

GENERAL “9-BALL” RULES & 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. Only the players at the Table can call Fouls. Players not playing have “NO RIGHT TO INTERFERE”.
- C. 9-Ball leagues are all Slop and are played with the Ball-in-Hand Format (foul = ball in hand).
- D. No one under 18 years of age may play in the league (unless authorized by the league).
- E. League matches can only be played on one table. (Unless league operators determine otherwise.)
- F. 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 (BCAPL); 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 are required to pay the sanction/admin fees or the fees will be removed from the team’s payback at the end of the session*).
- G. ALL Tournament requirements must be complete 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 7:30pm REAL TIME (different nights may start at different times).
- B. Cost for each player per night is \$8.00 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 1st to May 31st. The amount of the sanction fees depends on which organizations we will be sanctioning your league with.
 - 2. If you sanction fee is not paid, you will not be eligible to play in any local, regional or national sanctioned events and your sanction fees will be removed from your end of league paybacks.
- G. Forfeits, Late Players, No Show Players and Re-scheduling matches:
 - 1. In the event you are going to be late, please inform your captain.
 - 2. 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.
 - 3. You must start league play if you have two (2) or more players ready to go.
 - 4. If two (2) players are not ready by 15 minutes after scheduled starting time, a team forfeit may be implemented (all team dues still need to be paid). If players are on the way, start with who you have. Forfeits will begin after game 9, 18 and 27 have been passed. 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!
- H. Players that are late will fall under the “*Courtesy Rule*” as follows:
 - 1. Late Players have until 8:30 (real time, we will use our watch to settle disputes) to show up. After 8:30,

they will forfeit all games from prior rounds but will be allowed to play any games in the current rounds that are not yet finished. Please get there on time.

2. **“NO SHOW” scoring and handicapping:** If a player forfeits 1, 2, or all of their games, the games not played will be “NO SHOW’s”.
 3. If there is a NO SHOW player, the average will be zero (0) and you will cross of the highest Average of a player on the other team before you figure handicaps.
 4. Each of the players playing a “NO SHOW” player will score 10 points for that game.
 5. If the player shows up late and can play the last games of the night, they will come in with their normal Rank or Average and play the final games according to league rules.
 6. If you are short players, the options are as follows
 - a. Find a Substitute (they will need to pay any sanctions and nightly dues)
 - b. Forfeit if you have only 1 player. All Nightly Dues are still required for all players.
 - c. Play your match with 2 or more players (All nightly dues must be paid for all players)
 - d. Call league operators to approve re-scheduling of an entire match (at least 24 hours in advance)
 - e. Call opposing team captain to re-schedule match
 - f. This option should only be used if all other options are exhausted
- I. Forfeits:
1. If your team fails to show for a scheduled match, you will be forfeited. (No Call, No Show = Forfeit)
 2. If you are forfeited, each player will receive 0 points (you are still required to pay your nightly dues to remain in the league).
 3. The opposing team will pay their nightly dues and receive 6 points per game played. No Handicap will be included with this score. (162 Points total for the Team, based on a 27 game format), each player will receive a win for each game they should have played. And the Team will win “All Rounds” for the night.
 4. If you are more than 15 minutes late, you can be forfeited (See “*Courtesy Rule*” above).
 5. Forfeits may not allow your team to make up the match at a later date.
 6. If your team forfeits three times in a league session, you may be dropped from that league session and all monies will be forfeited.
 7. 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 will be considered dropped from the league and all monies will be forfeited and distributed back to the teams remaining in the league. Please do your best to bring at least 2 players to play and pay your total nightly dues on the last night of league.
- J. Re-scheduling Matches:
1. You have two (2) weeks to make up scheduled matches; teams will work together with league operator to get these matches played. (Examples why you might need to 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 their arms are broken, etc.).
 2. 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. If the team refuses to pay, they will be dropped from the league and all monies will be forfeited.
 3. Failure to show up for a make-up match will result in a forfeit.
- K. SCORE SHEETS: Home Team Captain will fill out Score Sheet first with player Names, Numbers and Averages (if available). Then the Away Team will do the same. There is no particular order that the players need to be placed on the score sheet.
- L. SCORING: Players get 1 point each for the 1-3-5-7 and 6 points for pocketing the 9-ball, 10 points Max.
1. 9-ball on the break is worth 10 points. MAKE NOTE ON THE SCORE SHEET OF “9BB”
 2. A legal and early 9-ball is worth 6 points and the game is over, point balls not pocketed are not scored.
 3. If a player fouls and pockets a point ball, the opponent is awarded the point.

4. If a player pockets a point ball and scratches, the opponent is awarded the point.
5. Pocketing the ball before the 9-ball and scratching will require a ball be brought up to replace that ball with ball in hand for the incoming player.
6. Pocketing the 9-ball and scratching will require that the 9-ball be brought back up with ball in hand for the incoming player.

M. HANDICAPPING - Regular/Substitute Players:

1. Handicap will be determined by Average. Averages will be determined after the third week of league has been played (unless otherwise stated for that league session) and used to determine rounds won for the night. You will add up the averages for your team and compare it to the average for the other team then the team with the lower average total will receive the difference in points as their Handicap for each round during the night.
2. A substitute becomes a regular player on a team after playing three weeks for the same team. (In some instances, one or more "floating subs" may be approved and they must use their highest average for each night that they play. The league operator must approve all subs that are being exchanged from team to team).
3. Once you become a regular player you may not substitute on another team in that league. (See above exceptions).
4. There is no maximum number of players you can have on your roster. Make sure you have enough players on your roster so you don't fall short during the last 4 weeks as described below!
5. New players will determine their average on their first night of play (after the league has started).
6. New players brought into the team during the last 4 weeks of play must play with an Average of 5 or higher for the remaining weeks.
7. New players brought into the team during the last 2 weeks of play must play with an Average of 6 or higher for the last 2 weeks.

