



PCL “8-BALL” RULES GUIDELINES AND INFORMATION – (Current 9-15-2011)

League Operators: Deb and Bob Winter – 303-477-2333

www.playerschoicepool.com

I. General Rules and Information

- A. Rule #1.....KNOW THE RULES!
- B. **PATCH THE 8-BALL POCKET:** If your league requires you to place a marker at the pocket you intend to pocket the 8-ball in, then you must comply.
- C. **RACKING:** The BCA and the VNEA have gone to **“Rack your own rack”** at the Nationals in Las Vegas. This means that if you are breaking, then you would pay and rack your own rack. We will incorporate this rule for all league play so all players are familiar with it.
- D. **BALL-IN-HAND:** All Leagues are played in a “Ball-In-Hand” and Call Pocket Format.
- E. **Ball in Hand Fouls. Only the players at the pool table can call Fouls or tell their opponent to Patch the Pocket. Captains and other players not playing have “NO RIGHT TO INTERFERE”.**
- F. If a Foul has been committed, the incoming shooter **“MUST”** confirm the foul with the shooter before picking up the Cue Ball. If this is not done then it is Ball in Hand back to the original shooter if the player calls it.
- G. **Placing the Cue Ball during a Ball in Hand Foul**
- H. While the Cue Ball is in your hand it would be a “Foul” if while placing the Cue Ball you accidentally touch another ball on the table with that hand or the Cue Ball.
- I. **Start Times may vary from league to league, 7:00pm for most leagues.**
- J. Cost for each player per night is from \$5.00 to \$15.00 plus quarters (dues will vary on some nights).
- K. League matches of the 15, 16 or 20 game format will be played on one table.
- L. The **25-game format** will need to use 2 tables. If a house does not have a 2nd table available for the 25-game format, then that team may have to move to a different house to abide by the 2 table rule.
- M. **All players MUST pay the sanction/admin fees** that are due for the league they are playing on. The Players Choice Pool Leagues sanctions with the following National Organizations: BCA Pool Leagues (BCA); and Valley National 8-Ball Association (VNEA). Some of our leagues are dual sanctioned, so check with your captain to see what you owe for the league session you are currently playing on (***ALL PLAYERS ON EVERY TEAM MUST PAY THE SANCTIONS, OR THE FEES MAY BE REMOVED FROM THE TEAM'S PAYBACK AT THE END OF THE SESSION.***)

II. Dues, Sanctions, Late Player(s), STALLING, No Show players and Forfeits

- A. Your nightly dues **MUST** be paid each night you play or you risk having your games considered forfeits.
- B. **NO CHECKS** will be accepted for nightly dues, sanction fees or tournament entry fees - cash only.
- C. Player Sanction Fees **MUST** be paid on your first night of play:
 - 1. Players and Subs are required to pay a yearly sanction fee, which is good from June 1 to May 31. The amount of the sanction fees depends on which organizations we will be sanctioning your league with.
 - 2. If your sanction fee is not paid, you will not be eligible to play in “any” local, regional or national sanctioned events and your sanctions will be removed from the end of league paybacks.
- D. We will not sanction players after March 1st in that league season, but we will start sanctioning leagues again after June 1st.
- E. Forfeits, Late Players, Stalling, No Show Players and Re-scheduling matches
 - 1. Late Players and Starting on Time:
 - a. In the event you are going to be late, please inform your captain as quickly as possible so they can try to find a sub for you.
 - b. You can start and play the whole match with three (3) or more players, but if three (3) players are not ready by forfeit time, a team forfeit may be implemented. We are here to play pool, and players will be given all the chances possible to participate in this league, but Rules are in place to protect the players and teams who do comply on a regular basis. Please, **YOU MUST** contact the league operator before you forfeit the team!

