

SANTA BARBARA POOL LEAGUE RULES AND REGULATIONS

(updated 11/5/10)

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GENERAL RULES OF POCKET BILLIARDS (as applied to 8-ball)

1.1 Player Responsibility

You are responsible for knowing the rules, regulations, and schedules that pertain to any SBPL match. You are also responsible for cooperating with all league officers, and for accurately providing all requested information concerning your participation in league matches to league officers when asked to do so.

1.2 Acceptance of Provided Equipment

Once your match begins, you accept all provided equipment as standard and legal. After a match has begun, only a league officer may declare the equipment defective or unsuitable for play. If the equipment is declared unsuitable for play, all games previously played on that equipment will be counted.

1.3 Use of Equipment

You are responsible for all equipment and accessory items you bring to the table. You may not use equipment or accessory items in a manner other than their intended use. Specifically:

1. You may use your cue, held in your hand or not, to help align a shot;
2. You may use either a built-in or an add-on cue extender;
3. You may use your own chalk provided it is compatible with the cloth;
4. You may use a billiards glove;
5. You may not use more than two mechanical bridges at any one time. A bridge may only be used to support the cue or another bridge;
6. You may not use any item to support or elevate your bridge hand. You may hold chalk in your bridge hand while bridging, but the chalk may not be used to elevate your hand off the table;
7. You may not use any ball, your cue, the rack, or any other equipment or width-measuring device or any part of your body to determine if the cue ball or an object ball would fit through a gap or to judge what ball the cue ball would contact first.

1.4 Cue Requirements

1. Your cues must meet BCAPL specifications.
 - a. The width of the cue tip must not exceed 14 millimeters. There is no minimum width.
 - b. The weight of the cue must not exceed 25 ounces. There is no minimum weight.
 - c. The length of the cue must be at least 40 inches. There is no maximum length.
2. It is a foul if you take a shot with a cue that does not meet BCAPL specifications. The cue must be removed from play.

1.7 Beginning of Game or Match

Your match or game begins when the cue tip strikes the cue ball during any stroke on the opening break.

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1.9 Stopping Play

You may request the assistance of a league officer if you need information concerning the rules. If you desire the assistance of a league officer, you must notify your opponent and your opponent must acknowledge your request. If it is your opponent's inning, you must notify them before they are down on the shot. After play has stopped, it is a foul if you take any stroke or shot until both teams agree that the dispute has been settled.

1.13 Order of Break / Breaking Subsequent Games of a Match

1. In weekly matches, the player that has the "BK" listed next to their name has the option of break. In tournaments, the winner of the coin toss has the option of break. If the match is race-to-two or higher, the loser of each game has the break option in the next game.
2. It is your responsibility to know when it is your turn to break. If an incorrect player breaks a game and the error is discovered before the game is completed, the game will be re-racked with the proper player breaking. If the error is not discovered until after the game is completed then the results of the game are final.

1.14 Racking Procedures

1. In league play, when you are breaking, you may rack for yourself, you may designate a teammate to rack for you, or you can allow your opponent to rack for you.
2. You must rack the balls as tightly as possible. That means that each ball should touch all adjacent balls.
3. You should refrain from tapping balls unless necessary. It is preferable to brush the area of the rack and ensure that the spot attached to the cloth, if any, is in good condition.
4. If the rack does not meet the requirements of the specific game, it will be corrected without penalty. If your opponent's rack does not meet the requirements and you do not notify them before they break, the game will continue with no penalty.

1.17 Calling Ball and Pocket

1. You must designate the called ball and the called pocket before each shot. You may make the designation verbally or by gesture. You may only call one ball on a shot. You do not have to call obvious shots. You are not required to indicate incidental kisses and caroms, or incidental cushion contacts that do not constitute bank shots or kick shots.
2. The following shots are **never** considered obvious:
 - a. bank shots
 - b. kick shots
 - c. combination shots
 - d. jump shots
3. If you are not certain what shot your opponent is attempting, it is your responsibility to ask. You must ask before your opponent is down on the shot. With the exception of shots defined as not obvious, if you are not certain about a shot and you do not ask, the shot will be considered obvious.

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4. You must always call shots that are defined as not obvious. This rule applies regardless of whether or not your opponent asks about the shot, and regardless of how simple or obvious the shot may appear.
5. When calling bank shots, kick shots, jump shots, and combination shots you are only required to designate the called ball and called pocket. If shooting a combination you do not have to say the word "combination", or state which ball will be struck first, or the sequence of balls. When shooting a bank shot or kick shot you do not have to say the word "bank" or "kick" nor specify which cushions will be involved in the shot.
6. If you do not call a bank shot, kick shot, or combination shot and you pocket any ball except the 8-ball, your inning ends and the incoming player must accept the table in position.
7. When the 8-ball is your legal object ball, if you pocket the 8-ball on a bank shot, kick shot, jump shot, or combination shot but fail to call the pocket you lose the game.
8. A shot that was obvious prior to the shot will count for the shooter if the shot inadvertently:
 - a. becomes a bank shot because the called ball did not go directly into the called pocket but instead contacted two or more cushions prior to being pocketed in the called pocket, or;
 - b. becomes a kick shot because the cue ball initially missed the called ball, contacted one or more cushions, and then pocketed the called ball in the called pocket.

1.18 Legal Stroke

You must use a legal stroke. A legal stroke is defined as the forward motion of the cue resulting in the cue tip striking the cue ball for only the momentary time customarily associated with a normal shot. "Forward" means relative to the cue itself, along the long axis of the cue and away from the butt, and has no relevance to any part of the table or any relationship to the player or any part of their body. Any lifting, sideways, or other brushing motion of the cue, such that the force that propels the cue ball does not primarily result from a forward motion of the cue as defined under "Legal Stroke", is a foul. (See Diagrams 4 and 5).

