

City/County Pool League

9-Ball Rules and Regulations 2026

The Game

The game is played with a cue ball and nine object balls. The object balls are racked in a diamond on the foot spot with the lowest object ball at the front of the apex of the diamond and on the spot. The highest ball (usually the nine ball) is placed in the center of the diamond behind the one (or the lowest numbered) ball. The object of the game is to legally pocket the 9-ball.

The Break

The lowest numbered ball must be hit first on the break. Failure to do so results in ball in hand for the opposing player. A legal break consists of driving **two object balls to the rail** or pocketing an object ball. Failure to do so constitutes a re-rack and re-break (if lowest numbered ball is hit first) by the same player until a legal break is made. If the 9-ball is pocketed on a legal break, then the player who broke wins that game.

The Play

Each player must strike the lowest numbered ball on the table first. If this rule is complied with and no foul occurs, then any numbered ball pocketed is considered legal. If the 9-ball is pocketed in this manner, then that player wins that game.

Push Out

After the break shot, the player at the table (if a ball is pocketed, the breaker- if no balls have been pocketed, the opposing player) has the option to either “push out” or to shoot. A push out is a shot which entails pushing the cue ball to an alternate position on the table. The cue ball does not have to contact another ball or the rail. The opponent then chooses to accept the table as is or chose to have the pusher shoot a normal legal shot. The push shot after the break is not a foul and only follows the break. Any failure to make a legal shot following the push shot is a foul.

Scratch on the Break

The opposing player will be awarded ball in hand following a cue ball scratch on the break:

Balls off the Table

- 1) Object balls knocked off the table will be pocketed with the player losing their turn. Giving the opposing player ball in hand.
- 2) If the cue ball jumps off the table, the opposing player will be awarded ball in hand.
- 3) Any ball pocketed when a foul occurs remains pocketed. (see **Scratch on the 9-Ball** page 3)
- 4) If the 9-ball is knocked off the table, it will be spotted on the foot spot. If there is a ball on the foot spot the 9-ball will be spotted directly behind the foot spot, freezing it to the other ball.

Ball In hand

Opposing player will be awarded ball in hand anywhere on the playing surface shooting in any direction following:

- a) Any cue ball scratch
- b) Any cue ball foul or double stroke. (Cue ball foul- if a player disturbs in any manner, the cue ball with his/her hand, body, clothing, cue, etc. he/she has fouled. Also see “Movement of Object Balls” below).

c) Any of the following infractions:

- 1) Failure to strike the lowest numbered ball first. (Except where push out applies).
- 2) Failure to drive any object ball or the cue ball to a rail after contact with the lowest numbered ball first. (If you strike the lowest numbered ball first, any object ball that goes to a rail or in a pocket or cue ball to a rail, constitutes a legal shot and does not constitute ball in hand).
- 3) An object ball frozen to a rail must be driven to another rail or any ball must be driven to a rail after contact between the cue ball and object ball.
- 4) If balls are frozen and the player strokes the cue ball in line with the object ball following through on the stroke, he/she will have double stroked the cue ball, resulting in a cue ball foul.
- 5) If the cue ball is contacted in any way before it comes to a complete stop.

Movement of Object Balls

If prior to contact with the cue ball, a player moves an object ball by touching with hands, clothing, cue, bridge, etc., the balls will be replaced to both players satisfaction. This is not a foul and cannot be called after contact with the cue ball. If after contact with the cue ball, a player disturbs a ball this constitutes a table scratch. Ball in hand is awarded to the opposing player. ***Any intentional sweeping or movement of balls shall result in automatic win for the opponent.***

Jump Shots and Masse Shots

Jump shots and masse shots are allowed only if not prohibited by the establishment. If there are signs stating "no masse or jump shots" then they are not allowed.

One Foot on the Floor

When shooting, the player must have one foot touching the floor. Failure to do so is a foul. Ball in hand to the opposing player.

Ejected Balls

If a pocketed ball rebounds onto the table, it will not be considered a pocketed ball. The ball remains in play where it comes to rest on the table; player loses turn if no other ball is pocketed.

Non-player Interference

If a non-player disturbs the lie of the balls on the table, the players will reposition the balls if possible. In extreme case, the game will be re-racked and replayed.

Scratch on the 9-Ball

If the 9-ball is pocketed and the player scratches, pull up another ball (now designated the 9-ball) and continue play with ball in hand to the opposing player.

