

2020-2021 SHAFFER ENTERTAINMENT RICHMOND POOL LEAGUES

LEAGUE RULES

PLEASE READ AND SAVE FOR FUTURE REFERENCE

RULE #1: GOOD SPORTSMANSHIP IS EXPECTED AT ALL TIMES!

LEAGUE COORDINATOR: MIKE GIBBEL

Start Time

Matches must start promptly at 6:45PM. Teams have a 15 minute grace period to arrive and start the match.

Captain's Duties

1. Captain shall be present or send an acting captain to all league meetings and matches. Any team not represented at a Captain's meeting will forfeit all voting rights for that meeting.
2. Captain's shall instruct his/her players of all VNEA 8-Ball rules and Shaffer Entertainment League rules and requirements as well as ensuring that they abide said rules. Captains are responsible for the actions of the entire team AND it's guests.
3. It is recommended by the VNEA that the team captains, within a match, select a player to watch individual games and to act as referee after the players call fouls, or to make the final decision on close hits. The player referees should rotate from each team watching the matches. If the teams are not utilizing this process, when a player requests a ref the shooter must yield and wait for a ref to watch the shot. Failure to do so is a foul!
4. The Captain's from each team will try to settle any disputes that may arise during the match. All disputes that cannot be worked out by the two captains at the match will be turned over to and settled by the league coordinator
5. Captain's must ensure that once at the table, the two players must not leave the table. Cells phones and headphones/earbuds, are not to be used during the game. All bathroom and smoke breaks are to be done before or after games.
6. Both team Captains must verify and sign the score sheet and league envelope.

Captains Meetings

If it is deemed necessary to have a mid season Captain's meeting, any team not represented by it's Captain or acting Captain will forfeit voting rights for that meeting.

League Fees

NO CHECKS ARE ACCEPTED BY THE LEAGUE!

Sanction Fees: **\$20 PER PLAYER.** When Sanctioning a NEW player, fill out the sanctioning form provided & place in the league envelope along with the sanction fee. The fee must be paid the first night a player shoots. Players are only required to sanction once during a league season. No sanction fees were paid in the Summer Pool Leagues

Weekly Fee: = **\$5 PER PLAYER.** The full weekly fee must be paid regardless of how many players play. If byes are scheduled, the weekly fee MUST be paid on or before the night of the scheduled bye. The fee must be paid even if short a player.

League Envelopes

Envelopes must be turned in at the designated location at time to avoid being fined. See the last page for each leagues information. Any shortage of money in the league envelope must be documented on the envelope by the Home Team. The Home Team will be held responsible for any shortage not documented.

League Schedules

League schedules will be posted in every league location prior to beginning of the league. Each team will be provided a schedule in the team folder. Schedules will be posted at www.ShafferEntertainment.com.

All matches are to be played at the scheduled location without exception. Table numbers listed on the schedule are to enable the computer to know how many tables are within a location. Teams are not required to play on the table number listed. Tables are first come first served within a location.

Score Sheets

Score sheets are to be provided by the home team at all Matches.

List each player's first and last names (No Nicknames please).

PLEASE PRINT CLEARLY & **CIRCLE**, B&R's, ERO's, and 8OB to ensure receiving credit.

If you get a ERO on the break, mark it as break & run (B&R). If you get a ERO when you did not break, mark it as ERO. If you did not break, it must be your first approach to the table and there must be 15 balls on the table to achieve an ERO (VNEA ERO Definition)

If a round is tied, the round is awarded to the team with the most games won in that round. If games won during a round are tied, each team will receive 1/2 round point each.

If overall points are tied, the round is awarded to the team with the most games won during the entire match. If total games won is tied, each team will receive 1/2 round point each.

Use Of Subs

Subs may not be entered during a match. There is a 2 sub limit each night.

The use of subs must not violate the ranking lists provided in your team folder. See handicap section below for using handicap for subs.

Qualified women cannot play or sub in both the Men's & Women's Pool Leagues during the same league season.

Any player listed on an original team roster is not eligible to play on another team within the same league.

NEW If a team is unable to locate a sub, a team may have ONE player play twice. The player that will play twice is picked by the opposing team captain and that players average will be used twice for the calculation of team handicap.

League Standings

League Standings will be posted in each bar prior to the next scheduled match. The 2019-2020 season will be the final season for printed stats in the bars. Standings are always posted at www.ShafferEntertainment.com.