Diagram 4 – Long Axis of Cue

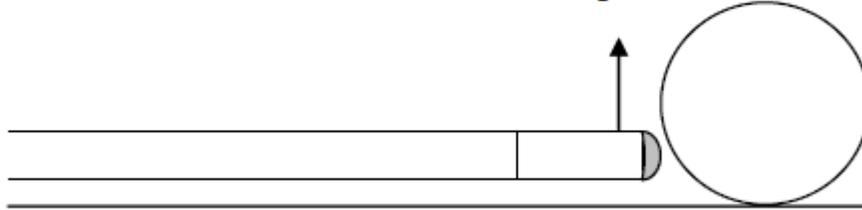


The long axis of the cue is a line extending from the center of the butt through the center of the tip.

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Diagram 5 – Illegal Stroke by Lifting or Brushing with the Cue Tip

Any lifting, sideways, or other brushing motion of the cue, such that the force that propels the cue ball does not result primarily from a forward motion of the cue as defined under "Legal Stroke", is a foul.



Without applying a substantial forward stroke motion, the player lifts the cue vertically or moves it sideways or at an angle, propelling the cue ball with a brushing motion.

1.19 Legal Shot

- For a shot to be legal, the first ball contacted by the cue ball must be a legal object ball. After that contact:
 - any object ball must be pocketed, or;
 - any object ball or the cue ball must contact a cushion.
- If the ball used to meet the cushion contact requirement of 1.19.1(b) is declared frozen to a cushion at the beginning of the shot, then that ball must leave the cushion it is frozen to and then:
 - contact a cushion other than the one to which it was frozen, or;
 - contact another ball before it contacts the cushion to which it was frozen.

NOTE: The two cushions on either side of a side pocket are now considered different cushions.
- An object ball is not considered frozen to a cushion unless it is declared frozen immediately prior to the shot, and the shooting player agrees. A ball is "**frozen**" to a cushion if it is touching that cushion. If only loose strands or fibers of cloth extend from a cushion and contact the ball, then that ball is **not** considered frozen to that cushion.
- If a player mistakes an object ball for the cue ball and unintentionally shoots with the object ball acting as the cue ball, it is a foul.

1.20 Cue Ball Frozen to Object Ball or Cushion

- The cue ball is not considered frozen to an object ball or cushion unless it is declared frozen immediately prior to the shot.
- If the cue ball is frozen to a legal object ball, it is legal to shoot toward the object ball provided you use a legal stroke.
- If the cue ball is frozen to a cushion, it is legal to shoot the cue ball into the cushion provided you use a legal stroke.

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4. The presence of one or more object balls or a cushion nearby may create the possibility of a violation of Rule 1.30 during the same stroke, but after the initial cue tip to cue ball contact.
5. Shooting the cue ball away from an object ball that is frozen to the cue ball does not constitute contacting that object ball.

1.21 Penalties for Fouls

If you commit a foul or violate the rules your inning ends and your opponent receives ball in hand.

1.23 Fouls Not Called

Any foul not called before the next stroke is taken is considered to have not occurred. The failure to call a foul on any previous shot does not restrict the ability to call a similar foul on any future shot.

1.25 One Foot on the Floor

It is a foul if you do not have at least one foot in contact with the floor when the cue tip strikes the cue ball. Footwear must be normal with regard to size, shape, and manner of wear.

1.26 Balls in Motion

It is a foul if you shoot while any ball in play is in motion. A spinning ball is in motion.

1.27 Scratch

It is a foul if you scratch.

1.28 Jumped Balls

It is a foul if you cause any ball to be jumped off the table.

1.29 Push Shot

1. It is a foul if you shoot a push shot. A push shot is a shot in which the cue tip maintains contact with the cue ball longer than the momentary contact allowed for a legal stroke.
2. When the cue ball is frozen to another ball or a cushion, and a player legally shoots toward the frozen ball or cushion under Rule 1.20.2, it is not to be considered a push shot even though the cue tip may contact the cue ball for a slightly longer time than a normal shot.

1.30 Double Hit

1. It is a foul if your cue tip strikes the cue ball more than once on the same stroke.
2. It is a foul if your cue tip is still in contact with the cue ball when the cue ball strikes an object ball. However, such a stroke may be considered legal if the object ball is legal and cue ball strikes it at a very fine angle.

1.31 Simultaneous Hit

A simultaneous hit with a legal and illegal object ball is legal.

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1.32 Miscues

A miscue is not a foul.

1.33 Disturbed Balls (Cue Ball Fouls Only)

1. It is not a foul if you accidentally touch an object ball with any part of your body, clothing or equipment. Your opponent has the option to leave the disturbed ball where it came to rest or to restore it to its original position. If the disturbed ball is to be restored, your opponent may restore it, or you may restore it with your opponent's permission.
2. If you disturb an object ball and, in the same shot, commit a foul that is not related to the disturbed ball: you are penalized for the foul, and your opponent has the restoration option for the disturbed ball that was not involved in the foul.
3. If a disturbed object ball falls into a pocket, your opponent has the restoration option. However, if the disturbed ball is the 8-ball, it is not a loss of game, and the 8-ball must be restored.
4. It is a foul if you disturb the cue ball.

