



# *Dooly's Ottawa League Handbook*

## *The League Players Guide*

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# Section 1 – Fees

## Registration Fees

- Registration Fees for joining each individual league is \$15.00 per person. From this amount \$3.00 goes to the league coordinator for administrative fees and \$4.00 going towards the maintenance of the League bank account and related administrative fees for the year. The remaining money will be used for League Support such as purchasing trophies, purchasing league supplies, funding the Mid-Season Tournament and food for the Year End tournament. Any unused monies accrued throughout the season will be added back into League Funds.

## Nightly Fees

- For all Recreational Leagues, the Nightly Fees are \$15.00 per night. \$3.00 goes back to Dooly's for green fees and \$3.00 goes to the league coordinator. The remaining \$9.00 will be added directly to the League Fund.
- For all Competitive Leagues, the Nightly Fees are \$20.00 per night. \$3.00 goes back to Dooly's for green fees and \$3.00 goes to the league coordinator. The remaining \$14.00 will be added directly to the League Fund.
- Nightly fees are due each night. Repeated failure to pay our nightly fees at the beginning of the League Night can result in the league player forfeiting any points earned that evening. 'Repeated Failure' will be determined by the League Coordinator and or the Management of Dooly's.
- Nightly Fees must be paid for each and every week. This includes weeks you missed or are given a 'BYE'.
- Any player who is delinquent for their nightly fees more than 4 times may be removed from the league at the discretion of the league coordinator and/or the Management of Dooly's. There will not be an appeal process for delinquency.
- To be eligible for prizes & awards for League Play and to participate in any Tournaments, all league fees must be paid in full and the player must have played 80% of their matches on the scheduled day.

## 50/50 Draws

- 50/50 draws may be held on league nights. The money collected will be split between the winner of the draw and the corresponding league. This money will be used to fund the Mid-Season/Top Shooters Tournament, purchase supplies for the league, purchasing trophies and food for the Year End Tournament. Any unused funds throughout the season will be added back into General League Funds.

## ***Section 2 - League Times***

### **Practice Table Time**

- Practice Tables open at 6:30 pm.
- Any league player that chooses to play before 6:30 pm will be charged for the table time at the applicable table rate.
- All players are required to check in with the league coordinator prior to acquiring a practice table.
- While we will have the proper number of tables available for League Play starting at 7:30 pm, we do not guarantee that everyone will be able to have a practice table available to them when they come in.
- They are subject to availability and are on a first come first serve basis.
- There will be no consideration or compensation to the League Player if a practice table is not available to them upon their arrival.

### **League Start Time**

- League play begins at 7:30 pm sharp. A 15 minute grace period may be given to each player and/or team only when the League Coordinator has been informed prior to 7:30 pm. This grace period is not guaranteed but is at the discretion of the League Coordinator.
- See League Section for PENALTIES.

### **End of Play Time**

- League Play ends after the last game of the match you are playing in. If you choose to play after your match has ended, you will be charged for the table time at the applicable table rate.
- Please ensure you have signed and returned your score sheet(s) to your coordinator immediately following your last match.

## ***Section 3 – Makeup Matches***

- In the event that Makeup Matches are required the League Coordinator must be made aware of date and time of the match and of course, approve this play. Makeup Matches may be denied by the league coordinator or Dooly's management if the time conflicts with guidelines or business needs required by Dooly's Ottawa. These Guidelines are as follows:
  - Makeup Matches can be held Monday – Sunday 11 am – 7 pm.
  - No Makeup Matches can be played Monday - Thursday after 7 pm without approval by the league coordinator and or the Management of Dooly's.
  - No Makeup Matches will be played Friday or Saturday after 7 pm.
  - No Makeup Matches can be played in the month of December without approval by the league coordinator and or the Management of Dooly's.
  - No Makeup Matches can be played on certain unforeseen circumstances as occasionally situations arise to prevent table availability.
  - Makeup Matches will be considered as being played on the day scheduled.
  - You are encouraged to play your make up matches prior to your absence.

## Section 4 – All You Can Play Special

- *All league players must present their League Players Card in advance to the bartender on duty to receive the 'All You Can Play Special'.*
- *Players must advise the bartender they wish to go on the 'All You Can Play Special' when they get the balls. Failing to observe and comply with these guidelines will result in the player being be charged for the table time at the applicable table rate.*
- *The All You Can Play Special is void if the player is no longer a current member of any Dooly's Ottawa League.*
- *The All You Can Play Special is void if the player is delinquent in payment of League Fees.*
- *Players will receive 1 Free All You Can Play special after every 10 purchased. Player must present Players Card and Membership card at each visit to accumulate points.*
- *Players must read and accept the Terms and Conditions as listed on the rear of the Payers Privilege Card:*

- ✓ *Valid 7 days a week from 11 am – 7 pm*
- ✓ *Privileges are suspended for the month of December*
- ✓ *Privileges are non-transferable*
- ✓ *Privileges are terminated without notice in the event a player quits the league or becomes delinquent in playing the league fees*
- ✓ *Privileges are only valid for the card holder's portion of the table charges. Guests, members or non-cardholders will be responsible for the regular table rates for the time of day*

*Current Table Rate for this All You Can Play Special is \$10.00 tax included.*

## ***Section 5 - 8 Ball Singles League (Competitive Division)***

### **League Eligibility:**

#### **Winter Season:**

Competitive Division "A": 9.5+

Competitive Division "B": 8.5 – 9.5

**Summer Season:** The league is open to anyone with an assigned handicap of 10 or under.

### **Competitive League Costs**

#### **\$15.00 Registration Fee:**

- Administration Fees \$4.00
- Coordinators Fees \$3.00
- Trophy Costs

#### **\$20.00 Nightly Fees:**

- Green Fees & Coordinators Fees \$6.00/week.
- Prize Fund \$14.00/week.

