

VNEA POOL LEAGUES

Rulebook

**8-Ball • 9-Ball
Scotch Doubles**

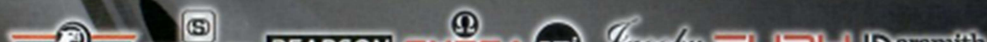
*League Guidelines • Award Recipients
Handicapping & Scoring • Past Champions
Record Holders*



**VNEA Pool
Leagues**

**45TH
ANNIVERSARY**

2024-25 OFFICIAL RULES OF PLAY



INSTRUCTIONS TO CAPTAINS

Captains are responsible for the team members knowing the rules. Your league rule book is solely your responsibility. Keep it in your possession and have it available at all League matches.

You must sign score sheets and place the money inside the envelope, filling in the amount, then seal and sign the envelope. On the face of the envelope in the space provided, fill in the results for each team. Retain the receipt when you drop off the money with the location representative.

BE SURE THE REPRESENTATIVE SIGNS THE RECEIPT

ACKNOWLEDGEMENTS

"This Rules and Awards Book is an official document of the Valley National 8-Ball League Association and represents the only recognized and accepted rules by which VNEA League and Championships can be played. Results of contests conducted under rules other than these will not be recognized".

Produced by the Rules Committee of the VNEA as a service to its members.
July 1, 2024.

Pages 1-8 outline the procedures to ensure a smooth running, successful league structure and are only a set of guidelines recommended and endorsed by the VNEA.

The "Official Rules of Play" are the rules recognized by the VNEA and will be used at the annual World Championships.

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VALLEY NATIONAL 8-BALL LEAGUE ASSOCIATION
REVISED 1987 - 2024

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League Guidelines

It shall be the policy of VNEA and its members to at all times play the VNEA game of pool in regular scheduled league or tournament competition in a manner that adheres strictly to the Official Rules of the game that are in effect at that time.

A. RULE CHANGE

In accordance with VNEA policy, rules of the game may be changed by the following:

1. Proposed rule change must be submitted to the Rules Committee in typed or printed form, with supporting documentation indicating need or reason for change.
2. After investigation, the Rules Committee will follow constitutional procedure as outlined in Article XIII, Rules of Play.

B. TYPES OF LEAGUES

The VNEA will consist of players organized into teams for regular scheduled competition. There are six types of leagues.

1. OPEN LEAGUE - may consist of men and/or women players.
2. MEN'S LEAGUE - consisting of men only.
3. WOMEN'S LEAGUE - consisting of women only.
4. MIXED LEAGUE - consisting of two men and two women.
5. JUNIOR LEAGUE - consisting of both boys and girls under 21.
6. SCOTCH DOUBLES - consisting of two couples.

C. OBJECTIVES OF THE LEAGUE

1. To promote sportsmanship, goodwill and unity among players of the game of pool.
2. To offer rules, methods, and procedures to enhance the sportsmanship of the game so it may be played in an organized, competitive manner.
3. To safeguard League funds through security regulations, including the appointment of a League treasurer and president to control disbursement of funds.
4. To promote business and goodwill for the locations.

D. REGULATIONS AND RIGHTS

1. Upon acceptance of League fees, locations, teams and individuals shall be entitled to the rights of, and be subject to, League rules and regulations as established by the League.
2. To assure good sportsmanship, a team or individual may be expelled for unbecoming conduct, poor sportsmanship or any other good reason considered detrimental to the League by the Charterholder.
3. Any parties so expelled may request a hearing from the League and the findings of the Charterholder shall be recognized as final.
4. Locations may be responsible for organizing the teams.
5. The location shall make available the table at the designated time and shall retain the right to remove players (whether from his/her own team or the opponent's) from his/her establishment.
6. Any player may be added to a team roster at any time if properly approved. If any player has played for a team in the current season, he/she must have a written release from the location owner and approval of the League Administrator prior to joining any other team in the same league. If any team is dissolved during the season, its players may join other teams in the League, unless the dissolution of the team is due to unsportsmanship or other unacceptable conduct.

7. No player can be added to a team after the League schedule has begun except by approval of the league administrator 24 hours prior to a scheduled match.
8. All players must be of legal drinking age to play in the licensed establishment where the match is to be played and are at least 18 years of age.
9. The League is a nonprofit organization. It shall have three officers elected annually: President, Vice President, Secretary-Treasurer. A majority vote of all League members is required to remove an elected official.
10. All checks must be signed by both the League President and the Secretary-Treasurer before funds are disbursed.
11. The League may employ the Secretary-Treasurer and pay him/her from League Funds.
12. Captain's Duties:
 - a. He/she shall be present or send an acting captain to all League meetings. Any team not represented at a captain's meeting will forfeit all voting rights for that meeting. Only the captain or acting captain shall possess motion or voting rights.
 - b. The captain shall instruct his/her players as to all League rules and requirements.
 - c. The captain shall collect all player's fees and submit them within the required time period to the Secretary-Treasurer or other designated official.
 - d. A drop-off point for weekly fees may be established. If the fees are not dropped off in the specified time, the team may be penalized in accordance with league regulations. The drop-off point(s) and day and time must be relayed to all team captains at the beginning of the season.
13. Scheduling:
 - a. Schedules will be posted by the League Secretary.
 - b. All rescheduling of games must be by mutual consent of both team captains and the location owner. Rescheduled games must be made up before the next scheduled League game is played.
 - c. In an emergency, opposing captains may also delay or reschedule their games by mutual consent. The game must be made up before the next scheduled League Game is played.
 - d. When games are not played, whatever the reason, all fees including those due the location owner and those due the League treasurer must be paid by both teams to receive any further points.
 - e. Under extenuating circumstances, the League secretary may schedule makeup games. The matches may be made up the next week or added on at the end of the season.
 - f. In the event of a postponement, the League president will call off League play no later than _____ a.m./p.m.
 - g. The League may want to select an alternate site to play postponed matches before the League season starts.
14. Tied Matches:
 - a. In the case of a tie in points during a league round, then each team should receive 1/2 point each.
 - b. During international competition, if there is a tie in the Total Points at the end of the match, proceed as follows until a winner is decided...
 - *Play last round again, with the same match-ups, on the scoresheet.*
 - *Each Team will begin with zero points.*
 - *Flip for first break and alternate thereafter.*
15. League champions will be determined in the following manner:
 - a. The team winning the most round points will be League champion.
 - b. In the event that two or more teams have won the same number of round points, the team winning the highest number of games will be the League champion. In the event the teams also tie for most games won, total points will decide the champion.
 - c. If round points, games won and total points compiled by any two teams for first, second, and third positions are equal, the teams involved will playoff to determine final position in the standings.
 1. One regular match will be played.
 2. Two teams tie - A plays B and regular scoring prevails.
 3. Three or more teams tie - a round robin format is used with total