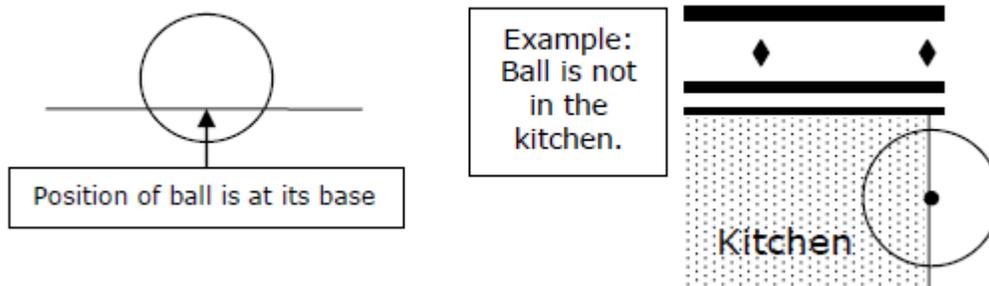
1.34 Jump Shots and Massé Shots

1. Jump shots are legal shots. However, it is a foul if you intentionally cause the cue ball to rise off the bed of the table by "digging under" or "scooping" the cue ball with the cue.
2. If you attempt to jump over or massé around an impeding illegal object ball then Rule 1.33, Disturbed Balls, does not apply to the impeding ball for that shot. If the impeding illegal object ball moves during the stroke it is a foul regardless of whether it was moved by the cue ball, your equipment or any part of your body.
3. Any attempt to curve the cue ball around an impeding ball is a massé shot, regardless of the degree of elevation of the cue or amount of curve.

1.35 Position of Ball

The base of a ball determines its position (see Diagram 2).

Diagram 2 – Position of Ball Determined by Its Base



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1.38 Ball in Hand Placement

1. When you have ball in hand, you may use your hand or any part of your cue, **including the tip**, to position the cue ball. If you use your cue to place the cue ball, any action that would be a legal stroke will be considered a shot, and must meet the requirements of a legal shot or it is a foul.
2. Once you have picked up the cue ball to take ball in hand, it remains in hand until your next stroke. You may place the cue ball, pick it up again, and replace it successive times until you take that stroke.
3. Immediately after a foul, when you are picking up the cue ball the first time to take ball in hand (as opposed to placing the cue ball or picking it up again for successive placements before the next shot), the provisions of Rule 1.33.1 apply to touching or disturbing a single object ball with the cue ball or your hand.
4. When placing the cue ball, it is a foul if you touch or disturb any object ball with the cue ball or your hand that holds the cue ball. Your "hand" is defined as including the wrist up to a point where a wristwatch would normally be worn. Your opponent has the option to leave the disturbed ball where it came to rest or to restore it to its original position.

1.39 Marking the Table

It is a foul if you intentionally mark the table in any way to assist you in executing any shot or future shot. Marking includes the deliberate placement of chalk or any other object at a specific point on a rail or cushion to aid the alignment of a shot, or deliberately placing any mark on any part of the table.

1.40 Deliberate Fouls

During a game, it is a foul if you commit any of the following deliberate and unsportsmanlike acts. A second violation results in **loss of game**.

1. Intentionally strike the cue ball with anything other than your cue tip.
2. Intentionally cause any ball in play to move by contacting or moving any part of the table in any way.
3. Intentionally stopping or deflect any ball that is in motion.
 - a. In addition to the foul penalty, your opponent may have the deflected ball spotted or pocketed.
 - b. It is an immediate loss of game if the deflected ball is the 8-ball or if the deflected ball contacts any other ball.
4. Place your hand into a pocket while any ball is in motion near that pocket.
 - a. It is loss of game if the ball involved is the 8-ball and it was not the break shot.
 - b. If this was the break shot or the ball near the pocket was an object ball, your opponent may have the ball spotted, placed along the lip of the pocket, or pocketed.

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1.41 Coaching and/or Distracting a Player

1. Coaching a player during their game is strictly prohibited. Friends and bystanders may not coach players either. "Coaching" is giving advice to the player about a future shot in the player's game, regardless if the player or his opponent is currently shooting. A player **is allowed** to ask an opposing team member what his or her object ball is during the game.
2. Intentionally distracting an opponent during their game is also strictly prohibited. "Distractions" include talking to your opponent while they are shooting, standing in your opponent's line of sight during their shot, making loud noises while your opponent is shooting, etc.
3. If you feel that your opponent is being coached or that you are being distracted, stop the match and inform the referee and/or the opposing team captain of the problem. A warning is usually sufficient to correct the problem.
4. Teams only get one warning per match. If the coaching or distraction continues after being warned, the offending team will **forfeit that game**.
5. If there is a disagreement about whether coaching or distractions have occurred, stop the match and contact a league officer immediately.

1.42 Non-Shooting Player Requirement

1. The non-shooting player has certain rights with regard to inspecting the position of the table prior to their opponent being down on a shot. For example, checking whether the cue ball is frozen to an object ball, checking whether balls are frozen to a cushion, or whether a ball is in or out of the kitchen are permitted.
2. When requesting that a player at the table stop what they are doing, as well as when requesting information concerning what shot is being played, requests should be made as soon as possible. While Rules 1.9 and 1.17.3 specify that questions must be asked prior to a player being down on a shot, situations may arise in which it is not apparent what the shooter intends to do before being down on the shot. With respect to Rules 1.9, 1.17 and 1.42, "down on the shot" means having settled completely into a shooting position with a bridge established and pre-shot practice strokes imminent or in progress. While the player's shooting style will be considered, simply leaning over the table and placing the bridge hand on the bed does not necessarily constitute being down a shot. In no case may a shooter attempt to get down on a shot quickly in an attempt to prevent an opponent from asking a question or stopping play. If a shooter has just leaned over the table to assume a shooting position but has not yet firmly established the position and started or prepared to start practice strokes, it may still be permissible to stop play. At the same time, to help prevent that situation from occurring, when in the chair it is your responsibility to remain alert and make every effort to anticipate situations in which you may want to stop play or request information.
3. If you wish to stop play in order to summon a referee, you must clearly let your opponent know and ensure that your opponent acknowledges your request. If, during your opponent's turn, you leave the table or area to summon a referee without first stopping play, your opponent may continue to shoot without penalty.

