**GENERAL INFORMATION**

***League Objectives***

To promote sportsmanship, goodwill and unity among league members. To offer rules, methods,

and procedures that enhance the sportsmanship of the game, so it may be played in an organized,

competitive and FUN manner. ANY abuse, profanity, derogatory comments and/or yelling at any

League Representative may result in expulsion from the League and/or further penalties.

League members and individuals shall be entitled to the rights of, and be subject to, League rules

and regulations as established by the League. Any misuse or manipulation of any rule or procedure,

unbecoming conduct, or poor sportsmanship may result in disciplinary action, penalty, or

expulsion from the League.

***RESPECT THE VENUES***

A night out with friends and family playing pool, sharing a few laughs, or engaging is friendly competition is why we love the game. Having a bite to eat and a drink or two supports the venues. So, drinking in the parking lots or sneaking drinks into the venue impedes our ability to provide access to our great locations and drives up the cost for everyone involved. Moving forward, individuals who engage in this behaviour will cause the PV League to immediately suspend your entire team for the season without reimbursement, as it may contribute to our losing that venues for future league play. Also, most venues we play in have designated/reserved seating for the teams, please stay in that area…. when players take up other seats, it takes away from regular customers. So, keep having fun and give all the venues the respect that they deserve.

***Captain’s Responsibilities***

***Role of Team Captains***

* Communicate with your League Coordinator and the League office on behalf of your
* players. (ONLY THE CAPTAIN! When there is to many cooks in the kitchen it only causes havoc)
* Check the PV Pool League website, PV Pool League Facebook Page or CompuSport for additional information.
* Make sure your players are familiar with the rules.

***Dispute Resolution***

* Should a dispute arise, players may ask their respective opposing team captains for a
* ruling. The onus is on the PLAYERS and CAPTAINS to settle disputes.
* Make sure your players are familiar with the rules.

***Player Responsibilities***

***Rules***

* Know the rules, the rules are available at vnea.com/rules
* Players must be aware of their surroundings and able to hear what their opponent says
* (calling a shot or calling for a referee or clarifying a shot).
* Either player can call a referee to witness any shot that they think is questionable before
* the shot is made. Play must stop until a referee arrives when called.
* If calling for a referee or asking for clarification of a shot, step to the table and state clearly
* what you are asking clarification for.
* If calling your shot, clearly indicate the pocket you are shooting at.

***Teams***

***Clarification of Terms***

* \*League: Defined as Open/A+ / A / B / Lower-B
* Division: Defined as (Open, A+ intermix), A Div, B Div, Lower B

***Regular Players***

* All PV players are considered ‘regular’ players: No designated “subs”.

***Maximum Roster Size***

* The maximum number of players on a roster is 2 times the team size, for 5 player matches
* the maximum number of players on a roster is 10, for 4 player matches then the maximum
* number of players on the roster allowed is 8.

***Drop Down Requests***

* The player must email pvpoolleagues@gmail.com stating their name and the division they are playing in and the drop down they are asking for? If the individual is requesting a VNEA or WCVNEA drop down, go to VNEA.com or WCVNEA.com and make a request for drop down there.

***\* Criteria for drop-down eligibility:***

* MUST play for 2 years at the highest level you achieved. You ONLY get released if you play

after you place in top 2 or 3 of a division (depending on size of division). NO EXCEPTIONS and MUST meet statistical requirements.

* A player that has been released and subsequently wins again must wait a minimum of 3

years before requesting another drop-down.

***Players Sanctioning***

* All players who participate will be sanctioned at all VNEA events. Some divisions have different sanctioning or none at all. Check with your league coordinators if you are unsure?

***Weeks***

* Players must have a minimum of 12 weeks of league with their team to compete at the PV year end Championships. You cannot combine weeks with different teams. One player with 8 weeks is allowed to play in the year end finals.
* Shorter league seasons may have different qualifying requirements. There will be NO

EXCEPTIONS to the qualifying rule. Make sure all your players have the required weeks

and know when the league championships are, so you can field a full and qualified team.

Your share of the prize fund is based on your tournament result, so it is critical that you

participate.

***NOTE: VNEA Championships in Las Vegas requires 12 weeks of league play.***

***NOTE: WCVNEA Championships requires 8 weeks of league play.***

***Identification***

Players MUST produce a picture ID when requested or ZERO scores will be given (a player’s

picture on CompuSport will be accepted as ID. Players may load their own portrait into

CompuSport.