3 League Guidelines

E. LEAGUE AWARDS COMMITTEE

The committee will be elected by the directors (team captains). This committee will decide on the types of awards, trophies, banquet location and how much money is to be spent on such items. It shall be clearly understood that all monies paid in by the players to the League funds shall be returned to the individual teams or Leagues in accordance with the players agreement. All expenses for awards are paid for from League funds. Teams shall receive their money according to the schedule established by the League awards committee.

F. SANCTION AND CHAMPIONSHIP FEES

Annual sanction fees, as specified by the International Association, will be collected from each team member and substitute by the team captain at the start of the League season and forwarded to the International Association Headquarters by the charter holder prior to the deadline for sanctioning. Entry fees as specified by the International Association will be collected from each sanctioned team qualifying for the World Championship. These entry fees will be applied toward the Championship prize fund and expenses.

G. WORLD CHAMPIONSHIP ELIGIBILITY

All Players:

1. Must be deemed an active player by his/her Charterholder.
2. Must be able to show an up-to-date sanction card and pictured I.D. for positive identification.
3. Are subject to random I.D. checks.

REGULAR DIVISION: *(includes Sports & Redemption)*

8-Ball Open Teams (to be played with 5 player teams). An Open Regular Team must be comprised of at least 2 original players from the same league team and both original members must play every round. The 3rd, 4th & 5th players may come from any team within the same Charterholders League System. Four members of the team must have played a minimum of 12 separate league nights, and the fifth player must have played a minimum of 8 separate league nights. (A Regular Division Open Team may not have any Intermediate Men or any Master players).

Exception: *One Intermediate FEMALE player is allowed on a Regular Division Open Team.*

8-Ball Womens Teams (to be played with 4 player teams). A Womens Regular Team must be comprised of any 4 female players from within their Charter Holder League System. There is not a requirement of 2 or more from the same league team. All members of the team must have played a minimum of 12 separate league nights. (A Regular Division Womens Team may not have any Intermediate or Master players).

8-Ball Singles: All players must have completed the 12 separate league night requirement (*exception: Seniors may have 8 weeks*) and are subject to Tournament Committee approval as Regular Division players.

9-Ball Singles: All players must have completed the 12 separate league night requirement (*exception: Seniors may have 8 weeks*) and are subject to Tournament Committee approval as Regular Division players.

Participants entered in the Classic or Seniors 8-Ball event cannot play in any other 8-Ball Singles and participants entered in the Classic or Seniors 9-Ball event cannot play in any other 9-Ball Singles. *Seniors can play in either Classic or Seniors - not both.*

Scotch Doubles: One male and one female per team. Neither partner shall be a Master or Intermediate player. Both players must be sanctioned players and can be from the same or different active Charter Holder(s). For World Championship competition, coaching will not be allowed.

INTERMEDIATE DIVISION: *(includes Resurrection)*

8-Ball Open Teams (to be played with 5 player teams). An Open Intermediate Team must be comprised of at least 2 original players from the same league team and both original mem-

bers must play every round. The 3rd, 4th & 5th players may come from any team within the same Charterholders League System. Four members of the team must have played a minimum of 12 separate league nights, and the fifth player must have played a minimum of 8 separate league nights. (An Intermediate Division Open Team may have one (1) Master player).

8-Ball Womens Teams (to be played with 4 player teams). A Womens Intermediate Team must be comprised of any 4 female players from within their Charter Holder League System. There is not a requirement of 2 or more from the same league team. All members of the team must have played a minimum of 12 separate league nights. (An Intermediate Division Womens Team may have one (1) Female Master player).

Team Notes: Players may be listed on more than one teams roster, for precautionary purposes. However, the first team that any player shoots for, in any division, is the **only** team that player is allowed to play for.

8-Ball Singles: All players must have completed the 12 separate league night requirement and are subject to Tournament Committee approval as Intermediate Division players.

9-Ball Singles: All players must have completed the 12 separate league night requirement and are subject to Tournament Committee approval as Intermediate Division players.

Scotch Doubles: One male and one female per team. Neither partner shall be a Master player. Both players must be sanctioned players and can be from the same or different active Charter Holder(s). For World Championship competition, coaching will not be allowed.

MASTERS DIVISION: *(includes Resurrection)*

8-Ball Open Teams (to be played with 5 player teams). An Open Masters Team may be comprised of any 5 players from within their Charterholders League System so long as they meet the 12 separate league night requirement.

8-Ball Womens Team (to be played with 4 player teams). A Womens Masters Team may be comprised of any 4 female players from within their Charterholders League System so long as they meet the 12 separate league night requirement.

Notes: Players may be listed on more than one teams roster, for precautionary purposes. However, the first team that any player shoots for, in any division, is the **only** team that player is allowed to play for.

8-Ball Singles: All players must have completed the 12 separate league night requirements. Participants need not be recognized Master Players to participate in this event.

9-Ball Singles: All players must have completed the 12 separate league night requirements. Participants need not be recognized Master Players to participate in this event.