2. A player that is late will fall under the *“Courtesy Rule”* (as follows):
 - a. 3 & 4 Round formats (played on 1 table only): Players have until the last game ends in the 2nd Round before they forfeit the game(s) prior to that round (*There is not a time factor for a late player*). They will also forfeit each additional round that they are not present.
 - b. 5 Round formats (or more): Players have until the last game ends in the 3rd Round or 8:00 pm (*this is for the 7:00 pm start time*), whichever is later before they forfeit the game(s) prior to that round They will also forfeit each additional round that they are not present.
 - NEW-----
 - c. **STALLING** of the next game due to late player(s): Once the first game of the night has started (If there are 3 players, the match **MUST START**, if not 3 players by 7:30, then it is a team forfeit.) there will be a maximum of 2 minutes for the next game to be racked and broke. If the *“Stalling Team”* has not completed this task, then that game will be forfeited. Due to abuse there will be no tolerance to Teams trying to Stall or to players who are constantly late. We understand that things happen and once in awhile someone is going to be late, but for regular league play it is better to get players who can make it on time. Thank you for your understanding!
 - d. **WARNING: IF WE GET A PHONE CALL ABOUT YOUR TEAM STALLING, WE MAY FORFEIT THE REST OF YOUR GAMES FOR THE NIGHT!**
3. **NO SHOW** Scoring and Handicapping:
 - a. If a player forfeits 1, 2, or all of their games, the games not played will be marked as a *“NO SHOW”*. Use the average of one of your regular players who did not show, or who has the highest average and has played the most number of weeks to determine total team points for handicapping. If this is not done correctly, the league office will correct the scores.
 - b. Players on the opposing team who are scheduled to play the *“NO SHOW Player”* will receive a score of *“10”* and the NO SHOW player will receive a score of *“4”*. Nightly dues still need to be paid for the players that don’t show up. If not paid, dues will be removed from your league end payback.
 - c. If the player shows up late and can play the last game or two of the night, they will come in with their normal average and play the final games according to league rules.
4. Options for missing players:
 - a. If you are short players, the options are as follows:
 - i Find a Substitute (they will need to pay the Sanction Fees and Nightly Dues).
 - ii Play your match with 3 or more players. All nightly dues must still be paid.
5. Team Forfeits:
 - a. If your team fails to show for a scheduled match, you will be forfeited. (No Call, No Show = Forfeit).
 - b. If you are forfeited, each player on your team will receive 0 points (you are still required to pay your nightly dues). The opposing team will pay their nightly dues and receive a minimum score of 200. This is determined by Total Team Average + Handicap = 200. Handicap is determined by taking 200 minus Team Average. If team average is higher than 200, then the team will score the total of the team average and receive a win for each game they should have played. (15-game format is 120 pts).
 - c. If you show up after 7:30 pm, you can be forfeited.
 - d. Once your team has forfeited a match it **CANNOT** be made up at a later date.
 - e. If your team forfeits three times in a league season, you may be dropped from the league and all monies will be forfeited.
 - f. If your team forfeits on the last night of league play and your nightly dues are not paid by the end of that night, your team *may* be dropped from the league and all monies *may* be forfeited and distributed back to the teams remaining in the league. **DO NOT MISS THE LAST NIGHT OF PLAY.**
6. Re-scheduling Matches: (*no make ups after the last night of league play*).
 - a. You have two (2) weeks to make up scheduled matches; teams will work together with league operator to get these matches played.
 - b. Failure to make up a match may cause both teams to be forfeited.
 - c. Failure to show up for a make-up match will result in a forfeit.

F. HANDICAPPING - Regular/Substitute Players:

1. Handicap will be based on a player's average for that league session.
2. Averages will be figured after the third night of league has been played. You do this by taking the Total Score and Divide it by the number of games played. If there is a decimal of .5, you round up to the next highest number.
3. Total up the Average for each team and the team with the lower Average receives the difference as their Handicap points per round.
4. All leagues will be 100% Handicapped by points, unless otherwise noted.

G. Regular & Substitute Players and Team Rosters:

1. You must call the league operator to add any new player who is not on your original roster.
2. A substitute becomes a regular player on a team after playing three weeks for the same team.
3. Once you become a regular player you may not substitute on another team in that league.
4. There is no maximum number of players you can have on your roster.
5. New players not on the original roster brought into the team during the last 2 weeks of play must play with an average of 9 or higher for the remaining weeks (no exceptions). All Sanctions must be paid.

