeit all 5 matches. If your team is cancelling, the make-up date will be at the convenience of the opposing team (within reason).

- a) Postponements must be made to the opposing team 24 hrs. in advance. If you are canceling because of inclement weather, you must call the opposing team captain at least 1 hr. in advance.
- b) The LO must be notified of all cancellations/postponements and the make-up date.
- c) No postponements are allowed in the last two weeks of regular play. If a team cancels during the third week before the end of the session, the make-up games must be held before the start of the 2nd to last week. Failure to reschedule on time will result in a loss of all 5 matches for both teams.

11

d) Paperwork must be texted to the LO the day after the make-up date to qualify for the bonus point

PROTESTS:

All protests must be filed with the disputed score sheet. No exceptions.

a) All protests must be noted in writing on the score sheet and texted or emailed in within 24 hrs.

b) The league will not recognize protests made by phone or beyond the 24-hr. period.

c) Teams have 2 weeks from the time of occurrence to report missing or wrong points for their team. No point adjustments will be made after the 2-week limit. This includes player win/loss stats.

POINT DISPUTES

Any questions concerning team points, or player handicaps will be handled after office review of the question raised. No handicap changes will be made to score sheets on the night of league play. All disputes must be reported within 24 hours after league play.

RULE FOR TEAMS THAT DROP OUT

Any team that does not show up for play 2 times within either half of the session, will be dropped for that session, unless the league manager has been notified before the end of the 2nd week that they are still playing, and make-up dates have been rescheduled.

a) If a team drops out in the 1st half of the session, their spot becomes a bye and points revert to "bye points"

b) If a team drops out during the 2nd half of the session, their spot becomes a bye.

c) Any player who signs up to play, who previously played on a team that dropped out, must first pay their percentage of money owed to the league before they can shoot for another team. If they shoot for a team without sending in the money owed, their match will be a forfeit.

DISPUTES BETWEEN PLAYERS OR CAPTAINS

If there is a dispute over a call (i.e.: ball in hand, etc.), and the two players involved cannot come to an agreement, it will then be up to the captains to settle the dispute. If the two captains cannot agree, then the game shall be re-racked, and started over with the player that originally broke breaking.

12

- a) Physical contact is strictly prohibited. Any member who initiates physical violence will be reviewed by the Rules Committee. If said player is found to be responsible for initiating the physical violence, they will be suspended indefinitely from the league. Captains are responsible for keeping their players under control and demonstrating good sportsmanship at all times.

FORFEITS:

You receive a forfeit point only if you have a player available to play and the opposing team does not. If an entire team fails to show up for play, your team will receive all 5 points. If a team is a no-show for 2 consecutive weeks, and has not contacted the LO, they will be dropped from the schedule and the spot will become a "Bye". All team scores will be adjusted for Bye points. Four bye points will be given to all teams that have already played the dropped team, unless the team won all 5 matches. No team will lose points because a team drops out. Any team that is scheduled to play the dropped team after they have been dropped gets 4 bye points. Bonus points will be awarded if applicable.

- a) Start time is determined by "real" time, not "bar" time. If captains cannot agree to the correct time based on their watches, then the time from a local TV station will be used.
- b) League play starts at 7:00 p.m. Only 1 player has to be present to start the first match. If there is no player present to begin the match by 7:00 p.m., a 15-minute automatic grace period begins (Only 1 grace period per night). **If you use any part of the grace period waiting on a player, you cannot use the remainder of the time waiting for another player to show.** If at 7:15 p.m. there is still no player, you will forfeit all 5 matches. Both teams must still send in the weekly dues.
- c) A team must wait until after 7:15 p.m. before leaving the bar and assuming a 5-point win by forfeit. If the team leaves earlier than 7:15 p.m., they will not receive the 5 forfeit points.
- d) If a match is over, and a team does not have a player available, but that player is on their way to the bar, and the team captain immediately informs the opposing team's captain, they shall be allowed a 15-minute grace period for that player to show up (as long as you haven't used it already). You cannot make this request if you have a player available at that time. (i.e.: you can't ask for the 15 min. for John Doe, who is a "5" to arrive, if you have Bill Smith who is a "3" available to play). Both captains shall agree on the arrival time, and shall base it on the bar clock. A captain may make only one request for a grace period in a night.
- e) If both teams have less than 5 players available, the forfeit points will be awarded as follows:

13

- i) The number of matches forfeited will equal the number of players not available to each team. For example: Team "A" has 4 players available and Team "B" has 3 players available. Team "A" will receive 1 forfeit point for match 4 (they have 1 player available for match 4 and team "B" has no player available for match 4).
- ii) When both teams do not have a player available for a match, then no point is awarded to either team. In the example above, team "A" would get the forfeit point for match 4, and neither team will receive the forfeit point for match 5 (they both have no player available).