Scotch Doubles: One male and one female per team. One or both partners may be a Master player. Both players must be sanctioned players and can be from the same or different active Charter Holder(s). For World Championship competition, coaching will not be allowed.

Listed Master or Intermediate Classic or Senior players are ineligible for the Regular Classic or Seniors events.

Substitution Rule for Team Competition:

A team may substitute a player during a match if the following criteria are met:

1. Opposing team captain must be notified before the start of the round in which the substitution is being made.
2. A substitute player is not allowed to play any opposing player more than once.
3. Once a player has played, he/she must keep that same position unless removed for a round and reinstated in a later round.

5 League Guidelines

H. PROFESSIONAL PLAYER RULE

Any player determined to have "Pro Status" is not eligible to play in any VNEA competition at the World Championships.

Professional Player Criteria:

***Women & Men:** Tournament Committee discretion will be used to determine Pro status for all prospective participants. Ample notice is required by the Tournament Committee for all players of potential Pro ability in your league system.*

The V.N.E.A. thru the Tournament Committee reserves the right to disqualify any player, or team, before or during the tournament or refuse any entry prior to the tournament.

I. INTERNATIONAL AWARDS PROGRAM

To recognize outstanding individual and team achievements, the International Association shall develop and administer an appropriate awards program for its membership.

1. Awards are available only to players and teams sanctioned for the year in which the award was earned.
2. Awards can only be earned during the regular sanctioned League play, the International Championship or tournaments sanctioned by the International Association.
3. Requests for Awards must be submitted to the International Association Headquarters on forms provided to the League Secretary.
4. The International Association will forward Awards to the League secretary for presentation at a time agreed to by the League officers.
5. When certain awards are requested, the secretary must prepare a copy of the indicated score sheet and attach it to the request form.
6. The secretary must maintain this file of score sheets until October 1st following the end of the season.
7. The secretary must also file and keep the original league standing sheet for each week of the competition.
8. The Awards Committee or the Tournament Committee may, at any time, prior to October 1st of each year, require the secretary to forward the entire original file or specified copies of the score sheets or standings sheets to VNEA Headquarters or another place designated by them.

If the requested original copies are not available at the time of the request, the conclusion will be that the team is ineligible for competition or the player did not qualify, whichever the case may be.

J. INTERNATIONAL AWARDS

8-BALL AWARDS

1. **8-BALL ON THE BREAK (BREAK MASTER) AWARD.** This very attractive pin is reserved for those players in your league who have shown the ability to pocket the 8-ball on the break.

2. **30-0 AWARD - PERFECT MATCH.** When a player holds opponent scoreless in three consecutive games using a 15-game format.

40-0 AWARD - PERFECT MATCH. When a player holds opponent scoreless in four consecutive games using the 16-game or 20-game format.

50-0 AWARD - PERFECT MATCH. When a player holds opponent scoreless in five consecutive games using the 25-game format.

NOTE: *The Perfect Match awards require that the Award Request form be completed and verified by a copy of the scoresheet and sent to VNEA Headquarters. The season deadline for recognition is April 1st of each season. Forfeits do not qualify.*

3. **THE 10 AWARDS** are three:

(forfeitures do NOT apply)	The most 10's in one season
	The most 10's consecutively
	The most 10 to 0 games in one season

 - a. In the event of a most 10's award, the individuals name and number of 10's must be submitted to VNEA Headquarters.
 - b. The league secretary may apply for one of the 10 awards in each category each season. VNEA will honor these groups in the men's division and the womens division each time the record is broken, by recognition in the rule book.
4. **EIGHT-BALL RUN OUT.** The only time a player may achieve an ERO is in his first approach, with 15 balls on the table. If the breaker runs out and wins the game from the break, it's an ERO. If the breaker does NOT make any balls, his opponent will have a shot at an ERO. He must pocket his 7 object balls and the 8-ball without a miss.
5. **MOST ERO'S.** For the player who achieves the most 8-ball run-outs during the season. One pin per league.
6. **MOST 8 ON THE BREAK.** For the player who achieves the most 8-balls on the break during the season. One pin per league.
7. **TABLE RUN.** A players first time at the table and they run out and win but all 15 balls do not need to be on the table when their first turn begins.

9-BALL AWARDS

1. **MOST 9'S ON THE BREAK.** This award is available for one player in each league and may be requested at the end of a league season.
2. **MOST WINS.** Awarded to the player with the Most 9-Ball Wins in a league season.
3. **MOST CONSECUTIVE WINS.** Awarded to the player with the Most Consecutive 9-Ball Wins in a league season.
4. **MOST SHUT-OUTS.** This award is available to the player acquiring the Most 9-Ball Shut-Outs in a league season.

7 League Rules

YEAR END AWARDS

1. **MOST IMPROVED PLAYER AWARD.** This award is available for one player in each league and may be requested at the end of a league season. The league will be responsible for choosing the most improved player for their league. The league may establish the requirements for the award. Two recommendations are offered for consideration.
 - a. Player must have improved their average by 3 points in a minimum of 10 weeks.
 - b. The team captains may select one player to receive the award and then vote on the finalist.
2. **SPORTSMANSHIP AWARD.** The sportsmanship award is available for one player in each league and may be requested at the end of the season. The requirements for this award are flexible and may be established by each league. One suggestion, is that the captain circle a players name on the score sheet to make a player eligible to receive the sportsmanship award. At the end of the season the officers and captains could select a recipient of the award from this group.
3. **PERFECT ATTENDANCE AWARD.** This award is available for players at the end of the league season. To be eligible for this award a player must have played every scheduled night of the league season.
4. **LEAGUE CHAMPION CHEVRON/PIN.** This award is available for the members of the first place team in each league.
5. **MOST VALUABLE PLAYER AWARD.** Awarded to the player who has escalated to the top of their league.
6. **CAPTAIN'S PIN.** This award is available for the captain of each league team.
7. **9 & 10 AVERAGE PINS.** Awarded to those players who end the league season with a 9 or 10 average.
8. **LONGEVITY AWARD PINS.** Awarded to players who have been VNEA members for 5, 10, 15, 20, 25, 30, 35, 40 and 45 years.