***Illegal Players***

* Illegal Player Rule: Violations of team regulations will result in 0 points for any games

played by the illegal player and 10 points for the opponent.

***Team line ups***

No FLEX players will be used (PV tried using the Flex player and it was abused, so PV will no longer allow the FLEX player). If a team shows up with 3 or 4 players to the match, they my play the match with 3 or 4 players. A team is allowed to pickup a player as long as they meet the requirement for the respected Division.

PV will no longer be using OTP (one-time players) (this was also taken of advantage of)

“Spare players” are allowed. When filling out the scoresheet on CompuSport leave the spot blank because this player is not on your roster, let your league coordinator know by text or email ( [pvpoolleagues@gmail.com](mailto:pvpoolleagues@gmail.com) ) and your league coordinator will add this person to your line up. If a teams Captain does not notify a PV coordinator of the Spare player’s NAME, “no one“ will be credited a week/weeks played at a later date and the team will receive zeros for those games played.

Once a “Spare Player” plays 3 weeks of league play the are required to pay $65 to PV on top of league fees this will cover ( VNEA Sanction, year end green fee, CompuSport fee )

***Playing for Multiple Teams***

* Players may play for more than one team in the SAME LEAGUE on different nights (e.g., one

team for A+ Mondays, one team for Wednesday A), in DIFFERENT DIVISIONS.

* Players who compete in different Leagues (A+ Mondays and Wednesday A divisions) can

participate in both tournament draws at the year end City Championship Tournament but if the matches happen at the same time the player must choose one team or the other. This is because tournaments are time sensitive.

* For regular season play, if you play on 2 teams in the same League but different Divisions,

you can only play for 1 team during the entire tournament, if the play happens to be on the same day.

* If you have 8 or more weeks of play on a team, you cannot be deleted from that team.

***Approval***

* Before joining a team, the league coordinator must approve new players who have played

in other provinces or leagues. Players of known ability may be restricted in the leagues they

can play in. Team Captains MUST confirm a player’s eligibility with the league coordinator

before a player is added to their roster. If a player is found to be ineligible, then the team

shall receive zero (0) points for each game the player has played, and the opponent shall

receive ten (10) points.

***Podium Winners***

* If a player places in the top 3 in the division, they may move up to the level above the division they

win in regardless of CSR (same as previous years). Depending on the size of the division (your league coordinator will make the final call at playoffs)

***Player Status***

Players are Ranked in PV based on their previous record playing in the league (PV pool League). There are 3 types of status a player can have:

***1. PV Status:***

(O, A+, A, B, LB).

***2. Westerns Status***

(Intermediate, Advanced, Master). DO NOT affect your PV Status. For example, you may be ranked Intermediate in Westerns but have no ranking in PV. An intermediate player, for example, is not considered a drop in PV.

***3. VNEA Vegas Status***

* Only gained when you win in Vegas.
* Vegas Intermediate and Vegas Master players can ONLY play in the OPEN Division. Known Ability may play a factor, due to all players don’t go to Vegas and play!

***Know your Status***

The league does its best to make sure that everyone is at the correct level. Mistakes

happen. Players know at what level they have placed and what their correct level of play

is. If a team signs up a player and that player is playing at too low a level, any games that

player has played for the team will be null and void and the opponents shall receive 10

points. The onus is on the player to make sure they are playing at the correct level.

Restrictions

***Dropdowns***

You are only allowed 1 ranked drop-down player on your team roster. A ranked player can only

drop down 1 level. Also, must be under the CSR required number or approved by PV League coordinators

* Open -> A+, (unless player is a Vegas ranked intermediate or Master level, these players remain in OPEN)
* A+ -> A
* A -> B
* B -> B Lower

***Status Change***

* To request a change in status a player must be below the maximum CSR threshold for the

lower division and have not won a Podium at least 2 years. Exception Open players.

* Any player ranked Intermediate/Master in VNEA is restricted to the following leagues:
* Male- Open
* Female - Open

***Matches/Scorekeeping/Handicaps***

***Season Duration***

* The Fall League is 28 weeks including the year-end tournament. The tournament only

counts as a week of play for the VNEA Championships in Las Vegas.

