



**8 Ball Express**<sup>®</sup> provides a competitive and enjoyable experience in the sport of pocket billiards with the opportunity to compete in an exciting session-end tournament for awards or cash prizes.

While players of all skill levels are welcome, the League is specifically designed for the beginner to intermediate pool player. Our unique handicap system gives players of all skill levels the opportunity to compete and win regardless of their opponent's skill level.

**We are all in this League to have a good time as well as be competitive. If you feel you cannot participate fairly and in a sportsmanlike manner, please remove yourself from the league and let the rest of the players enjoy themselves in a fun and competitive manner.**

Each person joining **8 Ball Express**<sup>®</sup> agrees to abide by the rules set forth in this Manual.

**Although this manual sets forth the most common rules that you will encounter while playing in 8 Ball Express<sup>®</sup>, situations may occur that are not covered by this manual. In such instances, common sense should prevail or you may contact the League Operator or League Manager for a ruling.**

**Rules Are Subject To Change – 8 Ball Express<sup>®</sup> reserves the right to make rule modifications as necessary at any time. Any rule changes will be made available to the team's captain.**

### ***League Management***

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## Section 1

### **League Organization**

**Member** – An eligible person must submit a membership application and pay the required fees. Members should keep the League informed of their current address and phone number. This information can be managed online via a logon provided by the League.

#### **You must be 18 years old to participate in 8 Ball Express®.**

Anyone found to be under the age of 18, without the written consent of League Management, will be removed and ineligible to participate in any league activity. Players, under the age of 18, that are allowed to play with the consent of League Management, will be removed at the end of the playoffs and are not eligible to participate in the Session Championship.

**Team** – Each team consists of five (5) to eight (8) players, all of whom must be current league members. Teams may consist of a combination of men and women, all men, or all women. A player may not be listed on more than one team per division.

**Team Captain** – The members of each team shall elect a team captain. The team captain is responsible for the team and for communications with the League. The captain is required to keep the league informed as to their current mailing address and phone number(s). A new team captain may be elected at any time by a majority vote of the team members.

**The Division** – A division consists of not less than six (6) nor more than ten (10) teams. Each division will play on the same day of the week (Sunday – Friday) during the duration of the session. The League will do its best to accommodate each teams' preferred location as scheduling permits. Host locations may request an in-house division which would host all matches during a session.

**League Managers** – League managers are individuals chosen by the League to oversee league play. They make rulings on matters

concerning league activity including disputes over game or match play, rules of play or conduct, and handicap concerns.

**Host Location** – Each team will pick a Host Location to serve as its Home Location play for the session.

## **Membership Meetings**

**League Calendar** - There are three (3) sessions during the League year:

- Winter Session (January - April)
- Summer Session (April – August)
- Fall Session (August – December)

**Start of Session Meeting** - There will be a membership meeting at the start of each session to provide information on any rule and policy changes, distribute schedules and rosters for the upcoming session, and award trophies for the previous session. This meeting is open to every member of the league. Each team represented by a member of that team will receive 3 bonus points which will be applied to their point total the first week of the session.

**End of Session Meeting** - There will be a meeting at the end of the session to draw wildcard slots for the playoffs. A member from each team in the playoffs must be present to receive the paperwork for the playoffs. Should a team receive the wildcard draw and no member of the team is present to take the paperwork, they will forfeit their eligibility and a new wildcard team will be drawn.

## **Dues & Fees**

**Membership Dues** – Membership dues are \$10 per session, and are to be paid at the beginning of each session. **Should a team allow a player to play without paying their session dues they will forfeit all points won the week that player played.** Any team member who has not paid their dues by start of the 7<sup>th</sup> week of the session will be removed from the team and league roster.

**Weekly Team Fees** – The weekly team fees are \$40.00 per team. Each team owes the full amount of the weekly team fee regardless of how many matches are actually played that week (e.g. forfeits).

The home team captain\*\* is responsible for collecting all score sheets, money, and membership applications for both teams during that week of play and will be responsible for any shortages for money stated to be in the envelope.

The away team captain should collect all fees, dues, and applications for their team and hand them to the home team captain.

**\*\*NOTE:** During the division playoffs, the winning team's captain will be responsible for turning in the score sheets and money.

**Players Owing Money To The League** – The weekly score sheet provided to the team captain will identify a member that owes money to the league (e.g. Membership dues, fines, etc...) Any team that allows a player to play without paying moneys owed will **forfeit all of their points for the week of the infraction.**

**Team Fee Shortages** – Teams with a shortage due more than 2 weeks will not be allowed to resume play until the shortages have been paid.

**Acceptable Forms Of Payment** – All payments must be made in cash. Any other forms of payment are not acceptable for dues or team fees.

**Teams That Drop Out Early** – Any team that registers for a session and drops out before the session is completed, will be charged a \$50.00 per player fee for each member listed on the roster. Each player must pay their share of the penalty before they can resume league play.

## **Scheduling**

**Session Duration** - Each session lasts fourteen (14) weeks, followed by two (2) weeks of playoffs. There will be one (1) or two (2) weeks off between the sessions.

**Schedules** – Division and team schedules for the session will be published prior to the start of the session and handed out during the start of session meeting.

**Rescheduling A Match** – All rescheduled matches ***MUST*** be completed on or before the date that match was originally scheduled for. If both teams agree to reschedule a match, both captains must notify the League Office as soon as possible so that score sheets may be distributed in a timely manner. If a match is not played on or before the scheduled match date without the prior consent of the league office, both teams will forfeit all 5 matches.

A team wishing to pre-play a match must give the opposing team proper notice (a minimum of 3 days) of their desire to reschedule the match. If the requesting team has a valid reason to reschedule; the other team must make a reasonable attempt to reschedule.

If there is a disagreement regarding the rescheduling of a match, the League Office will have the final say on determining a rescheduling date that both teams will have to abide by or forfeit the matches in question.

**Teams Failing To Appear For A Scheduled Match** – Any team that fails to appear for a scheduled match, without a valid reason, will be considered dropped from the League.

If a team has agreed to pre-play a match and fails to appear for that match, all 5 matches will be forfeited by that team.

Any team that forfeits all five (5) matches twice in a session will be dropped from the League. That team will become a 'BYE' on the division schedule.

Should a team fail to appear for the final week of play, each member listed on that team will be charged the \$50.00 drop fee and will not be able to resume play, on any team, until that fee is paid.

## **Drop Locations**

Convenient drop locations around the city will be established at the start of each session for teams to drop their money and score sheets for that nights' matches.