### **Schedule**

- Matches will be scheduled to provide everyone with the opportunity to play every other player at least once. As players are awarded prize money for their regular season finish in their handicap group, efforts will be made to have the additional matches played against players in their own handicap bracket.
- Schedules will be posted by Week 3. After this posting of the schedule all players will know who they are playing in advance. If you are unable to make a week you will have 2 weeks to schedule a makeup match directly with your opponent. Note both players are obligated to find a shared time to play their makeup match.
- If you are unable to reach an agreement regarding the scheduling of the makeup match the League Coordinator must be notified. The League Coordinator will then meet with both players for resolution.

## Match Format

- One match will consist of five (5) games for Division "A" or four (4) games for Division "B".
- You will play four (4) matches per night for a total of 16 games.
- You will face 2 opponents each week.
- You will play 2 matches against each opponent.
- The breaker for each match is identified on the score sheet. All score sheets must be completed and given back to the coordinator upon completion of your last match.
- Tables are assigned each week.

## Match Rulings

The players will try to settle any disputes that may arise during the match. All disputes that cannot be worked out by the two players at the match will be turned over to the League Coordinator or designate immediately.

Players may select any player to watch and make a decision on close hits. *Both players must agree to the selection of the player and must accept any decision made on the shot as final.*

A Handicap will be assigned to each player in the range of 8.5 - 12. Reviews will be done periodically throughout the season. All new players will be assigned a handicap at the beginning of the season.

## Scoring Points

### Game Points:

- for a loss 0 - 7 points (1 point for each ball pocketed)
- for a win 10 points

### Match Points:

Match points are awarded to a max of 7 points per match for a possible 28 points per night for Div. "A".

Match points are awarded to a max of 6 points per match for a possible 24 points per night for Div. "B".

Points are awarded as follows:

- Game Wins = 1 point for each game won
- Match Wins = 2 points for each match won
- Tied Matches = 1 point for each match ending in a tie
- Lost Matches = 0 points for each match lost
- BYE Points: Players will receive 6 points for each BYE match.
- Your worst 2 weeks of Gross Points will be considered as 'Tossed Weeks'. Therefore in a 25 week schedule ONLY your best 23 weeks will count for Season Awards and Tournament seeds.

### Stats:

- Statistics will be posted to Dooly's Ottawa website behind the 'Leagues' tab on a weekly basis. All players will be notified via email when the stats have been updated.

## Late Arrival Penalties

- The penalty imposed will be dependent on your time of arrival and whether or not you have informed your coordinator prior to 7:30 pm.

## Coordinator Informed:

- No Penalty if you arrive between 7:35 and 7:45 pm.
- 1 Game Forfeit: - for each 10 minute interval between 7:45 pm and 8:25 pm.
- 1 Game Forfeit: - for each 5 minute interval between 8:25pm and 8:45pm .
- Zero Points for the night if you arrive after your second opponent is completed their first 2 matches.
- You will also be classified as a 'No Show' as noted below.

## Coordinator NOT Informed:

- 1st Match is forfeited if you arrive between 7:35 pm and 7:45 pm.
- 2nd Match is forfeited if you arrive between 7:45 pm and 8:00 pm.
- After 8:00 pm you will receive zero points for the night and your opponents will receive BYE points.
- You will also be classified as a 'No Show' as noted below.

**Note:** *There is no practice time for anyone arriving after 7:30 pm.*

## Makeup Matches:

- Makeup Matches are only allowed in the Competitive division.

## No Shows

All league players are required to provide an email address and/or cell phone number that they can be contacted at by their opponents. This information will be included in the weekly statistics.

- If a player is unable to play a scheduled match, they **MUST** advise their opponent and league coordinator by email, text, phone or voicemail before 5:00pm on game night to ensure their opponent does not arrive at the pool hall and be unable to play the scheduled match.
- All players are responsible for checking to ensure their opponent has not requested a reschedule by the deadline.
- Failure to notify their opponent or league coordinator will result in the following:
  - o the player will forfeit all matches and receive zero points
  - o rescheduling of the match **will not** be allowed
  - o the player will still be required to cover their fees for the night
- A three strike rule will be invoked for excessive no shows. If a player is a no show on four different nights during the regular season without notice, they may be removed from the league roster at the discretion of the league coordinator or management of Dooly's Ottawa.

## Makeup Matches

- Each player is required to pay for all weeks in the schedule and play 80% of their matches on the day scheduled or they will not be able to play in the Year End Tournament or collect any winnings from the Season Awards.

*Note: 'Make Up' matches played will be considered as being played on the day scheduled. (Please refer to Section 3 for more information)*



- Schedules will be posted by Week 3, after which point, all players will know who they are playing in advance. If you are unable to make a week, you will have to schedule a makeup match with your opponents. If an agreement cannot be reached, the League Coordinator must be notified. The League Coordinator will then meet with all players for resolution.

### **Match times:**

- Matches will begin at 7:30. If by 9:00 you have not completed your first 2 matches with your first opponent you will complete your current game and move to your second opponent.
- You may complete your games with your 1<sup>st</sup> opponent at a later time/date.

### **Tournaments**

- This league will hold 2 Tournaments throughout the winter season, a Mid-Season Tournament and a Year End Tournament. The League reserves the right to modify or change this provision as required.
- Depending on the size of the Recreational Division the Season tournament will be set up as 2 separate tournaments.

### **Mid-Season/Top Shooters Tournament:**

- Any Mid Season or Top Shooters tournaments may be scheduled throughout the year. All players will be notified within the first month of play.