***Scheduling***

* All league schedules are computer generated, and though every attempt will be made to

have fifty percent of all matches at home (13 or 14 matches), you may not be at home every

other week. Matches must be played in their scheduled location unless relocated by the

league office. Matches that are not played in the scheduled location will be entered as 0

scores for both teams and players will not receive credit for the week. A warning will not be

issued about playing at the wrong location. As much as possible we will attempt to have

teams play on 2 tables but schedules are generated based on one table per match.

Start Time

* League matches commence at the time shown on CompuSport and are scheduled to be

played on ONE pool table. Once a match begins all matches must be played on the same

table unless agreed to by both teams.

Table Fees

* During the league season player pay for their games. Coin free play is only available during

the year-end tournament.

***Grace Period***

There is a 15-minute grace period after which for 5 player teams there must be 3 players

present to start the match and for 4 player teams there must be 2 players present to start

the match. Captains may choose to waive this period at their discretion.

***Refereeing a shot***

* Team Captains act as referees only when asked by the competing players. The SHOOTERS

team captain will make a ruling only after the player calls a foul.

* ONLY the players involved may call fouls.
* NOTE: The acting referee ONLY confirms the shot is a foul if called by the player.
* Teams my use a recording device ( Cel phone ) to make a reffing call.

***Score Keeping***

***Scorekeepers***

\* Each team should have at least 2 designated scorekeepers on Compusport. All score is

done on the Compusport App. Paper copies will be available in team packages or at your home venue

***Home Team Responsibility***

\* Unless otherwise agreed upon, it’s the home team’s responsibility to enter the score.

***Order of Players***

\* Players may be entered in any order. Unless using a 6 man rotation, If you don’t know how to do the 6 man rotion, please don’t use it!

***Single Entry:***

\* Only one team member should enter the score on their own device, not multiple players.

***Players Arriving Late*** (Playoffs)

* 5/10/15 rule is in effect.
* A team must have at least 3 players present for a 5 person team/ 2 players for a 4 player team.
* If a scheduled player arrives late, they may play the games in the following rounds if the

next round has not started.

* If a player arrives during a round, they may play that round.
* If a player arrives once a round has started (after the 1st round), they shall receive zero

points for the missed games in the previous rounds, and their opponent will receive 10

points for each missed game.

* If the player does not show up at all, remove their name and calculate their average by

using the average of the remaining players. Adjust the opponent's scores against the

missing player to their average. The missing player shall receive 0 (zero).

* A round is considered to start once the break occurs.

***Performance Statistics***

* Team and player performance statistics are formulated and posted on CompuSport as

soon as a scoresheet is approved.

***Missing Player(s)***

* If a team is missing a player(s), that spot will be left blank.
* The opponent will receive their average points.
* The blank spot shall receive ZERO for each game.

***Ineligible Player(s)***

* If you put a player’s name on the scoresheet and that is not the player who played, then the

team will receive zero points for that player and the opponents will receive 10 points. There

is a remarkably effective system in place for adding players to your roster, there is no excuse

for entering the wrong player.

***Approval Process***

* Scores should be entered the night of the match and approved by the opposing team by 6:00

pm the next day. Once the scoresheet is complete, it should be sent to the opposing team

for approval.

***Score Errors***

* The approving team should reject the scoresheet and indicate the error in the notes.

***Feats***

* If a player accomplishes a feat (ERO or 1st attempt ( TR ), that achievement must be

marked at the time of occurrence by filling in the correct area on the score sheet. ERO’s or

TR that are not recorded on the night of play “will not” be adjusted at the PV office.

***Assumed Correct***

* If the opposing team approves the score sheet, it’s considered to be correct.

Late / missing / incomplete score sheets.

* Score sheets MUST be entered online by your team’s scorekeeper BY 6 PM THE NEXT DAY.

THIS IS BOTH TEAMS RESPONSIBILITY! Should the home team not enter the score sheet, it

will be up to the visiting team to enter it. If the score sheet is not submitted within a

reasonable time frame, BOTH teams may get ZERO scores.

***Forfeit Score Entry:***

* Enter the attending team’s players' names.
* Enter no names for the forfeiting team.
* League Coordinator: The League Coordinator will accept and close the scoresheet and adjust accordingly

***Table Sharing Recommendations***

* These are just recommendations; teams may come to different arrangements:
* Captain Discussions: Captains should discuss and come to an agreement on table sharing
* No Priority for Higher-Level Teams: Higher level teams do not get priority for the table.
* Set Time Limits: Each team gets the table for a set number of minutes (e.g., 45 minutes),

then the next team takes over.