FORFEITS DURING THE LAST 2 WEEKS:

- a) Any team that forfeits 2 or more matches during either of the last two weeks of play will lose any place standings and prize money they might have been entitled to. This includes disqualification from the wildcard drawing (if applicable). If the team feels the forfeits were beyond their control, they may request a hearing with the LO. All decisions by the LO are final.
- b) If a team forfeits all 5 matches during either of the last two weeks, the spot reverts to a "Bye".

Time Limit for Putting UP A Player:

The team that has the put-up has a time limit of 5 minutes to inform the opposing team who they will be putting up.

SHOT CLOCK:

- a) Player put-ups shall be done within 5 minutes.**
- b) After the break a player has 2 minutes to shoot a ball.**
- c) After the 1st shot, a player will have 1 minute between shots.**
- d) Must be timed from cell phone or another readable device so both teams can see it.**
- e) Failure to shoot according within the time limit will result in ball in hand for the opponent.**

TIME OUTS

Players with a handicap of “3” or lower will be allowed 2 time-outs per game. Players with a handicap of “4” or higher will be allowed 1 time-out per game. Rules questions or clarifications are not considered a time out.

a) If a captain or anyone else on the team calls a time-out it will be charged to the player. A player may call a time-out and the captain may refuse it and it won't be charged.

b) If a player or captain calls a time-out after using their allotted number of time-outs, it will not be a foul until the player actually receives coaching. Once the player has received coaching, it is a foul and results in ball in hand.

c) Time Out Limit - Coaching shall be limited to 2 minutes. The 2 minutes shall apply to the time the players and coach start to confer and will include the time needed to instruct the player. The opposing team captain will keep time starting when all players and coach involved get to the table to confer. At the end of the 2 minutes, all coaching must stop. Continuing to coach beyond the 2 minutes will result in ball in hand.

d) The opposing team must notify the captain that the timer has started. If a team does not notify their opponent that they are being timed, then they cannot enforce the time out limit with ball in hand. Any player on the team may act as the timer.

f) Device must be accessible to both teams to see.

PROTOCOL FOR FOREIGN LANGUAGE SPEAKING TEAMS:

The acting captain of any team must speak and read English. We do not provide interpreters. Captains are expected to be able to read and understand the rule book. Foreign speaking teams may converse in their native language only at a table/booth, or on the sidelines away from the players at the table, and in a manner that the players cannot hear the conversation. You may not call out or converse out loud to your player in your native tongue when he is at the table shooting. If you have called a time out, you may coach your player in your native tongue during the time out only. The captain of the team that is breaking this rule shall receive one warning from the opposing team captain.

1ST WARNING IS TO CAPTAIN

2ND WARNING IS LOSS OF GAME (NOT MATCH)

15

Failure to follow these guidelines will allow the opposing team to file a protest for illegal coaching.

COACHING OF PLAYERS

It is perfectly legal for players to talk to teammates while their opponent is shooting. As soon as your opponent leaves the table and it is your turn to shoot, all conversation with your teammates must stop. When calling a time-out, a player can receive coaching from any person on the team.

a) The person doing the coaching must be a member of the team. Coaching from an outside source will be a foul **RESULTING IN BALL IN HAND**

b) All members of the team may confer together, including the player receiving the coaching. Once an agreement has been made, any person from the team can then advise the player. All coaching must be completed within **2** minutes!

c) If team members attempt to coach from the side, the opposing captain should warn them. If they continue to coach from the side,

1ST WARNING IS TO CAPTAIN.