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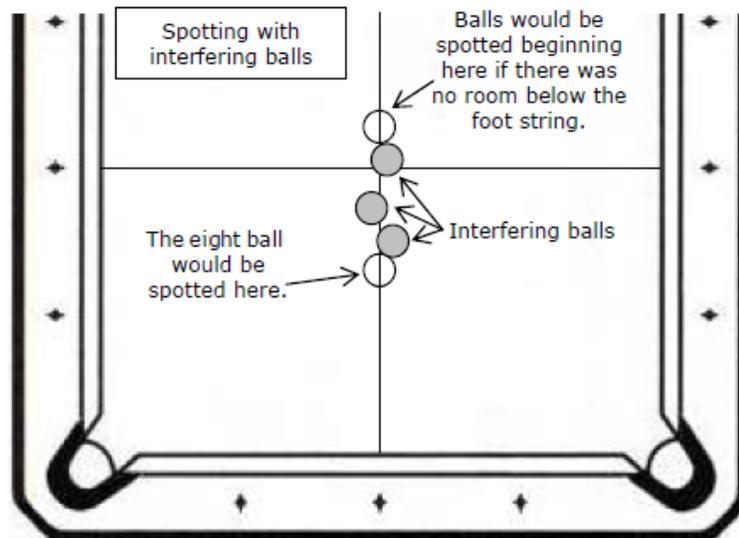
4. Thorough and clear communication is required of all players. If a dispute arises, or if players have persistent problems regarding this issue during a match, the league officer will be the sole judge of what remedies or penalties shall be imposed

1.44 Concession of Match

In weekly match play, if you make a motion to unscrew your playing cue during your opponent's inning you lose the game. In tournament play, if your opponent is on the hill and you make a motion to unscrew your playing cue during your opponent's inning you lose the match. This rule does not apply to break cues and jump cues, which may be unscrewed at any time without penalty.

1.46 Spotting The 8-Ball (see Diagram 8)

1. If the 8-ball is spotted it is placed on the foot spot with the number facing up.
2. If other balls interfere with spotting, the 8-ball will be placed on the long string below the foot spot, but as close as possible to the foot spot, without moving the interfering balls. If there is no space available on the long string below the foot spot, they will be placed on the long string above the foot spot, but as close as possible to the foot spot, without moving the interfering balls.
3. Whenever possible, the 8-ball will be frozen to interfering object balls. If the cue ball is the interfering ball, the 8-ball will be placed as closely as possible to the cue ball without being frozen to it.



1.47 Jawed Balls

If balls are wedged between the sides of a pocket or between cushions and any of those balls are suspended above the bed of the table, the two players will inspect the balls and judge whether, if they were free to fall directly downward, the balls would come to rest on the bed of the table or in the pocket. The players will then place the balls in the positions as judged and play will continue.

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1.48 Non-Player Interference

1. If balls move because of the action of a non-player or other influence beyond the control of the players, the players will restore the balls as nearly as possible to their original positions and play will continue. If the interference occurs during your shot and has an effect on the outcome of the shot, you shoot again. In either case, if both players judge that restoration is not possible, the game will be replayed with the player who broke the game breaking again.

1.49 Balls Settling or Moving

1. If a ball settles or otherwise moves by itself, it will remain in the position it assumed and play continues. It is not a foul if a ball settles or otherwise moves by itself as you are shooting. If a ball that you are shooting at settles while you are shooting but does not fall into a pocket, the result of the shot stands.

2. If a ball is hanging on the lip of a pocket and falls into that pocket by itself after the shooter has left the table to end their inning or after being stationary for five seconds or longer, it will be replaced as closely as possible to the position it was in prior to falling.

3. If a hanging ball drops into a pocket by itself as you are shooting, the ruling depends on the ensuing action of the balls:

- a. if no ball passes through the area originally occupied by the hanging ball, it is restored and play will continue;
- b. if the cue ball, before contacting another ball, passes through the area originally occupied by the hanging ball and, without contacting any other balls, either scratches or remains on the table, both the cue ball and the object ball are restored to their prior positions and you shoot again;
- c. if the shot is legal and any ball passes through the area originally occupied by the hanging ball, including the cue ball with or without scratching, and any other balls are contacted by such a ball at any point during the shot, the players will attempt to restore the position prior to the shot and you shoot again. If restoration is not possible, the game will be replayed with the player who broke the game breaking again;
- d. if the shot is illegal because the cue ball first contacts an illegal object ball before it or any other ball passes through the area originally occupied by the hanging ball, it is a foul. The incoming player accepts the object balls in position. If the hanging ball is designated by specific game rules as the game winning ball it must be restored, otherwise it is not restored.

8-BALL SPECIFIC RULES

2.1 The Game

8-Ball is a call shot game played with a cue ball and fifteen object balls numbered 1 through 15. Each player or team has a group of seven balls: the solid colored balls numbered 1 through 7, or the striped balls numbered 9 through 15. The 8-ball is the game winning ball. The object of the game is for you to pocket your entire group of balls and then legally pocket the 8-ball. The game is played by two players or two teams.