### **Year End Tournament:**

- The Year End tournament will be a seeded double elimination style tournament. The date of this tournament is always publicized at the beginning of each season.
- Seeding will be determined by Shooting Average.

### **Tournament Eligibility:**

- You must have played 70% of your matches. (if you have not played 70% of your matches, you may appeal the eligibility no later than 3 weeks **prior** to the tournament).
- All your league fees must be up to date (nothing owing). There will not be an appeal process for delinquency.

## ***Section 6 - 8 Ball Singles League (Recreational Division)***

### **League Eligibility:**

#### **Winter Season:**

Recreational Division: 6 – 8

**Summer Season:** The league is open to anyone with an assigned handicap of 10 or under.

#### **\*League Balancing Restrictions for Recreational Division\***

You are not eligible for the Recreational Division if:

Your handicap is 8+ and have done one of the following within the past 12 months:

- a) Won a League Season
- b) Won a League Season Tournament
- c) Been awarded the League MVP

### **Recreational League Costs**

#### **\$15.00 Registration Fee:**

- Administration Fees \$4.00
- Coordinators Fees \$3.00
- Trophy Costs

#### **\$15.00 Nightly Fees:**

- Green Fees & Coordinators Fees \$6.00/week.
- Prize Fund \$9.00/week.

## Match Format

- One match will consist of four (4) games.
- You will play four (4) matches per night for a total of 16 games.
- You will face 2 opponents each week.
- You will play 2 matches against each opponent.
- The breaker for each match is identified on the score sheet. All score sheets must be completed and given back to the coordinator upon completion of your last match.
- Tables are assigned each week.

The players will try to settle any disputes that may arise during the match. All disputes that cannot be worked out by the two players at the match will be turned over to the League Coordinator or designate immediately.

Players may select any player to watch and make a decision on close hits. *Both players must agree to the selection of the player and must accept any decision made on the shot as final.*

A Handicap will be assigned to each player in the range of 7 - 12. Reviews will be done periodically throughout the season. All new players will be assigned a handicap at the beginning of the season.

## Scoring Points

### Game Points:

- for a loss 0 - 7 points (1 point for each ball pocketed)
- for a win 10 points

### Match Points:

Match points are awarded to a max of 6 points per match for a possible 24 points per night. Points are awarded as follows:

- Game Wins = 1 point for each game won
- Match Wins = 2 points for each match won
- Tied Matches = 1 point for each match ending in a tie
- Lost Matches = 0 points for each match lost
- BYE Points: Players will receive 6 points for each BYE match.
- Your worst 2 weeks of Gross Points will be considered as 'Tossed Weeks'. Therefore in a 25 week schedule ONLY your best 23 weeks will count for Season Awards and Tournament seeds.

## Match Rulings

- The players will try to settle any disputes that may arise during the match. All disputes that cannot be worked out by the two players at the match will be turned over to the League Coordinator or designate immediately.
- Players may select any player to referee and make a decision on close hits. Both players must agree to the selection of the player and must accept any decision made on the shot as final.

### Stats:

- Statistics will be posted to Dooly's Ottawa website behind the 'Leagues' tab on a weekly basis. All players will be notified via email when the stats have been updated.

### Late Arrival Penalties

- The penalty imposed will be dependent on your time of arrival and whether or not you have informed your coordinator prior to 7:30 pm.

### Coordinator Informed:

- No Penalty if you arrive between 7:35 and 7:45 pm.
- 1 Game Forfeit: - for each 10 minute interval between 7:45 pm and 8:25 pm.
- 1 Game Forfeit: - for each 5 minute interval between 8:25pm and 8:45pm .
- Zero Points for the night if you arrive after your second opponent is completed their first 2 matches.
- You will also be classified as a 'No Show' as noted below.

### Coordinator NOT Informed:

- 1st Match is forfeited if you arrive between 7:35 pm and 7:45 pm.
- 2nd Match is forfeited if you arrive between 7:45 pm and 8:00 pm.
- After 8:00 pm you will receive zero points for the night and your opponents will receive BYE points.
- You will also be classified as a 'No Show' as noted below.

**Note: There is no practice time for anyone arriving after 7:30 pm.**

### No Shows

All league players are required to provide an email address and/or cell phone number that they can be contacted at by their league coordinator.

- If a player is unable to play a scheduled match, they MUST advise their league coordinator by email, text, phone or voicemail before 5:00pm on game night to ensure their opponent does not arrive at the pool hall and be unable to play the a match.
- Failure to notify their league coordinator will result in the following:
  - o the player will forfeit all matches and receive zero points
  - o rescheduling of the match **will not** be allowed
  - o the player will still be required to cover their fees for the night
- A three strike rule will be invoked for excessive no shows. If a player is a no show on four different nights during the regular season without notice, they may be removed from the league roster at the discretion of the league coordinator or management of Dooly's Ottawa.

### Makeup Matches:

- Makeup Matches will only be allowed in the Competitive divisions.

### Match times:

- Matches will begin at 7:30. If by 9:00 you have not completed your first 2 matches with your first opponent you will complete your current game and move to your second opponent.

- You may complete your games with your 1<sup>st</sup> opponent at a later time/date.
- After 10:30pm you may choose finish your match at a later date and time. Please do not play after 11:00 (finish your match at a later date and time).

### **Toss Weeks:**

- Your 2 lowest weekly scores will be 'tossed' and not counted toward your overall points.

### **Mid-Season/Top Shooters Tournament:**

- Any Mid-Season or Top Shooters tournaments may be scheduled throughout the year. All players will be notified within the first month of play.

### **Year End Tournament:**

- The Year End tournament will be a seeded double elimination style tournament. The date of this tournament is always publicized at the beginning of each season.
- Seeding will be determined by Shooting Average.

