

TROY VENDING POOL LEAGUE RULES

[Location Responsibilities](#)
[Team & Individual Awards](#)
[Rescheduled Matches](#)
[Sportsmanship](#)
[Team Players & Subs](#)

[Captain's Responsibilities](#)
[Match Play](#)
[Protests](#)
[Player Dues & Fees](#)
[Handicap Scoring](#)

8 BALL RULES

[Object Of The Game](#)
[Break Shot](#)
[Playing The Game](#)
[Fouls](#)
[Terms & Circumstances](#)

[Racking The Balls](#)
[Open Table](#)
[Scotch Doubles](#)
[Loss Of Game Fouls](#)
[Definitions & Feats](#)

9 BALL RULES

[Object Of The Game](#)
[Legal Break Shot](#)
[Push Out](#)
[Bad Hit During Shot](#)
[Ball In Hand](#)
[Jump & Masse Shot Fouls](#)
[Start & End Of Game](#)

[Racking The Balls](#)
[Continuing Play](#)
[Fouls](#)
[No Rail During Shot](#)
[Object Ball Off Table](#)
[Three Consecutive Fouls](#)
[Definitions & Feats](#)

A. Types of Leagues

- 1) Leagues are open to men or women.

B. League Objectives

- 1) To promote *good sportsmanship* throughout the league *with all players*.
- 2) Enjoy the competition and the sport of billiards.
- 3) To safeguard the league funds and guarantee the disbursement of the league funds in prize money, plaques and hold the awards banquet.

C. Location Responsibilities

- 1) It is the location owner's choice to have a complete match or any part of a match to be played on one or multiple pool tables.
- 2) It is the location owner's choice to require any additional age requirement in their business.
- 3) It is the location owner's choice to serve team drinks. It is not mandatory.
- 4) Make sure the pool table is in proper working condition before the match begins.
- 5) Make sure the proper league materials are available to players.
- 6) Reserve the pool table and seating for league play at least ½ hour before game time so both teams have an equal opportunity to practice on the league table before the match.
- 7) Inform your players of any schedule changes or league announcements and post the standings on the wall or bulletin board each week.

TOP OF PAGE

D. Captain Responsibilities

- 1) Read and understand all of the league rules and check the standings each week for any schedule changes, league announcements and handicaps.
- 2) Make yourself available for any league meetings if necessary.
- 3) Ensure all your players abide by the league rules.
- 4) Make sure the correct players are playing in each game.
- 5) Verify match results and league fees paid each match with the opposing captain before signing the envelope. The home team is responsible for any shortage of league fees.
- 6) Sign the score sheet and envelope and deposit the envelope in the dart board mail slot.
- 7) Watch each match. If called upon, both captains must judge a legal hit or call.
- 8) Collect league dues each week along with the yearly sanction fees.
- 9) Always be responsible for your team's actions.
- 10) Ensure **good sportsmanship** at all times among your players.
- 11) Support your sponsor and the league system.
- 12) Make sure both teams have the correct handicaps and use the most recent standings sheet.

E. Team & Individual Awards

- 1) A minimum of 25% of the teams in every league will receive team plaques.
- 2) Awards and bonus money will be distributed for individual feats.
- 3) Standings for handicapped leagues are determined by most round wins, non-handicapped leagues are determined by their win percentage. In handicapped leagues, "most wins" is used as the first tie-breaker, "most points" is used if wins are tied. A tie for 1st place in non-handicapped leagues will be played off. All other ties will be broken by their head to head competition record.
- 4) The player with the most points in the handicapped leagues will receive the MVP award along with \$75.00. The player with the most wins in the non-handicapped doubles leagues will receive the MVP award along with \$50.00.
- 5) Players scoring individual feats will receive \$5.00 for each one. These feats include an ERO, 10-0 shut out, 8 ball on the break, 9 ball on the break and 9 ball break and run.
- 6) All feats must be recorded on the score sheet and signed by both captains. **Feats will not be recorded on the standings if they are not on the score sheet.** NO EXCEPTIONS! If you have scoring questions see rule section *N.* for explanation of feats.
- 7) All league players must play in a minimum of 80% of the scheduled games to be eligible for any individual awards and feat payouts.