Protests

Only the Team Captain has authority to protest. Protests must be submitted in writing and delivered to the League Coordinator within 48 hours and must be accompanied by a \$50 cash protest fee which will be refunded if a ruling is made in your favor.

The League Coordinator has the right to disregard any protest not properly presented, such as phone calls or personal contact before the protest is presented in writing.

A game may be played and finished under protest, which may alleviate the original protest.

In some cases, a Captain's meeting may be called by the League Coordinator and the League Captains will be asked to review the protest and make a decision by majority vote.

League Champions

1. The team winning the most round points will be the Division Champion.
2. In the event that two or more teams have won the same number of round points, the team winning the highest number of games will be the Division Champion. In the event the teams also tie for most games won, total points will decide the champion.

3. If round points, games won, and total points compiled by any two teams for trophy positions are equal, the teams involved will playoff to determine final position in the standings.

A. One regular match will be played.

B. If two teams tie - A plays B and regular scoring prevails.

C. If three or more teams tie - a round robin format is used with total points determining the winner.

4. **Teams that Place First in their division will be moved up to the next division the following season.** All Players of the 1st place team will be required to play in the next highest division the following year. If two teams tie for First Place by round points, both teams will be moved up. Teams within two round points of first place **may** also be moved up the following season at the determination of the League Coordinator.

Pool League Awards Banquet

The League Banquet is open to all CURRENTLY sanctioned league players in good standing. Each player may bring a guest that must be of legal drinking age.

Team winnings are paid back at the end of season league banquet based on round points won during the season. All money is paid back to the league teams after league expenses such as secretary fee, Runner's Fee, and League awards and banquet expense. Therefore all teams regardless of end position in the standings will get money back at the end of season banquet. It is the Teams responsibility to distribute the money in a fair and consistent manner amongst all the team members.

The League provides the meat and each player in attendance should bring a covered side dish or dessert. Failure to do so may bring an end to the banquet or cause an increase in the banquet cost thus reducing the amount being paid back to the teams. Only Sanctioned League players are eligible to win door prizes.

League Awards

Individual Plaques: Will be awarded for 1st, 2nd, & 3rd place in each division to players that finish the season having played at least 75% of the games possible. (Players in the upper grouping on the league standings).

Team Plaques: Will be awarded for 1st, 2nd & 3rd place in each division. The League will provide up to 6 trophies for 5 person team and up to 5 trophies for 4 person teams where all players played 12 weeks or more. Additional trophies may be ordered at the team's expense if desired for more players or players that played less than 12 weeks.

VNEA 8-Ball Awards

Most 8 on the Break. For the player who achieves the most 8-balls on the break in their division.

Perfect Match. When a player holds opponent scoreless in four consecutive games. Forfeits do not qualify.

The 10 Awards are: The most 10's in one season, The most 10's consecutively, & The most 10-0 games in one season, forfeits do not apply.

Most ERO's. For the player who achieves the most Break & Runs + EROs in one season.

ERO as Defined by the VNEA

The ONLY TIME a player may achieve an ERO is in his first approach, with 15 balls on the table. If the breaker runs out and wins the game from the break, it's a Break & Run ERO (B&R). If the breaker **DOES NOT** make any balls, his opponent will have a shot at an ERO. He must pocket his 7 object balls and the 8-ball without a miss.

Sportsmanship

1. VNEA rules state: To assure good sportsmanship, a team or individual may be expelled for unbecoming conduct, poor sportsmanship or any other good reason considered detrimental to the league by the Charter Holder (Shaffer Entertainment).

2. Any parties so expelled may request a hearing from the League and the findings of the Charter Holder shall be recognized as final.

Shaffer Entertainment Richmond Pool Leagues Sportsmanship Policy

1. Unsportsmanlike Conduct policy involving violence

Any League player(s) that become involved in a physical altercation, including but not limited to punching, shoving, wrestling, throwing potentially dangerous objects or anything that may be perceived as a fight, will be suspended from ALL Shaffer Entertainment leagues as follows:

First Offense: Automatic TWO YEAR suspension from ALL leagues. Player is permanently ineligible to be a Team Captain upon return in the future.

Second Offense: Lifetime Ban from ALL leagues.

2. Non violent Unsportsmanlike Conduct:

First Offense: Warning from the league coordinator

Second Offense: ONE YEAR suspension from ALL leagues. Player is permanently barred from Being a Team Captain upon return in the future.

Third Offense: TWO YEAR suspension from ALL leagues.