* This approach ensures fairness, as some leagues may play more games in the same

amount of time.

* Handicap Calculation and Guidelines
* Initial Calculation

***New Players***

* For new players added to the roster after the 1st week of play, the players’ average

is calculated by taking the average of their score that night and entering it in the AVG box on the score sheet.

***Forfeits and Byes***

* The attending team will receive their season averages for rounds and points which are

calculated after the last night of league play.

* Maximum Handicap
* Calculated at 3 points per player per round.
* For 5 player leagues, the maximum handicap is 15 points per round.
* For 4 player leagues, the maximum handicap is 12 points per round.

***Manipulating a Scoresheet***

* If a team is found to be manipulating a scoresheet, then they shall receive zero points for

the match and their opponent will receive their average.

***Rescheduling Matches***

**Reschedule Request**

* The rescheduled match should be made at least 8 hours before the match date (exception

examples family emergency weather)

***Pick a Date and time***

* By the end of the week, select a date and time that is as close as possible to the original

match date and is agreeable to both teams.

* \*Notify your League Coordinator

***Requesting Team Responsibility***

**Call the Location**

* Inform them of the new match date.
* Text/message/email or phone call

***Changes***

* Further Changes: Must be approved by the league coordinator.

***Deadline***

* Matches can only be rescheduled within the league season!

***Rescheduled Match Limit***

* ASAP

***Location***

* Rescheduled matches will occur at the original venue unless the league coordinator

approves a change. If the match is not played at the original venue, both teams will be

awarded zero points and will not receive credit for that week.

***Expectations***

Once a match has been rescheduled, it is expected to commence at the time and date

specified on the form. Should either team be absent at the designated time or date, they will

forfeit the match unless both teams have agreed before the match and a new form has been

submitted.

***Fees/Payment Options***

***team fees/ S.G.C fees ( $65 ) (VNEA Sanction, Green fee (year end), CompuSport )***

* ***OPEN $125 weekly***
* ***A+ $100 weekly***
* ***A $100 weekly***
* ***B $75 weekly***
* ***LB $75 weekly***

***Sanction fees***

* Depending what night and Division PV has 3 sanctions: VNEA / BCA / CCS
* Every Player on a team that is playing in a sanctioned league night must pay sanction fees by Oct. 1st “no exceptions”. Players that join a team after this date will have to pay sanction fees upon first night of play.
* Captains are reasonable to keep track of fees for the players on their team.
* Players not Paying the “S.G.C. fee “by Oct. 1st, this will be taken automatically from league fees paid and will put your team behind on league fees! No exceptions.
* The fall season fees are broken down in two halves
* All league fees must be up to date before Christmas break to qualify for WCVNEA ( first half )
* All league fees must be fully paid to date at the last night of league play ( second half )
* If any team is behind on fees by end of year, prize moneys won at year end championships will be held until all fees are paid up to date before the team check is rewarded.

***League Fees***

* This means every team in the PV Pool League receives a payout. Payout amounts

will be determined by tournament placement.

* Teams must compete at the Championship Tournament to win money.
* Tournament placement determines each team’s portion of the prize payout.
* Forfeiting the Championship Tournament will result in forfeiting all prize monies including
* any divisional winnings (this applies to Summer League also).

***Short/Missed Payments***

* Team accounts must be in good standing. If a team is not in good standing, they will not

qualify to play at the WCVNEA, the PV Year End Championships, or at any VNEA

sanctioned event (including Las Vegas). Statements will be sent out weekly.

Financial Obligations

* Once any money owed has been paid, a player may be removed from a roster, unless

they have 8 weeks of play with the team

***Weekly Fees***

* Weekly fees are due each week.
* All teams will pay for 28 weeks of play regardless of any forfeited matches.
* Weekly fees are comprised of 3 elements. Green fees, match fees, and an admin fee

Prize Money Distribution  
• 100% of the teams in your league will receive money, provided they compete at the  
PV Year End Championships. Team Captains only will be issued a cheque for their team’s portion of the prize money.  
• Pay-outs for all teams in that league come from their own prize fund.

Tournament Winnings  
• Paid by check at the end of tournament.  
• Checks will be ready at the year end tournament written out to the captain of the team .  
• Captains will be asked to provide valid government ID to collect the team prize moneys.  
• If a check is not deposited or lost, the team will be  
assessed the bank charges for canceling and re-issuing the check.