TOP OF PAGE

F. Match Play

- 1) Once match play has begun, no equipment protests may be made. The table is in equal condition for both teams. Any problems about the cloth or leveling must be taken care of **before** the match begins. Only equipment malfunction or breakage can stop a match.
- 2) Matches consist of 16 games for 4 player leagues and 20 games for 2 player leagues.
- 3) Any match not played at the scheduled location, or moved without the league director's approval will result in a forfeit for both teams.
- 4) It is the league policy that once the season begins, teams cannot change home locations without the approval of the previous location owner and Troy Vending.
- 5) Match start time is 7:00 pm with a fifteen minute grace period. This is actual time, not bar time.
- 6) The home team is required to fill out its roster on the score sheet first.
- 7) Teams must have a minimum of three players in four player team leagues to start or play a match. (2 player leagues, **both** players must be present to start or play a match) Only under extenuating circumstances and with the league director's approval will a player be allowed to play all their games in a row. (in case of an emergency)
- 8) If at least three players (four player team) are present at 7:16, the match must start. The absent player must be passed or agreed upon by **both** captains to wait further.
- 9) Once the cue tip has struck the cue ball and crosses the head string, the game is officially started.

- 10) If the wrong player starts or completes a game during a given round, the game is voided out and the correct player should re-rack and play the game over. It is both captain's responsibility to make sure the correct players are playing. Once the match is complete, the results stand and you cannot go back and replay any games due to a wrong player.
- 11) Once the first round is completed, you cannot go back and play any games from an absent player. The absent player can begin playing in the second round. If the absent player is not present by the end of the second round, their position must be forfeited the remainder of the match. No player may begin playing the match in the third or fourth round.
- 12) The players who start the match (listed on the score sheet) must finish the match. There are no substitutions once the match begins.
- 13) If the regular player is present at the match, he/she must play. Only a medical excuse and permission from the league director will allow a substitute to play while the regular player is present.
- 14) Forfeit time is 7:16 pm. This is actual time, not bar time.
- 15) If the captain who is present agrees to wait longer, he/she will waive any forfeit rights and the match must be played.
- 16) Any team forfeiting two weeks in a row or a total of three forfeits during the league will be dropped from the league. The team will forfeit all monies and any awards earned.
- 17) The team receiving the forfeit will receive a **5-0 team score and players will receive their individual averages** for handicapped leagues. A team receiving a forfeit in the doubles league will **receive a minimum 15 - 5 (20 game match) or 12 - 4 (16 game match) team score or their winning percentage.**
- 18) For forfeits during the last two weeks of the league: The round score or match score will be determined by the league director using their win percentage along with their opponents losing percentage and any previous match score between the two teams. The forfeiting team will receive zero round wins in handicapped leagues and zero wins in non-handicapped leagues.
- 19) The league office will notify teams by phone of any league changes or updates for up to two weeks, and post any changes on the standings sheet. It is the captain's and sponsor's responsibility to read the standings and notify their players of any changes or updates to their schedules.
- 20) If you are scheduled against a bye during the first two weeks, check your league standings and call the league office to see if the position has been filled.
- 21) Any forfeit after the second week involving a league change, caused by the captain not reading the standings or the league office not being able to reach the players by phone will remain a forfeit.
- 22) Any team that forfeits a match will owe its league dues plus a \$20.00 forfeit fee.

TOP OF PAGE

G. Rescheduled Matches

- 1) First week matches must be played. The league director will decide if a first week match will be a forfeit if circumstances warrant. The make-up match must take place at the original scheduled location.
- 2) If the captain of the team needing to reschedule contacts the opposing team captain 24 hours or more in advance to reschedule a match, they will not lose their home location rights. Anything less than 24 hours and the team will lose their home location rights. At any time, it is up to the opposing team's captain whether to reschedule a match, play the match with substitute player(s) or take a forfeit. If you need a phone number for a team captain, call the league office between 9:00am and 3:00pm Monday through Friday.
- 3) ***ALL MAKE-UP MATCHES: The captain that agrees to a make-up match must provide a date and time within 24 hours of the original match to the opposing captain and then call the league director with the information. The date and time must be within a 2 week time period of the original match date. If the match results are not turned in to the league office by the end of that 2 week time period, it will be scored as a automatic forfeit against the team that requested the reschedule.***
- 4) If extenuating circumstances prevent the match, you must call the league director as soon as possible so a decision can be made.
- 5) No make-up matches will be allowed during the last two weeks of the league. If there are extenuating circumstances the league director will make a ruling on the match .