2.2 8-Ball Rack

The balls are racked as follows (see Figure 2-1):

1. In a triangle with the apex ball on the foot spot.
2. The rows behind the apex are parallel to the foot string.
3. The 8-ball is in the middle of the row of three balls.
4. The remaining balls are placed at random, except that the ball at each rear corner of the rack must be of a different group than the other rear corner. The left/right orientation of the groups for those two balls does not matter.

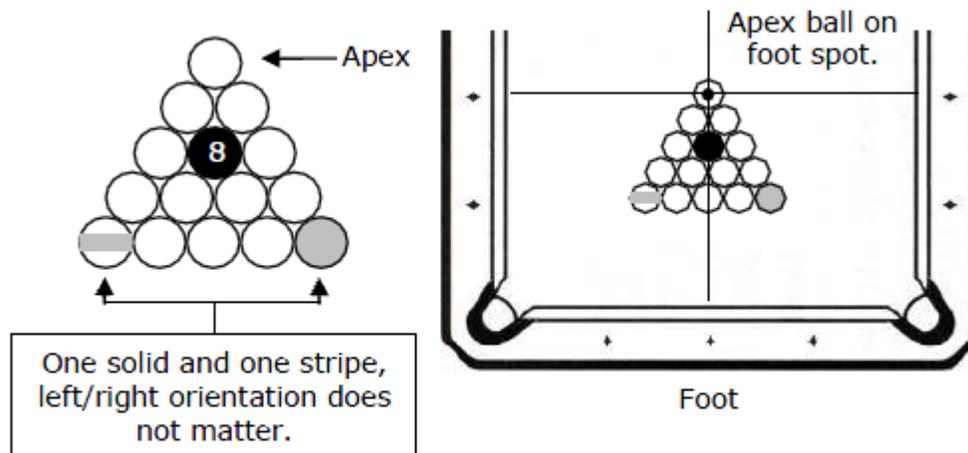


Figure 2-1

2.3 Break Requirements

1. You begin the break with ball in hand behind the head string. There is no requirement to call a ball on the break shot or for the cue ball to contact any particular ball first. You must pocket a ball or cause at least four object balls to contact one or more cushions or it is an illegal break. If you pocket a ball, you continue to shoot. If you do not pocket a ball or you commit a foul, your inning ends.
2. If your break is illegal your inning ends. Your opponent may:
 - a. accept the table in position if you did not scratch;

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- b. take **ball-in-hand** if you foul;
 - c. re-rack the balls and break;
 - d. require you to re-rack the balls and break again.
3. If you scratch or jump the cue ball off the table on a legal break and do not pocket the 8-ball, your inning ends and any other pocketed balls remain pocketed. Your opponent receives **ball in hand**.
4. If you foul on a legal break but do not scratch or pocket the 8-ball, your inning ends and any other pocketed balls remain pocketed. Your opponent receives ball-in-hand.
5. In all cases on the break, jumped balls other than the 8-ball are not returned to the table except in the case of a re-rack.

2.4 8-Ball Pocketed on the Break

1. If you pocket the 8-ball on the break and do not foul, you may:
 - a. have the 8-ball spotted and accept the table in position or;
 - b. re-rack the balls and break again.
2. If you pocket the 8-ball on the break and foul, your inning ends. Your opponent may:
 - a. have the 8-ball spotted and take **ball in hand**;
 - b. re-rack the balls and break;

(note: your opponent CANNOT force you to break again)
4. If the 8-ball is pocketed on the break, and it is not noticed until after another shot has been taken, the game will be replayed with the player who broke the game breaking again.

2.5 Table Open After the Break

The table is always open after the break and remains open until groups are established. When the table is open, all object balls except the 8-ball are legal object balls. For combination shots, a ball of one group may be contacted first to pocket a ball of the other group. The 8-ball may be part of such a combination if it is not the first ball contacted by the cue ball.

2.6 Establishing Groups

1. Groups are established when the first object ball is legally pocketed on a shot after the break. The player legally pocketing the first ball is assigned that group, and the opponent is assigned the other group. You cannot establish a group on a safety.
2. If all balls of either group are pocketed on the break or illegally pocketed before groups are established, either player may legally shoot the 8-ball during their inning. You win the game if you legally pocket the 8-ball on such a shot.
3. Once they are established, groups can never change for the remainder of that game. If a player shoots the wrong group and no foul is called before the next shot and the player continues to shoot at that group, or if at any time during the game it is discovered by either player that the players are shooting the wrong groups and a foul was not called in a timely manner, the game will be replayed with the player who broke the game breaking again.

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2.7 Continuing Play

1. Once groups are established, play continues with each player having their group as legal object balls. Balls in your opponents' group and the 8-ball are illegal object balls. When it is your inning, you continue to shoot as long as you legally pocket a ball on each shot. Your inning ends if you do not legally pocket a ball.
2. Jumped balls and illegally pocketed balls are not returned to the table but do count in favor of the player with that group.

2.8 Safety Play

Prior to any shot except the break, you may declare a safety. On a safety, your inning ends after the shot regardless of whether you pocket any ball. You must declare the safety to your opponent before the shot, and they must acknowledge your intentions. If you do not declare a safety or it is not acknowledged, and you pocket an obvious ball, your inning continues and you must shoot again. A safety must meet the requirements of a legal shot or it is a foul.

2.9 Shooting the 8-Ball

1. The 8-ball becomes your legal object ball on your first shot after the last ball of your group is pocketed. The player who legally pockets the 8-ball wins the game.
2. With the exception of the provisions of Rule 2.10, it is not loss of game if you foul but do not pocket the 8-ball. Your opponent receives ball in hand.