The home team captain is responsible for turning in all information and money to one of the designated drop locations on the night of play before 12:30 a.m. or within 30 minutes of the match completion time. If the envelope is not turned in on the night of play by the designated time, the home team will be assessed a one point and \$5.00 per day late penalty.

For in-house leagues, money and score sheets should be turned into the host location.

## **Trophies and Awards**

**Regular Session Winner** – The regular session winner is the team who placed first place in the division at the end of the session. Each regular session winner team will receive individual awards, and the team will receive a 1<sup>st</sup> place plaque with the team name and each player's name inscribed on it.

**Division Champion** – The division champion is the winner of the divisional playoff at the end of the session. Each division champion team will receive individual trophies for each player listed on the team.

**Session Championship** – All teams participating in the session championship will receive a team trophy, indicating their finishing place. The winning team will receive their choice of a cash prize or vacation.

## Section 2

### **Conduct During League Play**

All play is to take place in a courteous and sportsmanlike atmosphere.

**Sportsmanship** – Good sportsmanship is essential to any sport including pocket billiards. Sportsmanship violations may result in loss of your membership and removal from the League. Every member has the right to be treated in a sportsmanlike manner. In order to foster proper sportsmanship, a player should:

- Introduce themselves to the opposing team.
- Give opponents ample room to play and be courteous and wait until they are finished shooting before approaching the table.
- Not cut in between tables while a player is shooting.
- Be prepared to shoot when it is their turn.
- Not cheer against the other team or taunt, ridicule, intimidate or make fun of the other player or team.
- Act with honesty and integrity.
- Shake your opponent's hand at the end of the match.
- Follow the Golden Rule; treat others as you wish to be treated.

**Sharking** - Any one of numerous tactics which unethical players employ to rattle or upset their opponent. A player or team that is found to be sharking their opponent may be subject to an in match penalty. Some specific examples include:

- Loud talking with the intent of disrupting your opponent
- Making noise
- Chalking your cue while your opponent is shooting
- Openly complaining about an opponent's handicap
- Standing in front of a pocket
- Distracting motions

**Slow Play** – It is very unsportsmanlike to play slow as it can adversely affect the opponents' mindset. The average shot should

take approximately twenty (20) seconds and a difficult shot will take approximately forty-five (45) seconds. Players consistently taking more than one (1) minute per shot will be given a verbal warning once during the match. Should the player exceed one (1) minute again they will be guilty of violating the slow play rule and an in match penalty will be incurred.

Be ready to shoot when it is your turn at the table.

**Sandbagging** – *Sandbagging* is intentionally missing shots or losing games on purpose to hold your handicap down and gain an unfair advantage over your opponent. All forms of sandbagging or other unfair tactics are considered cheating and will not be tolerated. Teams that engage in attempting to cheat by miscounting innings or coaching their players to miss shots or lose games will be dropped from the league.

## **Prohibited Conduct**

Some forms of conduct are so disruptive that they cannot, and will not, be tolerated. Spectators who are at the site of a match with a member of a team are considered to be members of that team for purposes of these rules. In the event ANY prohibited conduct occurs contact the League Staff or the League Office ASAP!

***If prohibited conduct happens during divisional playoffs, the player(s) and / or team(s) will be DISQUALIFIED from the session playoffs.***

**Hostile Physical Contact** – Such conduct can be in the form of bumping, shoving, pushing or hitting. This may be between league members or between league members and non-members.

***If hostile contact occurs, the match is over!***

If this situation occurs, the league will assess penalties for such actions.

**Only One Team Involved** - If found to be one-sided, the individual match must be awarded to the non-offending player. If it is determined that the abuse put the non-offending team at a disadvantage, the entire offending

team may forfeit ALL matches for the night. ***The offending players may be removed from the League.***

If it is determined that the team did nothing to control and / or remove the offending player, the entire team may be removed.

By extension, the host location may also be removed from the league (in situations where the offending person was a non-league member).

**Both Teams Involved** – If it is found that both teams are guilty, neither team would receive any points for that match during regular session. If it occurs during divisional playoffs, both teams would be disqualified from the session playoffs. The offending players may be removed from the league.

**Verbal Abuse** – Verbal abuse is defined as any name-calling, threats or any other language that could be considered offensive, harassment, or could cause embarrassment to the opponent. If this situation occurs, the league will assess penalties for such actions.

**Only One Team Involved** - If found to be one-sided, the individual match must be awarded to the non-offending player. If it is determined that the abuse put the non-offending team at a disadvantage, the entire offending team may forfeit ALL matches for the night. ***The offending players may be removed from the League.***

**Both Teams Involved** – If it is found that both teams are guilty, neither team would receive any points for that match during regular session. If it occurs during divisional playoffs, both teams would be disqualified from the session playoffs. The offending players may be removed from the league.

**Improper Behavior Towards League Management** – Anyone who uses foul or abusive language or consistently argues with the League Management will be removed from the league.

**Board Of Governors** – Should disputes or conduct issues arise; League Management may select members who will make up a Board of Governors who will hear both sides of the issue and make a ruling as to the outcome of a dispute or consequence of a conduct issue. These rulings will be followed without further question. Anyone not agreeing to follow the Board of Governor's ruling will be removed from the league if the protest persists.

**Handicap Review Board** – Should League Management desire, a player who is deemed to be 'sandbagging' may be brought before the Handicap Review Board. Selected members will be appointed to the Handicap Review Board to help determine whether a player is playing at their correct level. The board will then make a ruling and distribute any consequences thereof. Anyone not agreeing to follow the Handicap Review Board's ruling will be removed from the league if the protest persists.

## **General Rules**

**Verification Of Identity** – A player has the right to request the verification of the identity of his opponent. If asked, a player must present a valid state or federal certified picture ID to verify his identity. If his identification is not adequate, he cannot play.

A request for a picture ID must be made before the match. If the match has already begun, the player does not have to produce the ID. The penalty for falsifying a player on your roster will be the removal of the team from the league.

**Members Barred From Host Locations** – If a team has a member on its roster that is barred from a host location, that member will only be allowed to play with the permission of the host location. Host locations **MAY NOT** bar a member in order to give their teams an unfair advantage.

**Protests And Disputes** – Should protests and disputes arise during a match, the match should be stopped until the dispute can be resolved. It is very difficult to make a ruling *after* the match has finished.

**Resolving Protests And Disputes** - Most protests and disputes can be resolved by referring to this manual. In the event that a resolution cannot be achieved, the match players involved should attempt to work out a settlement of the issue. This may involve agreeing to replay the game or match or by agreeing to abide by the flip of a coin. Once a method of settlement has been agreed upon, the issue giving rise to the dispute may not be the basis of a future protest.