- 6) ***Under no circumstances*** can a make-up match be scheduled or played once the season is over. Any match not played by the end of the season will be considered a forfeit.
- 7) As a courtesy to the other teams in the league, multiple make-up matches will not be allowed without the approval of the league director. ***PENALTY FOR DISREGARDING THIS RULE:*** Teams will have a 48 hour time period to play the match before the forfeit rule (#G.3) goes into effect.
- 8) ***Remember***, there are no guaranteed make-up matches. It is the opposing team captain's option, so be prepared to use substitute players.

CAPTAINS MUST NOTIFY THE LEAGUE OFFICE OF ALL RESCHEDULED MATCHES!

TOP OF PAGE

H. Protest Procedure

- 1) Most problems can be taken care of before they get this far by calling the league director.
- 2) Only the team captain can file a protest. Only match circumstances, players or results may be protested. A decision or ruling by the league director is final and may not be protested.
- 3) Along with the score sheet, the captain must include a written explanation of the protest and a **\$20.00** protest fee. The protest will not be accepted without this fee. In addition, the league director must be contacted within 24 hours of the match. If any of these steps are not followed, the match results will be final.

I. Sportsmanship During League Play

- 1) ***Sportsmanship is all about courtesy and respect.*** Shake the hand of your opponent and acknowledge your opponent's good shots. Make good sportsmanship your team's trademark.
- 2) If a player's action is determined to be ***unsportsmanlike and detrimental*** to the league, he/she will receive **one warning** from the league director. The second instance will result in expulsion from all Troy Vending leagues, tournaments and all other activities until further notice.
- 3) Any physical violence or fighting will lead to immediate expulsion from the league for all parties involved.
- 4) Any intentional abuse of league equipment or a sponsor's location will also result in immediate expulsion from the league.
- 5) Any player not allowed (86'd) in a location must either work out arrangements with the location owner to play or get a substitute.

TOP OF PAGE

J. Player Dues & Fees

- 1) Weekly player dues are **\$6.00** per person. 100% of these dues will be paid back in prize money, bonus money, sponsor plaques and the awards banquet.
- 2) League fees are due each week. The number of teams and the number of weeks scheduled in each league determines the prize money payouts.
- 3) **LEAGUE FEES PAYMENT RULE:** Any team that has not paid at least 40% of their league fees by the mid-season point will receive **one** warning along with a **one week** grace period to pay this amount. If the amount is not paid within this time period, the team will not receive any wins until the amount is paid. ***Any team that has not paid at least 80% of their league fees by the end of the will not be eligible for any team or individual awards.*** These players will be placed on the probation list and will be required to prepay 25% of the league to be allowed to play in future Troy Vending leagues and tournaments. If circumstances warrant, you must call the league director to make alternative payment arrangements.
- 4) The captain is responsible to pay for any substitute player's fees. The missing player can reimburse the captain the following week.
- 5) All players (4 player leagues) become members of the VNEA (Valley National Eight-Ball Association) and the BCA after the fourth week of play. The once a year sanction fee for the VNEA is \$6.00 per year and the BCA fee is \$10.00 per year if paid separate. The sanction fees will start to be collected for the July /August seasons. If the sanction fees are paid together, the cost will be discounted to **\$10.00**. This will entitle you to the VNEA quarterly magazine, membership patch and will qualify you to play in the VNEA and BCA world tournaments held each spring in Las Vegas.

Players must play in 8 weeks (BCA) and 12 weeks (VNEA) of league play to be eligible for the world tournaments.

6) Players must have permission from the league office to write checks. Checks may only be written for the maximum amount of the league fees for one team. (\$12.00 or \$24.00) There will be a \$20.00 service charge for any returned checks. If more than one check has been returned, that player will not be allowed to play until all checks and fees have been paid. This also applies to any checks written to locations for league fees. No checks will be accepted for league fees for the last two weeks of the season without approval. No post-dated checks will be accepted.