### **Tournament Eligibility:**

- You must have played 60% of your matches. (if you have not played 60% of your matches, you may appeal the eligibility no later than 3 weeks **prior** to the tournament).
- All your league fees must be up to date (nothing owing). There will not be an appeal process for delinquency.

## Section 7 – 9/10 Ball Singles League

### League Eligibility:

- There are no restrictions the league is open to anyone.

### Match Format:

- One match will consist of 2 races to 7. The first race will be 9 Ball and the second race will be 10 Ball.
- You will play 1 Match per night against one opponent.
- The break format will be 'alternate breaks' and 'rack your own'. 'Home' players break first.
- Each match will be played on a designated table. Check in before you start to practice as your designated table may also be your practice table.
- The players will try to settle any disputes that may arise during the match. All disputes that cannot be worked out by the two players will be turned over to the League Coordinator or designate for immediate resolve.

*The players within a match may select any player to watch and make a decision on close hits. Both players must agree to the selection of the player and must accept any decision made on the shot as final.*

### Handicaps:

- Handicaps will be assigned and reviewed for each player by the league coordinator.
- All handicaps will be assigned in the range of 1 – 7.
- Unknown newcomers will be assigned a handicap of 4.
- Handicaps will be reviewed for possible amendments periodically.
- Handicap Games are awarded as the difference in handicaps to max of 4 games.

### Scoring Points:

Each match is a race to 7.

- Match Wins = 3 points for each match won
- Hill/Hill Match = 1 point for each hill/hill match lost
- Match Loss = 0 points for each match lost
- BYE MATCHES: Players will receive 3 points for each BYE match.
- Your worst 2 weeks of Gross Points will be considered as 'Tossed Weeks'. Therefore in a 25 week schedule ONLY your best 23 weeks will count for Season Awards and Tournament seeds.

### Late Arrival Penalties

- The penalty imposed will be dependent on your time of arrival and whether or not you have informed your coordinator prior to 7:30 pm.

### Coordinator Informed:

- 1 Game Forfeit: - for each 10 minute interval between 7:45 pm and 8:15 pm.
- After 8:15 pm you will receive zero points for the night and your opponent will receive BYE points. However, your opponent may give you the option to play either 1 or both matches in lieu of the BYE points.

### Coordinator Not Informed:

- 1 Game Forfeit: - for each 10 minute interval between 7:30 pm and 8:00 pm.
- After 8:00 pm you will receive zero points for the night and your opponent will receive BYE points. However, your opponent may offer you the option to play either 1 or both matches in lieu of the BYE points.

### **When You Are Absent:**

- If you are going to be absent please get in touch with your opponent(s) and your coordinator to advise them of the situation. In order for your coordinator to arrange possible matches for your opponents please contact him no later than 2:00 pm on game day. (Failing this, makeup matches may not be allowed)

### **Makeup Matches**

- Each player is required to pay for all weeks in the schedule and play 80% of their matches on the day scheduled or they will not be able to play in the Year End Tournament or collect any winnings from the Season Awards.

*Note: 'Make Up' matches played will be considered as being played on the day scheduled. (Please refer to Section 3 for more information)*

- Schedules will be posted by Week 3, after which point, all players will know who they are playing in advance. If you are unable to make a week, you will have 2 weeks to schedule a makeup match with your opponents. If your absence will take you beyond the 2 week limit, the match(s) must be scheduled before you leave. If an agreement cannot be reached, the League Coordinator must be notified. The League Coordinator will then meet with all players for resolution.

### **Mid-Season/Top Shooters Tournament:**

- Any Mid-Season or Top Shooters tournaments may be scheduled throughout the year. All players will be notified within the first month of play.

### **Year End Tournament:**

- The Year End tournament will be a seeded double elimination style tournament. The date of this tournament is always publicized at the beginning of each season.

### **Stats:**

- Statistics will be posted to Dooly's Ottawa website behind the 'Leagues' tab on a weekly basis. All players will be notified via email when the stats have been updated.

## Section 8 – 8 Ball Doubles League

### League Eligibility

- 2 Divisions. 'Competitive Division' for teams with a handicap of 32 or greater to a maximum of 42. 'Recreational Division' for teams with a handicap of 34 (33.5 if there is a 9.0 on the team) or lower.
- A team with a handicap of 32 or lower may choose to play in the 'A' division, however they will have their handicap raised to 32.

### Match Format:

- One match will consist of four (4) Rounds.
- Each Round will consist of four (4) games.
- You will play one match per night for a total of 16 games.
- Each player will play 8 games.
- You will face 1 opponent each week.
- You will play each opponent 4 games (1 game each per round).
- The breaker for each Round is identified on the score sheet.
- All score sheets must be completed and given back to the coordinator upon completion of the match.
- Each match will be played on a table assigned each week.

The players will try to settle any disputes that may arise during the match. All disputes that cannot be worked out by the two teams will be turned over to the League Coordinator or designate immediately.

The two players, who are at the table, may select any player to watch and make a decision on close hits. Both players must agree to the selection of the player and must accept any decision made on the shot as final.

### Team Handicaps:

- Handicaps will be assigned to each player.
- Team handicaps are determined by adding the 2 player's handicaps together and multiplying by 2. The Team with the lowest total will receive the difference in handicaps in each Round. Team handicaps are the range of 24 to 43.

### Scoring Points

- Game Points:
  - for a loss – 0 - 7 points (1 point for each ball pocketed)
  - for a win - 10 points

*Game Points are the only points used in the calculation of averages and in the determination of the League MVP.*

- Match Points:
  - Round Points 1 point for most points including handicap for each round.
  - 1/2 point for each tied round
  - Total Points 1 point for total points including handicap for all four rounds
  - 1/2 point for each match ending in a tie
  - BYE Points: Teams will receive 5 points for each BYE match

*Match points are used to determine the League Winner.*



*The League Champions will be determined at the Year End Tournament.*

## **Use of Spares**

### **For League Play:**

During the league schedule spares may be used to replace 1 member of the team. To reduce the number of 'ghost partners' teams are encouraged to follow these guidelines in the order they appear.