2ND WARNING IS LOSS OF GAME (NOT MATCH)

d) 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 his opponent's ball, or when reminding him/her to mark the pocket on the 8-ball shot.

e) It is not a foul to offer non-specific encouragement to a player, such as "nice shot", or "take your time", etc. Comments relating to the game, or specific instructions relating to a shot, such as "don't shoot that", "wrong pocket", or "are you sure you want to take that shot", are comments that directly influence the player's next shot, and will be considered coaching.

f) When a player is ready to shoot and a member of his/her team gets up and looks at another pocket, it is considered influencing the player's shot. The first offence will result in a timeout.

16

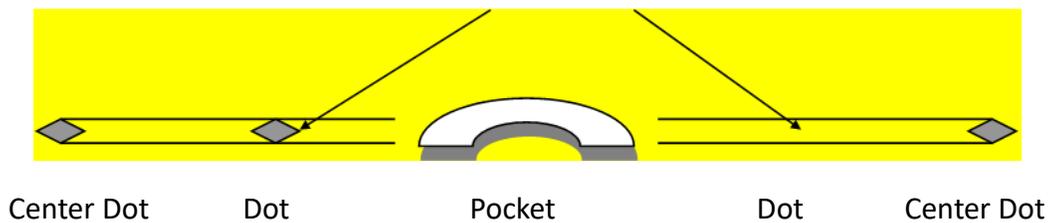
(Unless the player has used his/her allotted timeouts) then it will result in ball in hand. Second offence will result in ball in hand.

g) If a player attempts to shoot the 8-ball, but still has a ball left on the table, any player from his/her team may call out and tell him he still has a ball left to shoot.

FROZEN BALL

This rule applies when the object ball to be struck by the cue ball is frozen to the rail.

The opposing team must call the ball frozen. Once that is done, the player must drive the object ball to a **different** rail, or cause it to hit another ball, which then hits any rail, or drive the cue ball to another rail, after it touches the object ball. You must hit your object ball first. If the cue ball strikes the rail first, or appears to hit both the rail and the object ball at the same time, it is a foul, unless either the cue ball or object ball hit some other rail. When there is any doubt whether the object ball is frozen to the rail, the opposing team should call for the ruling before the player shoots. **No non-player may walk around the table to see if a ball is "FROZEN". Any player on the team may tell his/her player to check to see if the ball is "FROZEN" from the sideline. If the players cannot agree then 1 player from each team may check. If there is still no agreement the game will be re-racked.**



Mark pocket anywhere within the first dot on either side of the pocket.

Examples of what you might use to mark the pocket: coin, lighter, drink chip, book of matches, etc.

MARKING THE POCKET ON THE 8-BALL

Players will no longer use chalk to mark the pocket for the 8-ball. You will use your own "marker" to indicate the pocket for your 8-ball shot. **You cannot use your own personal chalk, or chalk holder (with or without chalk). If chalk is used and the 8-ball pocked, it is a loss of game.**

The marker must be placed either:

- a) On the pocket, pocket lip, or pocket frame, or

17

b) Within the area between the pocket and the first dot from the pocket, in either direction. If the marker falls outside that first dot, the pocket will be deemed “not marked”. If any part of the marker is on the dot it is legal. You are not allowed to physically mark the table or rails using chalk from the cue tip, a wet finger, roughing the felt, etc. This is a foul and results in ball in hand.

If you mark your pocket with keys, cell phone, etc., and they overhang into the playing area or pocket, you run the risk of fouling if your ball hits your marker. It is suggested that you keep all markers on the rail only.

8-BALL GAME RULES

Basic method of playing league 8-ball:

A team shall consist of a minimum of 5 players, and shall not exceed 8 players.

5 players from each team will play one match each, for a total of 5 matches per team per night.

A player may play only one match per night. You cannot play a person on your team more than once a night. If a captain plays a player twice in the same night, the 2nd match played by that player will be forfeited.

First team player put up cannot be changed once announced. Opposing player can be changed up until the balls have been lagged. I.e; captain Sam puts up Charlie. Opposing captain John puts up Rick. Changes mind to Jack before lag has happened. The two players will then “lag” for the break. Loser of the lag racks the balls. Winner of the lag breaks.

During play, the opposing player shall not stand directly at the table while the other player is shooting. He must stand a reasonable distance from the table and refrain from disturbing the other shooter. All players are expected to show courtesy and good sportsmanship towards the other shooter. Failure to avoid disturbing a player during his shot is not a foul, but repeated incidences of this could result in a protest and possible loss of the match.