Fourth Offense: Lifetime ban from ALL leagues

3. To report unsportsmanlike conduct, Call Mike Gibbel at Shaffer Entertainment at 765-993-3973 Or by email at mgibbel@ShafferEntertainment.com within 48 hours of the match.

Fines & Penalties

1. **Late Envelopes & Short Envelopes:** Envelopes that are late or short of money (even as little as \$1) will result in a fine and potential penalties as follows.

First & Second offenses: = \$20 Fine.

Third offense: will result in a \$20 fine and loss of 5 round points.

Fourth offense: will result in the team Captain being suspended for the remainder of the Season.

2. **Team Commitment:** All teams entered on the League schedule are expected to complete the league season and pay all the league fees. Any team that owes the league money at the end of the season or any team that quits before completion of the schedule will result in ALL MEMBERS of the team being suspended from the league for a period of TWO YEARS. All members will be ineligible to be Team Captain upon return in the future.

3. **Suspended Players:** Any player suspended from Shaffer Entertainment leagues are not to attend any future matches or league functions and are not eligible to play in I.A.M.O.A. Tournaments under the Charter of Shaffer Entertainment.

4. **I.A.M.O.A. Suspended players:** Any player receiving a suspension from participating in the I.A.M.O.A. Indiana State Pool or Dart Tournaments, regardless of the reason, will also receive the same suspension from ALL Shaffer Entertainment Pool & Dart Leagues.

I.A.M.O.A. Indiana State Pool Championships

Qualifying Requirements

February 15th is the deadline to play all qualifying games for the minimum number of weeks played for tournament eligibility. Weeks and games may be combined from different leagues within the same Charter to achieve these requirements. The Richmond Pool Leagues will not end by the qualification date.

Teams that have more than the standard roster players on the team should monitor the number of the weeks played by each team member to ensure that they meet the following league requirements.

Singles Requirements

All players must have 12 Weeks of league play.

Team Requirements

1 player may have 8 weeks of league play. All the other players listed on the team roster must have 12 weeks of league play. Teams must have two original roster players from the same league team and all team members must have played the requirements from the same Charter Holder.

The 2021 Tournament will be held March 24th –28th

Wyndham Indianapolis West

2544 Executive Drive

Indianapolis, IN 46241

If you plan to stay at the Wyndham,
make your reservations **NOW!** Call 317-248-2481

Remember to ask for pool player rates.

The special rate Ends prior to the tournament so make your reservations early!!

Last year the hotel was sold out by Halloween!

State Tournament info: www.iamoa.org or call Mike Gibbel at the number below

Mike Gibbel - Richmond Pool League Coordinator

Email: mgibbel@shafferentertainment.com

765-993-3973

GO OUT. PARTICIPATE. PLAY ON.

www.ShafferEntertainment.com

2020-2021 SHAFFER ENTERTAINMENT RICHMOND POOL LEAGUES

RULES SPECIFIC TO THE WEDNESDAY NIGHT WOMEN'S LEAGUE

The Team

1. Consists of four player teams and uses the 16 Game Format.
2. All players must be of legal drinking age to participate in the league and in good standing with the league.
3. A team must have TWO original roster players to start a match or the team forfeits the match. Teams are limited to 5 original roster players.
4. **SUBS - There has been confusion concerning subs. Below are the sub rules:**

SUBS = Any player NOT listed on an original team roster at league sign-up.

SUBS may play for ANY TEAM IN ONE DIVISION ONLY.

SUBS are NEVER locked on to a team. Therefore they could play every week if needed.

SUBS will play their first match as a (8) average, all following matches by the averages posted on the league standings.

STATE MASTER WOMEN MAY SUB IN DIVISION 1 ONLY.

4. In general, original roster players that quit a team or are removed by the their team are NOT eligible to switch to another Women's League team during the current season, however there are some instances where this may be approved, but will be considered on a case by case basis by the League Coordinator.

League Fees

WEEKLY FEE: \$20 per team. The full weekly fee must be paid regardless of how many players play. If byes are scheduled, the weekly fee MUST be paid on or before the night of the scheduled bye.

SANCTION FEE: = \$20 PER PLAYER - MUST BE PAID THE FIRST NIGHT A PLAYER PLAYS!

LEAGUE ENVELOPES: Must be turned in at the **Sheridan Pub NO LATER than NOON Thursdays** to avoid being fined. See Fines & Penalties section for more details. Any shortage of money in the league envelope must be documented on the envelope by the Home Team. The Home Team will be held responsible for any shortage not documented. Fines will be deducted from your winnings at the end of the season unless it is paid prior.