2.10 Loss of Game

You lose the game if:

1. You illegally pocket the 8-ball.
2. You jump the 8-ball off the table on any shot other than the break.
3. You pocket the 8-ball on the same shot as the last ball of your group.
4. You pocket the 8-ball on a shot defined as not obvious that you do not call.

NOTE: It is not a loss of game if you accidentally disturb the 8-ball and it falls into a pocket. The 8-ball must be restored to its original location.

2.11 Stalemate

If the players judge that the table is in a position such that any attempt to pocket or move a ball will result in loss of game, and each player has played three consecutive innings without significantly changing the position, the game is a stalemate and will be replayed with the player who broke the game breaking again.

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LEAGUE RULES AND REGULATIONS

3.1 Seasonal and Weekly League Fees

1. Seasonal fees are \$50 per team. If a bar sponsors more than one team, the fee for each additional team is \$50. Seasonal fees are due before the start of league play. A late fee of \$5 per team per week may be assessed if the fees are not turned in on time. Seasonal fees are nonrefundable if a team quits or is dropped from the league for any reason.

2. Weekly fees are \$50 per team (\$45 league fee plus an additional \$5 beer frame fee, see 3.1.5), **regardless of the number of players that show up** to play. If a team does not show up to play a particular match, that team forfeits, and both teams still owe the \$45 weekly league fees. In the case of a forfeit, the captain should collect his team's money, fill out the score sheet accordingly, and mark the outside of the envelope "Forfeit".

3. Before the match starts, the home team captain is responsible for collecting the weekly fees from both teams (\$90 total). To verify that both teams have turned in their fees and keep track of who didn't pay, the captains should fill in the amount paid next to each person's name on the score sheet. If a team refuses to turn in their \$45 weekly fee, the match should not be played and that team forfeits the match.

4. Teams are still responsible for the \$10 league fee for substitutes. It is up to the team captain whether to ask the sub to pay the \$10 or have the team pay for the sub.

5. INDIVIDUAL NON-PAYMENT POLICY

a. The league strongly discourages non-payment of league fees. In the event that a team does not pay the entire league fee, it is the team captain's responsibility to identify the individual that did not pay. The person responsible for paying must be a regular roster player, not a substitute. If a regular roster player is not identified, the team captain will be responsible for re-paying the league fees.

b. If a player does not pay his or her league fees, they have three league weeks to repay them. Starting with the third week of non-repayment, that player will no longer be eligible to play. For example, a player does not pay his fee on Week 1. He pays his fee on weeks 2 and 3, but still owes \$10 on week 4. If the player pays anything less than \$20 on week 4, he is ineligible. Any games played by that player during non-eligibility status will automatically be forfeited. Once the league fees are repaid, the player may return to full eligibility.

c. Any player that would be ineligible to play in a regular weekly match is also ineligible to play in playoffs or tournaments.

d. Teams will be given no warning if one of their players is about to enter an ineligible status. A complete list of players that owe money and the week(s) they were short is printed on the league website and the weekly league stats that are distributed to the bars. It is the team captain's responsibility to keep track of who owes money on that team.

e. If a player owes money for multiple weeks and only repays a portion of that money, the repaid money will be applied to the oldest debts first. The first \$10 paid each week will always be applied to that week's league fee, and cannot be applied to past debts. (i.e. no rolling credit)

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- f. If a player is still in arrears at seasons-end and has earned a payout, the league has the right to deduct the amount owed from the player's payout first (if any), then the team payout (if any), and then the team captain's payout (if any).
 - g. Any player that still owes money to the league from a previous season is **ineligible to play** until the entire balance is paid in full.
- 6.** If a team forfeits and has not yet paid their weekly fee, a league officer will contact that team's captain to collect the \$45 weekly fee. Failure to pay the weekly fee is grounds for expulsion from the league.
- 7.** In addition to the weekly fees, each player must also pay a \$1 beer frame fee. Both team's beer frame fees are collected by the home team captain and presented to the bartender prior to the beer frame. Traditionally, bars will offer each player one beer frame drink of equal or lesser value than what the player has been ordering that night. However, each bar determines its own policy, and is not required to participate. If a bar has a policy that is other than traditional, then that bar should post its beer frame policy in writing.
- 8.** The writing of personal checks for league fees is discouraged. Anyone writing a bad check must re-pay the amount of the check in cash (including an additional \$25 bounced check charge) and will not be allowed to write any more checks to the league for one calendar year. The stats for all players whose fees were paid by a bad check will be withheld until the fees are fully repaid.
- 9.** The home team captain is responsible for ensuring that the weekly fees and the score sheet are turned in together in an envelope that has the date and the team names written on the outside. If either the score sheet or the fees are not turned in, a league officer will contact the home team captain. The captain has 24 hours to deliver the missing items or the scores for that week will not be counted.

3.2. Weekly Match Play

- 1.** Match play must be started no later than 7:15 p.m. If a team does not show up or call by 7:15 p.m., that team forfeits the match. If a team will be late for any reason, that team's captain must call the opposing team captain. If the captains agree to a later starting time, a 15-minute leeway period will be allowed from that set time to start the match. If the team does not show up by the end of the leeway period, that team forfeits the match.
- 2.** Each team must have at least 3 players. If there are less than 3 players on a particular team, that team forfeits the match.
- 3.** The visiting team fills out their lineup on the score sheet first. Once the home team has filled out their lineup, the visiting team cannot change their lineup except to add a substitute player.
- 4.** If neither team has 5 players, there is a possibility of a tie. If this occurs, a tiebreaker game will be played. Team captains pick the player they want to play the game. A win in this game will decide the match, but will not be counted in the individual standings.
- 5.** If two teams must schedule a makeup match, that match must be played within 3 weeks of the originally scheduled match or by the end of the season, whichever occurs first. If the match is not played by this time, both teams will forfeit. The home team captain must notify an officer of the

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rescheduled time and/or location. If you need help rescheduling a match, please call one of the officers as soon as possible.