III. Season Standings, Scoring and Player Recognition

A. Your team's position in the league is determined by:

1. Either Total Points plus Handicap, Most Rounds Won or Games Won (depending on the league format), will determine the winner of league.
2. In the event of a tie in a Total Points based league, the tiebreaker then goes to Total Games Won. If that is also a tie, the next tiebreaker will be Total Scratch Points scored. If that is a tie, there will be a playoff to determine the winner.
3. *The End-of-League Awards Ceremony and Tournament* can only be held at a location that meets the following criteria:
 - a. Has 4 or more tables for a session with 8 or more teams and 3 or more tables for a session with 6 or less teams.
 - b. Houses with only 2 tables cannot feasibly handle the time constraints of the tournament and the needs of the players to run an efficient and professional tournament.
4. *The Top Shooters* are determined by the Total Games Won (then Total Points in the event of a tie).
5. *Top Lady Shooter* must have played at least 75% of the scheduled matches.
6. *Top Averages:* A cash award may be given to Top Average Players, but they must have played 75% of the league to qualify for Top Average. Top Shooters cannot be awarded a Top Average award.
7. ERO's (8-ball run outs) or Table Runs (TR) within a league session "may" be awarded. A run out is considered an ERO or TR when:
 - a. You Break and Run
 - b. Your opponent Breaks and Scratches, then you have Ball-in-Hand behind the head string and you proceed to run the table through the 8-ball (regardless of how many balls were made on the break)
 - c. Anytime you come to the table and there are 15 balls on the table and you run through 8-ball and win.
 - d. Everything is done without a foul and the 8-ball is pocketed legally

B. Most 8-Ball / 9-Ball Breaks and 10-0's earned in each league "may" be awarded.

IV. Player Conduct (When it's not your turn – SIT DOWN AND BE QUIET)

A. UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED

B. Concession of Game

1. Acknowledging the end of the game, prior to legally pocketed the 8-ball (or 9-ball):
 - a. The handshake, any verbal notes that the game is over: "It's all yours now", "good game", etc...
 - b. Hanging up your stick in plain view of the shooter, or slamming your stick against anything in disgust because you are about to lose the game (Sharking technique)
2. The act of breaking down your cue stick before the game is over (breaking down your cue when it is your turn at the table is not a concession of game, only when it is your opponent's turn).

3. Disputes over the game (anyone on each team can act as a referee for a shot if called to the table prior to the shot by the opponent and/or shooter):
 - a. If the dispute is about a foul on the shot and no referee was called to the table, the shot goes to the shooter. Please explain the foul to the shooter and remember to ask for a referee the next time there is a questionable shot. Refer to the Rules Handbook and if there is still a question about a ruling, confirm it with the league operator.
 - b. The two players that are involved in the game should try to resolve any disputes between themselves.
 - c. In the event, the two players cannot resolve the dispute then both team captains will attempt to resolve the dispute.
 - d. In the event the two players and captains cannot resolve a dispute they must call the league operators.
 - e. REMEMBER, courtesy and cooperation is the best policy. Sometimes you may just have to decide to replay the game so that it is fair to everyone involved.

C. Verbal Confrontations

1. No derogatory comments or statements will be made towards any league player
2. You are responsible for the actions of any guests that accompany you to league

D. Sharking (any deliberate actions in the attempt to distract your opponent)

1. Stay clear of the table while any player is shooting. You should be at least a Cue Length away from the table at all times.
2. Don't make unnecessary noises while anyone is shooting.
3. Don't throw or slam any objects, including Cue Sticks, Balls, etc.
4. No raking of the balls in the middle of a game. This is unsportsmanlike conduct and will result in a loss of game.

E. Absolutely No Physical Contact

1. Physical contact with unfriendly intent will result in expulsion from the league.
2. In addition, you may be subject to criminal prosecution and all paid league monies will be forfeited.