1. Every effort must be made by the team in obtaining a replacement when one of you cannot play.
2. If you cannot find a replacement you must contact the league coordinator who will then try and find a spare for you.
3. When 1) and 2) above fails to find a replacement you may play with your 'ghost partner' using your handicap for the ghost player.
4. If your partner fails to report by the league start time (7:30pm) please inform the League Coordinator who will advise you if there is a spare available. If a spare is not available then you may use a 'ghost partner' score for your partner. If you partner does show up spare/ghost games will not be replayed and your partner must wait until the start of the next round to begin.

If your partner has got in touch with you or the Coordinator you may then start the match by playing your games in advance of your partners. (Please see 'Late Arrival Penalties' on the following page)

### **For Tournament Play:**

- A team cannot play with a 'ghost' partner.
- When an original member of a team cannot play in a match(s) during the league's tournament a 'spare' must be used.
- All spares must be approved by the league coordinator prior to the start of a match.
- Failure to obtain an approved replacement by the time your match is announced will result in a default loss. A replacement must meet all the following requirements to be approved:
  - Played a minimum number of matches in the current or past season's 8 ball doubles league.
  - Has an assigned handicap not greater than .75 higher than the person's being replaced.

*Please note if an eligible player cannot be found in the current/previous 8 ball doubles league then an approved replacement can be from any one of Dooly's current leagues.*

An approved replacement can be used one time only per team. When the original team member returns the replacement must finish the match the team is currently playing. The original team member must wait until the next match before he/she can play. Once the original team member replaces the replacement, the original team must then complete the Tournament without use of a replacement.

## **Makeup Matches**

- Each team is required to pay for all weeks in the schedule and play 80% of their matches on the day scheduled or they will not be able to play in the Year End Tournament or collect any winnings from the Season Awards.
- 'Make Up' matches played will be considered as being played on the day scheduled. (Please refer to Section 3 for more information)

- Schedules will be posted by Week 3, after which point, all teams will know who they are playing in advance.
- If you are unable to make a week you will have 2 weeks to schedule a makeup match with your opponents. If your absence will take you beyond the 2 week limit, the match(s) must be scheduled before you leave. If an agreement cannot be reached, the League Coordinator must be notified. The League Coordinator will then meet with all players for resolve.
- 'Make up' matches will only be allowed when both players of a team are unable to report for a scheduled match. THE COORDINATOR MUST BE INFORMED IN A TIMELY MANNER WHICH WILL ALLOW CONTACT WITH THE OTHER TEAM prior to the day of the scheduled match. Failure to do so or if your team fails to report for a scheduled match without notifying the League Coordinator your team will receive zero '0' points and your opponents will receive '5' points for that match.

### **Late Arrival Penalties**

- The penalty imposed will be dependent on your time of arrival and on whether or not a 'spare' or 'ghost' player is not being used:

### **Spare/Ghost is not being used:**

- No Penalty if you arrive between 7:30 and 7:45 pm.
- 1st Round is forfeited if you arrive between 7:45 pm and 8:00 pm.
- 2nd Round is Forfeited if you arrive between 8:00 pm and 8:15 pm
- 3rd and 4th Rounds are Forfeited if you do not arrive before 8:30 pm.

### **Spare/Ghost is being used:**

- The late player can only start at the beginning of a Round. Therefore, the round currently being played must be completed prior to the late player starting.

### **Mid-Season/Top Shooters Tournament:**

- Any Mid-Season or Top Shooters tournaments may be scheduled throughout the year. All players will be notified within the first month of play.

### **Year End Tournament:**

- The Year End tournament will be a seeded double elimination style tournament. The date of this tournament is always publicized at the beginning of each season.

## Section 9 – 8 Ball Rules

### League Rules

Below you will find a summary of the rules that have been adopted or refined from VNEA and other associations. If a particular rule is not found below please refer the VNEA definition.

#### 1. Disputes

- The players will try to settle any disputes that may arise during the match.
- All disputes that cannot be worked out by the two players (teams) in the match will be turned over to the League Coordinator or designate immediately for resolve.

Any player at the table who feels a shot about to be played may result in a foul will advise the other player he/she would like the shot to be refereed. That player may select any league member (not playing on the same table) to watch and make a decision on close hits. Both players must agree to the selection of the league member and must accept any decision made on the shot as final.

#### 2. Racking and Breaking

- **In Singles Play:**
  - The 'Home' player will rack and break for Games #1 and #3.
  - The 'Visitor' player will rack and break for Games #2 and #4.
- **In Doubles Play:**
  - The 'Home' team will rack and break in Rounds #1 and #3.
  - The 'Visiting' team will rack and break in Rounds #2 and #4.
- **The balls are to be racked by the breaker in following manner:**
  - The first ball on the foot spot of the rack can be any ball (solid or stripe)
  - The 8-ball in the center of the triangle
  - Any stripe ball in one corner of the rack
  - Any solid ball in the other corner
  - All other balls are placed randomly within the rack.

#### 3. Start of play:

- The designated player breaks first (alternate thereafter).

If the shooter fails to drive at least four numbered balls to a cushion or fails to pocket one or more object balls, it is not a foul; however, the opponent has the option to:

- Continue shooting, accepting the table in position
- Rack and break or
- Have the shooter rack and break again.