N. Season Standings

1. Team's position in the league will be based on Total Rounds Won.
2. In the event of a Tie, the Tie Breaker will be determined by Games Won, then by Total Points.

O. Player Recognition – League End Tournaments

1. 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.
2. Top Shooter Awards will be as follows:
 - a. 1st Top Shooter with most games won.
 - b. 2nd Top Shooter with most games won.
 - c. Top Lady Shooter must have played at least 75% of scheduled matches with most games won.
 - d. Other Top Shooter awards may be given depending on the size of the league.

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 win of the game, prior to legally pocketed nine ball:
 - a. The handshake.
 - b. Any Verbal notes that the game is over: "It's all yours now".
 - 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 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):
 - 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 League 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 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.
 3. 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 may 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 Time-outs. If you are interested in a more casual league, let us know).
 2. Don't tell a player what to shoot or where to shoot it.
 3. Notification of a Foul by a Team member is a Foul.
 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. The only 2 people that can give any advice or call a Foul are the two players at the table!

IV. Rule Clarification

- A. 9-Ball on the break is a win and scores 10 points for the breaker.
- B. You do not have to call any shot or patch any pocket.
- C. 9-Ball on the break with cue ball scratch. (Re-spot the 9-Ball and the opponent has Cue Ball in Hand anywhere on the table).
- D. If the 9-Ball is shot off the table at anytime, it is re-spotted and Ball in Hand for the incoming player.
- E. Any other balls shot off the table (excluding the cue ball) will be pocketed, point balls will be pocketed and

credited to the opponent with Cue Ball in Hand for opponent

- F. Cue ball off the table during the Break or anytime: Ball in hand anywhere on the table.
- G. If you scratch on the 9-ball, Spot the 9-Ball and Ball in hand for incoming player.
- H. If you are shooting at the ball before the 9-ball and you pocket that ball and scratch, you must bring up a ball to replace that ball, incoming players gets ball in hand for the last 2 balls on the table. Call us if confused.
- I. If you make a ball legally during a shot, you must shoot again, it is still your turn
- J. **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.
- K. Push shots and Double Hits are a foul:
 - 1. If the Cue ball and the Object ball are FROZEN SOLID TO EACH OTHER, the shooter is asked to jack up if shooting straight into the shot or simply shoot at about 45 degrees away to the left or right during the shot to help prevent pushing the Cue ball. Once executed, the shot will be declared a good hit and play will continue.
 - 2. **Double Hits:** This applies when there is a SMALL GAP BETWEEN THE CUE BALL AND OBJECT BALL.
 - 3. 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).
 - 4. In League play, THIS WILL BE CONSIDERED A GOOD ATTEMPT to not commit a Foul. (This is done to help reduce the arguments about this shot!)
- L. It is a foul to pick up the cue ball before all balls have stopped moving
- M. 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
- N. If you move an object ball at any time and it touches the cue ball, it is a foul
- O. 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
- P. Multiple legal Safeties are allowed

V. Captains Responsibilities

- A. Make sure to COMPLETELY fill out your score sheets each week. This includes: The date, Both Team names, Players Names and Player Averages, etc.
- B. Make sure all player forms are filled out and turned in
- C. Fill out Team Roster and keep in your Captain's folder
- D. Make sure your players receive all documents
 - 1. League Schedules
 - 2. Tournament Schedules and sign-up sheets
 - 3. Read the "Message Board" on the weekly stats
- E. Have your players read the General Information and Rules (this document)
- F. Make sure you have a copy of your players contact information (See Team Roster)
- G. When you are the home team you are responsible for the following:
 - 1. Making sure all money is in the envelope
 - 2. Make sure the white copy of the score sheet is in the envelope
 - 3. The score sheet is legible and signed by both captains
 - 4. All New player sanction forms and monies are in the envelope
 - 5. The envelope is sealed and turned in to the proper place
 - 6. 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. Each player shortage may be assessed a \$2.00 late fee
3. If we cannot determine whom the shortage belongs to, the home team captain will be responsible for the late fee and the shortage.
4. League operators must be contacted immediately regarding any shortage and note the shortage on the envelope!

I. Minors

1. You need to be at least 21 years old to play in the adult leagues; some In-House leagues may allow juniors.
2. Under age players must be approved and must pay the sanction fees.
3. You must call the bar owner and/or manager and get permission for the minor to play
4. Always have a Sub handy in case the Minor is not allowed to play

J. Inclement Weather

1. All Captains will be notified by the league operators of league night cancellation
2. Captains will then notify their players of the cancellation
3. If both teams can make the match, they may play the match and the results will stand firm
4. If the weather on any given night makes it difficult for teams to play, then that night will be added on to the "END OF THE LEAGUE" – this will push the league out one (1) extra week. If this happens you will still be able to play according to the schedule that was given to you originally. In other words, if your schedule says you play on January 13th at your opponent's location, then that is where you play. The make up games due to the "bad weather" night will be played the week after the league was scheduled to end.

K. Disputes and Protests

1. IF THERE IS AN ISSUE, STOP PLAY AND CONTACT THE LEAGUE OPERATOR, We will do what we can at that time to confront the issue immediately. This needs to be done to maintain peace at all times and prevent disputes from happening
2. Captains may be responsible for resolving all disputes, but if a dispute cannot be resolved the league operators need to be contacted. Should you not agree with the ruling you have the right to file a formal protest, file your protest with the league operator and include a \$20.00 fee with your protest. \$20.00 will be refunded upon the protest in your favor; not refunded if found not in your favor.

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.

Thank you for your participation in the Players Choice Pool Leagues.

Deb and Bob Winter
303-477-2333

www.playerschoicepool.com