TOP OF PAGE

K. Regular Team Players & Substitutes

- 1) **Age Requirement:** All players must be of legal drinking age (21) to play in a licensed liquor establishment where the league is taking place and able to show proper I.D. The **only** exception to this rule is if the team captain has prior authorization from the location owner and the minor must be at least 18 years old (minimum age for VNEA world championships) and accompanied by the parent or legal guardian. (**this rule complies with the Arizona state liquor law - also see rule C. #2**)
- 2) After the fourth week of play, the regular team player roster is established. The captain must note who the regular team players are if they differ from the original players listed on the sign-up sheet. If not, the league office will assign the players with the majority of games played to be the regular team players at this time. All regular team players must participate in at least 75% of the league matches to continue to be considered a regular team player. If not, they will be considered a substitute and are subject to the substitute rules. Any substitute player listed on the standings with no last name will be **deleted** after two weeks.
- 3) After the fourth week of play, each team may carry a maximum of four substitutes (four player teams) or two substitutes (two player teams) on the roster at any time.
- 4) Substitute players may carry their handicaps over from one team to another within the same league.
- 5) A regular team member on one team cannot substitute for another team from within the same league at any time.
- 6) **The last four weeks of the league:** No roster changes are allowed without the approval of the league director. Any new substitute used during this period must have had a Troy Vending handicap rating (8 game minimum-within 1 year) that is equal to or less than that of the regular team member they are replacing and must play as a 10 handicap. If a player has multiple handicap ratings within 1 year in comparable leagues, the higher rating must be used. In order for a substitute player to use an **established handicap**, they must of played in the present league and have a minimum of **8 games** in that league. If the substitute has no Troy Vending handicap rating, they must be approved by the league director before the match begins and play as a 10 handicap. In non-handicapped leagues, substitute players must be within 1 rating point. (Phoenix tournament player rating system) The final four weeks the substitute player must be an equal rating or less. If there are any questions, the captain must contact the league director for player approval **before** the match begins.
- 7) Any illegal player will lose all games played.
- 8) Each team must have a minimum of **50% of the regular team players** present for each match.
- 9) Captains have 24 hours to contact the league director to challenge an illegal player. The full protest procedure is not necessary, but you must call within this time period.
- 10) If a captain agrees to allow an illegal player to play in a match, **both** captains must state this and sign the back of the score sheet **before** the match begins. All protest rights will then be waived.

TOP OF PAGE

L. Scoring For Handicapped Leagues

- 1) The handicap leagues play the first week matches with no handicaps. The handicaps will be posted on the standings and must be used beginning week two. If the most recent stat sheet is not available call another league location or the league director to get the handicaps. If the captains do not follow these steps and play the match with the wrong handicaps, the results will be final.

- 2) Under the 4 player / 16 game format, there will be a **MAXIMUM TEAM HANDICAP OF 10 POINTS PER ROUND**. (total match handicap of 40 points) For handicapping purposes, no player may be rated less than a "5" until they have at least **12 games** of league play.
- 3) For make-up matches, the **most recent handicap standings must be used**. If the standings available are more than two weeks old, call the league director for the current handicaps.
- 4) In handicapped leagues, every ball of his/her group pocketed is worth 1 point. Pocketing the 8 ball is worth 3 points. The winner of the game will always receive 10 points. Your player handicap and your team's total handicap are calculated by adding up these scores. A player's group of **balls must be determined** in order to receive any points for pocketed balls. After the 8-ball is pocketed, both players will receive a point for every ball pocketed from their group. **(even if balls were pocketed by their opponent)** Pocketed balls on an automatic win, (8 on the break) or an automatic loss of game foul **do not determine a group of balls for either player**, therefore it is scored 10-0 for the winning team, **but there is no "10-0 bonus feat"** recorded for the winning player.
- 5) If a team had a make-up match or has a bye from week one, the week two match is played heads up with **no handicaps for both teams**.
- 6) If a team is missing a player, the absent player's handicap is still used to calculate the team handicap. The absent player receives **0 points** for each game he/she misses while their opponent receives their handicap for each game. **They do not receive 10 points**.
- 7) Any new substitute entering the league will be entered as a 10 handicap for their first night of play.
- 8) If the event of a points tie at the end of a round (including the handicap), ties will be broken in this order: (a) the team with the **most wins** (10's) will win the round point. If there is still a tie, (2 wins each team) (b) the team with the most points **before** the handicap will win the round point. If there is still a tie, which is possible in a week one match or any non-handicapped match, the teams will split the round point. (1/2 round point for each team) The same process is followed if the overall points are tied for the fifth round.