#### 4. The opponent will receive cue ball in hand behind the head string when the following fouls are committed during the break:

- Stop or deflect the cue ball prior to hitting the racked balls.
- If the shooter continued to shoot after the opponent advised the shooter the base of the cue ball was not behind the head string (kitchen).

## 5. Scratches the cue ball on the break:

- All balls pocketed remain pocketed (except the 8 ball)
- The table is open

## 6. JUMPING AN OBJECT BALL:

- To be a legal shot, a player must strike the cue ball above center. It is a foul if a player strikes the cue ball below center ('digs under' it) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such 'jumps' are not to be considered fouls on their face; they may still be ruled foul strokes, if for example the ferrule or cue shaft makes contact with the cue ball in the course of the shot.

## 7. If you jump an object ball off the table:

- Jumped balls are spotted in numerical order.
- The table is open and your opponent has the option:
  - Accepting the table in position and continue shooting, or
  - Taking cue ball in hand behind the head string.

*Please Note: When a player has the cue ball in hand behind the string (in the kitchen), he must drive the cue ball to a point outside the kitchen before it contacts either a cushion or an object ball. Failure to do so is a foul.*

## 8. Making the 8-Ball on the Break:

If the shooter makes the 8 ball on the break, the shooter may:

- Rack and break again or
- Spot the 8-ball and continue shooting (the table is open)
- The shooter does not win the game nor does he lose his turn.

## 9. Making the 8-Ball and Scratching on the Break:

If the shooter makes the 8 ball on the break and scratches the cue ball, the opponent may:

- Rack and break or
- Spot the 8-ball and shoot from behind the head string (the table is open)

*Note: A game cannot be won or lost with an 8-ball on the break regardless of what is pocketed on the same shot. When the 8 ball is spotted all other balls pocketed remains pocketed.*

## 10. Open Table:

The table is 'open' if:

- Immediately after the break shot regardless if any balls are made on the break or
- When the choice of groups (stripes or solids) has not yet been determined.

*The choice of group is determined only when a player legally pockets a called object ball after the break shot.*

When the table is open:

- It is legal to hit a solid first to make a stripe or vice versa
- It is also legal to hit the 8-ball first in the process of pocketing the called stripe or solid.
- All pocketed balls remain pocketed.

## 11. Calling your shots:

- 'CALL' shot: Obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Banks and combinations are not considered obvious and both the object ball and the pocket must be called or it is a loss of turn. Any balls pocketed remain pocketed regardless of whether they belong to the shooter or the opponent. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. The opening break is not a 'called pocket.' Any player performing a break shot in 8 Ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.
- 'SAFETY' shot: For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring 'safety' in advance. A safety shot is defined as a legal shot. If the shooting player intends to give up his turn at the table after making one of his balls, then prior to the shot, he must declare a 'safety' to his opponent. If this is NOT done, and one of the shooter's object balls is pocketed and it was an obvious shot, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

## 12. Legal shots:

The cue ball must make contact with the shooters object ball first, and then one of two things must happen:

- Pocket any stripe or solid ball or
- Cause the cue ball or any other ball to contact a rail

*If the shooter banks the cue ball off a rail before contacting his object ball, 1) or 2) above must happen after contact with his object ball.*

## 13. Fouling:

All fouls must be called and acknowledged before the next shot is taken. (Exception: scratching) A player must stop shooting when a foul is called. The following results in fouls:

- Failure to make a legal shot as noted above.
- Scratching (shooting the cue ball into a pocket or off the table).
- It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls. The incoming player receives cue ball in hand behind the head string.
- When placing the cue ball in position, any forward stroke motion causing the cue tip to contact the cue ball will be a foul.
- Shooting without at least one foot touching the floor.
- Coaching is a foul.
- Picking up or shooting the cue ball while any balls are still in motion.
- Push shots and or double hits will be considered fouls. (See definition below)
- With cue ball in hand, touching any object ball with the cue ball or touching any object ball with your hand while touching the cue ball is a foul.
- Jumping object balls off the table. (Jumped balls are spotted)
- After a scratch on a legal break, if a player positions the cue ball completely and obviously outside the kitchen and shoots it is a foul.
- If your opponent commits a foul and you do not receive his/her acknowledgement of such foul prior to touching the cue ball you have committed a foul. (Exception: scratching)
- Illegal jumping of ball. (See explanation in Definitions below)

*Only the players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. The cue ball does not have to be behind the head string except on opening break or immediately after a foul on the break.*

#### **14. Accidentally moving or touching any balls:**

Accidentally moving or touching any ball is not a foul unless:

- The moved ball is the cue ball or
- A moved ball makes contact with the cue ball or
- The shooter replaces the moved ball. (only the opponent may replace the ball moved as closely as possible or leave it where it rests.)
- The shooter fails to notify the opponent prior to making contact with the cue ball.
- A ball is moved during or after the stroke while the cue ball is in motion. (Regardless of whether it was moved by a hand, cue stick follow-through or bridge). The opponent has the option to leave the moved ball where it rests or replace the moved ball to its original position.

#### **15. Shooting an object ball frozen to a cushion or cue ball:**

This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, it is a foul if the shot does not result in one of the following:

- A ball being pocketed, or
- The cue ball contacting a cushion, or
- The frozen ball being caused to contact a cushion attached to a separate rail, or
- Another object ball contacts a cushion with which it was not already in contact.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either player prior to the shot.

With a cue ball and object ball frozen, shooting the shot from any angle other than at least 45 degrees above, or at least 45 degrees to the right or at least 45 degrees to the left of center from the straight line of the frozen balls is a foul and must be so called.