League Rules

A. TEAM MATCHES

1. One team match consists of three rounds of five games, a total a 15 games played. (The 15 game format is the minimum, other options and formats are available.) Starting players from each team must play all assigned games and retain their positions in the line-up. Players must be matched against players with similar averages. If your league system is playing the 25 game format, the home team shall maintain the original line-up and the visiting team shall rotate. *See scoresheet – Page 34.*
2. Each team will have a captain or acting captain present at each team match played. The captains or acting captain shall sign the score sheets.
3. The captains from each team will try to settle any disputes that may arise during the match. All disputes that cannot be worked out by the two captains at the match will be turned over to the League president.

4. The grace period to start a match is 15 minutes, which means you must have at least three roster players to start a match 15 minutes after the scheduled starting time, unless both team captains agree to start the match. Each player has 5 minutes to start an individual game from the time his game is called.
5. The team captains, within a match, may select a player to watch individual matches and to act as referee after the players call fouls, or to make the final decision on close hits. The player referees should rotate from each team watching the matches.

B. THE TEAM

1. Five player teams are most common with a total team roster of up to ten members. In some cases a four person team may be more appropriate to the area. However, if competing at the International level, teams must meet all eligibility requirements.
2. Any team with only four players available for the match will receive zero points for the absent player for each round the player is absent. The opposing team player will receive the equivalent of his/her average in points and credit for the games. If the fifth player arrives late during the match and his/her match has been by-passed, he/she may shoot only the following rounds where his/her position has not been by-passed. (Each team must list 5 players, even if 1 or 2 will not be attending, in order to properly calculate the handicaps)
3. A team must have at least THREE roster players to make a match, unless approved by the League captains before the match starts.
4. If substitutes are used - each team may use up to two substitutes to be entered into the team's match line-up prior to the start of play. In the event that a roster member of a team is not available for the match, a substitute may be used so long as the substitute's own handicap is used during the match. Substitutes normally pay League fees when they play.
5. A team with two or less roster players forfeits the match.
6. All new players or subs entering the League must be approved 24 hours prior to the scheduled match by the League Administrator.
7. New player's averages will be computed by the league secretary **after** their first night of league play.

C. LINE-UPS

Line-ups will be placed on the score sheet by the home team captain first, with the visiting captain matching players as closely as possible according to averages.

The captain of a team that has less than five players available for the match must notify the opposing team captain before play begins and also state which position(s) in the line-up will be vacant.

CUE SPECIFICATIONS

- **WIDTH OF TIP:** Not to exceed 15mm.
 - **LENGTH OF CUE:** 40 inches minimum.
-

Devices are not allowed for Jump Shots

2024-2025 Rule Change

The following rule change was approved at the recent *General Membership Meeting* held in Las Vegas, Nevada and will be effective for the 2024-2025 pool league season.

Following are the page numbers that have been affected by the recent change. The change will appear in bold type.

Page 13, #7

Page 22, #8

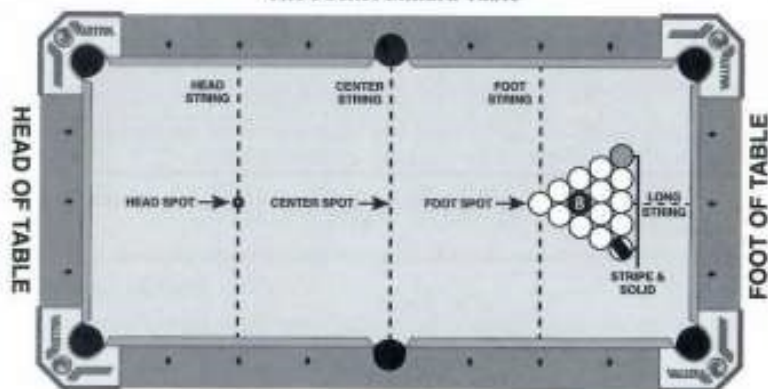
Page 26, #17

8-Ball Official Rules of Play

For handicap and scoring procedures see "Handicapping and Scoring" in this booklet, Page 27.

A. BALLS AND RACKING

The Pocket Billiard Table



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

B. BREAK SHOT

1. Start of play - the home team breaks first and writes their line-up down first. The break will alternate thereafter. During International competition, the teams will flip a coin to determine home team.
2. If the breaker hits the racked balls with the cue ball driving four or more numbered balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls reracked and shooting the break himself or have original breaker rebreak.
3. Stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the headstring.
4. When positioning the cue ball for the break shot, the base of the ball must be behind the headstring (kitchen).
5. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball), (2) it is a foul, (3) the table is open.
PLEASE NOTE: Incoming player has cue ball in hand behind the headstring and may not shoot an object ball whose base is not outside the headstring, unless he/she first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent.
6. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he/she must then reposition the cue ball.
7. Making The 8-Ball On The Break: (Leagues may adopt Option #1 or Option #2)
 Option #1. An automatic win for the player breaking, however, if the cue ball is scratched when making the 8-ball on the break, the opponent wins the game.
 → Option #2. The breaker may ask for a rerack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8-ball and shooting from behind the headstring or reracking and assuming the break. Using Option #2, a game cannot be won or lost with an 8-ball on the break, regardless of what is pocketed on the same shot.
 ✱ During World Championships and Junior Championships, Option #2 will be used.
8. If the player legally breaks the racked balls and does not make any balls, his opponent then shoots, having an open table.
9. If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the headstring and shooting. Any jumped balls are spotted in numerical order.

11 8-Ball Official Rules of Play

C. OPEN TABLE

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

D. GAME

In Call Pocket, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Banks and combinations are not considered obvious and both the object ball and the pocket must be called or it is a loss of turn. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

The opening break is not a "called pocket." Any player performing a break shot in 8-Ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.