Scoresheets

Score Sheets are provided by the **HOME TEAM**. Players may be lined up in any order. Home team sets line-up first, followed by the visiting team. Please list first and last names, no nicknames.

Visiting team should verify the scoresheet with the home team throughout the match to ensure scores and ERO's are correct!! If there is a discrepancy discovered after the scoresheet has been turned in, and there is disagreement between the teams that cannot be resolved, the home team scoresheet will be considered final.

Please **CIRCLE** Break & Runs, EROs, and 8 on the breaks to help ensure receiving credit.

In the event a round is tied, the round goes to the team with the most wins in that round, if wins is tied each team gets a half round point. If total points is tied, the round goes to the team with the most wins in the entire match, if wins is tied each team gets a half round point.

Handicap - Begins Week 4 (9/30/20)

MAX 6 BALLS per round with no limit per player. Players that only played on one of the first three weeks will still use their average as posted on the league standings on week 4. If a player is playing for the first time on week 4 he will play with an 8 average then will use the posted average the following weeks.

As voted on at the 8/31/16 Captain's meeting teams positioned higher in the standings than their opponent CANNOT receive handicap from the lower team.

BYES: If byes are scheduled, the weekly fee must be paid the week prior or the week following the bye match

ALL SUBS will play their first match as a **(8) average** all following matches will be played by the averages posted on the league standings.

PLACE NIGHTS: NO HANDICAP is to be used. Teams that have a bye on place night will receive their average round points won up to that point in the season. Its not 5 round points.

2020-2021 SHAFFER ENTERTAINMENT RICHMOND POOL LEAGUES

MONDAY NIGHT MIXED LEAGUE

The Team

1. Consists of four player teams and uses the 16 Game Format.
2. All players must be of legal drinking age and be in good standing with the league.
3. A team must have TWO original roster players to start a match or the team forfeits the match. There must be 2 women and 2 men each night. Teams are limited to 6 original roster players.
4. **SUBS - There has been confusion concerning subs. Below are the sub rules:**

SUBS = Any player not listed on an original team roster at league sign-up.

SUBS may play for any team in this league and are never locked on to a team.

SUBS will play their first match as a (8) average, all following matches are played by the averages posted on The league standings.

5. In general, original roster players that quit a team or are removed by the their team are NOT eligible to switch to another team during the current season, however there are some instances where this may be approved, but will be considered on a case by case basis by the League Coordinator.

League Fees

WEEKLY FEE: = \$20 PER TEAM. The full weekly fee must be paid regardless of how many players play.
IF BYEs are scheduled , DO NOT pay the weekly fee no round points will be given.

SANCTION FEE: = \$20 PER PLAYER Must be paid on the first night player plays.

LEAGUE ENVELOPES: must be turned in at the **Welcome Inn NO LATER than 2PM Tuesdays** to avoid being fined. See Fines & Penalties section for more details. Any shortage of money in the league envelope must be documented on the envelope by the Home Team. The Home Team will be held responsible for any shortage not documented. Fines will be deducted from your winnings at the end of the season unless it is paid prior.

Scoresheets

Score Sheets are provided by the **HOME TEAM**. Players may be lined up in any order. Home team sets line-up first, followed by the visiting team. Please list first and last names, no nicknames.

Visiting team should verify the scoresheet with the home team throughout the match to ensure scores and ERO's are correct!! If there is a discrepancy discovered after the scoresheet has been turned in, and there is disagreement between the teams that cannot be resolved, the home team scoresheet will be considered final.

Please **CIRCLE** Break & Runs, EROs, and 8 on the breaks to help ensure receiving credit.

In the event a round is tied, the round goes to the team with the most wins in that round, if wins is tied each team gets a half round point. If total points is tied, the round goes to the team with the most wins in the entire match, if wins is tied each team gets a half round point.

Handicap - Begins Week 4 (10/19/20)

Max 6 balls per round with no limit per player. Players that only played on one of the first three weeks will still use their average as posted on the league standings on week 4. If a player is playing for the first time on week 4 he will play with an 8 average then will use the posted average the following weeks.

As voted on at the 8/31/16 Captain's meeting teams positioned higher in the standings than their opponent CANNOT receive handicap from a team placed lower in the current standings.

ALL SUBS will play their first match as a (8) average, all following matches will be played by the averages posted on the league standings.

Place Nights: If scheduled, **NO HANDICAP** is to be used on place nights.

