

GENERAL “8-BALL” RULES AND INFORMATION – (Current 8-30-2009)

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 (VNEA only) No Exceptions – No Arguments. If it is not patched and you pocket the 8-ball ... You Lose the Game! (If the league is BCA or ACS sanctioned, it is not necessary to patch the 8-Ball pocket).
- C. **Only the players at the pool table can call Fouls or tell their opponent to Patch the Pocket. Players not playing have “NO RIGHT TO INTERFERE”.**
- D. All Leagues are played in a “Ball-In-Hand” Format.
- E. League matches of the 15 or 16 game format will be played on one table.
- F. 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 accommodate the rest of the players who are playing out of a house that does have 2 tables. The 25 game format takes over 4 hours and a late night is not preferred by the majority of the league.
- G. 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: American CueSports Alliance (ACS); BCA Pool Leagues (BCA); and Valley National 8-Ball Association (VNEA). Some of our leagues are dual and triple 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 WILL PAY THE SANCTIONS, OR THE FEES WILL BE REMOVED FROM THE TEAMS PAYBACKS AT THE END OF THE LEAGUE**).
- H. ALL Tournament requirements must be completed by the “Deadline Dates” for Regional and National Events (not the week of the event).

II. Players Choice Pool Leagues - Standard Information

- A. Play begins at 7:00 or 7:30pm REAL TIME, Forfeit at 15 min after start time (different nights may start at different times).
- B. Cost for each player per night is \$8.00 or \$10.00 plus quarters (nightly dues may vary on some leagues).
- C. If you are racking, you pay the quarters (no waiting for the other player to give a coin).
- D. Your nightly dues **MUST** be paid each night you play or you risk having your games considered forfeits.
- E. **NO CHECKS** will be accepted for nightly dues, sanction fees or tournament entry fees.
- F. Player Sanction Fee (any unpaid fees or dues may be removed from any league paybacks):
 - 1. Each player is required to pay a yearly sanction fee, which is generally 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.
 - 3. All substitutes are required to pay the sanction fee the first night they play.
- G. No player may sanction in the league after March 1st in that league season.
- H. Forfeits, Late Players, 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.
 - b. If you cannot reach your team captain, then call the house you are supposed to be playing at and let someone from the opposing team know you are on your way or contact the league operators.
 - c. You can start and play the whole match with three (3) or more players, but if three (3) players are not ready by 15 minutes after the scheduled starting 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 contact the league operator before you forfeit the team!
2. Players that are late will fall under the **“Courtesy Rule”** (as follows):
 - a. 4 Round formats (or less): Players have until the last game ends in the 2nd Round before they forfeit the game(s) prior to that round (*or 1 hour after starting time, whichever is later*). 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 before they forfeit the game(s) prior to that round (*or 1-1/2 hours after starting time, whichever is later*). They will also forfeit each additional round that they are not present.
 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 is not there, 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. **Match Play:**
 - 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 Forfeit if you have only 2 players. All Nightly Dues are still required for all players.
 - iii Play your match with 3 or more players. All nightly dues must still be paid.
 - iv In-House Only: Missing players have only 1 week to make up a missed set of games, if the missed games are not made up the next week they will be forfeited.
 - v Call league operators to approve re-scheduling of an entire match (at least 24 hours in advance).
 - vi Call opposing team captain to re-schedule match.
 - vii This option should only be used if all other options are exhausted.
 - viii If you fail to show up for a re-scheduled match, it is a forfeit.
 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.
 - c. If you are more than 15 minutes late, 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. (Examples for re-schedule: Blizzard and nobody can get where

- they need to go, death in the family and multiple members of the team will be attending services, all members of the team were in a sledding accident and all their arms are broken, etc.).
- b. Failure to make up a match will cause both teams to be forfeited. Both teams will get 0 points and 0 rounds won. If the league fees are not paid for the missed matches, the money will come out of the team payback at the end of the league.
 - c. Failure to show up for a make-up match will result in a forfeit.
 - d. NOTE: Any re-scheduled matches will be played with the current averages. The entire league will not be re-calculated using any new averages. New players on that night will determine average that night.
- I. **HANDICAPPING - Regular/Substitute Players:**
1. Handicap will be based on a player's average for that league session.
 2. Averages will be figured on the first night or the third night, depending on the league. 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. For some leagues there is a maximum of 3 handicap points per player, per round. Five players would be a maximum of 15 points per round. Some leagues will be 100% Handicapped by points.
- J. **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).
- K. **Season Standings / Scoring and Player Recognition:**
1. The most rounds won, total points plus handicap or games won (depending on the league format), determines the winner of league.
 2. In the event of a tie, the tiebreaker then goes to the total games won. If that is also a tie, the next tiebreaker will be total scratch points scored. If that is also a tie, there will be a playoff to determine the winner.
 3. The End-of-League Awards Ceremony and Tournament is generally held at the location of the team that won the league, but the location MUST have at least 3 pool tables.
 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. ERO's (8-ball run outs) within a league session "may" be awarded. A run out is considered an ERO 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
- L. Most 8-Ball / 9-Ball Breaks earned in each league "may" be awarded.
- III. 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
 - b. Any verbal notes that the game is over: "It's all yours now", good game, etc...