After the break, if no balls are pocketed, it is an open table to the opposing player. When the 2nd player misses his shot and loses his turn, it is marked as 1 inning on the score sheet (see How to Fill Out a Score sheet).

When a player pockets the 8-ball legally, it is a win of one game. The number of games two players will play per match will be determined by their handicaps, using the handicap chart.

18

Once a player wins the required number of games before his opponent does, it is the end of the match.

The number of matches won each week, plus any bonus pts determines team points.

RACKING – 8-ball must be in the middle of the rack. All other balls may be in any order within the rack, and must be tight (frozen) together. If the breaking player requests, he must receive a re-rack.

LAG – Method used to determine breaking player. Both players shoot any ball except the cue ball from behind the head string to the foot rail and back to the head rail. Closest ball to the head rail wins.

- a) If lagged balls hit each other – lag again.
- b) Pocketing your ball or striking a side rail is loss of lag.
- c) It is permissible to strike the head rail.

THE BREAK – A legal break consists of hitting the first ball or the 2nd ball on either side of the first ball in the rack, and then driving at least 4 balls to a rail or pocketing a ball. **NO SOFT BREAK**

- a) If the rack is not legally broken and there is no scratch or foul, the balls are re-racked and the player breaks again. If the 2nd attempt also results in an illegal break, the balls are re-racked and the opposing player breaks. If, on either attempt, the rack is not legally broken and the player also scratches or fouls, then the balls are re-racked and broken by the opposing player.
- b) The cue ball cannot hit a rail before hitting the rack, but must hit at least one ball within the rack; otherwise, it is a foul.
- c) Double hitting the cue ball on the break is a foul, and the opponent then breaks.
- d) If the cue ball does not make contact with the rack, you may break again. After hitting the cue ball, if you are quick enough, you may stop the cue and break again. You may do this only twice. After the 2nd time of stopping the cue ball on the break, you must attempt a legal break on the third try or else lose the break. This is the only time that you can stop the cue ball in its course.

PLAY AFTER THE BREAK

- a) **Any foul on the break (scratch or cue ball go off the table) gives “ball in hand” (anywhere on the table) to the opposing player and the table is “open”.**

19

- b)** If no balls are pocketed on the break, it is the other player's turn and the table is open. **If a ball is pocketed and no foul has occurred, it is still an open table. If two balls (1 solid—1 stripe) is pocketed, it remains an open table.**
- c)** If, on the break, the 8-ball is pocketed, it is a win, unless the player also scratches, and then it is a loss of the game.
- d)** Once a ball is legally pocketed the player continues with that suit (i.e.: 10-ball – stripes/high) Pocket does not need to be called, only the 8 ball must be called by marking the pocket.
- e)** If one or more of each suit is pocketed, the table is still open till player pockets one suit legally (without foul). If foul occurs the table is still considered open for the incoming player.
- f)** If a player starts shooting the wrong balls, it is up to his opponent to call the foul. If the player realizes his mistake, and returns to shooting the correct balls, a foul has occurred and results in ball in hand. If the player continues shooting the wrong balls and his opponent does not call the foul, he may clear the table and pocket the 8-ball for a win. A player's team members may tell him his mistake before he makes his last shot. **It is up to the opponent to call the foul before the 8 ball is pocketed.**

COMBINATION SHOTS

In order for a combination shot to be legal you must hit your ball first (except the first shot on an open table). The 8-ball is not neutral, and can be used in a combination, but you cannot hit it first. If a player hits his own ball, but pockets his opponent's ball, he loses his turn. This is not a foul, and does not give "ball in hand".

BALLS KNOCKED ON THE FLOOR

If the object ball a player is shooting is knocked to the floor, the ball is spotted, and he loses his turn, resulting in ball in hand. Knocking any other ball, except the cue ball, or the 8-ball, is not a foul. After the player finishes his shot and before he continues shooting, the ball is spotted. If it is the last ball he is shooting, the ball is spotted, and he continues his play. Knocking the 8-ball on the floor is a loss of the game. Knocking the cue ball on the floor is a scratch, or foul, and gives the opponent "ball in hand". When spotting a ball, if the spot is filled, the ball will be placed behind the ball on the spot, and in line with the dot on the table.