F. Penalties for Unsportsmanlike Infractions

1. You will receive a verbal explanation of the infraction and a note will be placed in your records about the infraction (Physical Contact is Excluded).
2. Further infractions may result in suspension or expulsion from the league.
3. The above are Guidelines and may be changed at any time. Expulsion could be immediate!

G. No Coaching

1. ***There are NO TIMEOUTS - DO NOT GIVE ADVICE TO YOUR SHOOTER!*** (We will have specific leagues that allow timeouts. If you are interested in a more casual league, let us know).
2. Coaching Fouls are normally a "Ball in Hand Foul" and could cost you the game. If someone on your team blurts out instructions that could change the way the shooter shoots a shot, then that could be a coaching foul...and you are "BUSTED" for Coaching. This is a "Ball in Hand Foul".
3. Don't tell your player to Mark the Pocket. That is also a coaching foul and will result in Ball in Hand to the opponent.
4. Notification of a Foul by a team member will result in a Foul the other way.
5. **IF IT'S NOT YOUR TURN AT THE TABLE, DO NOT BE TALKING TO ANYONE AT THE TABLE, YOU MIGHT SAY SOMETHING WRONG!!**
6. Only the two people at the table can give any advice or call a foul!

V. Rule Clarification for normal 8-ball league rules.

- A. 8-Ball on the break is not a win or a loss. (Option is to spot the 8-Ball and the breaker continues shooting an open table, or re-rack and the breaker re-break). Rules used by the BCA, VNEA & ACS.
- B. 8-Ball on the break with cue ball scratch. (Opponent has the option to spot the 8-Ball or re-rack and break)
- C. If the 8-Ball is shot off the table at anytime, it is a loss of game.
- D. Object balls shot off the table (excluding the cue ball) will be pocketed. This is a foul and results in a "ball in hand" for the opponent.

- E. Incidental contact pocketing a ball will result in the opposing shooter having the option of leaving the ball where it lies (in the pocket) or having the ball put back where it originally was (someone would need to open the table).
- F. This is not a Ball-in-Hand foul. If it were the 8-ball, it would be restored.
- G. If the Cue Ball or any other ball is rolling toward a pocket, do not put your hand in the pocket to catch the ball or it will be a Ball in Hand Foul. Let the ball fall into the pocket!!
- H. Cue ball off the table during the break results in a ball in hand behind the head string.
- I. Cue ball off the table during the game is a Ball in Hand foul (if you made the 8-ball it is a loss of game).
- J. If you are shooting at the 8-ball and you scratch without making the 8-ball, it is not a loss of game. The opponent will have Ball in Hand and the game continues until the 8-ball is pocketed. This Rule now applies to the ACS, BCA and VNEA Leagues.
- K. Remember! Only the players at the table can call the game!
- L. It is not a foul to play a safe and pocket an object ball (just make sure your opponent heard you call "safe").
- M. Unlimited Legal Safeties are allowed; this is a game of skill and strategy.

WHAT IS A LEGAL SAFETY?

After you strike the Cue Ball (one time only), the Cue Ball must contact one of your group of balls. After contact ... ANY Ball must hit a rail or be pocketed! You may call a "Safety" and pocket one of your balls, but you must make sure your opponent heard you. After executing a Legal Safety your turn at the table is over.