- c. 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). Do not break down your cue.
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 disputes 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. Not staying clear of the table while the player is shooting
 2. You should be at least a Cue Length away from the table at all times
 3. Badgering or harassing the shooter
 4. Making unnecessary noises while anyone is shooting
 5. Throwing or slamming of any objects, including Cue Sticks, Balls, etc.
 6. Raking the Balls in the middle of a game is a loss of game and unsportsmanlike conduct
- 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. Your second infraction will result in suspension from the league
 3. Your third infraction will result in permanent expulsion from the league
 4. 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. Don't tell a player to mark the pocket, because it will result in a foul.
 3. Notification of a foul by a team member will result in a foul the other way.
 4. IF IT'S NOT YOUR TURN AT THE TABLE, DO NOT BE TALKING TO ANYONE AT THE TABLE, YOU MIGHT SAY SOMETHING WRONG!!
 5. Only the two people at the table can give any advice or call a foul!

IV. Rule Clarification

- 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).
- 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: the opposing shooter has 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, but it would be a loss of game if the ball pocketed were the 8-ball.
- G. However, if the player catches the ball before it falls into the pocket, “IT IS A BALL IN HAND FOUL”. Why? Because a player cannot grab a ball that was incidentally contacted without the permission of their opponent. The opponent may place the ball back in its original position as close as possible, or put the ball on the edge of the pocket it was rolling towards and take the cue ball-in-hand.
- 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, it is not a loss of game. The opponent will have Ball-in-Hand and the game continues until the 8-ball is legally pocketed. This Rule now applies to the ACS, BCA and VNEA Leagues; VNEA is new as of May 2008.
- 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 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 when there is a SMALL GAP BETWEEN THE CUE BALL AND OBJECT BALL (VNEA only, 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, total (these figures are approximate).
 - 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; the referee’s call will be final. If there is no Referee called, then the shot is good.
- Q. If the league is VNEA sanctioned, then not marking the pocket on the 8-ball is a loss of game (official league pocket markers are recommended, but if they are not available just find something else to use.)
- R. The pocket marker must be between the pocket and the second diamond (not touching the second diamond)
- S. The 8-ball is neutral after the break until a suit is declared (VNEA league only).
- T. It is a foul to pick up the cue ball before all the balls have stopped moving.
- U. 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 2 or more balls is a foul.
- V. If you move an object ball at any time and it touches the cue ball, it is a foul.
- W. 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.
- X. 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.

V. 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. Fill out the Team Roster form and turn it in with your regular league envelope on the first night of the league. Keep the copy in your league packet for your reference.
- C. All players must sanction with the league on their first night of play
 - 1. Fill out "Player Membership Form"
 - 2. Send in the required sanction fee per player on the player's first night of play (for sanctioned leagues only).
- D. 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
- E. Have your players read:
 - 1. General Information and Rules (this document)
- F. Make sure you have a copy of your players contact information (See Team Roster)
- G. HOME TEAM CAPTAINS: you are responsible for the following:
 - 1. Making sure all money is in 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 forms and monies are in the envelope
 - 4. The envelope is sealed and turned in to the proper place
 - 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!

H. Shortages

- 1. All shortages are the responsibility of the home team captain
- 2. If we cannot determine whom the shortage belongs to, the home team captain will be responsible for the shortage.
- 3. Contact the League Operators regarding any shortage, or at least make sure the reason for the shortage is noted on the envelope!

I. 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.
- 2. Always have a Sub ready in case the Minor is not allowed to play.

J. 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.
- 2. If both teams can make the match, they may play the match and the results will stand firm

K. 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. File your "written" protest with the League Operator and include a \$20.00 fee. If the protest ends up in your favor, the \$20.00 fee will be refunded.

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 have the right to make any changes to any rules found in this document or the official BCA or ACS or VNEA Rules Book.