Safety Shots

There are no safe shots in the game of 9-ball. Failure to strike the correct object ball will result in ball in hand for the opposing player. (No need to call any shot)

General Information

The summer 9-ball league is part of the City County Pool League. All the officers of the 8-ball league are officers of the 9-ball league as well. The same general rules of the C.C.P.L. 8-ball league apply to 9-ball.

This is a money league. **Each player will be paid \$.50 at the end of the season for each game they have won.** The remaining money (minus administration) will be awarded to regular season,

top shooter and playoff winners. A Finance/awards committee consisting of volunteers from the league will decide the breakdown of the award money.

Fees

The first night of play each player must pay a one-time \$10 league fee, plus a \$1 per game fee (usually \$9 per night). Substitutes are required to pay \$5 of their League fee on the first night that they sub and the remaining \$5 the second time that they sub along with their \$1 per game fee. If a team forfeits or plays short the non-forfeiting team must still pay their own nightly fees to receive their forfeited wins.

Postponements

A **24-hour notice** must be given to the **opposing team captain and League Secretary** for a match to be postponed, and a make-up match must be played within 4 weeks and before the last week of scheduled play. It will be up to the team captains to agree on a make-up match date. Postponed matches must be played where the match was originally scheduled. Failure to abide by this regulation will result in a forfeit for the team responsible for the postponement. Exceptions may be granted by the League Officers.

Team Size

There will be a maximum of 7 qualified players per team. A player may be added to a team with 7 players by permanently dropping a player. **Be sure to note the name of the player to be dropped. Please note the new player's first and LAST names** on the score sheet. Please don't forget the **\$10 league fee and nightly per game fee** for the new player. (See **Fees** above)

Forfeits

Any team which does not show up for a match without first making arrangements with the opposing team forfeits the entire match. Any player not present for their turn in rotation will forfeit the game(s) for which they were not present. Play begins at 7 pm with available players. No changes may be made to the score sheet after play begins except to add to empty slots until the 7:30 grace period deadline. The opposing team will automatically be credited with 6 match wins or their win percentage, whichever is higher for any legally forfeited match. Individual scores will be credited in a similar manner. **Weekly fees must be paid by the non-forfeiting team to receive forfeited wins.**

Grievances

The Officers of the League shall be solely responsible for handling all grievances for the 9-ball League and will have final ruling on all disputes. The Officers of the League can disqualify and bar from the League any player who disregards the accepted and normal courtesies in any way; or for unsportsmanlike conduct of any nature which may be considered detrimental to the outcome of the game or match, the well-being of other participants and spectators or injurious to the reputation of the City County Pool League.

- 1) All grievances must be written on the bottom of the score sheet and must be submitted to the League Secretary by 9:00 pm Tuesday of the same week.
- 2) All grievances will be handled within the week following with a decision being made within ten days.

Score sheets

The score sheet is the responsibility of the visiting team to place in a drop box at the end of the match on Monday night. Use the drop boxes at Bellingham Bar & Grill, Main Street and Glynn's Shamrock Pub. At the end of the match both captains must sign the score sheet. In doing so this means that they agree with the money totals (**count the money**), the score and any other events that happened during the match (9-ball breaks, table runs, grievances, etc.). **If the captain signs the score sheet and a table-run or 9-ball break was not recorded when turned in, then it does not count. Captains, please check the score sheet before you sign it.**

City County Pool League 2026

General League Rules (edited for 9-Ball)

SECTION 5

TEAMS AND PLAYERS:

- 1.) The teams shall consist of 3 players, male or female. All Players must be 21 years of age.
- 2.) There will be a maximum of 7 qualified players per team. A player may be added to a team with 7 players by permanently dropping a player. **Be sure to note the name of the player to be dropped. Please note the new players' First and Last names** on the score sheet.
- 3.) A player transferring from one team to another must be permanently dropped from the previous team. (Not necessary to pay an additional "New Player" League Fee of \$10.00 when transferring to new team). A player may play only **one division at a time** when there are multiple divisions.
- 4.) Any games played by an unqualified player will be forfeited
- 5.) **To qualify for team playoffs a player must have played 36 games with the same team.**
- 6.) At least one player must have played 75% of the season with the team for a team to qualify for the playoffs. To qualify for the Top Shooter playoffs list, a male player must have played a minimum of 60% of the teams scheduled games. A female player must have played a minimum of 40% of the team's games.