2020-2021 SHAFFER ENTERTAINMENT RICHMOND POOL LEAGUES

Friday Night Moose In-House 9-Ball League

The Team

1. Consists of three player teams and uses the 27 Game Format.
2. May have up to 6 players per team.
3. All players must be Moose members to participate in the league.

League Fees

WEEKLY FEE = \$15 per team. The full weekly fee must be paid regardless of how many players play.
IF BYEs are scheduled , DO NOT pay the weekly fee no round points will be given.

SANCTION FEE = \$20 PER PLAYER—Must be paid the first night a player plays in a Shaffer League.

LEAGUE ENVELOPES are to be left with the bartender.

Any shortage of money in the league envelope must be documented on the envelope by the Home Team. The Home Team will be held responsible for any shortage not documented. Fines will be deducted from your winnings at the end of the season unless it is paid prior.

Scoresheets

Score Sheets are provided by the home team. Players may be lined up in any order. Home team sets line-up first, followed by the visiting team. Please list first and last names, no nicknames.

Visiting team should verify the scoresheet with the home team throughout the match to ensure scores and ERO's are correct!! If there is a discrepancy discovered after the scoresheet has been turned in, and there is disagreement between the teams that cannot be resolved, the home team scoresheet will be considered final.

Please **CIRCLE** Break & Runs, EROs, and 9 on the breaks to help ensure receiving credit.

In the event a round is tied, the round goes to the team with the most wins in that round, if wins is tied each team gets a half round point. If total points is tied, the round goes to the team with the most wins in the entire match, if wins is tied each team gets a half round point.

Handicap - Begins Week 4 (10/16/20)

Max 7 balls per round with no limit per player. Players that only played on one of the first three weeks will still use their average as posted on the league standings on week 4. If a player is playing for the first time on week 4 he will play with an 8 average then will use the posted average the following weeks.

ALL SUBS will play their first match as a **(8)** average, all following matches will be played by the averages posted on the league standings.

2020-2021 SHAFFER ENTERTAINMENT RICHMOND POOL LEAGUES

AS OF THE 2019-2020 SEASON!

Sanction Fees are now \$20

The VNEA increased the sanction fee for the first time in 12 years.

Break & Runs and ERO's will count against the opponent.

As voted on by the Captain's at the 8/27/2019 Captain's Meeting, these feats will once again count against the opponent and factor into his average. For the past 4 seasons these have not counted against the opponent and therefore did not factor into the opponents average.

Video Recording Ref'd Shots requires both players consent.

When a ref is called to watch a shot, video recording the shot requires both players to agree and the ref still must still be the one make the call. If 1 player says no, then the ref will watch the shot and make the call.

Effective January 1, 2021

If a team is unable to locate a sub, a team may have ONE player play twice. The player that will play twice is picked by the opposing team captain and that players average will be used twice for the calculation of team handicap.

SHAFFER ENTERTAINMENT RICHMOND POOL LEAGUES

REGARDING CELL PHONE & HEADPHONES / EARBUDS

The following policy remains in effect for the 2020-2021 league season.

During the time that two players are at the pool table playing a league game, there is to be no cell phone usage (calls or texting). No ear buds, headphones, or Bluetooth earpieces are to be worn during the game. During the game, the two players are not to leave the immediate area of the pool table being played on.

Any violation of this policy will begin with a warning from the opposing player, if the player being warned does not heed the warning, any further violations will be treated as a coaching foul.

Captains, you are responsible for the actions of your team!

Mike Gibbel, Shaffer Entertainment Richmond Pool league Coordinator
Call me at 765-993-3973 with problems, complaints or concerns.

NOTICE CONCERNING COVID 19

Shaffer Entertainment recommends that all players follow health board guidelines set forth concerning wearing masks and social distancing.

While playing league, it is the player's responsibility to follow all State, county and local guidelines set forth concerning masks and social distancing in league locations. The bar owners make their own decisions concerning enforcement of the guidelines. The bars have the right to refuse access to players or remove players that refuses to follow rules they have set.

IF there is another State order closure of bars during the league and the league cannot be fully completed, Payouts will be as follows*:

If one full rotation of the schedule has not been completed and league is unable to resume before the scheduled end date, all league fees paid will be refunded in full as they were paid and there will be no final results and therefore no awards.

If league play has exceeded one full rotation, league payouts will be based on the schedule that was able to be completed by the scheduled end date and will be paid out based on round points won as usual with awards.

*This does not include the sanction fees collected and paid to the VNEA / IAMOA as we have no control over those fees.