If the match players are not able to work out a settlement, the matter should be brought to the League Operator's attention. The League Operator or League Manager's ruling will be followed without further question. Anyone not agreeing to follow the League Operator's or League Manager's ruling will forfeit the game in question and the match if the protest persists.

All complaints to the league office **MUST** be in writing.

**Rules Not Intended** – Players and / or teams who consistently use the Rules against their original intended purpose in order to take advantage of a situation may be removed from the league.

**Equipment** – Any piece of equipment designed specifically for pocket billiards is acceptable for use in **8 Ball Express®** play. A player may break down or change sticks during their match. Jump sticks are allowed or you may break down your stick and use the shaft to jump a ball.

**Jump Shots and Massé Shots** – Properly executed jump shots and massé shots are allowed **if the host location allows** such shots. Be sure to consult the host location before attempting these shots.

**Jump Shots** - A legal jump shot is performed by driving the cue ball down into the bed of the table and forcing it to jump into the air by rebounding from the bed of the table. It is illegal for a player to “scoop” the ball up and over another ball.

**Massé Shot** - A stroke made by striking the cue ball off center with the cue held nearly vertically, so that the cue ball moves in a curve around one ball before hitting another ball.

## Team Rosters

**Adding / Dropping Players** – Up to, and including, the 7<sup>th</sup> week of the session, a team may add or drop members from their roster. Additions to a team’s roster may be added anytime during the match.

**Rated Players** – Players who have played the format in this league must play at their current **8 Ball Express®** skill level. If a player has played a different format (e.g. 8-Ball but never 9-Ball), they will not be treated as a rated player and instead should be treated as a non-rated player for that specific format.

Playing a player below their current skill level will result in a loss of their match. If the player's correct handicap would put the team in violation of the twenty-three (23) rule, the team will forfeit all five (5) matches.

Handicaps are updated daily. Because players may play on multiple nights, their handicaps may vary. The handicap listed on the score sheet mailed out that week is considered to be the correct handicap for that night of play.

**Non-Rated Players** – All non-rated players will play their first match as a skill level four (4). Even if a player is known to be of higher or lower skill level, they will still start at this skill level. Once a player has played in the League, they may not thereafter play as a non-rated player.

## **Matches**

**Table Choice** – Home team will have choice of table and cue ball.

**Starting The Match** – One member of each team will flip a coin to decide who puts up the first player. The winner of the coin toss may choose which team puts up the first player. The teams will alternate for the remaining matches.

**Putting Up** - Once a player has been put up, they must play. You cannot change players once a player has been named for that match unless the other team agrees.

**Splitting Matches** – If both teams agree, you may split matches if a table is available. Three (3) hours after the scheduled start of league time, the teams **must** split tables if one captain requests such.

Should a team refuse to split tables when there is one available then the refusing team will forfeit any remaining matches.

**Calling Fouls** – It is the responsibility of the 2 players in the match to call any fouls during their match. The coach of the team may suggest that a foul has occurred but the final call must be made by the player.

A player may temporarily stop the match and bring in a third party to watch a hit to ensure that it is legal. Failure to wait for the third party to arrive to watch the hit will incur an in-match penalty. Fouls must be called when they occur and cannot be called retroactively. Should you let the game continue without calling a foul, the foul is negated. No foul can be called once the match is complete.

## **Handicap & “The 23 Rule”**

**Player’s Skill Levels**—All players will be judged on their shooting ability. Each player’s handicap will be based on the best 50% of the most recent matches (up to the last 10) that they played. League Management reserves the right to manually raise a player should he be deemed playing below his skill level.

**Team Skill Limit** – In order for every team to have an equal chance to win, the League has adopted the **23 Rule**. This prevents a team from being able to ‘stack’ their roster with only high ranked players.

**The 23 Rule** – A team must play five (5) matches with the **TOTAL** skill levels of the five (5) players not exceeding twenty-three (23) points. Any team that plays more than twenty-three (23) points will forfeit all of their points for the night. An opposing captain **MAY NOT** agree to allow a team to play over twenty-three (23) points.

A team playing less than five (5) matches must show, with the remaining players listed on their roster, they would not have exceeded twenty-three (23) points had all five (5) matches been played.

A team can play any combination of players to stay at or under twenty-three (23) points except the following: A team may not play 7, 7, 7, 1, 1.

**Violation of the 23 Rule** Should a team violate the 23 Rule you must

- Notify the opposing team
- Make a note on the score sheet of the violation
- Give the non-violating team 5 points and the other team 0

**The 4 x 19 Rule** – Should a team’s handicaps increase such that they are no longer able to meet the 23 Rule by playing the five (5) members of their roster (whether they are present or not) with the *lowest* handicaps, they may play only four (4) players with their total skill levels not exceeding nineteen (19) points. The 5<sup>th</sup> match will count as a forfeit.

The captain must tell the opposing captain ***PRIOR TO THE START*** of the matches that you cannot make the 23 Rule.

*Example:* Consider a captain has a roster with the following skill levels: 7,7,7,5,5,4,3. If you add up the five (5) *lowest* handicaps they will be in violation of the 23 Rule ( $7 + 5 + 5 + 4 + 3 = 24$ ). At this point, the 4 x 19 Rule would be applied, allowing the captain to play 7, 5, 4, 3 and forfeit the 5<sup>th</sup> match.

## **Forfeits & Byes**

**Byes** – Occasionally a division will have an odd number of teams, or a team drops out early, therefore creating a ***bye***. Three points will be awarded to the team scheduled to play the bye. The team scheduled to play during a bye week does not need to turn in score sheets nor pay any weekly fees.

**Forfeits** - A team will forfeit all of their matches for a night if at least one of their players is not ready to play by fifteen (15) minutes after the scheduled start of league time.

Upon completion of an individual match, the player for the next match must be ready to play within five (5) minutes. The opposing team then has five (5) minutes to have their player ready to play.

You need to contact League Management to verify the forfeit time.

**Receiving Forfeits** – In order for a team to receive points for a forfeit, they must have players present for a match that would not cause them to violate the team’s handicap restriction (e.g. the 23

rule). If neither team has a player present then neither team will receive the point.

To track properly on the score sheet, write down the name of the player present who is receiving the forfeit.