TOP OF PAGE

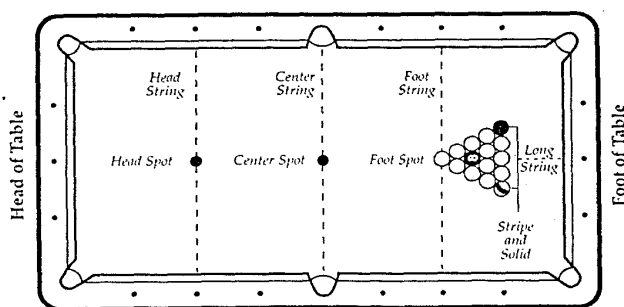
8 BALL RULES OF PLAY

A. Object of the Game

- 1) The game of 8 ball is played with fifteen numbered object balls, the 8 ball and the cue ball. The 8 ball is considered your object ball after your group of balls has been pocketed. The player who legally pockets his/her group of balls along with the 8 ball wins the game.
- 2) You only have to call your ball and your pocket. Any caroms, kisses or rails do not have to be called.
- 3) On all shots, for a shot to be legal one of the following must occur **after** the cue ball contacts one of your group of object balls first and then: (a) pocket the called ball or any other ball. (b) cause the cue ball to contact a rail. (c) cause any other ball to contact a rail. If one of these does not occur, it is a foul and your opponent receives cue ball in hand. (on a "open table" after the break, all balls are considered your object balls)
- 4) **Remember, if you play a kick shot off a rail**, one of the above has to occur **after** the cue ball comes off the rail and contacts one of your group balls. If not, your opponent receives cue ball in hand.

B. Racking the Balls

- 1) The balls must be racked in the following order: (a) the base of the front ball must be on the foot spot. (b) the 8 ball must be in the middle of the rack. (c) there must be a solid and a stripe at each corner of the rack. The position of a ball is always determined by where the base rests.



TOP OF PAGE

C. Break Shot

- 1) The base of the cue ball must be behind the head string before taking the break shot.
- 2) The break shot must drive at least **four balls** to a rail or pocket a ball to be considered a legal break. If a player fails to do this, it is not considered a foul. Their **opponent** (original racker) has 3 options, (1) accepting the table as is and begin shooting (2) have the balls re-racked by the original breaker and breaking the balls themselves or (3) allow the original breaker to re-break.
- 3) Any stopping or deflecting the cue ball during or after the break shot is a foul. The opponent will receive ball in hand behind the head string.
- 4) If a player scratches or flies the cue ball off the table, it is a foul. The opponent receives ball in hand behind the head string.
- 5) Whenever a player has ball in hand behind the head string, only balls outside the head string are considered legal object balls. In order for a ball that is behind the head string to be considered a legal object ball, the cue ball must travel in front of the head string and back to legally hit or pocket a ball.
- 6) When positioning the cue ball before a break or after a foul, it is the opponent's responsibility to inform the shooter of improper positioning **before** he/she shoots. If not, the position of the cue ball and the shot is considered to be legal.
- 7) If the 8 ball is pocketed on the break, it is an automatic win.
- 8) If the 8 ball is pocketed on the break and the cue ball scratches or flies off the table, it is a automatic loss.
- 9) If a player flies or jumps a object ball(s) off the table during the break shot, it is a foul. The opponent has the option of playing the table and cue ball as is or taking cue ball in hand behind the head string. The flown or jumped balls must be replaced and spotted on the foot spot. The spotted ball(s) should be positioned and frozen in numerical order as close as possible to the foot spot in a direct line to the foot of the table.

D. Open Table

- 1) The table is always open after the break shot no matter how many balls or what group of balls has been pocketed. **On all following shot's** a "legal shot" is still required. (rule A.3)
- 2) On an open table it is legal to hit any ball first (stripe, solid or 8 ball) to pocket a combination for your called ball. All balls are considered object balls until your group has been determined. **However**, if you use the 8 ball as your first ball, you will your lose turn and any pocketed balls do not count to establish your group. It is not a foul, this may be used as a safety shot and the opponent must accept the table as is.
- 3) A player's group of balls is only determined by calling and legally pocketing a ball.

TOP OF PAGE

E. Playing the Game

- 1) Obvious balls and pockets do not need to be called. If there is a questionable shot, it is the opponent's responsibility to ask the shooter which ball or pocket is being played **before** the shot is taken. Once the shot has been played, it is too late to be questioned. If during a shot where both

captains judged a call or hit and an agreement cannot be reached, the call will go in favor of the shooter.