***PV VNEA LEAGUE RULES SUPPLEMENT***

***First Night of League Play***

***Substitutions***

• Substitutions are allowed in regular league play if player is on the team roster.

***Patch***

• No longer used in PV. It may still be used in VNEA tournaments.

***Unsportsmanlike Conduct***

Unsportsmanlike conduct is any intentional behavior that brings disrepute to the sport, or which  
disrupts or changes the game to the extent that it cannot be played fairly. It includes:  
• distracting the opponent.  
• changing the position of the balls in play other than by a shot.  
• playing a shot by intentionally miscuing.  
• continuing to play after a foul has been called or play has been suspended.  
• practicing during a match.  
• marking the table.  
• delay of the game.  
• using equipment inappropriately.  
Avoid direct and indirect coaching (hand signals, body language, etc.) chatting with team  
members during your game, etc. PV league play encourages fun, competitive play and  
exemplifies good sportsmanship. Abuse of opponents will not be tolerated and may result in  
suspension from the league.

Safety

When the table is open a player can call a safety and make a ball, and it is a legal shot. The player will have also established the table. The player must declare safety before the shot is made.

***Deliberately Hitting the Object Ball and Not the Cue Ball***  
\*Player A is at the table and after reviewing the table decides the best shot is to deliberately hit an object ball towards another ball. The player doesn't use the cue ball to do this, he just hits the  
object ball.  
The ruling in this case is a warning for both teams. The balls are replaced by Player B and Player B gets ball in hand. If either team plays a shot like that again by any player on either team during the match or tournament, then it's an unsportsmanlike call on the offending team (in a tournament) and loss of the match by the offending team (in a tournament or league play).  
Note: Once the offending player is warned because of the nature of the shot, both teams are  
covered by the warning.

***Ball In Hand***  
• While having ball in hand Player A accidentally drops the cue ball into a pocket or onto the  
floor. If the ball does not hit any object balls it is not a foul.  
• Player A has ball in hand and places the cue ball onto the table and moves it with the cue;  
while moving the cue ball with his cue it falls into a pocket. Since the game will not restart  
until he strokes the ball, unless the cue ball comes in contact with an object ball then it is  
not a foul. In both circumstances, Player A still has ball in hand.

***Protest Procedure***  
Protest situations should be handled at the location between the two team captains. They should  
calmly and intelligently discuss the problem privately, come up with an agreement and play the  
match. Any captain that does not afford the other the opportunity for rational discussion of the  
problem will lose any protest filed against them.  
• Only the team captain has the authority to protest.  
• A protest must be sent to the League Coordinator by email within 48 hours after the match,  
a $50 fee also must be sent by e-transfer to the office within the same deadline.  
• The League president has the right to disregard any protest not properly presented, such as  
phone call or personal contact before the protest is presented by email.  
• A game may be played and finished under protest, which may alleviate the original  
protest.

***Cell Phones***  
• In the event a referee is called to the table cell phones may be used to record the shot and  
assist with the call.

***Headphones/Earbuds***  
• There is currently no rule banning the use of headphones or earbuds

***What happens if you play an opponent out of order?***• If you discover the error before the game has finished, stop playing and restart the game  
with the correct players.  
• If the game has finished, enter the score in the round where the game should have taken  
place. No breaks are changed in future rounds.

***What happens if the wrong player breaks?***

• If you discover the error before the game has finished, stop playing and restart the game  
with the correct player breaking.  
• If the game has finished, enter the score. No breaks are changed in future rounds.

***VNEA RULES and GUIDELINES***

***TABLE***

***Balls And Racking***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 in the foot spot, a stripe ball in one corner of the rack and a solid  
ball in the other corner, as the above illustration shows.  
3. The objective 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.

***Break Shot***  
1. Start of play-the home team breaks first and writes their line-up down first. The break will  
alternate thereafter.  
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 re-racked 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 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 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: 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 re-  
racking and assuming the break. The game cannot be won or lost with an 8-ball on the  
break, regardless of what is pocketed in the same shot.  
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 in 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.

***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.

***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 balls 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 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.

***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 the National competition, referee’s 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 in 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.  
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.  
7. 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.