#### **16. Loss of game'**

The following results in loss of game:

- Pocketing the 8-ball when it is not the legal object ball except on an opening break.
- Pocketing the 8-ball on the same stroke as the last of his group of balls.
- Pocketing the 8-ball when it is the legal object ball and scratching the cue ball. (It is not loss of game if the 8-ball is not pocketed)
- Jumping or knocking the 8-ball off the table at any time.
- Pocketing the 8-ball in a pocket other than the one designated.
- Fouling while (pocketing) the 8-ball in the designated pocket.

*Note: All infractions above must be called before the next shot is taken.*

*Only the players involved may call an infraction.*

## Section 10 – 9 & 10 Ball Rules

### 17. RACKING & BREAKING

1. As mentioned above, the break format will be 'alternate breaks' and 'rack your own'. 'Home' players break first.
2. The object balls are racked with the 1-ball at the top of the rack and on the foot spot, the 9/10 ball in the center of the rack, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.

### 18. START OF PLAY

1. The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to the rail, failure to do so is a foul. The incoming player can have ball in hand anywhere on the table or they can re-rack and break.
2. If the cue ball is pocketed or driven off the table, or 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 object ball is NOT spotted unless it is the 9/10 Ball which are spotted.
3. If the breaker makes the 9/10 Ball on the break it is NOT an automatic win for the breaker. The 9/10 Ball is spotted and the breaker continues his turn.

### 19. CONTINUING PLAY:

On the shot immediately following a legal break, the shooter may play a 'push out.' (See 3 Below)

1. After the break (and push-out if one occurs), play continues as follows:
  - you must contact the lowest numbered ball on the table first or it is a foul;

10 Ball Game:

  - You must call the ball and pocket if you intend to pocket a ball
  - only 1 ball can be called.
  - the 10 ball is spotted if it is illegally pocketed.
  - all other balls are not spotted.
  - play continues until you do not legally pocket a ball or the game is won by the player who legally pockets the 10 ball.

9 Ball Game:

  - you do not have to call your shots.
  - play continues until you do not legally pocket a ball or the game is won by the player who legally pockets the 9 ball.
2. If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins an inning and shoots until missing, committing a foul, or winning. The game ends when the 9/10 ball is pocketed on a legal shot.
3. PUSH OUT:
  - The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce the intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed except the 9/10 ball which is spotted. Following a legal push out, the incoming player is permitted to shoot from that position or pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule is violated. An illegal push out is penalized according to the type of foul committed. After a player scratches on the break shot, the incoming player cannot play a push out.

## 20. SAFETY PLAY:

- A safety must meet the requirements of a legal shot or it is a foul.

### 9 Ball:

- There is no called safety shot, when a ball is pocketed on a legal shot you must continue shooting.

### 10 Ball:

- You may declare a safety to your opponent on any shot after the break. Your opponent must acknowledge your intentions.
- If your safety is a legal shot your turn ends UNLESS you pocket a ball. If you pocket any ball on a safety, your opponent may require you to continue shooting (see Opponent's Option).
- If you do not declare a safety or it is not acknowledged, and you pocket an 'obvious' ball, you must continue and shoot again.
- Opponent's Option:

If you pocket any ball on a safety or in a pocket other than the called pocket, your opponent has the option to:

- Accept the table in position or;
- Require you to shoot again with the table in position.

*Note: If the 10 ball is illegally pocketed it is spotted. All other illegally pocketed balls remain pocketed.*

## 21. FOULS

All fouls must be called and acknowledged before the next shot is taken. (Exception: scratching) A player must stop shooting when a foul is called. When a player commits a foul, he must relinquish his run at the table and balls pocketed on the foul shot are not spotted (exception: if a pocketed ball is the 9/10 ball, it is re-spotted). The incoming player is awarded ball in hand. 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 shooting.

- **BAD HIT**  
If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is foul.
- **NO RAIL**  
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 is a foul.
- **OBJECT BALLS JUMPED OFF THE TABLE**  
An un-pocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not spotted (exception: if the object ball is the 9/10 ball, it is spotted) and play continues.
- **JUMP AND MASSÉ SHOT FOUL**  
If a match is not refereed, it will be considered a cue ball foul if during an attempt to jump, curve or massé the cue ball over or around an impeding numbered ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).
- **ACCIDENTALLY Moving or Touching any ball**
- **Accidentally moving or touching any ball while lining up a shot is not a foul unless:**
  - the moved ball is the cue ball or
  - a moved ball makes contact with the cue ball or
  - the shooter replaces the moved ball.(only the opponent may replace the ball moved as closely as possible or leave it where it rests.)



- the shooter fails to notify the opponent prior to making contact with the cue ball.
- the ball is moved during or after the stroke. (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

## **22. THREE CONSECUTIVE FOULS**

- If a player fouls three consecutive times on three successive shots without making an intervening legal shot, he loses the game. The three fouls must occur in one game. The opposing player must give a warning after the second foul and before the next shot at the table is played.

## **23. FOULS BY DOUBLE HITS:**

(A referee must be called and the shooter must be advised before the shot is taken)

- It is a foul if the cue ball is struck more than once on a shot by the cue tip (such shots are usually referred to as double hits). If, in the referee's judgment, the cue ball has left initial contact with the cue tip and then is struck a second time in the course of the same shot, it is a foul. (Note: this can be a difficult call in officiating, because on shots where the distance between the cue ball and the object is very short, the referee must judge whether the cue ball had time to move out of contact with the cue tip prior to being impeded and then propelled again by the follow through of the stroke.) Nonetheless, if it is judged by virtue of sound, ball position and action and stroke used that there were two separate contacts of the cue ball by the cue tip on a stroke, the stroke is a foul and must be so called.

## **24. PUSH SHOT FOULS:**

(A referee must be called and the shooter must be advised before the shot is taken)

- It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such shots are usually referred to as push shots.) With a cue ball and object ball frozen, shooting the shot from any angle other than at least 45 degrees above, or at least 45 degrees to the right or at least 45 degrees to the left of center from the straight line of the frozen balls is a foul and must be so called.