- 2) One foot must remain on the floor at all times during a shot.
- 3) Any ball may be used in a combination as long as you hit your group first. This includes the 8 ball, which may be used as a “middle ball” at anytime.
- 4) If a player flies or jumps the cue ball or any object ball off the table, this is a foul. The ball(s) is spotted on the foot spot using the same method as the break rule and your opponent receives cue ball in hand. If the object ball leaves the field of play but comes to rest on the bed of the table, it is not a foul.
- 5) If a player flies or jumps the 8 ball off the table, it is an automatic loss of game.
- 6) Shooting a ball or stopping a ball while any other balls are in motion is a foul. (includes cue ball)
- 7) Any spinning ball is considered to be still in motion.
- 8) Maximum time between shots is one minute. The opposing player must inform both captains of slow play. The opposing captain must issue one warning, and that player will be on the clock for the remainder of that game. If slow play continues, it will result in a foul and the opponent will receive cue ball in hand.
- 9) If both players intentionally scratch or foul for three consecutive turns (a total of six shots) in fear of knocking out a ball that may cause a loss of game, it is considered a stalemate.
- 10) Both captains and both players involved must agree that the game is at a stalemate. The balls must be re-racked and the game will be started over with the original breaker. The stalemate rule can be used with any number of balls left on the table.
- 11) There is no coaching allowed **at the table** at any time. You will receive one warning from the opposing captain. The second time will be a foul.
- 12) There is no spectator coaching permitted. The player will receive one warning. The second time will be a foul. It is the captain’s responsibility to control this. If necessary, the spectator must leave.
- 13) If a captain or another team member coaches by calling a foul or automatic loss foul for a player is a foul and ball in hand for the opponent, there is no warning.
- 14) Accidentally moving or touching an **object ball(s)** before or during a shot with your cue stick or hand is not a foul. Only the opponent may replace the moved ball(s) as close as possible to the original position or leave it where it rests. If the shooter replaces the moved ball, it will be a foul **However**, if the moved ball is the **cue ball** or if your cue stick contacts the cue ball after a ball is struck or pocketed, (as in a double hit) this is a foul. If the cue ball is moved due to playing items used at the table such as chalk or a bridge, this is a foul. If the accidentally moved ball is the 8-ball and is pocketed, this is an automatic loss of game foul.
- 15) If any other object ball (exception being the 8-ball-rule #14) is accidentally pocketed by one of the above actions, the ball **must be** spotted as close as possible to the original position. This also pertains to a ball that is pocketed after coming to a complete stop on the edge of a pocket.
- 16) If a player intentionally hits the outside of the table or the bed of the table and causes a ball resting on the edge of a pocket to be jarred and pocketed, this is a foul and the ball does not count as a legal pocketed ball, therefore no point is scored for that ball. If the 8 ball is pocketed in this manner, it is a loss of game.
- 17) Non-Player Interference: If the balls are moved by a player **before** the shot that is bumped by a non-team member so that play is directly affected during a match, the balls should be replaced as near as possible to their original positions prior to the incident, and play shall resume with no penalty on the player affected. This rule also applies to interference caused from outside non-playing objects falling on the table. (such as lights, clothing, hats, etc.) This rule does not include interference during a shot.
- 18) It is a foul if a player intentionally marks the table in any way (including placement of chalk) to assist a shot.

TOP OF PAGE

F. Scotch Doubles

- 1) In scotch doubles games players rotate every shot. Coaching is allowed in scotch, but is limited to 15 seconds at the table between shots. The captain must issue one warning to the opposing captain for excessive coaching. If excessive coaching continues it will be a loss of turn foul and ball in hand.
- 2) The player who is at the table shooting is the only player to call a pocket, ball or safety for a legal shot. If the partner calls any of the above, it will not be considered a legal call.

G. Fouls & Positioning the Cue Ball after Fouling

- 1) Confirm with your opponent that you have cue ball in hand before touching the cue ball. This prevents committing a foul on yourself if it is a questionable foul call.
- 2) It is not necessary to notify your opponent on an obvious cue ball in hand foul such as a scratch or an obvious miss.
- 3) Only the two players involved in the game can call a foul, touch or position the cue ball. Only in scotch doubles your teammate is allowed to call a foul. Remember, **it is not allowed to have your teammate touch or position the cue ball**. This is a foul and your opponents receive ball in hand.
- 4) If a player makes contact with an object ball and the cue ball and while positioning the cue ball, this is a foul.
- 5) Players may use their hand or cue stick to position the cue ball. However, it is a foul if you make contact with the tip (shooting area) while positioning the cue ball with a forward stroke motion of your cue. Contact with the shaft or ferrule is allowed and is not a foul.
- 6) Remember, ball in hand means you can place the cue ball anywhere on the table except on fouls except after the break shot.