## **Coaching**

Giving advice to your teammate during their game play is coaching. Any player on a team may act as a coach during a match, however only one coach may approach the table during the timeout. During a timeout, the coach may return to other players to further discuss and then return back to the player. Switching coaches during a timeout is **NOT** allowed, but may be changed during subsequent timeouts.

### **Coaches may not do the following:**

- Physically mark the table
- Talk about possible shooting situations when a time out **HAS NOT BEEN** called
- Approach the table when a time out **HAS NOT BEEN** called
- Remain at the table while the player is shooting

### **What is not considered coaching?**

- Cheering for your teammate
- Reminding your player to chalk their stick
- Reminding your player to mark their pocket in 8 ball
- Reminding a player which category of balls they are shooting
- Telling a player to “relax” or “calm down”
- Talking to the player while racking the balls
- Answering a rules question
- General conversation or non-situation specific conversation

**Talking during the match** – During a match you may not talk to your player about the match. Even talking about the previous shots or situations is considered illegal coaching. You may talk about anything you want to the player EXCEPT about the match.

**Timeouts** – Players get different numbers of timeouts depending on their skill level.

- Skill Levels 1 – 3 and non-rated players: Two (2) timeouts per game
- Skill Levels 4 – 8: One (1) timeout per game

Timeouts are limited to one (1) minute. If a timeout consistently exceeds one (1) minute, a warning should be given to the opposing coach. If the one (1) minute time limit is exceeded again an in match penalty will be incurred.

A team coach may ask the player if they would like timeout. The player may refuse the request, but if asked a second time they must accept the timeout or it is forfeited.

During the timeout the opposing player may also receive coaching following the same guidelines as above.

**Cell Phones** – The use of cell phones during a match is permitted with restrictions. If a player receives a phone call during a match, they should inform the caller that they are playing a match and will return the call shortly. Anyone who is talking on their cell phone while shooting is being disrespectful and in violation of having good sportsmanship

**Headphones** – Use of headphones during a match is permitted with restrictions. If a player is obviously, and consistently changing their shot, or appears to be receiving advice, you may ask the player to remove their headphones for the remainder of the match.

## Section 4

### **Division Playoffs**

**Division Champion** - At the end of the session, there will be a playoff in each division for the top three (3) finishing teams and a wildcard team. In a 6 or 8 team division, the team that finishes first in the playoffs becomes eligible to participate in the Session Championship. In a 10 team division, the teams that finish first and second in the playoffs become eligible to participate in the Session Championship.

**Tie Breaking Procedure** – Should there be a tie in points won for the regular session, the team with the most points won against the other in head to head matches will be declared the winner. If there is still a tie, a coin toss will be done during the end of session meeting to determine the final standings.

Should more than 2 teams be tied each team will be compared to **all** the teams that they are tied with and the team with the highest percent of matches won against the others will be declared the winner. If they are still tied, a blind draw will be done at the end of session meeting to determine the winner.

**Playoff Schedule** - Playoffs are played the two (2) weeks following the end of the regular session. The first place team will play the wildcard team and the second place team will play the third place team. The winning teams will then play the following week to determine the Division Champion.

**Playoff Site** – During the first week of the playoffs, the first place team and the wildcard team will play at the home location of the first place team. The second place team will play the third place team at the home location of the second place team. The final week of the playoffs will be played at the home location of the highest-ranking team remaining.

**Wildcard Team Selection** – All teams remaining in the division that did not finish in the top 3 places will become eligible for the wildcard draw. A blind draw will be done at the end of session

meeting. Teams must be represented by an active member of the team to be considered for the wildcard draw.

The wildcard draw is a weighted draw with each team getting an additional chance in the wildcard draw based on how high they finished in their division.

For example: In an 8 team division:

8th place 1 chance  
7th place 2 chances  
6th place 3 chances  
5th place 4 chances  
4th place 5 chances

**Playoff Eligibility** - A player must have played at least six (6) matches, ***with that team***, during the regular session to be eligible to participate in the playoffs. A player may use one (1) forfeit they have received in that session, as a match played if needed to qualify.

If a player has to use a forfeit to qualify, the League will go back and add the **best** score he has received out of his last ten (10) scores to recalculate the player's skill level. In some instances this may cause a player to go up in skill level. Try to play all players their required amount of times to avoid this situation.

Byes do not count as matches played.

## **Session Championship**

Division Champions from the session will compete for the title of Session Champion at the Session Championship. The Session Champion 8-ball and 9-ball teams will receive their choice of \$10,000.00 or a vacation trip. The precise amount of the prize may vary depending on the number of teams that participate during that session.

**Championship Schedule** - The Session Championship for 8-Ball will be played following the Divisional Playoffs of the current session. The Session Championship for 9-Ball is held every other session with the winners from the previous 2 sessions given the opportunity to compete.

**Session Team Championship Draw & Wildcard draw** - Additional teams may be randomly drawn from the remaining teams that did not qualify for the Session Championship to fill byes. The League Operator, at the end of session meeting, will determine the criteria for those teams drawn.

Sometimes teams who get the wildcard slot only have a few of their players show up for the match. If your team gets the wildcard draw and at least 5 members of your team do not show up for the tournament matches, each player on that team will penalized \$50.00.

**Skill Level** - You must participate in the Session Team Championship with the handicap you were at the time your team qualified.

**Number Of Scores Required** – A player must have played at least six (6) matches, **with that team**, during the regular session, prior to the playoffs, to be eligible to participate in the Session Championship.

**9-Ball Only** - As the 9-Ball Session Championship is not played following every session, to ensure all players'

handicaps are based on their current ability the following criteria must be met to qualify to play in the Session Championship

- A Teams' members must be playing the session prior to the Session Championship. A minimum of five (5) original players will be considered a "team". Those members do not have to be playing on the same team that qualified, but they must be an active member on a 9-Ball roster.
- Only players on the team roster at the end of the qualifying Playoffs will be eligible to play in the Championship.
- Players will play at the higher of their two skill levels earned at the end of both Sessions, including the Playoffs, if applicable.

**Players On More Than One Team** - A player may play on more than one team at the Session Team Championship. If the teams meet with common players, the common players may not participate for either team and will automatically advance to the next round with the winning team.

**Disqualifying Teams** – Any team who is deemed by the League Operator to have a severely under-rated player will be disqualified.

**Rules** – All respective 8-Ball and 9-Ball game rules will be the same at the Session Championship as they are in regular weekly play.