VNEA Rules and Scoring

11. **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. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything not a part of the table. The table shall consist of the permanent part of the table proper. (Balls that strike or touch anything not 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).

When a stroke results in the cue ball or any object ball being a jumped ball off the table, the stroke is a foul. All jumped object balls are spotted (except in Nine Ball) when all balls have stopped moving.

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 being motionless for three seconds or longer shall be placed as closely as possible to its position prior to falling and play shall continue.
13. **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.
14. **JAWED BALLS.** If two or more balls are locked between the jaws or side of the pocket, with one or more suspended in air, the referee shall inspect the balls in position and follow this procedure; he shall visually (or physically if he desires) project each ball directly downward from its locked position; any ball that, in his judgement, would fall in the pocket if so moved directly downward is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed. The balls are then placed according to the referee's assessment, and play continues according to specific game rules as if no locking or jawing of balls had occurred.
15. **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.
16. **PLAY BY INNINGS.** Players alternate turns (innings) at the table, with a player's inning ending when he either fails to legally pocket a ball, or fouls. When an inning ends free of a foul, the incoming player accepts the table in position.
17. **OBJECT BALL FROZEN TO 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, the shot must result in either:

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

Failure to satisfy one of those four requirements is a foul.

VNEA Rules and Scoring

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 the referee or one of the players prior to that object ball being involved in a shot.

18. **PLAYING FROM BEHIND THE STRING.** 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.
19. **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 team captains will assign a player 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.
20. **SCRATCH.** Cue ball pocketed or knocked off the table.

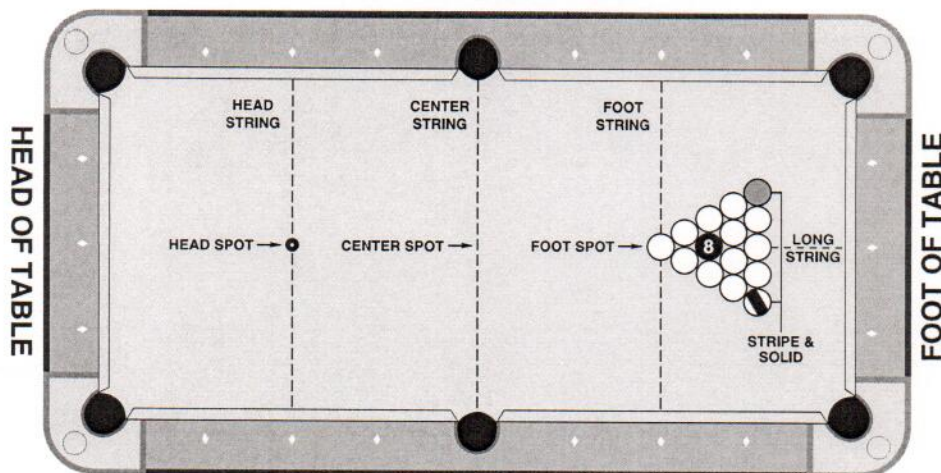
General Definitions of Pocket Billiards

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 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 headstring is part of the kitchen. If the base of an object ball is dead center on the headstring, 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 headstring; 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 judgement, 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.
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.
8. **JUMPED CUE BALL.** When a stroke results in the cue ball being a jumped ball, meaning jumped completely off the pool table on the floor, the stroke is a foul. The cue ball may leave the playing surface and return, which is not to be considered a foul.
9. **ILLEGAL JUMPING OF BALL.** 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.
10. **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.

8-Ball Official Rules of Play

A. BALLS AND RACKING

The Pocket Billiard Table



1. The game is played with one cue ball and 15 numbered object balls.
2. The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the footspot, a stripe ball in one corner of the rack and a solid ball in the other corner, as the above illustration shows.
3. The object of the game is to make one group of numbered object balls, either stripes or solids, and then LEGALLY POCKET THE 8-BALL which then wins the game.

B. BREAK SHOT

1. Start of play - the home team breaks first and writes their line-up down first. The break will alternate thereafter. During International competition, the teams will flip a coin to determine home team.
2. If the breaker hits the racked balls with the cue ball driving four or more numbered balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls reracked and shooting the break himself or have original breaker rebreak.
3. Stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the headstring.
4. When positioning the cue ball for the break shot, the base of the ball must be behind the headstring (kitchen).
5. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball), (2) it is a foul, (3) the table is open.
PLEASE NOTE: Incoming player has cue ball in hand behind the headstring and may not shoot an object ball whose base is not outside the

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headstring, unless he/she first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent.

6. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he/she must then reposition the cue ball.

7. Making The 8-Ball On The Break: (Leagues may adopt Option #1 or Option #2)

Option #1. An automatic win for the player breaking, however, if the cue ball is scratched when making the 8-ball on the break, the opponent wins the game.

Option #2. The breaker may ask for a rerack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8-ball and shooting from behind the headstring or reracking and assuming the break. Using Option #2, a game cannot be won or lost with an 8-ball on the break, regardless of what is pocketed on the same shot.

During International Championships and Junior Championships, Option #2 will be used.

8. If the player legally breaks the racked balls and does not make any balls, his opponent then shoots, having an open table.
9. If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the headstring and shooting. Any jumped balls are spotted in numerical order.

C. OPEN TABLE

The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice versa. Note: The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid. On an open table, all pocketed balls remain pocketed. The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. **THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT.** The choice of group is determined only when a player legally pockets a called object ball after the break shot.

D. GAME

In Call Pocket, 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. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

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.

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When a player has pocketed all of the balls in his group, he then shoots at the 8-ball, physically designating his pocket with a pocket marker. The marker is to be placed on the table completely within the first two diamonds on either side of the pocket. The entire area between the diamonds included. You do not have to touch or move the marker if it is already at your intended pocket.

E. PLAY

1. If a shooter inadvertently pockets his opponents ball, it remains down, however, if the shooter does not legally pocket one of his own group, he loses his turn.
2. Each player continues to shoot so long as he legally pockets any of his object balls (Exception: calling a safety). Should a player fail to pocket his designated group ball, he shall lose his turn.
3. If a player fails to hit the 8-ball while shooting at it, it is a foul and the game continues. **When the 8-ball is the legal object ball, a scratch or foul is not a loss of game if the 8-ball is not pocketed or jumped off the table. Incoming player has cue ball in hand.**
4. In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.
5. If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are spotted in numerical order.
6. SLOW PLAY RULE: Exaggerated slow play will be penalized. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in loss of game. During National competition, referees judgment will prevail and both players will be timed.
7. STALEMATED GAME: If in 3 consecutive turns at the table by each player (6 turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked and the breaker of the stalemated game will break again.
PLEASE NOTE: Three consecutive fouls by one player is not a loss of game.

F. LOSS OF GAME

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.
2. Pocketing the 8-ball on the same stroke as the last of his group of balls.
3. Jumping or knocking the 8-ball off the table at any time.
4. Pocketing the 8-ball in a pocket other than the one designated.
5. Fouling while (pocketing) the 8-ball in the designated pocket.
6. Third infraction of the slow play rule.

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7. Pocketing the 8-ball and the cue ball on the break stroke. (This varies, if your league considers an 8-ball break a win.)
8. Not correctly marking the pocket while pocketing the 8-ball.

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

Only the players involved may call an infraction.

G. LEGAL SHOTS

On all shots (exception: page 11C and on the break), the shooter must hit one of his group of balls first and (1) pocket any group ball, or (2) cause the cue ball or any other ball to contact a rail.

* (There are two groups of balls: stripes and solids)

PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, any group ball must be pocketed, OR the cue ball or any other ball must contact a rail.

"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 play safe by pocketing an obvious object ball, 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, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

H. FOULING

All fouls must be called and acknowledged before next shot is taken. (exception: scratching)

The following results in fouls:

1. Failure to make a legal shot as noted above.
2. Shooting the cue ball into a pocket or off table.
3. 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 headstring).
4. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
5. Shooting without at least one foot touching the floor.
6. Coaching is a foul. Any member of a team called for coaching will result in a foul on the team member shooting.
7. Object Ball Frozen To 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, the shot must result in either:

- a) A ball being pocketed, or;
- b) The cue ball contacting a cushion, or;

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- c) The frozen ball being caused to contact a cushion attached to a separate rail, or;
- d) Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of those four requirements is a foul.