TOP OF PAGE

H. Automatic Loss of Game Fouls

- 1) Scratching (includes cue ball flying off the table) while shooting the 8 ball.
- 2) Pocketing the 8 ball on the same stroke as the last shot.
- 3) Jumping or flying the 8 ball off the table at anytime.
- 4) Pocketing the 8 ball in any other pocket than the one called.
- 5) Pocketing the 8 ball when it is not your legal object ball.
- 6) Use of illegal cue sticks. (see rule I. 5)
- 7) Automatic loss of game fouls must be called by the opponent **before** another shot is taken. If the opponent does not see or call the foul, it will be considered that no foul has occurred and play continues.

I. Terms and Circumstances

- 1) When a ball is frozen on a cushion, the opposing player must notify the shooter before the shot takes place. Then one of the following must occur: (a) pocket the frozen ball or any other ball. (b) cause the cue ball to contact any cushion after contacting the frozen ball. (c) drive the frozen ball to a different cushion. (d) cause another object ball to contact any cushion after contacting the frozen ball. Failure to do any one of these is a foul. If there is a difference of opinion on whether a ball is frozen or not, the two captains must decide **before** the shot is taken.
- 2) Push shots or double hits are fouls. If there is less than an inch between the cue ball and object ball, the two captain's should judge the hit. The cue ball must be struck at an angle down or away from the cue ball. A level stroke into the cue ball is considered a push shot and double hit, and is a foul.
- 3) The captain's should also judge split hits. If the hit can not be determined to be good or not, it will be ruled in the shooter's favor. There are no split hits allowed while shooting the 8 ball. The opponent and the captains must determine this **before** the shot is taken.
- 4) Safety shots are legal and are part of the game. For tactical reasons, a player may choose to play a safety. The shooter is forfeiting his/her next turn after a legal hit has been made, even if a ball(s) is pocketed. A safety played while pocketing a ball on an open table **does not** determine the players ball group. The shooter must inform his/her opponent of the safety, and the opponent must acknowledge it before the shot is taken. If not, the shooter must continue shooting.
- 5) Jump shots are legal. To perform a legal jump shot, you must strike down on the back of the cue ball. If you intentionally dig under the ball in order to jump the ball, it is a foul. An accidental "scoop or dig" type of miscue is not a foul. Specialized jump cues must conform to VNEA regulations to be legal - maximum 14mm - leather tip - 40" minimum length. Players will be held responsible for any damage caused by this shot. Accomplished players should only attempt this shot.

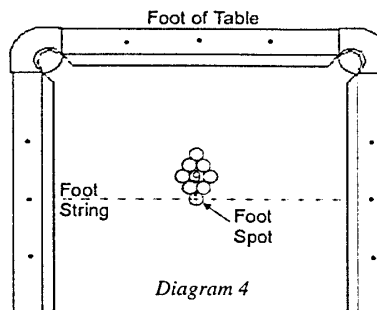
9 BALL RULES OF PLAY

A. Object of the Game

- 1) The game of 9 Ball is played with nine object balls numbered 1 through 9 and the cue ball. On each shot the first ball the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table, and continues until he misses, fouls, or wins the game by pocketing the 9 ball at any time.
- 2) After a miss, the incoming player must shoot the lowest numbered ball from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table.
- 3) Players are not required to call any shot.

B. Racking the Balls

- 1) The object balls are racked in a diamond shape, the 1 ball must be at the front of the rack and on the foot spot, the 9 ball must be the middle ball in the rack. The other balls can be in any order. The game begins with cue ball in hand behind the head string.



C. Legal Break Shot

- 1) The *breaker must strike the 1-ball first and either pocket a ball or drive at least 4 balls to a rail*. If the cue ball scratches, is driven off the table, or the requirements of the break are not met, this is a foul. The incoming player has cue ball in hand anywhere on the table.
- 2) If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The jumped ball(s) are considered to be “pocketed” and should be dropped in the pocket, not spotted. Only the 9 ball gets spotted.

D. Continuing Play

- 1) If the breaker pockets a ball(s) on a legal break, he/she continues to shoot until he/she misses, fouls, or wins the game. If the player misses or fouls, the other player begins his inning and shoots until he/she misses, fouls, or wins. The game ends when the 9 ball is pocketed on a legal shot.