## **25. JUMPING AN OBJECT BALL:**

- To be a legal shot, a player must strike the cue ball above center. It is a foul if a player strikes the cue ball below center ('digs under' it) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such 'jumps' are not to be considered fouls on their face; they may still be ruled foul strokes, if for example the ferrule or cue shaft makes contact with the cue ball in the course of the shot.

## **26. PLAYER RESPONSIBILITY FOULS:**

- The player is responsible for chalk, bridges, files and any other items or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such item make contact with a cue ball.

## **27. OTHER FOULS**

- Failure to make a legal shot as noted above.
- Scratching (shooting the cue ball into a pocket or off the table).
- It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls.
- When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
- Shooting without at least one foot touching the floor.
- Coaching is a foul.
- Picking up or shooting the cue ball while any balls are still in motion.
- Push shots and or double hits will be considered fouls. (See definition below)
- With cue ball in hand, touching any object ball with the cue ball or touching any object ball with your hand while touching the cue ball is a foul.

- Jumping object balls off the table.
- If your opponent commits a foul and you do not receive his/her acknowledgement of such foul prior to touching the cue ball you have committed a foul. (Exception: scratching)
- Illegal jumping of ball. (See explanation in Definitions below)

**28. SLOW PLAY RULE:**

- Exaggerated slow play will be penalized. Certain moments during a game or type of game may require extra thought or concentration. However, continuously taking 1 to 3 minutes between shots is not acceptable. When your opponent abuses this rule, stop play. The league coordinator will assign someone to time your opponent for the rest of the match. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in a loss of game.

# General Definitions of Pocket Billiards

## 1. Striking Cue Ball

Legal shots require that the cue ball be struck only with the cue tip. Failure to meet this requirement is a foul.

## 2. Pocketed Balls

A ball is considered as a pocketed ball if, as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains there. A ball that rebounds from a pocket back onto the table is not a pocketed ball.

## 3. Position of Balls

The position of a ball is judged where its base (or center) rests.

## 4. Foot on the Floor

It is a foul if a player shoots when at least one foot is not in contact with the floor. Foot attire must be normal in regard to size, shape and the manner in which it is worn.

## 5. Kitchen Defined

The head string is part of the kitchen. If the base of an object ball is dead center on the head string, the ball is not playable. This will apply on a scratched cue ball on the break. Likewise, the cue ball when being put in play from the kitchen (cue ball behind the string), may not be placed directly on the head string; it must be behind it.

## 6. Fouls by Double Hits

It is a foul if the cue ball is struck more than once on a shot by the cue tip (such shots are usually referred to as double hits). If, in the referee's judgment, the cue ball has left initial contact with the cue tip and then is struck a second time in the course of the same shot, it shall be a foul. (Note: this can be a difficult call in officiating, because on shots where the distance between the cue ball and the object is very short, the referee must judge whether the cue ball had time to move out of contact with the cue tip prior to being impeded and then propelled again by the follow through of the stroke.) Nonetheless, if it is judged by virtue of sound, ball position and action and stroke used that there were two separate contacts of the cue ball by the cue tip on a stroke, the stroke is a foul and must be so called. (A referee must be called before the shot is taken.)

## 7. Push Shot Fouls

It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such shots are usually referred to as push shots.) With a cue ball and object ball frozen, shooting the shot from any angle other than at least 45 degrees above, or at least 45 degrees to the right or at least 45 degrees to the left of center from the straight line of the frozen balls is a foul and must be so called. (A referee must be called before the shot is taken.)

## 8. Jumping an Object Ball

To be a legal shot, a player must strike the cue ball above center. It is a foul if a player strikes the cue ball below center ('digs under' it) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such 'jumps' are not to be considered fouls on their face; they may still be ruled foul strokes, if for example the ferrule or cue shaft makes contact with the cue ball in the course of the shot.

## 9. Balls Jumped Off the Table

Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rail surface, floor, etc.) are considered jumped balls. Jumped balls are considered a foul unless they

return to the bed of the table under their own power and without touching anything. Balls that strike or touch anything not considered to be a part of the table, such as the light fixture, call pocket disc, chalk on the rails and chalk on the wood cushion tops, shall be considered jumped balls even though they might return to the bed of the table after contacting items which are not parts of the table proper.

All jumped object balls (except the 8 ball) are spotted when all balls have stopped moving.

#### **10. Spotting Balls**

A single ball is placed on the foot spot; if more than one ball is to be spotted, they are placed on the long string beginning on the foot spot and advancing toward the foot rail.

#### **11. Player Responsibility Fouls**

The player is responsible for chalk, bridges, files and any other items or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such item make contact with a cue ball.

#### **12. Balls Moving Spontaneously**

If a ball shifts, settles, turns or otherwise moves 'by itself' the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket 'by itself' after all balls are motionless for three seconds or longer shall be placed as closely as possible to its position prior to falling and play shall continue.

#### **13. Non-Player Interference**

If the balls are moved (or a player is bumped such that play is directly affected) by a non-player during a match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. If the match is officiated, referee shall replace the balls. This rule shall also apply to 'act of God' interference, such as earthquake, hurricane, light fixture falling, power failure, etc.

#### **14. Slow Play Rule**

Exaggerated slow play will be penalized. Certain moments during a game or type of game may require extra thought or concentration. However, continuously taking 1 to 3 minutes between shots is not acceptable. When your opponent abuses this rule, stop play. The league coordinator will attempt to assign someone to time the table for the rest of the match. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in a loss of game.

#### **15. Scratch**

Cue ball pocketed or knocked off the table.

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