WHEN A BALL HANGS ON A POCKET

If a ball (including the 8) that is hung on the edge of a pocket falls before the 2nd player makes his first shot, it will be considered a good shot for the first player and he continues to shoot (if 8 ball it is a win). If the ball falls after the 2nd player makes his shot, it is now too late for the first player to continue. **If the first player's shot results in ball in hand and the second player picks up the cue ball, and the ball drops it is still too late for the first player to continue, except for the 8 ball which will result in a rerack of the game.**

ONE FOOT ON THE FLOOR

One foot must remain on the floor at all times while shooting, unless the playing location cannot provide a bridge stick. If a bridge is available, this rule is in effect with no exceptions. This is not a foul, but the player should be stopped and told to use the bridge.

BALL IN HAND RULE

Any time a player fouls or scratches, the opponent gets "ball in hand". A player may place the cue ball anywhere on the table that he chooses. After placing the cue ball in place, he may move it with his hand, or cue stick. **Only the player** may place the cue ball in position - the coach cannot touch the cue ball.

a) When placing the cue ball in position, the cue ball is ALWAYS LIVE and cannot touch another ball, or it is a foul. This includes the hand holding the cue ball.

b) A player cannot pick up the cue ball until ball in hand has been called and agreed upon. Both players must agree that it is ball in hand. If players cannot agree, then the two captains will agree. If the captains cannot agree, then you will re-rack the game.

c) A player may not pick up the cue ball and hand it to his opponent for a deliberate "ball in hand". If this is done it will be a loss of the game.

d) All balls must come to a complete stop before a player may pick up the cue ball for ball in hand. **Picking up the cue ball before all balls come to a complete stop will result in ball in hand for the opposing player.**

FOULS

Any member of the team may call a foul. All fouls result in ball in hand to the opponent. A foul must be called before the next shot is made by a player. The following fouls result in ball in hand:

21

- a) Not hitting your own ball first.
- b) Failure to hit a rail after contact with the object ball. Any ball, including the cue ball can hit a rail after you hit your own ball first.
- c) Cue ball is pocketed (scratch).
- d) Your object ball has been declared "frozen" (touching the rail) and you fail to satisfy any of the four requirements.
- e) You use a masse shot when house rules forbid it.
- f) You use a jump shot - or "scoop" the cue to jump a ball. Jump shots are not allowed.
- g) If you knock the cue ball on the floor, it is a foul.
- h) If you knock the object ball you are shooting to the floor.
- i) If any ball hits the marker (at a marked pocket), it is a foul. If the ball is pocketed after hitting the marker, it is still a foul. If the ball is the 8-ball, and it is pocketed, it is a loss of game.
- j) Moving the cue ball, when in the process of making a shot, even slightly, in any way is a foul. (i.e.- you miscue and the cue ball moves even slightly). It is not a foul if you accidentally move another ball unless, at the same time, you make contact with the cue ball. All balls that have been moved accidentally during a shot will be moved back to original position when all balls have stopped moving. i.e.- You are attempting to shoot but move a ball **other than your object ball or the cue ball**, and stop your shot, the opposing player will move the ball back to the original position and then shoot, it is not a foul.
- k) If you shoot the cue ball and it fails to hit anything, it is a foul.
- l) The player is the **only person** allowed to place the cue ball during "ball in hand". If the coach or captain touch, move, or place the cue ball, it is a foul.
- m) When placing the cue ball during "ball in hand" it cannot touch another ball. Use care in placing the cue ball in a tight spot.
- n) When making your shot, if the cue ball bounces back and hits your stick (**or bridge**), it is a foul. It is your responsibility to move your stick (**bridge**) out of the way of any moving balls.
- o) Accidentally pocketing a ball before or after shooting, by mistakenly moving the ball with your body, or cue stick, is a foul. If that ball is the 8-ball, it is a loss of the game.

22

- p) No person, including the player can touch any ball on the table. If anyone, including the shooter accidentally or otherwise, moves or touches a ball, during a time-out, it is a foul.
- q) Picking up the cue ball before ball in hand has been called and agreed upon.
- r) Physically putting a mark for your shot on the table or rails by means of chalk, wet spot, roughing the felt, etc.
- s) Continuing to coach after the 2-minute time limit has been called, or coaching after the allotted number of time-outs for that player. Calling out to a player to make a certain shot, or to influence his next shot.