6. A team will be dropped from the league for the rest of the season if they fail to play 2 matches in a row. League officers can bring in a new team to replace a dropped team. If no replacement team is brought in, all games and matches played against the dropped team will be erased from the standings, and money will be returned to teams that played the dropped team in the form of vouchers for a free week of play. If the dropped team had completed the first half of the winter season in which they had played each team once, then only the second half games and matches will be erased.

7. In the event of a forfeited game, the winning player is allowed to attempt a break-and-run. Once the player fails to pocket an object ball, the attempt is over and the next game should commence.

WARNING: If the 8-ball is illegally pocketed during such a break-and-run attempt, or any other action committed that would lose the game under **rule 2.10**, then that player loses the game and the team with the forfeited player is credited with the win. If an entire match is forfeited, the players on the winning team **are NOT allowed** to try for break-and-runs.

3.3. Playing the Game

1. Refer to the section 1 and 2 for the rules that govern play. If there is a question about the interpretation of a rule, contact a league officer for clarification. If the officer does not answer their phone, find out what team they play for, where they are currently playing, and call that bar.

- a. League President - Chris Ackler - (805) 259-7814
- b. League Vice-President - Jeff Azevedo - (805) 452-3835
- c. Board Member - Phil Beach - (805) 450-3810

2. Each team is required to have at least one non-shooting player watch the game to act as a referee. Teammates are allowed to call fouls.

3. The best way to resolve an unsolvable dispute over a questionable ruling is to replay the game that night.

4. Protests. If there continues to be a dispute over a referee's decision about a shot, how the match was played, or any other rule violation, and no possible agreement can be reached, a protest may be filed.

- a. To protest, the team captain must check the protest box on the score sheet and describe in writing what he wishes to protest.
- b. No protest may be filed once the score sheet is signed and turned in (with no mention of the protest).
- c. A league officer will contact both captains to discuss the protest and determine if the protest is legitimate.
- d. Legitimate protests will immediately be turned over to the Board, whose decision is final. League officers will execute the ruling by the Board.
- e. If the protest is deemed not legitimate, the officer will try to clarify the rules with the protesting captain. If that captain still wants to take the issue to the Board, he or she must first deposit \$25

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cash with the league treasurer. If the Board finds that the protest is not legitimate, the \$25 will not be refunded.

5. Playing Out Of Turn. It is the responsibility of BOTH team captains to ensure that the correct players from BOTH teams are at the table. If a player plays out-of-order, the fault lies with BOTH team captains. Every player should review the score sheet before the start of the match to see when they are playing and whom they are playing against. If the wrong two players are discovered to be at the table:

- a. If the game is NOT complete, play will stop immediately and the correct two players will be placed at the table to play a new game.
- b. If the game is completed AND those two players are scheduled to play each other later in the match, it will be scored where it would have been scored if the players had played at the proper time.
- c. If the game is completed AND those two players are NOT scheduled to play each other later in the match, the game does not count, regardless of the outcome. Start a new game with the correct two players.

3.4. Player Conduct

1. On league nights, every player not only represents the bar they play for, but the league as well. Players are expected to show good sportsmanship and proper pool etiquette at all times:

- a. When shooting practice games before a match, avoid playing safeties. This will speed up the games to allow more players to practice. Also, if there is more than one person waiting to play a practice game, do not allow the winner of the practice game to stay on the table. Let two new players play so that everyone can get some practice. Players that arrive at the bar less than 15 minutes prior to the start of the match should not expect to receive any practice.
- b. Shake your opponent's hand before and immediately after the match. If you win the match, it is proper pool etiquette to shake your opponent's hand before celebrating with your teammates.
- c. When it is not your turn, sit down. Do not stand anywhere near the table while your opponent is shooting. A good rule of thumb; if you can touch the table with your cue, you are too close.
- d. You are not required to call a foul on yourself, but it shows good sportsmanship to do so.
- e. Players are required to do everything they can to speed up play. The average time for a game should be 10-11 minutes, and matches that start at 7:00 should be finished well before 10:00.
 - i. Be ready to play when it is your turn. Order your drink, smoke your cigarette, and/or go to the bathroom well before it is your turn to shoot.
 - ii. Refrain from using your cell phone while you are playing your game. This is not only unsportsmanlike, it delays the match.
 - iii. The league discourages the use of headphones. Players must be able to hear what their opponent is saying.

2. The use of illegal drugs (including marijuana, medicinal or otherwise) in and around league bars on league nights sheds a bad light on the league and will not be tolerated. If a player is seen using drugs inside or immediately outside any of our league sites, they will be given one warning to stop. Multiple offenses are grounds for being banned from the league.

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3. Any league player that has been 86'd from a particular bar must find a substitute to play for that match.
4. If a physical fight starts during a league match, the match will immediately stop for the night and will have to be rescheduled within the next 3 weeks as per rule 3.2.5. The person who throws the first punch will be banned for the rest of the season, and will be subject to approval by the league officers for future seasons. If the visiting team does not leave immediately and another fight ensues, both players involved will be banned from league play for the rest of the season. Team captains should notify a league officer immediately if a fight occurs.