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

E. PLAY

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

7. **STALEMATED GAME:** If in 3 consecutive turns at the table by each player (6 turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked and the breaker of the stalemated game will break again.
PLEASE NOTE: Three consecutive fouls by one player is not a loss of game.

F. LOSS OF GAME

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

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

Only the players involved may call an infraction.

G. LEGAL SHOTS

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

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

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

"SAFETY" SHOT: For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a "safety" to his opponent. If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

H. FOULING

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

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The following results in fouls:

1. Failure to make a legal shot as noted above.
2. Shooting the cue ball into a pocket or off table.
3. It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls. The incoming player receives (Cue ball in hand behind the headstring).
4. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
5. Shooting without at least one foot touching the floor.
6. Coaching is a foul. Any member of a team called for coaching will result in a foul on the team member shooting.
7. **Object Ball Frozen To Cushion.**

This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion. After the cue ball makes contact with the frozen ball, the shot must result in either:

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

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

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

8. ACCIDENTALLY moving or touching any ball is not a foul unless: 1) the moved ball is the cue ball or 2) a moved ball makes contact with the cue ball or 3) a moved ball that is jumped off the table or pocketed or causes any ball to be jumped off the table or pocketed. (exception to #3: If the 8-ball is jumped off the table or pocketed it is loss of game if called by the opponent before the next shot is taken). Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul.
9. Picking up or shooting the cue ball while any balls are still in motion is a foul.
10. Push shots and or double hits will be considered fouls. (See def. Page 24)
11. With cue ball in hand, touching any object ball with the cue ball is a foul or touching any object ball with your hand while touching the cue ball is a foul.

12. When the slow play rule is enforced taking longer than ONE MINUTE between shots is a foul.
13. Jumping object balls off the table.
14. After a scratch on a legal break, if a player positions the cue ball completely and obviously outside the kitchen and shoots it is a foul.
15. If your opponent commits a foul and you do not receive his/her acknowledgement of such foul prior to touching the cue ball you have committed a foul. (exception: scratching)
16. Illegal jumping of ball. (see page 25, #9)

I. PENALTY FOR FOULING

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

J. PROTEST PROCEDURE

1. Only the team captain has the authority to protest.
2. The League captains will review the protest and make a decision by majority vote.
3. A protest must be given to the League president in writing within 48 hours after the match. The League may ask for a deposit of FIVE or TEN dollars with the written protest.
4. The League president has the right to disregard any protest not properly presented, such as phone calls or personal contact, before the protest is presented in writing.
5. A game may be played and finished under protest, which may alleviate the original protest.

K. FORFEITS

1. Winners will receive one round point per round forfeited plus one bonus point (total four) if all rounds are forfeited. Forfeiting team receives zero round points.
2. The winning team also receives the equivalent of their team average and the equivalent 8-ball games if necessary.
3. Both teams must pay monies owed to the League to receive further points.

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L. VARIATION OF INTERNATIONAL RULES

Rules may be varied for Local and State use if the VNEA Rules Committee Chairman is notified in writing, as long as the variation does not result in an unfair advantage of one team or player over another.

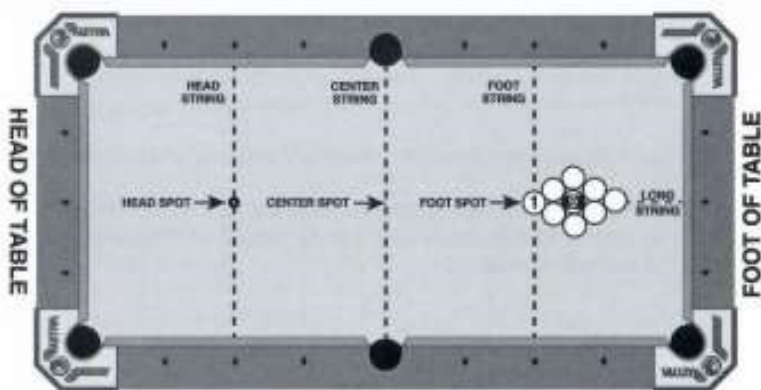
You may contact:

Valley National 8-Ball League Association Headquarters
c/o Rules Committee
201 S. Henry Street
Bay City, MI 48706

M. UNSPORTSMANLIKE CONDUCT

1. Unsportsmanlike conduct is automatic disqualification.
2. Two basic types:
 - a. One warning before disqualification.
 - b. Immediate disqualification.

9-Ball Official Rules of Play



- A. OBJECT OF THE GAME.** Nine Ball is played with nine object balls numbered one through nine and a cue ball. On each shot the first ball the cue ball contacts must be the lowest-numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until he misses, fouls, or wins the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may place the cue ball anywhere on the table. Players are not required to call any shot.
- B. RACKING THE BALLS.** The object balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot, the nine ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the headstring.

C. START OF PLAY. The home team breaks first and writes their line-up down first. The break alternates thereafter. A game starts as soon as the cue ball crosses over the headstring on the opening break.

D. LEGAL BREAK SHOT. The rules governing the break shot are the same as for other shots except:

1. The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to a rail, failure to do so is a foul. Incoming player accepts table the way it lies with ball in hand or requests a rerack with cue ball behind the headstring.
2. If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
3. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not respotted.
4. Making the nine ball on the break is an automatic win for the player breaking. However, if the cue ball is scratched when making the nine ball, the nine ball is respotted. (Using another stripe from tray)

E. CONTINUING PLAY. On the shot immediately following a legal break, the shooter may play a "push out." If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins his turn and shoots until he misses, fouls, or wins. The game ends when the nine ball is pocketed on a legal shot.

F. PUSH OUT. The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed, except for the nine ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule is violated. An illegal push out is penalized according to the type of foul committed.