- N. *THERE ARE NO TIME OUTS* (This includes Scotch Doubles, unless otherwise noted)
- O. *STALEMATE GAME*: If after 3 or more turns at the table by each player, they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked and the original breaker will break.
- P. Push shots are a foul:
 - 1. This applies when the Cue ball and the Object ball are FROZEN SOLID TO EACH OTHER, and/or when there is a SMALL GAP BETWEEN THE CUE BALL AND OBJECT BALL (in the BCA & ACS you can shoot through the shot when they are frozen).
 - 2. It is suggested that you attempt to shoot away at an approximate 45-degree angle, or Jack-up (and away) at a 45-degree angle (these figures are approximate and do not ensure a double hit will not happen).
 - 3. In League play, THIS WILL BE CONSIDERED A GOOD ATTEMPT to get a good hit. (This is done to help reduce the arguments about this shot!)
 - 4. In Tournament Play, it is recommended that you call a referee to watch the shot and the referee's call will be final. If there is no Referee called, then the shot is good.
- Q. If using a pocket marker to patch the 8-ball pocket then the pocket marker must be between the pocket and the second diamond (not touching the second diamond)
- R. The 8-ball is neutral after the break until a suit is declared (VNEA league only).
- S. It is a foul to pick up the cue ball before all the balls have stopped moving.
- T. If you move an object ball while you are preparing to shoot, you must give your opponent the option to move the ball back to the original position. **Moving two or more balls is a foul.**
- U. If you move an object ball at any time and it touches the cue ball, it is a foul.
- V. If you move a ball while stroking and the cue ball ends up occupying the moved balls space, that is a ball-in-hand foul, because it altered the normal play of the game, therefore eliminating the move back option.
- W. Make sure that it is clear to your opponent where you intend to pocket your ball. Call all combinations, banks, or any shot that may not be obvious. You may want to make sure they acknowledge that they heard.

VI. Captains Responsibilities

- A. Make sure to COMPLETELY fill out your score sheets each week. This includes the date, your team name, players first and last names, etc.
- B. All players must sanction with the league on their first night of play
 - 1. Have each of your players completely fill out the "Player Membership Form". If you don't have a form, we need at least their full name, address and phone.
 - 2. Send in the required sanction fee per player on the player's first night of play (for sanctioned leagues only).
- C. Make sure your players receive all documents (if you need more copies of anything, call us).
 - 1. League Schedules
 - 2. Tournament Schedules and sign-up sheets
- D. Have your players read:
 - 1. General Information and Rules (this document)
- E. Make sure you have a copy of your players contact information
- F. HOME TEAM CAPTAINS: you are responsible for the following:
 - 1. Making sure all money is collected and put into the envelope to be turned in that night
 - 2. Make sure the white copy of the score sheet is in the envelope and legible and signed.
 - 3. All New player sanction fees are paid, player forms and monies are in the envelope
 - 4. The envelope is sealed and handed to the Bar Manager or Bartender on duty. The house is now responsible for the Envelope and the money inside it. Please make sure to know who you gave it to.
 - 5. You are responsible for this envelope and the money in it! If you don't trust a situation, we can meet with you or make other arrangements – just let us know!
- G. Shortages
 - 1. All shortages are the responsibility of the Home Team Captain.
 - 2. If we count the "sealed" envelope and it is short, the Home Team Captain is responsible for the shortage.
 - 3. If we can determine to whom the shortage belongs to, then that party will pay for the shortage.
 - 4. Contact us regarding any shortage, and make sure the reason for the shortage is noted on the envelope!
- H. Minors
 - 1. Most of the league locations do NOT allow minors to be there after a certain time. It is the team captain's responsibility to call the house in advance to get permission. Always have a sub available for just in case.
- I. Inclement Weather
 - 1. If the weather is bad enough that teams can't make it to league play, that night will be moved to the end of the league schedule or makeup matches will be played as early as possible.
 - 2. If both teams can make the match, they may play the match and the results will stand firm
- J. Disputes and Protests
 - 1. Captains are responsible for resolving all disputes. If a dispute cannot be resolved, the League Operators need to be contacted to help settle the dispute. It is very difficult to settle anything "after-the-fact", so if there is any question or concern – PLEASE CALL. In the event that you do NOT agree with the League Operator's ruling, you have the right to file a formal protest.

This Document cannot cover all situations that may occur during league play. If something comes up that you don't understand or have a question on, please call us and we will do our best to answer the question or resolve the situation at hand. Under no circumstances does any player in this league or any other league have the right to make any changes to any rules found in this document or the official BCA, ACS or VNEA Rules Book.

Thank you for playing with the Players Choice Pool Leagues.

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