SECTION 6

GENERAL REGULATIONS:

- 1.) Practice time on the table to be used for the match will be from 6:00pm to 6:30pm for the home team, 6:30pm to 7:00pm for the visiting team. ***Practice time ends at 7pm sharp.***
- 2.) ***Members present must start play at 7p (Real Time) Grace period will be for members not present and lasts until 7:30.*** Any player not present by 7:30pm shall forfeit all missed games that they were scheduled to play.
- 3.) Substitutions will be allowed only if the sub has been entered on the score sheet by 7:30pm. No roster changes may be made during the match except to add to empty roster slots before 7:30 pm.
- 4.) All matches are to be played on a 4' x 8' table unless otherwise approved by the Rules Committee.
- 5.) A match may be played if at least one player from each team is present.
- 6.) A **24-hour notice** must be given to the **opposing team captain** and **League Secretary** for a match to be postponed, and a make-up match must be played within 4 weeks and before the last week of scheduled play. It will be up to the team captains to agree on a make-up match date. Exceptions may be granted by the League Officers.
- 7.) Any team that forfeits 3 matches will be dropped from the League and be unable to attend League functions. All scheduled matches involving this team will be treated as a forfeit.
- 8.) Each player will pay for their games, plus a fee of \$1.00 per game (usually 3 sets of 3 games totaling \$9) to be forwarded to the League Secretary each week.
- 9.) All players must pay a one-time \$10.00 League sign-up fee on their first night of play (please don't forget this when adding a new player during the season) - can be divided into two consecutive payments of \$5 for subs. **Include first and LAST names of new players.**
- 10.) A team may play a match with all 7 of its qualified players as long as no single player plays more than one match against any single opposing player and each player pays \$3, \$6 or \$9.
- 11.) It is the responsibility of the team Captains to collect all fees and to ensure that they are forwarded to the League Secretary with the weekly score sheet. Visiting team Captain is responsible for turning in the score sheet and money in the envelope provided. Failure to do so will result in a forfeit for the visiting team.

- 12.) All protests or questions of play are to be written on the bottom of the score sheet. The game in question must be completed. All grievances will be handled within the week following with a decision being made within ten days.
- 13.) All forfeits will be scored as follows: forfeiting team – 0 wins, opponent - 6 wins or their percentage, whichever is higher. Individuals will be scored according to their percentage.
- 14.) The drop-off boxes for weekly envelopes are located at Main Street Bar & Grill, Glynn's Shamrock Pub, and Bellingham Bar & Grill.
- 15.) The weekly envelopes should be turned in right after the match as every venue has a drop box. And must be turned in by 9:00 pm Tuesday by the visiting team Captain. Failure to do so will result in a forfeit for the visiting team.

SECTION 7

RULES OF PLAY:

- 1.) There will be a time limit of 5 minutes between games and 1 minute between shots. Failure to comply will result in loss of game on 5-minute limit and loss of shot on 1-minute limit.
- 2.) A 15-second time limit will be allowed on hanging shot's if requested.
- 3.) Any foul must be called by the opposing player only (not teammates), and before the next shot.
- 4.) Any **single playing** team member may coach, but **only at shooter's request**. A player may be coached only **one time per game**. An additional 2-minute time limit is allowed between shots (3 minutes total) when coaching is asked for within the first minute. Any violations of the rule will result in loss of shot.
- 5.) **Any intentional sweeping of balls shall result in automatic win for the opponent.**
- 6.) Team Play-offs are blind draw.

SECTION 8

SPECIFIC SHOTS:

- 1) If you make the **9-ball on the break** and do not scratch, **you win** – if you pocket the 9-ball and scratch you spot the 9-ball (no credit for 9-ball break) and opponent has ball in hand. Please note **9-ball breaks** in the space provided on the score sheet.
- 2) A **table run** is scored any time a player comes to the table with all 9 of the object balls on the table and the player pockets all 9 balls. Please note all **table runs** and **break and runs** on the scoresheet.
- 3) A **jump shot** is legal only when the cue ball is contacted above the centerline. (
- 4) A **masse shot** is when the cue is held above a **45-degree angle**.
- 5) **Jump and masse shots are only allowed if not otherwise posted by the establishment owner**. Any damage to the table will be the responsibility of the shooting player
- 6) A **push shot** occurs when the **cue tip remains in contact with the cue ball while the cue ball is in contact with the object ball**. This is a **cue ball foul** and constitutes ball in hand. To avoid a foul, **shoot at any 45-degree angle off the centerline of object and cue ball**.

Officers:

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