G. FOULS. When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are spotted, except the nine ball. The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

1. All fouls must be called and acknowledged before the next shot is taken.
2. Touching or moving the cue ball is a foul.
3. Coaching is a foul.
4. Shooting the cue ball into a pocket or off the table is a foul.
5. If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is a foul.
6. If no object ball is pocketed, failure to drive the cue ball or some object ball to a rail after the cue ball contacts the object ball is a foul.

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7. Pocketing the nine ball and the cue ball with the same stroke is a foul.
8. Shooting without at least one foot on the floor is a foul.
9. An unpocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not spotted and play continues.

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

H. THREE CONSECUTIVE FOULS. If a player fouls three consecutive times on three successive shots without making an intervening legal shot, he loses the game. The three fouls must occur in one game. The warning must be given between the second and third fouls. This rule is optional for local league and tournament play. (This rule will not be used at the World Championships.)

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

If the nine ball is pocketed on a foul or push out or driven off the table, it is spotted. No other object ball is ever spotted.

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

J. UNSPORTSMANLIKE CONDUCT

1. Unsportsmanlike conduct is cause for automatic disqualification.
2. Two basic types:
 - a. One warning before disqualification.
 - b. Immediate disqualification.

K. HOW TO KEEP SCORE

Point Balls are as follows:

- (1) one ball = 1 pt.
- (2) three ball = 1 pt.
- (3) five ball = 1 pt.
- (4) seven ball = 1 pt.
- (5) nine ball = 6 pts.

1. In play, each player that legally pockets a point ball receives the amount of points allowed to the ball.
2. If a point ball is illegally pocketed the opponent receives the point, except for the nine ball which is spotted.
3. The nine ball legally pocketed on the break is worth 6 points plus a bonus of 4 points bringing the total to 10 points.

L. FORFEITS

1. Players present will receive one round point per round forfeited plus one bonus point (total 4) if all rounds are forfeited. Forfeiting team receives zero round points.

2. The players also receive the equivalent of their team average and the equivalent 9-ball games if necessary.
3. Both teams must pay monies to the league to receive further points.

M. THE TEAM

1. Three regular players and up to three subs for a combined total of six players constitute a team. (a female **MUST** be in the line-up every match). Each team may have 3 women, 2 women + 1 man, or 2 men + 1 woman (Option: 3 man teams are available).
2. Any team with only 2 players available for the match will receive 0 points for each game the player is absent. The opposing team player will receive at least 6 or the equivalent of his or her average and credit for the games. If the 3rd player arrives late, he/she may play the remaining games not already bypassed.
3. A team must have at least 2 players to make a match.
4. New players will play "head to head" on their first night of play.

N. LINE-UPS

1. The home team captain shall write down his players first, the visiting Captain shall match as evenly as possible, according to average, his line-up. (15 game format only)
2. The normal grace period to start a match is 15 minutes.

O. TEAM FORMAT #1

1. One team match consists of 5 rounds of three games, a total of 15 games played. Starting players from each team must play all 5 games and retain their positions in the line-up.
2. Under the 15 game format, the maximum handicap points is 9 per round. Regardless of handicaps.

P. TEAM FORMAT #2

1. One team match consists of 3 rounds of 9 games, a total of 27 games played. Each player plays **each** opponent 3 games each for a total of 9 games per player.
2. Under the 27 game format, the maximum handicap points is 27 per round.

See sample scoresheet on page 35.

Scotch Doubles Rules of Play

A. BALLS AND RACKING

1. The game is played with one cue ball and 15 numbered object balls.
2. The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the footspot, a stripe ball in one corner of the rack and a solid ball in the other corner.
3. The object of the game is to make one group of numbered object balls, either stripes or solids, then rotating turns after each shot with your partner by legally pocketing a ball on each turn at the table and then **LEGALLY POCKET THE 8-BALL** which then wins the game.

B. BREAK SHOT

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

PLEASE NOTE: Incoming player has cue ball in hand behind the headstring and may not shoot an object ball whose base is not outside the headstring, unless he/she first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent.

6. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he must then reposition the cue ball.
7. Making The 8-Ball On The Break: (Leagues may adopt Option #1 or Option #2)

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

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

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

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

C. OPEN TABLE

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

D. GAME

In Call Pocket, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Banks and combinations are not considered obvious and both the object ball and the pocket must be called or it is loss of turn. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

The opening break is not a "called pocket." Any team performing a break shot in Scotch Doubles 8-Ball may continue to shoot their next shot so long as they legally pocketed any object ball on the break and they alternate turns.

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

E. PLAY

1. If a shooter inadvertently pockets his opponents ball, it remains down. However, if the shooter does not legally pocket one of his own group, he loses his turn.

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

F. LOSS OF GAME

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

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

Only the players involved may call an infraction.

G. LEGAL SHOTS

On all shots (exception: page 20C and on the break), the shooter must hit one of his group of balls first and (1) pocket any group ball, or (2) cause the cue ball or any other ball to contact a rail. * (There are two groups of balls: stripes and solids)

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

"SAFETY" SHOT: For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a "safety" to his opponent. If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

H. FOULING

All fouls must be called and acknowledged before next shot is taken. (except scratching)
The following results in fouls:

1. Failure to switch players after each shot.
2. Failure to make a legal shot as noted above.
3. Shooting the cue ball into a pocket or off table.
4. It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls. The incoming player receives (Cue ball in hand behind the headstring).
5. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
6. Shooting without at least one foot touching the floor.
7. 15 seconds maximum coaching between shots. Any longer is a foul.
(see page 4 for World Championships competition.)
8. **Object Ball Frozen To Cushion.**

This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion. After the cue ball makes contact with the frozen ball, the shot must result in either:

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

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

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

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cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

9. ACCIDENTALLY moving or touching any ball is not a foul unless: 1) the moved ball is the cue ball or 2) a moved ball makes contact with the cue ball or 3) a moved ball that is jumped off the table or pocketed or causes any ball to be jumped off the table or pocketed. (exception to #3: If the 8-ball is jumped off the table or pocketed it is loss of game if called by the opponent before the next shot is taken). Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul.
10. Picking up or shooting the cue ball while any balls are still in motion is a foul.
11. Push shots and or double hits will be considered fouls. (See def. Page 24)
12. With cue ball in hand, touching any object ball with the cue ball is a foul or touching any object ball with your hand while touching the cue ball is a foul.
13. When the slow play rule is enforced taking longer than ONE MINUTE between shots is a foul.
14. Jumping object balls off the table.
15. After a scratch on a legal break, if a player positions the cue ball completely and obviously outside the kitchen and shoots it is a foul.
16. If your opponent commits a foul and you do not receive his/her acknowledgement of such foul prior to touching the cue ball you have committed a foul. (exception: scratching)
17. Illegal jumping of ball. (see page 25, #9)
18. Shooting out of turn.