HOW TO LOSE THE GAME:

- a) A player pockets the 8-ball at the same time he pockets his last numerical ball. The 8-ball must be a separate shot.
- b) Pocketing the 8-ball out of turn or knocking it to the floor (includes accidentally pocketing the 8-ball)
- c) Pocketing the 8-ball in the wrong pocket or failing to properly mark the pocket where the 8-ball drops. To mark the pocket, a player shall place a "marker" on the pocket where he intends to sink the 8-ball, within the area between the pocket and the first dot from the pocket in either direction. You **must re-mark** the pocket each time you attempt to shoot the 8-ball, even if it is the same pocket, you marked before.
- d) Scratching the cue ball when shooting the 8-ball.
- e) When a player fouls the cue ball and also pockets the 8-ball.
- f) Deliberately altering the course of the cue ball or the 8-ball before it drops in a pocket or stopping the cue ball or any other ball before it stops moving.
- g) **If you pick up, or manually pocket the 8 ball at any time during the game, with your hand or cue stick, etc. The 8 ball must always be pocketed as a separate, legal shot.**

Note:

If a player attempting to shoot the 8-ball fails to hit the ball, it is a foul, not a loss, and the opponent has "ball in hand". If a player does not mark (or remark) the pocket, and **does not** make the 8-ball, it is not a foul, unless a ball fails to hit a rail. If the 8-ball is pocketed in the

23

wrong pocket, or an unmarked pocket, or in a pocket that was not remarked, it is a loss of game. To be safe, you should make it a habit to always mark your pocket for the 8-ball!

WINNING THE GAME

When a player pockets all of the balls in his group and legally pockets the 8-ball in a properly marked pocket without scratching he wins the game.

EQUIPMENT

NO outside equipment shall be used during league play. If a player tries using a cue ball other than the table supplied cue ball, it will result in a forfeit of that match. Repeated violations of this rule will result in dismissal from the league. NO EXCEPTIONS. **A Bridge is not considered outside equipment.**

MOST COMMONLY ASKED QUESTIONS

BREAKING:

Q. - What is a legal break?

A. - You must hit the first ball or the 2nd ball on either side of the first ball in the rack and drive 4 or more balls to a rail, or pocket a ball.

Q. - What if the cue ball does not hit the rack?

A. - You try again. (see below)

Q. - Can I reach out and grab the cue ball before it hits the rack?

A. - Yes, but you have to do it BEFORE it hits the rack, and you may do this only twice. After the 2nd time of stopping the cue-ball, the rack must be broken or else the opponent breaks.

Q. - If I make a solid and a stripe on the break is the table still open?

A. - Yes. If you pocket a ball on your 2nd shot, that is what you are shooting from that point on. If you miss on your 2nd shot, the table is still open to your opponent.

THE LAG:

Q. - Do we both have to lag at the same time?

A. - Yes.

Q. - Can I use the cue ball to lag with?

A. - No.

Q. - If I pocket my ball, do I lose the lag?

A. - Yes.

Q. - If our balls hit each other, do we have to re-lag?

A. - Yes.

Q. - During the lag, my ball hits the side rail; do I lose the lag?

A. - Yes.

FOULS - WHAT ARE THEY?

Q. - I accidentally touch the cue ball, is that a foul?

A. - Yes.

Q. - I accidentally move an object ball with my hand or cue stick, is this a foul?

A. - No.

Q. - I hit my ball first, but my opponent's ball was the only ball to hit a rail, did I foul?

A. - No.

Q. - By the rule, my opponent called my object ball frozen and I agreed. What do I have to do so that I do not foul?

A. – You must strike the frozen ball first, and then you must do one of the following four things:

- 1) A ball must be pocketed, or
- 2) The cue ball must hit a different cushion other than the cushion the object ball was frozen to, or
- 3) The frozen ball must hit a cushion other than the cushion it was frozen to, or
- 4) Any other ball on the table must hit a cushion.

Q. -My cue ball hits the rail and the frozen ball at the same time and nothing else happens, did I foul?

25

A. - Yes. The cue ball must hit the frozen ball **first** and then it must cause the cue ball or any other ball to hit different rail.