***Legal Shots***  
On all shots (except on the break and when the table is open), 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 balls pocketed on a safety shot remain

pocketed.

***Fouling***  
1. All fouls must be called and acknowledged before the next shot is taken. (Exception:  
scratching) The following results in fouls:  
2. Failure to make a legal shot as noted above.  
3. Shooting the cue ball into the pocket or off table.  
4. 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).  
5. When placing the cue ball in position, any forward stroke motion contacting the cue ball  
will be a foul, if not a legal shot.  
6. Shooting without at least one foot touching the floor.  
7. Coaching is a foul. Any member of a team called for coaching will result in a foul on the  
team member shooting.  
8. 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.  
e. 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.  
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). If  
the cue ball is scratched and the player removes the cue ball from the pocket, it is a foul.  
The cue ball must be allowed to travel through the table.  
16. Illegal jumping of ball.  
Accidentally Moving or Touching A Ball  
A. This is not a foul unless:  
• the moved ball is the cue ball or  
• a moved ball contacts the cue ball or  
• a moved ball that is jumped off the table or pocketed or causes any ball to be jumped 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 the 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. See supplemental rules regarding

***BALL IN HAND***  
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.

***Unsportsmanlike Conduct***  
1. Unsportsmanlike conduct can be automatic disqualification.  
2. Two basic types:  
A. One warning before disqualification.  
B. Immediate disqualification.

***GENERAL DEFINITIONS OF POCKET BILLIARDS****Striking Cue Ball*  
Legal shots require that the cue call be struck only with the cue tip.

***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.

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

***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.

***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 on the headstring; it must be behind it.

***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 during 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 ball 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 the stroke, the stroke is a foul and must be so called.

***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 normal and legally stroked shot. (Such shots are

Usually referred to as push shots).

***Jumped Cue Ball***  
When a stroke results in the cue ball being a jumped ball, meaning jumping 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 considered a foul if it does so without hitting anything

***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 to clear an obstructing ball. Such jumping action may occasionally  
occur accidentally, and such “jumps” are not considered fouls on their face; they may still be  
ruled foul strokes, if for example the ferrule or cue shaft contacts the cue ball during the shot.

***Player Responsibility Fouls***  
The player is responsible for chalk, bridges, files and any other item 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 an item contact a cue  
ball.

***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 ball 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 cushions 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).

***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.

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

***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 judgment, 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.

***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, the 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.

***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 foul, the incoming player accepts the  
table in position.

***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 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 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.

***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.

***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 playing. 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.

***Scratch***  
The cue ball pocketed or knocked off the table.

***Eight Ball Run Out (Ero)***  
The ONLY time a player may achieve an ERO is in his FIRST approach, with ALL 15 balls on the table. If the breaker runs out and wins the game from the break, it is an ERO. 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.

***Table Run***  
A players first time at the table and they run out and win but all 15 balls do not need to be on the  
table when their turn begins.

***POOL ETIQUETTE***  
Table Availability  
• You only get 1 guaranteed table to play on. If you get 2, that’s great, but don’t expect the  
bar staff to clear the area just because you have a pool cue. Bars need to make money, and  
more people in the bar means more revenue.

***Respect for Staff***  
• Playing in a league doesn’t give you the right to be rude to the staff. They’re working hard,  
and being a difficult guest makes their job harder. This goes for both sides of the  
interaction.

***Change for Tables***  
While tables cost money and bars usually have plenty of change, they might run out of change.  
The bar’s not responsible for providing you with change, though they do their best to  
accommodate.

***Sharking***  
• Give your opponent their space and step away from the table. Avoid grabbing chalk or  
hovering near the pool table when it’s your opponent’s turn. Once you are seated, stay  
seated. It’s distracting when you suddenly get up to “move” out of a player’s line of view.  
Stay Away from the Table  
• If you’re not involved in the current game, stay away from the table. Avoid standing in your  
opponent’s line of sight and twitching, which can break their concentration.  
Speak Softly  
• Control your language and temper. Respect those around you by lowering your voice and  
avoiding aggressive behavior.

***Play with Grace***  
• Win with grace, lose with dignity. Do not be rude at any point during the game.  
Respect the Equipment  
• Treat the tables like you would treat your table at home. Avoid spilling drinks or food on the  
tables.  
***Mind Your Attire***  
• Dress comfortably and appropriately for bending over the pool table. Avoid clothing that  
may be distracting or inappropriate.