3.5. Substitutes

1. Each team captain is encouraged to have several backup players to act as substitutes when regular team members cannot play. When a substitute player is used, the team captain must write the substitute's full name on the score sheet.
2. Teams are still responsible for the \$10 league fee for substitutes. It is up to the team captain whether to ask the sub to pay the \$10 or have the team pay for the sub.
3. Substitutes must be affiliated with a single bar. This means that a substitute may sub for ANY team (home or away team) AT the affiliated bar. Also, a sub may play in an away match for any of the affiliated bar's teams. NOTE: The opposing team captain has the right to waive this rule and allow a sub to play for the other team, even though that sub is not affiliated with that bar.
4. Subs may play for more than one team in a season, but can only play for one team per week. Substitutes cannot sub for more than one team member in a given match.
5. It is the responsibility of the opposing team captain to question whether a sub is legal or not. If the opposing team captain does not do so, then any games played by that sub are deemed to be legal.
6. If for whatever reason a team member is late or cannot continue playing on a particular night, a substitute may be brought in to play the balance of that team member's games.
7. Teams will be credited with any game wins that their substitute wins.
8. Substitutes can qualify for an end-of-season payout and a postseason tournament, but they may only use their games played and total points from a single team when calculating their final division ranking and tournament qualification. In addition, every time a substitute player plays for a different team, that player's game and point totals get zeroed out.
9. Substitutes may be used for regular players during a playoff match, but only if that sub had played for the team for at least 20% of the regular season (e.g. 5 matches for a 26-week season). Use of any other substitute must be OK'd by the opposing team prior to the start of the match.

3.6. Season Payouts / Postseason Tournaments

1. Generally, the top 20 to 32 players (and ties) in total points scored for a single team will receive an end-of-season payout from the prize pool. During the Winter season, the top 2 to 4 teams in division play and playoff play also receive a payout. The exact form of the payout will be modified by the Board of Directors on a season-to-season basis, depending on the number of teams registered and the number of weeks played.

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2. The seasonal prize pool will be approximately 60% of received league and sponsor fees. The prize pool will be divided in approximately the following manner (Summer / Winter):
 - a. Individual Payouts - 70% / 64%
 - b. All-Star Tournament(s) - 24% / 16%
 - c. Best-of-the-Rest Tourney - 6% / 4%
 - d. Team Payouts (including playoffs) N/A / 16%
3. Players must play a minimum of 2/3 of the season's matches (rounded down) for a single team in order to be eligible for the divisional postseason tournaments. Generally, the top 20 to 32 eligible players in each division will automatically qualify for the All-Star tournament, though this may be modified by the Board of Directors on a season-to-season basis. All other tournament-eligible players automatically qualify for the Best-of-the-Rest tournament.
4. If substitutes are allowed for All-Star no-shows, only tournament-eligible players can substitute. If there are more replacements than spots available, replacements will be chosen based on their final division power ranking.
5. Most postseason tournaments are double-elimination, race-to-two. The exact format of the tournaments may be modified by the Board and/or the tournament director.
6. All cash payouts are distributed at the end-of-season banquet or BBQ. Players must pick up and sign for their payout personally. You may have another person pick up your payout, but you must contact the league beforehand and give verbal or written approval. No payouts will be issued to a different person without prior approval. Payouts cannot be issued prior to the league banquet / BBQ. Payouts not claimed within one calendar year will be put back into the league prize fund.

3.7. Team Playoffs

1. In the Winter season, the top 3 to 6 teams in each division will qualify for the league championship playoffs. Playoff formats may be modified by the Board from season to season. If two or more teams have identical match records and total game wins, ties will be broken as follows:
 - a. Head-to-head match record (best won-lost percentage in matches between the teams).
 - b. Head-to-head game record (best won-lost percentage in games between the teams).
 - c. Strength of victory (best combined winning percentage of defeated teams).
 - d. Home match record (best won-lost percentage in matches played at home).
 - e. Home game record (best won-lost percentage in games played at home).
 - f. Team's total table runs for the season.
 - g. Coin flip.
2. If a playoff team has home-field advantage and the match is played at a bar that has more home playoff teams than tables (e.g. Don Q's 1 and 2 both finish in the top 2 of their respective divisions), then home field will be determined as follows:
 - a. A #1 seed has home field preference over a #2 seed.
 - b. If both teams have the same seeding, ties will be broken as follows:
 - i. Match record (best won-lost percentage in matches played).
 - ii. Game record (best won-lost percentage in games played).
 - iii. Home match record (best won-lost percentage in matches played at home).

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- iv. Home game record (best won-lost percentage in games played at home).
 - v. Coin flip.
 - c. #1 and #2 seeded teams that do not get to play at home can choose any available league bar to play their match at.
3. Substitutes may be used for regular players during a playoff match, but only if that sub had played for the team for at least 20% of the regular season (e.g. 5 matches for a 26-week season). Use of any other substitute must be OK'd by the opposing team prior to the start of the match.

3.8. Officers and Board of Directors

1. The Board of Directors will consist of the President, Vice President, Treasurer, Secretary, and five Board members-at-large.
2. Board meetings will be scheduled by the President at least twice yearly and as needed. Minutes will be posted on the league website.
3. A quorum of five (5) members is required to vote on league issues.
4. The term of office for all Board members is two years.
5. League-wide elections will be held in the first half of the Winter season in odd-numbered years. Nominations will be asked for prior to the election. Any person can be nominated for office
6. Seasonal formats, budgets, and all modifications to league rules, regulations, policies, and procedures must be approved by majority vote by the Board.