E. Push Out

- 1) The player who shoots immediately after a legal break may choose to play a push out in an attempt to move the cue ball into a better position for themselves or a disadvantage for their opponent. On a push out the cue ball is not required to contact an object ball or rail, but all other foul rules still apply.
- 2) The player *must announce his/her intention of playing a push out before the shot is taken*, or the shot is considered to be a standard shot and all foul rules apply. Any ball pocketed on a push out does not count but remains pocketed. If the 9 ball is pocketed on a push out, it is spotted. Following a legal push out, the incoming player has the option to shoot from that position or to pass the shot back to the player who pushed out. A push out is not a foul as long as you make your

opponent aware of it. ***If a player scratches on the break shot, the incoming player cannot play a push out.***

TOP OF PAGE

F. Fouls

- 1) If a player commits a foul, the incoming player receives ball in hand. If there are balls pocketed on the foul shot, they remain down. Only the 9 ball, if pocketed is spotted.
- 2) If a player commits several fouls on one shot, they are counted as only 1 foul.

G. Bad Hit During Shot

- 1) If the first object ball contacted by the cue ball is not the lowest-numbered ball on the table, the shot is foul.

H. No Rail During Shot

- 1) If no object ball is pocketed, failure to drive the cue ball or any numbered ball to a rail after the cue ball contacts the object ball on is a foul.

I. Ball in Hand

- 1) When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. The player may continue to adjust the position of the cue ball until he/she takes a shot.

TOP OF PAGE

J. Object Balls Jumped off the Table

- 1) A ball is considered driven off the table if the ball comes to rest on anything other than the bed of the table. It is a foul if you drive an object ball off the table. A driven off or jumped object ball(s) is considered down and should be placed in the pocket. They are not spotted. The only object ball ever spotted is the 9 ball. The 9 ball is spotted on the foot spot and play continues with the opponent having ball in hand.

K. Jump and Masse Shot Foul

- 1) It is a foul if during an attempt to jump, curve or masse the cue ball over or around a ball, the cue ball strikes any other ball besides the object ball. (lowest numbered ball)

L. Three Consecutive Fouls

- 1) If a player fouls three consecutive times on three successive shots without making a legal shot, he/she loses the game. The three fouls must occur in one game. ***A warning must be given between the second and third fouls.***

M. Start and End of Game

- 1) The game is officially started as soon as the cue ball is struck by the cue stick and crosses the head string.
- 2) The game ends when a player legally pockets the 9-ball; or when a player forfeits the game as the result of a foul.

TOP OF PAGE

N. 8 Ball / 9 Ball Definitions & Scoring Feats

- 1) ***ERO*** - The eight ball run out is ***only recorded when one of the following occurs:*** (a) during your first turn at the table, you break and pocket all of your group balls and then pocket the 8 ball or, (b) if ***no balls*** were made by your opponent on the break, the incoming player must pocket all their group balls and then pocket the 8 ball. ***Remember, all 15 balls*** must be on the table when you approach it for your ***first turn*** in order to score an ERO. If you are the second (incoming) player and

your opponent has pocketed a ball(s) on the break, you cannot score an ERO because there **were not 15 balls** on the table for your first turn. The two examples above are the **only** ways you can score an ERO. A 10-0 may be scored along with an ERO only if your opponent has all seven balls left on the table when you pocket the 8 ball. If you have any questions, call the league director.

2) **10-0** - The 10-0 is only recorded if you have pocketed all your balls along with the 8 ball and your opponent has all seven balls remaining on the table. A 10-0 feat **is not** recorded on an 8 ball on the break or when a game has ended with an automatic loss foul involving the 8 ball because a “group of balls” had not been determined yet by either player. The game is still scored a 10-0 for score keeping purposes in handicapped leagues.

3) **9 ball break & run** - The 9 ball break and run feat is only recorded if you pocket a ball(s) on the break and pocket the remaining balls in order and then pocket the 9 ball all within your first inning at the table. (no 9 ball combinations)

4) **8/9 ball on the break** - This is recorded when you pocket the 8 or 9 ball on the break, this also includes pocketing the 8 or 9 ball on a re-rack.

5) In scotch doubles games, the **only** individual feat that can be recorded is the 9 ball or 8 ball on the break.

6) All feats must be recorded on the score sheet in the proper places and signed by both captains.

TOP OF PAGE