## **Official Duties**

For tournament matches an official may be present at each match table to assist you with problems, questions, and proper handicaps. Officials are not active participants in a match meaning that officials will not presume that a particular shot might result in a bad hit or any other condition that could produce a foul, and ***will not make calls or rulings, unless officially requested to do so.***

Only the players of the current match may ask an official to have a hit watched. An Official will not enter the playing area unless the match has been temporarily halted by the players of the current

match. Do not simply look over at the Official, or ask the Official to watch the hit, expecting some action to be taken. You must first halt the match and request the Official to make a call or ruling. You must allow time for the Official to get into position to view the upcoming shot. **The Official's decision is final.**

Officials will watch every break to ensure a legal break has occurred. Should a rack be in question, the official will view the rack and announce that it is a good rack or that a re-rack must occur.

Teams are not allowed to use the Official in an untimely manner, or in situations that are obviously non-essential. Teams that abuse the use of the Officials are subject to an in match penalty.

Using an Official as a means to shark opponents will not be tolerated. Examples include:

- You ask the Official to “just watch what happens next”
- Your opponent is shooting at a loose ball and no potential foul is obvious.
- You wait until the last possible second to call the Official.

**Remember it is the responsibility of the PLAYER, not the Official, to be aware of potential infractions. Study the table situation and call an Official if you believe an infraction is likely to occur. The Officials are here to help you.**

Contested plays are handled by calling an Official, and asking if he or she was watching the table at that time, and was in a good enough position to make a call or ruling. If yes, the Official will make a binding call.

Officials will monitor teams for talking to their player about the match between shots and may call ball-in-hand foul if infractions occur. Should a potential conflict arise the official may halt the match until the situation is resolved.

Situations involving potential rule violations are also handled by calling an Official. If necessary, the Rules will be checked. The Tournament Director may also be consulted.

Situations not requiring calls or rulings may be brought to the attention of the Official. Any member of the team is allowed to ask the Official for assistance in these non-playing situations. If the request is reasonable, the Official will monitor the situation and take appropriate action. If the problem cannot be solved to everyone's satisfaction, the match will be temporarily halted, the Tournament Director will be called, and the parties involved will discuss the issue.

**Please treat the Officials with courtesy and respect. These League members have volunteered for this duty in order to make your competition more enjoyable. Players or teams treating Officials in a disrespectful, demeaning or uncooperative manner are subject to disqualification by the Tournament Director.**

## **Rules of Eight Ball**

### **Description**

Eight ball is played with the cue ball and a rack of 15 object balls. The goal of the game is for a player to pocket his group of balls numbered 1 thru 7 (solids) or 9 thru 15 (stripes), and then to legally pocket the 8 ball in a pre-designated pocket. If a player legally pockets a ball in his group, he must continue to shoot. The turn passes when a player fails to legally pocket one of his balls or commits a foul.

### **The Break**

**The Break**—In the first game the break is determined by lagging. Thereafter, the break goes to the winner of the previous game. A player may elect to give up the break at any time.

**Lagging** – Each player selects any ball (other than the cue ball) and places it behind the head string, one player to the left of the head spot and one to the right of the head spot. The balls are then shot simultaneously to the foot cushion and back towards the head rail of the table. The player whose ball is closest to the head cushion wins the right to break. It is an automatic loss of lag if:

1. The ball fails to contact the foot cushion
2. The ball drops into the pocket
3. The ball makes contact with the side rail
4. The ball jumps off the table

Should the balls make contact or it cannot be determined which ball is closer, the players will re-lag.

**The Rack** – All balls should be touching as tightly as possible with the 8 ball in the center of the rack. The head ball should be located on the foot spot. The player who has “The Break” may request and receive a re-rack.

**Breaking** – The cue ball may be placed anywhere behind the head string. For a break to be legal the following must occur:

- The cue ball must hit the head object ball or simultaneously hit the head and second object ball.
- Four (4) object balls must be driven to the rail or a ball must be pocketed.

A player may not shoot the cue ball into the rail before striking the rack. If a player fails to accomplish a legal break the balls are re-racked and the same player breaks again. There is no limit to the number of times a player may attempt to make a legal break.

**Soft Breaking** - The break must be as hard as possible while still remaining in control. Soft or safe breaks are not allowed. The League Staff shall determine whether or not a break is hard and may assess penalties against teams and / or players who are not breaking hard.

**Foul Or Scratch On The Break** – If a foul or scratch occurs after a legal break, the opposing player has the cue ball *ball-in-hand* behind the head string and an open table. That player must place the cue ball behind the head string and may shoot at any object ball that is out. A ball is considered out if it is on the opposite side of the head string or is dead center on the head string. If the players cannot agree on whether an object ball is a legal target, a third party, whose decision will be final, should be consulted. If no third party is available, the question will be decided by a coin toss. It is the responsibility of the non-shooting player to make sure the cue ball is in. Failure to place the cue ball *behind* the head string is a foul.

In the event that a scratch or foul occurs during an illegal break the balls are re-racked and the opposing player breaks. A foul may not be called unless the cue ball strikes the rack.

***Eight Ball on the Break*** - If the 8 ball is pocketed on the break, the breaking player wins the game, unless they scratch or commit a foul, in which case they lose.

## **Game Play**

***After The Break*** – The table is always open immediately after the break shot. If a player pockets any numbered ball on the break, the breaking player's turn continues and they may elect to shoot either category of balls and may continue to do so until a ball or balls from only one (1) is/ are pocketed on a shot. At this point, the breaking player is assigned the balls from that group and the opposing player is assigned the balls from the other group.

If the breaking player fouls, scratches, or fails to pocket any ball, on the break or on any subsequent shot prior to ball group assignments having been made, the turn passes to the opposing player who has an open table.

**Open Table** - If the turn passes to a player prior to ball group assignment having been made, he has an open table and may shoot at balls in either group until he pockets a ball or balls from only one of the groups. At this point, he is assigned the balls from that group and the opposing player is assigned the balls from the other group.

If the shooting player fouls, scratches, or fails to pocket any ball, on the break or on any subsequent shot prior to ball group assignments having been made, the turn passes to the opposing player who has an open table.

**Play After Group Assignments** – After group assignments have been determined, a player may legally shoot only at the balls in their assigned group. A player continues to shoot for as long as they pocket balls from their group without fouling or scratching.

If the cue ball hits a ball from the opposing players group prior to hitting one from the shooting players group a foul occurs. It is similarly a foul to hit the 8 ball first if the shooting player still has balls from their group on the table. If a player fouls, scratches, or fails to pocket a ball from his assigned group, the turn passes to the opposing player.