Q. - **Is it a foul for the coach or any other player (other than the shooter) to touch the playing surface of the table?**

A. - No.

Q. - **Is it a foul for the coach or any person other than the shooter to touch or move any ball, even accidentally, including the cue ball?**

A. - Yes.

Q. - **I have ball in hand; can I move the cue ball around with the tip of my stick?**

A. - Yes, but you cannot move the cue ball in the act of actually shooting or practice stroking before shooting.

Q. - **When placing the cue ball on the table, the cue ball touches another ball, is this a foul?**

A. - Yes.

KEEPING SCORE:

Q. - **When do I mark an inning?**

A. - After the 2nd player misses.

Q. - **Does the 2nd player ever change?**

A. - No, the 2nd player is always the player who loses the lag. When filling in the score sheet, the player who WINS the lag is listed first, and player who LOSES is listed 2nd. If the 2nd player wins the game, it is not an inning until he shoots and misses in the next game. If it was the last game of the match, the inning is not marked for the 2nd player.

THE 8-BALL:

Q. - **Does the 8-ball have to go in clean?**

A. - **No**, you can carom it off of another ball, or a rail, but you have to pocket it in the properly marked pocket.

Q. - **Can I make my ball by shooting the 8-ball into it?**

A. - **No**. You cannot hit the 8-ball first if you are shooting one of your balls. (not shooting the 8-ball). You always have to hit your ball first.

26

Q. - Can I use the 8-ball in the middle of a combination?

A. - Yes.

Q. - Can I combination to make the 8-ball?

A. - No. You have to hit the 8-ball first. However, once you hit the 8-Ball, the 8-Ball can then hit another ball before being pocketed.

Q. - I knock the 8-ball onto the floor, do I lose?

A. - Yes.

Q. - My hand or cue stick accidentally knocks the 8-ball into a pocket, do I lose?

A. - Yes.

Q. - I move the 8-ball with my hand or stick by accident, is this loss of game?

A. - No

GENERAL QUESTIONS:

Q. - How far back are non-shooting players to be away from the table?

A. - 6 ft. if area permits.

Q. - Can I talk to my teammates while my opponent is shooting?

A. - Yes, but as soon as your opponent stops shooting and it is your turn to shoot, you must walk away.

Q. - Are jump shots legal?

A. - No.

Q. - Are masse shots legal?

A. - Yes, if the club/bar does not have a sign posted that states "no masse shots".

Q. - Is there a one-foot on the floor rule?

A. - Yes, but only if the club/bar has a bridge available.

Q. - I have no shot; can I pick up the cue ball and hand it to my opponent for ball in hand?

A. - No, that will result in loss of game.

Q. - If I stop the cue ball from scratching in a pocket or pull the cue out of a pocket, do I lose the game?

A. - No. But it is best to let it drop so you don't touch it before it drops.

TUESDAY NIGHT PLAYOFF & PRIZE STRUCTURE

WILD CARD DRAWING – The wild card will be drawn at an open meeting the night after regular season play ended– a representative from each team in the drawing must be present to win.

PLAY-OFFS –Play-off schedule at the end of the session will be as follows:

a) 1st round – 1st place vs. Wildcard team, 2nd place vs. 3rd place

b) 2nd round – Winners of round 1 will play each other for 1st & 2nd place. Losers of round 1 will play each other for 3rd & 4th place.

c) If 2 or more teams are tied at the end of the session, past wins/losses between the 2 teams will decide the winner. If teams are still tied, they will play a Tie-Breaker match under normal rules to determine final placing. Coin toss will decide the home team for that play-off match.

Any tie-Breaker match will be considered a regular season match.

d) Team with the highest number of season wins will be the home team. If 2 teams from the same bar with only 1 table available are determined to be the home team during play-offs, the home team will be decided as follows:

e) The team with the higher number of wins shall be the home team.

f) The team with the lower number of wins shall play at a neutral bar, to be determined by league officials.

g) All play-offs are a race to 3 matches. (No Innings Required)

h) All players will play their number of games according to the handicap chart.

i) The rule for playing handicap limits is still in effect.

j) A player must have played a minimum:

18 Week Schedule – 8 times for to be eligible for playoffs If you play an ineligible player, you will forfeit that match.

28

18 Week Schedule – 11 times to be eligible for Top Player

14 Week Schedule – 5 times for to be eligible for playoffs If you play an ineligible player, you will forfeit that match.