I. PENALTY FOR FOULING

1. Only the players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table (the cue ball does not have to be behind the headstring except on opening break or immediately after a foul on the break).
2. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.

J. PROTEST PROCEDURE

1. Only the team captain has the authority to protest.
2. The League captains will review the protest and make a decision by majority vote.
3. A protest must be given to the League president in writing within 48 hours after the match. The League may ask for a deposit of FIVE or TEN dollars with the written protest.
4. The League president has the right to disregard any protest not properly presented, such as phone calls or personal contact, before the protest is presented in writing.
5. A game may be played and finished under protest, which may alleviate the original protest.

K. FORFEITS

1. Winners will receive one round point per round forfeited plus one bonus point (total four) if all rounds are forfeited. Forfeiting team receives zero round points.
2. The winning team also receives the equivalent of their team average and the equivalent 8-ball games if necessary.
3. Both teams must pay monies owed to the League to receive further points.

L. TEAM FORMAT

1. Each team consists of two couples. A team match consists of 4 rounds of 4 games each for a total of 16 games.
2. The home team line-up remains constant through all 4 rounds and is matched up to their opponents according to the scoresheet in a round robin format.

General Definitions of Pocket Billiards

1. **STRIKING CUE BALL.** Legal shots require that the cue ball be struck only with the cue tip. Failure to meet this requirement is a foul.
2. **POCKETED BALLS.** A ball is considered as a pocketed ball if, as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains there. A ball that rebounds from a pocket back onto the table is not a pocketed ball.
3. **POSITION OF BALLS.** The position of a ball is judged where it's base (or center) rests.
4. **FOOT ON THE FLOOR.** It is a foul if a player shoots when at least one foot is not in contact with the floor. Foot attire must be normal in regard to size, shape and the manner in which it is worn.
5. **KITCHEN DEFINED.** The headstring is part of the kitchen. If the base of an object ball is dead center on the headstring, the ball is not playable. This will apply on a scratched cue ball on the break. Likewise, the cue ball when being put in play from the kitchen (cue ball behind the string), may not be placed directly on the headstring; it must be behind it.
6. **FOULS BY DOUBLE HITS.** It is a foul if the cue ball is struck more than once on a shot by the cue tip (such shots are usually referred to as double hits). If, in the referee's judgement, the cue ball has left initial contact with the cue tip and then is struck a second time in the course of the same shot, it shall be a foul. (Note: this can be a difficult call in officiating, because on shots where the distance between the cue ball and the object is very short, the referee must judge whether the cue ball had time to move out of contact with the cue tip prior to being impeded and then propelled again by the follow through of the stroke.) Nonetheless, if it is judged by virtue of sound, ball position and action and stroke used that there were two separate contacts of the cue ball by the cue tip on a stroke, the stroke is a foul and must be so called.
7. **PUSH SHOT FOULS:** It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a normal and legally stroked shot. (Such shots are usually referred to as

25 General Definitions of Pocket Billiards

8. **JUMPED CUE BALL.** When a stroke results in the cue ball being a jumped ball, meaning jumped completely off the pool table on the floor, the stroke is a foul. The cue ball may leave the playing surface and return, which is not to be considered a foul.
9. **ILLEGAL JUMPING OF BALL.** It is a foul if a player strikes the cue ball below center ("digs under" it) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such "jumps" are not to be considered fouls on their face; they may still be ruled foul strokes, if for example the ferrule or cue shaft makes contact with the cue ball in the course of the shot.
10. **PLAYER RESPONSIBILITY FOULS.** The player is responsible for chalk, bridges, files and any other items or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such item make contact with a cue ball.
11. **BALLS JUMPED OFF THE TABLE.** Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rail surface, floor, etc.) are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything not a part of the table. The table shall consist of the permanent part of the table proper. (Balls that strike or touch anything not a part of the table, such as the light fixture, call pocket disc, chalk on the rails and chalk on the wood cushion tops, shall be considered jumped balls even though they might return to the bed of the table after contacting items which are not parts of the table proper).

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

12. **BALLS MOVING SPONTANEOUSLY.** If a ball shifts, settles, turns or otherwise moves "by itself" the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket "by itself" after being motionless for three seconds or longer shall be placed as closely as possible to its position prior to falling and play shall continue.
13. **SPOTTING BALLS.** A single ball is placed on the foot spot; if more than one ball is to be spotted, they are placed on the long string beginning on the foot spot and advancing toward the foot rail.
14. **JAWED BALLS.** If two or more balls are locked between the jaws or side of the pocket, with one or more suspended in air, the referee shall inspect the balls in position and follow this procedure; he shall visually (or physically if he desires) project each ball directly downward from its locked position; any ball that, in his judgement, would fall in the pocket if so moved directly downward is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed. The balls are then placed according to the referee's assessment, and play continues according to specific game rules as if no locking or jawing of balls had occurred.
15. **NON-PLAYER INTERFERENCE.** If the balls are moved (or a player is bumped such that play is directly affected) by a non-player during a match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. If the match is officiated, referee shall replace the balls. This rule shall also apply to "act of God" interference, such as earthquake, hurricane, light fixture falling, power failure, etc.