**Combination Shots** – Combination shots are allowed, however, the cue ball must first strike a ball from the shooting player's

group, except in an open table situation. Striking a ball from the opposing player's group or the 8 ball first results in a foul and turn passed to the opponent.

**Pocketing Balls** – For a ball to have been considered pocketed, the ball must stay in the pocket. If a ball bounces back out of the pocket onto the table it is still in play. Once a ball is pocketed it is not placed back into play. Balls which come to a complete stop hanging over the edge of a pocket and then drop into the pocket after 5 (five) seconds are not considered to have been pocketed and are placed back on the table in the position at which they came to a complete stop.

**A Player Accidentally Shoots The Wrong Category Of Balls** – This is a foul and would be ball-in-hand to the opposing player. If the foul is not called before the player makes all the incorrect balls and then legally pockets the 8 ball, then the game will stand. If a player asks which category of balls they have, you must tell the truth.

**Balls Off The Table** – Knocking the 8 ball off the table surface, even accidentally, results in loss of the game. Knocking the cue ball off the table surface is a scratch. Other balls that are knocked off the table surface are placed back where they were, prior to initial contact.

If a player pockets a ball from their assigned group **AND** knocks another ball off the table, that ball is immediately placed back where it was and the player continues to shoot.

**Balls Accidentally Moved** – If any ball is accidentally moved, they **MUST** be placed as close to the original position as possible, **AFTER** all the balls have stopped moving. If there is a question as to where the ball was, the two players should work it out to the best of their ability.

**Jawed Balls** - If two or more balls are locked between the “jaws” or sides of the pocket then they are considered off the playing surface and are to be pocketed.

**Frozen Ball** – If a ball is touching the rail it must be declared frozen to the rail, by the opposing player prior to the player shooting. Once it is agreed that the ball is frozen the shooting player must either drive the object ball to another rail or any other ball to a rail.

**Shooting** – If a bridge is available, a player must have one foot on the floor when shooting. If a player appears to be about to violate this rule, they should be handed a bridge. If a bridge is not available, host location rules apply.

## **Fouls**

Fouls incurred during a match result in a cue ball ball-in-hand for the opposing player. The following are considered fouls:

- A player fails to make contact with his object ball first.
- A ball does not make contact with a rail after contact with the object ball. A pocketed ball counts as a rail.
- The cue ball does not touch anything.
- The cue ball is pocketed.
- Shooting while the cue ball is still in motion.
- Failure to strike another rail when a ball is declared frozen.
- Using a device to determine if there is “room” for an object ball to pass through.
- Causing a forward stroke motion contacting the cue ball on a ball-in-hand placement
- Knocking, Striking, touching or in any way making contact with the cue ball with anything except the cue tip, while not in a ball in hand situation. This includes chalk, bridges, the cue shaft, etc.
- Fouling on the break.
- Not placing the cue ball behind the line after a scratch on the break.
- Touching any object ball with the cue ball while it is ball in hand. Your fingers are considered an extension of the cue ball.
- Double kissing of the cue ball (hitting the cue ball twice).
- Illegal jump shots. (You may not scoop the cue ball)

- Jumping or accidentally knocking the cue ball off the table surface.
- Illegally marking the table to assist in executing a shot.
- Illegal Coaching.
- Talking about possible shooting situations when a time out has not been called.
- Excessive slow play.
- Sharking.
- Approaching the table when a timeout has not been called.

**Always confirm with the opposing player that you have ball-in-hand. Touching the cue ball while not having ball-in-hand is then a ball-in-hand foul to your opponent.**

**Cue Ball Ball-In-Hand** – A player may place the cue ball anywhere on the table he desires (except after a foul on the break). The player may use their hand or any part of his cue (including the tip) to place the ball. Any forward motion striking the ball will be a foul (see above). Coaches may place the cue ball in a timeout ball-in-hand situation.

**Close Hit** – If there is a situation where there may be a potential of a bad hit you should stop the match and ask an unbiased person to watch the hit. The third parties decision will be final. If you do not have the hit watched and there is a dispute between the 2 players the shot will be awarded to the shooter. Players who consistently asked for hits to be watched that are not considered “close” may be charged with sharking.

Failure to wait for the third party to arrive to watch the hit will constitute ball-in-hand foul.

## **Winning The Game**

The first player to pocket all the balls in their assigned group and then pocket the 8 ball in the marked or called pocket, without fouling or scratching wins.

**Marking The Pocket** – You may mark the designated 8 ball pocket with anything marker except chalk. Should the 8 ball make

contact with the marker it is **NOT** considered a foul. The opposing player may ask the shooter to adjust the marker should they feel it would aid the player in making the 8 ball shot. Should both players agree, the 8 ball pocket may be called rather than explicitly marked.

**Stalemated Game** – A game is considered stalemated if neither player is able to pocket or move their object ball without resulting in loss of game. The stalemate may only be used if both players agree. The game is re-racked and played as if the stalemated game never occurred.

**Loss of Game**-The following results in the shooting player losing the game:

- Pocketing the 8 ball prior to pocketing all balls from the shooters assigned group.
- Knocking the 8 ball off the table.
- Pocketing the 8 ball in other than the marked or called pocket.
- Fouling the cue ball and pocketing the 8 ball.
- Scratching when shooting at the 8 ball.

**Number of Games Needed** – The amount of games a player needs to win their match is based on skill level as follows:

Players Skill Level	Opponents Skill Level								
	1	2	3	4	5	6	7	8	
1	1-1	1-2	1-3	1-4	1-5	1-6	1-7	1-8	
2	2-1	2-2	2-3	2-4	2-5	1-5	1-6	1-7	
3	3-1	3-2	2-2	2-3	2-4	2-5	2-6	2-7	
4	4-1	4-2	3-2	3-3	3-4	3-5	2-5	2-6	
5	5-1	5-2	4-2	4-3	4-4	4-5	3-5	3-6	
6	6-1	5-1	5-2	5-3	5-4	4-4	4-5	3-5	
7	7-1	6-1	6-2	5-2	5-3	5-4	4-4	4-5	
8	8-1	7-1	7-2	6-2	6-3	5-3	5-4	4-4	

## **Scoring**

Please keep score accurately so that we make this league fun and competitive for all players. If you do not keep score properly, it may not reflect the player's true ability and therefore give teams an unfair advantage. ***Intentionally keeping score improperly will be grounds for a team being removed from the league.***

**Player Information** – In each match, whoever wins the lag is listed first. List the player's skill level, player number (or new if they do not have a number) and games needed. The opposing player is listed below their opponent with his skill level, player number and his games needed.