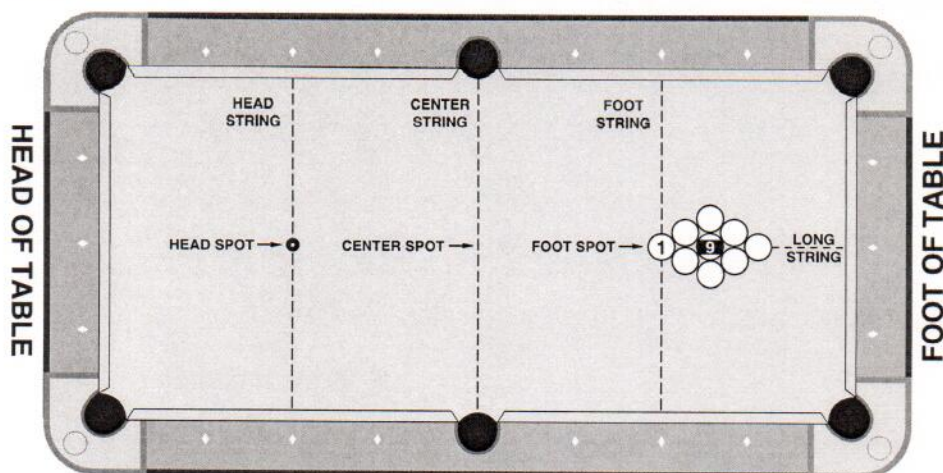
A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen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

- 8. ACCIDENTALLY moving or touching any ball is not a foul unless: 1) the moved ball is the cue ball or 2) a moved ball makes contact with the cue ball or 3) a moved ball that is jumped off the table or pocketed or causes any ball to be jumped off the table or pocketed. (exception to #3: If the 8-ball is jumped off the table or pocketed it is loss of game if called by the opponent before the next shot is taken). Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul.
- 9. Picking up or shooting the cue ball while any balls are still in motion is a foul.
- 10. Push shots and or double hits will be considered fouls.
- 11. With cue ball in hand, touching any object ball with the cue ball is a foul or touching any object ball with your hand while touching the cue ball is a foul.
- 12. When the slow play rule is enforced taking longer than ONE MINUTE between shots is a foul.
- 13. Jumping object balls off the table.
- 14. 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.
- 15. 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)
- 16. Illegal jumping of ball.

I. PENALTY FOR FOULING

- 1. 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. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the headstring except on opening break or immediately after a foul on the break).
- 2. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.

9-Ball Official Rules of Play



- A. OBJECT OF THE GAME.** Nine Ball is played with nine object balls numbered one through nine and a 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 for another shot, and continues until he misses, fouls, or wins the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may place the cue ball anywhere on the table. Players are not required to call any shot.
- B. RACKING THE BALLS.** The object balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot, the nine ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the headstring.
- C. START OF PLAY.** The home team breaks first and writes their line-up down first. The break alternates thereafter. A game starts as soon as the cue ball crosses over the headstring on the opening break.
- D. LEGAL BREAK SHOT.** The rules governing the break shot are the same as for other shots except:
1. The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to a rail, failure to do so is a foul. Incoming player accepts table the way it lies with ball in hand or requests a rerack with cue ball behind the headstring.
 2. If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
 3. 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 object ball is not respotted.
 4. Making the nine ball on the break is an automatic win for the player breaking. However, if the cue ball is scratched when making the nine ball, the nine ball is respotted. (Using another stripe from tray)

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- E. CONTINUING PLAY.** On the shot immediately following a legal break, the shooter may play a "push out." 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 his turn and shoots until he misses, fouls, or wins. The game ends when the nine ball is pocketed on a legal shot.
- F. 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 his 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 for the nine ball. Following a legal push out, the incoming player is permitted to shoot from that position or to 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.
- G. FOULS.** When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are spotted, except the nine ball. The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.
1. All fouls must be called and acknowledged before the next shot is taken.
 2. Touching or moving the cue ball is a foul.
 3. Coaching is a foul.
 4. Shooting the cue ball into a pocket or off the table is a foul.
 5. If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is a foul.
 6. If no object ball is pocketed, failure to drive the cue ball or some object ball to a rail after the cue ball contacts the object ball is a foul.
 7. Pocketing the nine ball and the cue ball with the same stroke is a foul.
 8. Shooting without at least one foot on the floor is a foul.
 9. An unpocketed 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 and play continues.

When the cue ball is in hand, the player may place the cue ball any where on the bed of the table, except in contact with an object ball. He may continue to adjust the position of the cue ball until he takes a shot.

- H. 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 warning must be given between the second and third fouls. This rule is optional for local league and tournament play. (This rule will not be used at the International Championships.)

A player's turn begins when it is legal for him to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.

When there are only two object balls on the table and a player scratches while pocketing the ball before the nine - it shall be brought up and placed on the footspot. (Using another ball from the tray.)

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- I. END OF GAME.** The game ends at the end of a legal shot which pockets the 9-ball; or when a player forfeits the game as the result of a foul.