16. **PLAY BY INNINGS.** Players alternate turns (innings) at the table, with a player's inning ending when he either fails to legally pocket a ball, or fouls. When an inning ends free of a foul, the incoming player accepts the table in position.

17. OBJECT BALL FROZEN TO CUSHION.

This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion. After the cue ball makes contact with the frozen ball, the shot must result in either:

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

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

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

18. **PLAYING FROM BEHIND THE STRING.** When a player has the cue ball in hand behind the string (in the kitchen), he must drive the cue ball to a point outside the kitchen before it contacts either a cushion or an object ball. Failure to do so is a foul.
19. **SLOW PLAY RULE.** Exaggerated slow play will be penalized. Certain moments during a game or type of game may require extra thought or concentration. However, continuously taking 1 to 3 minutes between shots is not acceptable. When your opponent abuses this rule, stop play. The team captains will assign a player to time your opponent for the rest of the match. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in a loss of game.
20. **SCRATCH.** Cue ball pocketed or knocked off the table.

Handicapping and Scoring

8-BALL: 15 GAME FORMAT

The VNEA system for handicapping and scoring is the simplest, most easily understood of all such systems. It is similar to those systems used in bowling and golf leagues, in that it is based upon averages.

In scoring, each player receives one point for each of his/her group of balls (stripes or solids) pocketed, plus three points when the eight ball is legally pocketed. This makes a total of ten points per game. *(Exception: If a game ends without a group of balls being legally determined, the winner receives ten points and the opponent receives zero points.)* A player is always credited with ten points when he/she wins a game. If the 8-ball is legally pocketed on the break and Option #1 on page 10, #7 is used, the breaker automatically wins and receives 10-0. If the shooter pockets the 8-ball before it is legal to do so, or if the shooter scratches on the 8-ball, the opponent automatically receives 10 points. The loser cannot score more than seven points.

Averages are calculated by dividing the total number of points a player wins (exclusive of any "spot" received) by the total number of games played. Fractional averages may be rounded off to the next full number as follows: 8.0 to 8.4 remains and 8, 8.5 to 8.9 increases the average to a 9. The difference in averages of head-to-head players is the "spot" which the poorer player receives from the better player. These "spots" are entered on the scoresheets (see examples) and count toward winning of round points. When a player is absent for a match, or any of the rounds in a match, see page 7-B2 for scoring. A first-time player completes his/her initial three rounds, the average is computed by the league secretary for future play. In the sample score sheet attached (see page 28) no "spots" or averages were involved as this was the first match of the season. It can be seen that C. Milhem won two out of three rounds from M. Eislinger, 10-7, 7-10, 10-2. C. Milhem's total score was 27; M. Eislinger's was 19. J. Ritter won all three rounds from W. Kelley, 10-5, 10-2, 10-5, for a total of 30 points; W. Kelley had a total of 12 points. At the end of the match, AM/PM Hideout had won three round points (first round 44-39 second round 40-36 and total 121-113), while Valley Lounge had won one round point for its victory in the third round, 38-37. If a **round** is tied or if total **overall points** are tied then each team should receive 1/2 point each.

At the end of the first week of play, all participating players now have established averages upon which to figure "spots" in games to come. For example, C. Milhem totaled 27 point in three games; 27 divided by 3 equals an average of 9. M. Eislinger totaled 19 points in three games; 19 divided by 3 equals 6.33, which rounded off is 6. All averages are calculated in the same way, always without including any "spots" involved to reach total points. These averages are now the starting averages for the following scheduled match.

Because opposing players should always be matched according to their capabilities, Valley Lounge's line-up changes slightly for the second week (see sample score sheet page 29). C. Milhem is evenly matched with L. Henry (both having 9 averages). A. Schafer and V. Nickles are matched, also, as Nickles is high man on the Sand Bar team with an average of 10, while Schafer has a 9, which is one of the "highs" on his team. He receives a "spot" of 1 per game, or a total of 3 per match. The two players with the lowest averages, W. Kelley (4) and K. McDermott (7) are matched with Kelley receiving a "spot" of 3 per game or a total of 9 for the match. NOTE: The maximum "spot" allowed is 3, no matter how large the difference in averages. The maximum spot may be modified at the local league level, to provide fairness in competition. The local league may want to adjust the maximum spot up or down. All "spots" are figured into totals to determine winners of round points, but do not figure in calculating averages for following games.

During this second match, Valley Lounge won three round points – the first round 48-42, the second 51-35, and total 141-120. The Sand Bar won one round point for its win in the third round 43-42. These round points are then added to the previous week's totals, giving Valley Lounge a total of 4 round points and a total of 15 8-ball games won.

New averages have been calculated for each player as well. C. Milhem had 27 points in the first match, and 26 in the second match. Total 53. This, divided by 6 (the total games now played) equals 8.83, or still an average of 9 when rounded off to the next highest full number. W. Kelley's average rose to 6. He had a total of 34 points (12 first match; 22 second match), divided by 6 games played equals 5.66, or 6. These new averages are the starting averages for the next week's play.

8-BALL: 25 GAME FORMAT (see scoresheet page 34)

Averages are computed in the same way as the 15 game format, i.e. total points divided by games played. However, in team play each team's averages are added for a total team average, the team with the lower overall average receives the difference each round.

Joe's Bar

Gary W.	10
Josh A.	9
Jerry L.	9
David B.	9
Mike M.	8
	45

Mark's Lounge

Bill L.	10
Bob B.	8
Doug G.	8
Joe S.	8
Mark S.	7
	41

In this case, Mark's Lounge team will receive 4 points each round, a total of 20 points for the match.

New Subs (all formats)

1. Once the match is complete, the Captain will compute the sub's average in order to figure the team average, team handicap and rounds won or lost, or
2. New subs will play their opponent(s) with neither player using an average. The sub's team members will use their averages and the opponents will use the highest 3 averages (16 game format) or highest 4 averages (15, 20, 25 game formats) of those playing.