**Innings** – An inning is marked after the player ***who lost the lag*** completes their turn. If a player makes the 8 ball, the game is over and you ***DO NOT*** mark an inning. If the player makes the 8 ball and then scratches you ***DO*** mark an additional inning.

**Ball In Hand** – Mark each time a player ***receives*** ball-in-hand.

**Time Outs** – Make a check mark each time a player takes a time out during that game.

**Defense / Non-Performance** – Make a mark each time that a player plays a “safety” (defense) or has a low percentage that they can pocket a ball (non-performance). This should be evaluated based on the player's ability and their ***main intent*** should be considered. Was their ***intent*** to make a ball or was it just to make a good hit?

For example: A player is left with a situation where they are only hoping to make a “good hit” and are unlikely to make a ball. This is considered a non-performance shot.

**Loss on the 8 Ball** – If a player loses the game by committing a foul on the 8 ball, mark the sheet as follows:

- ***E8*** – Making the 8 ball out of turn (or early)
- ***S8*** – Scratching while attempting to make the 8 ball
- ***8WP*** – Making the 8 ball in a pocket other than the marked pocket.

**Balls Remaining** – Note how many balls were remaining on the table at the end of each game, not including the cue ball.

**Win/Loss** – Mark or color in which player won (W) the game and which player lost (L) the game.

**Team Won** – Make a check mark for which team won that match.

**Match Point** – A team match consists of 5 individual matches. Each individual match won is worth one point. Add the total match points each team won that night.

**Forfeits** – If a team does not have enough players to play that night that will keep them within the 23 rule they may play what players they have and forfeit any remaining matches.

To score a forfeit, write the name of the player you had present and ready to play. For the opposing player write “FORFEIT”. If neither team has a player ready to play, neither team will receive the point.

**Money** – Write down the name(s) of any player(s) paying their \$10 session dues in the section marked “\$10 dues for”.

**Captain Signature** – Write down the total amount of money collected (both the weekly league fees as well as the session dues), and sign the score sheet.

## **Rules of 9 Ball**

### **Description**

Nine ball is played with nine object balls numbered one through nine and a cue ball. The goal of the game is for a player to strike or pocket the lowest numbered ball on the table and then legally pocket the 9 ball.

### **The Break**

**The Break** – In the first game the break is determined by lagging. Thereafter, the break goes to the winner of the previous game. A player may elect to give up the break at any time.

**Lagging** – Each player selects any ball (other than the cue ball) and places it behind the head string, one player to the left of the head spot and one to the right of the head spot. The balls are then shot simultaneously to the foot cushion and back towards the head rail of the table. The player whose ball is closest to the head cushion wins the right to break. It is an automatic loss of lag if:

1. The ball fails to contact the foot cushion
2. The ball drops into the pocket
3. The ball makes contact with the side rail
4. The ball jumps off the table

Should the balls make contact or it cannot be determined which ball is closer, the players will re-lag.

**The Rack** – The balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot and the 9 ball in the center with all balls touching as tightly as possible. The remaining balls may be placed in random order.

**Breaking** – The cue ball may be placed anywhere behind the head string. For a break to be legal the following must occur:

- The cue ball must hit the head object ball.

- Four (4) object balls must be driven to the rail *or* a ball must be pocketed.

A player may not shoot the cue ball into the rail before striking the rack. If a player fails to accomplish a legal break the balls are re-racked and the same player breaks again. There is no limit to the number of times a player may attempt to make a legal break.

**Soft Breaking** - The break must be as hard as possible while still maintaining control. Soft or safe breaks are not allowed. The League Staff shall determine whether or not a break is hard and may assess penalties against teams and / or players who are not breaking hard.

**Foul Or Scratch On The Break** – If a foul or scratch occurs after a legal break, the opposing player has the cue ball ball-in-hand anywhere on the table.

**Nine Ball On The Break** - If the 9 ball is pocketed on the break, the breaking player wins the game, unless they scratch, in which case the 9 ball is spotted on the foot spot and play resumes.

## **Game Play**

**After The Break** - If a player pockets a ball on the break, he continues to shoot until he misses or wins the game.

The first ball the cue ball comes in contact with must be the lowest numbered ball on the table. If a ball (other than the 9 ball) is pocketed, the player continues to shoot for as long as he pockets balls without fouling or scratching. If the cue ball hits a ball other than the lowest numbered ball on the table first, a foul occurs.

Should a player make the number of balls required of their skill level and not wish to shoot the 9 ball, they may then choose to continue to pocket the balls in numerical order until they choose to make the 9 ball.

If a player fouls, scratches, or fails to pocket a ball, the turn passes to the opposing player.

**Push Shot** - The player who shoots *immediately after the break* may elect to play a push out. The player must announce his intention to play a push out before the shot, or the shot will be considered to be a normal shot.

**Push Out** – A push out is an attempt to move the cue ball in a better position so as not to give ball-in-hand to their opponent. After a push out the opposing player has the option to elect to shoot the cue ball or make his opponent shoot again.

The cue ball is not required to strike an object ball during the push out nor is any ball required to strike a rail. Should a shooter pocket a ball on the push out shot it is considered a dead ball and the ball remains pocketed. All other fouls apply.

**Push Time Out** - Handicaps 1 through 3 and non-rated players will receive an additional push out time out if needed. A push out timeout is **NOT** marked on the score sheet nor is it counted toward a player's normal timeouts. If the coach elects to have the player **NOT** push out then they may not coach the player on how to shoot.

**Combination Shots** – Combination shots are allowed, however, the cue ball must first strike the lowest numbered ball.

**Pocketing Balls** – For a ball to have been considered pocketed, the ball must stay in the pocket. If a ball bounces back out of the pocket onto the table it is still in play. Once a ball is pocketed it is not placed back into play. Balls which come to a complete stop hanging over the edge of a pocket and then drop into the pocket after 5 (five) seconds are not considered to have been pocketed and are placed back on the table in the position at which they came to a complete stop.

**Balls Off The Table** – If any object ball is jumped or accidentally knocked off the table surface, it is a foul. Any ball that is driven off the table and comes to rest on any surface other than the bed of the table is considered to be off the table. Any ball driven off the table is **NOT** spotted with the exception of the 9 ball. Should the 9

ball be jumped off the table it is spotted as close as possible to the foot spot and play resumes.

**Balls Accidentally Moved** – If any ball is accidentally moved, they must be placed as close to the original position as possible, after all the balls have stopped moving. If there is a question as to where the ball was, the two players should work it out to the best of their ability.