14 Week Schedule – 8 times to be eligible for Top Player

PLAQUE AND PRIZE STRUCTURE – and prize money will be allocated as follows:

a) Division winners - 1st – 3rd place determined by total points at the end (14/18) weeks depending on number of teams.

b) Regular season is 60% of total prize money. Playoff is 40% of total prize money

i) 1st Place – Plaque and 50% of total regular session prize money

ii) 2nd Place – Plaque and 30% of total regular session prize money

iii) 3rd Place – Plaque and 20% of total regular session prize money

c) Play-Off prize structure:

1st place - 40% of total playoff prize money

2nd place - 30% of total playoff prize money

3rd place - 20% of total playoff prize money

4th place - 10% of total playoff prize money.

WEDNESDAY NIGHT PAY-OUT

ALL TEAMS WILL RECEIVE A PERCENTAGE OF MONEY COLLECTED. AMOUNT IS DEPENDING ON NUMBER OF TEAMS

TUESDAY & WEDNESDAY NIGHTS

GHOST RULE

The “ghost” rule allows one player (the “ghost”) to play twice in the same night. Only 2 ghost matches can be used during the regular season and you cannot use a ghost in the last 2 weeks of the regular season or play-offs.

To use the “ghost” rule:

The team must have 5 or more players on their roster and less than 5 available to play that night.

The opposing team must be told prior to the start of the 3rd match that the “ghost” rule will be used that night.

Players of match 1-4 of the team using the “ghost” rule must remain until, and be present at, the start of the 5th match--there is no grace period.

The opposing team will choose the “ghost” player at the start of the 5th match.

When choosing the “ghost” player, the “rule of 23” must be observed. A team can not intentionally cause the opposing team’s player handicap total to exceed 23.

If a 5th player becomes available after the “ghost” rule is called, the “ghost” does not need to be used.

If both teams require the “ghost” rule, all of the above apply and at the start of the 5th match the home team will select the opposing “ghost” player first.

The “ghost” rule can only be used once per night and must be the 5th match. If a team only has 3 players available, match 4 will be a forfeit.

The team not calling the “ghost” rule cannot use a player twice in the same night.

No ghost rule in the last 2 weeks of regular session. (Tuesday & Wednesday Nights)

NO GHOST RULE IN PLAYOFFS. (TUESDAY NIGHTS)

DEFENSIVE SHOTS IN 8 BALL

Some players do not have a clear understanding of what constitutes a Defensive Shot.

A Defensive Shot (also called a Safety) is a shot where there is no INTENT to pocket a ball.

INTENT is the key word and certainly leaves room for judgement. This is why both teams have a scoresheet. It isn't necessary for both scoresheets to agree on the number of DEFENSIVE SHOTS.

If your player did not intend to pocket a ball, mark a Defensive Shot. Note: Innings are marked for every turn, even if it's a Defensive Shot.

Here are some typical situations that are considered Defensive Shots

A player does not have what he feels a makeable shot and decides to leave his opponent in a difficult situation rather than attempt a bad shot. A player shoots one of his object balls softly up near a corner to block his opponent, therefore, not intending to make the ball. A player is well ahead in the game or match and decides to purposely miss a few shots. This is unethical and is a form of cheating, called sandbagging, which could disqualify a player or team. The way to prevent sandbagging is to mark these Defensive Shots.

Here are some examples that are NOT Defensive Shots

A beginner/weak player misses shots while trying to make them. A player is left with a virtually impossible shot but does the best he can to try and make it anyway. A player is left "hooked" (or "snookered"), hidden in such a manner that he is unable to shoot directly at one of his object balls. He "kicks" as best he can, but does not make contact with one of his balls. The scorekeeper must then decide the players INTENT. Did he shoot hard enough to make the ball if he had made contact, (which could NOT be considered a Defensive Shot) or did he shoot just hard enough to get the ball to go to a rail to avoid giving up ball-in-hand (which IS a Defensive Shot). This is a judgement call. Whether or not the object ball goes in the pocket should not be the deciding factor. Whether or not the player INTENDED to pass his turn to the other player on purpose is the deciding factor. Missing on purpose can be ethical or unethical, but that is not the issue.

IF, IN THE SCOREKEEPER'S OPINION,

A PLAYER DID NOT INTEND TO POCKET A BALL, MARK IT AS A DEFENSIVE SHOT

31

NOTES