**Jawed Balls** - If two or more balls are locked between the “jaws” or sides of the pocket then they are considered off the playing surface and are to be pocketed.

**Frozen Ball** – If a ball is touching the rail it must be declared frozen to the rail, by the opposing player prior to the player shooting. Once it is agreed that the ball is frozen the shooting player must either drive the object ball to another rail or any other ball to a rail.

**Shooting** – If a bridge is available, a player must have one foot on the floor when shooting. If a player appears to be about to violate this rule, they should be handed a bridge. If a bridge is not available, host location rules apply.

## **Fouls**

The following fouls result in a cue ball ball-in-hand for the opposing player:

- A player fails to first make contact with the lowest numbered ball for their handicap first.
- A ball does not make contact with a rail after contact with the object ball. A pocketed ball counts as a rail.
- The cue ball does not touch anything (except during a push out).
- The cue ball is pocketed.
- Shooting while the cue ball is still in motion.
- Failure to strike another rail when a ball is declared frozen.
- Using a device to determine if there is “room” for an object ball to pass through.

- Causing a forward stroke motion contacting the cue ball on a ball-in-hand placement
- Knocking, Striking, touching or in any way making contact with the cue ball with anything except the cue tip, while not in a ball in hand situation. This includes chalk, bridges, the cue shaft, etc.
- Fouling on the break.
- Touching any object ball with the cue ball while it is ball in hand. Your fingers are considered an extension of the cue ball.
- Double kissing of the cue ball (hitting the cue ball twice).
- Illegal jump shots. (You may not scoop the cue ball)
- Jumping or accidentally knocking the any ball including th cue ball off the table surface.
- Illegally marking the table to assist in executing a shot.
- Illegal Coaching.
- Talking about possible shooting situations when a time out has not been called.
- Excessive slow play.
- Sharking.
- Approaching the table when a timeout has not been called.

**Always confirm with the opposing player that you have ball-in-hand. Touching the cue ball while not having ball-in-hand is then a ball-in-hand foul to your opponent.**

**Cue Ball Ball-In-Hand** – A player may place the cue ball anywhere on the table they desire. The player may use their hand or any part of his cue (including the tip) to place the ball. Any forward motion striking the ball will be a foul (see above). Coaches may place the cue ball in a timeout ball-in-hand situation.

**Scratching** – When a player pockets a ball and then scratches, the ball remains in the pocket but the ball does not count toward his required number of balls.

**Scratching While Shooting The 9 Ball** – Should a player pocket the 9 ball and then scratch, the 9 ball is spotted and the opposing player receives ball in hand and play resumes.

**Close Hit** – If there is a situation where there may be a potential of a bad hit you should stop the match and ask an unbiased person to watch the hit. The third parties decision will be final. If you do not have the hit watched and there is a dispute between the 2 players the shot will be awarded to the shooter. Players who consistently asked for hits to be watched that are not considered “close” may be charged with sharking.

## **Winning The Game**

The first player to make the number of balls required of their skill level and legally pocket the 9 ball is the winner.

**Marking The 9 Ball Pocket** – You are not required to mark or call the 9 ball pocket.

**Number Of Balls A Player Must Make** – The number of balls a player needs is based on skill level as follows:

Skill	Number of Balls Needed*
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8

**\*\*NOTE:** If there are not enough balls remaining for the player to make their required number of balls, the player can shoot the remaining balls in rotation on the table and then legally pocket the 9 ball.

**Making the 9 Ball Early** - Making a legal combination shot and pocketing the 9 ball either purposely or accidentally is considered a win even if the player has not made their required number of balls.

**Number Of Games Needed** – The first player to win 5 games is considered the winner of the match

## **Scoring**

Please keep score accurately so that we make this league fun and competitive for all players. If you do not keep score properly, it may not reflect the player's true ability and therefore give teams an unfair advantage. ***Intentionally keeping score improperly will be grounds for a team being removed from the league.***

**Player Information** – In each match, whoever wins the lag is listed first. List the player's skill level, player number (or new if they do not have a number) and games needed. The opposing player is listed below their opponent with his skill level, player number and his games needed.

**Balls Made** – Strike through the numbered ball each player made during that game. If a player makes a ball and then scratches, or does not pocket a ball legally, circle the numbered ball made by that player, but do not count those balls made in the player's total balls made.

**Innings** – An inning is marked after the player ***who lost the lag*** completes their turn. If a player makes the 9 ball, the game is over and you ***DO NOT*** mark an inning. If the player makes the 9 ball and then scratches you ***DO*** mark an additional inning.

**Ball In Hand** – Mark each time a player ***receives*** ball-in-hand.

**Time Outs** – Make a check mark each time a player takes a time out during that game. Do ***NOT*** mark push out time outs.

**Defense / Non-Performance** – Make a mark each time that a player plays a "safety" (defense) or has a low percentage that they can pocket a ball (non-performance). This should be evaluated based on the player's ability and their ***main intent*** should be considered. Was their ***intent*** to make a ball or was it just to make a good hit?

For example: A player is left with a situation where they are only hoping to make a “good hit” and are unlikely to make a ball. This is considered a non-performance shot.

**Total Number of Balls Made** – Add the number of balls each player made during that game.

**Win/Loss** – Mark or color in which player won (W) the game and which player lost (L) the game.

**Games Won** – Add the amount of games each player won during their match.

**Match Point** – A team match consists of 5 individual matches. Each individual match won is worth one point. Add the total match points each team won that night.

**Forfeits** – If a team does not have enough players to play that night that will keep them within the 23 rule they may play what players they have and forfeit any remaining matches.

To score a forfeit, write the name of the player you had present and ready to play. For the opposing player write “FORFEIT”. If neither team has a player ready to play, neither team will receive the point.

**Money** – Write down the name(s) of any player(s) paying their \$10 session dues in the section marked “\$10 dues for”.

**Captain Signature** – Write down the total amount of money collected (both the weekly league fees as well as the session dues), and sign the score sheet.

## **Contact Information**

**Corporate Address: P.O. Box 1504  
Rutherfordton, NC 28139**

**Office Phone: 704-545-3599  
Office Fax 704-644-7061**

**Kim's Cell 704-607-3797  
Tina's Cell 336-306-0336  
Freddy's Cell 828-429-8582**

**Web Address:  
<http://www.8ballexpress.com>**

**Facebook Address: Charlotte  
<http://www.facebook.com/8ballexpressclt>**

**Facebook Address Central NC  
<http://www.facebook.com/8ballexpressws>**

**Twitter: @8ballexpress**

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## Notes