

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.

ACKNOWLEDGMENTS

This rule book is an official document of the Air Capital Pool League and represents the only recognized and accepted rules by which the Air Capital Pool League is played.

Produced by the Board of Directors of the Air Capital Pool League as a service to its members originally in July 2004 and modified August 2007 & August 2008.

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League Guidelines

A. RULE CHANGE

It is Air Capital Pool League policy to welcome suggestion for any rule changes or clarifications. Suggestions are accepted in the following manner:

1. The suggestion must be submitted to the Rules Committee in a typed or printed form, with supporting documentation indicating the need or reason for change.
2. After investigation, the Rules Committee will discuss the proposed change and present it to the Air Cap Pool League Board for a final ruling.

B. REGULATIONS AND RIGHTS

1. Upon acceptance of League fees, locations, teams and individuals shall be entitled to the rights of, and be subjected to League rules and regulations as established by the League Board.
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 Board.
3. Any parties so expelled may request a hearing from the League Board and the findings of the Board shall be recognized as final.
4. Locations may be responsible for organizing 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. A new player may substitute for a team. The same nightly league fees shall be paid. No new players (a player without an established handicap) in the last four weeks of the session.
7. The League is a non-profit organization.
8. Captain's duties:
 - a. He/she shall inform their team members of any meetings and encourage attendance at these meetings.
 - b. The captain shall instruct his/her players as to all of the League rules and requirements.
 - c. The captain must notify the opposing team prior to a scheduled match if they need to reschedule, said notification to be at least one hour prior to the scheduled match. Failure

to do so

will result in a forfeit. In an emergency situation, contact the league director for instructions.

- d. The captain shall collect all of the player's fees and submit them within the required time period to the League Office or any other designated official or process.
 - e. The fees are to be placed in the envelope provided in the packet(s). The envelope with the fees, the completed score sheets and any other paperwork is to be placed in the packet and turned in to the representative of the location, unless otherwise instructed. **Packets are not to be removed from the match location.** A League representative will pick the packet up from the location.
9. Scheduling:
 - a. Schedules will be available in the team's packet.
 - b. If a match needs to be rescheduled, it still must be played at its originally scheduled location unless otherwise agreed upon and coordinated with the League Director. Let the League office know the rescheduled date, and the packets will be delivered to that location.
 - c. All make up matches must be made up by the Sunday ending the eleventh week of the session. If a match is missed in the 12th, 13th or 14th week, it must be made up within the same week it was missed. If matches are not made up as instructed, they will be forfeited.
 - d. When games are not played, whatever the reason, all fees must be paid.
 10. Tied Matches:
 - a. In the case of a tie in points during a league round, ½ point is awarded to both teams.
 - b. During tournaments, if both teams are tied at the end of their match, the teams will play the last round over, as it stands on the score sheet until a winner is decided, alternating breaks, visiting team breaks first.
 11. League winners and team position in each division will be determined in the following manner.
 - a. The team winning the most round points will take first place in session play.
 - b. In the event that two or more teams have won the same number of points, then the first tie breaker will be the total number of points (including handicap points) made by the respective teams, and if the teams still remain tied, then the second tie breaker will be the total number of games won. If any teams still remain tied, then they will each be rewarded the same for the positions they have tied.

C. MEMBERSHIP FEES AND DUES

Each Player will be required to pay \$7.00 league fee per night of play. (\$28.00 per team per night of play) (\$21.00 per team per night of play for three person teams – generally summer play) including forfeits and byes. Teams that are more than two weeks past due in their payment of league fees are subject to penalties. Said penalties may include but not be limited to point deductions, 15% payback penalty, expulsion from future participation in league play, or other remedies. **CHECK OR MONEY ORDERS ARE PREFERRED.** Insufficient Fund Check Fee is \$30.00.

D. TOURNAMENTS

VNEA rules and Air Cap rules and amendments apply. Players must be members in good standing. The board shall retain the authority to set the minimum number of player that a team must have on its roster as well as the minimum number of matches to be eligible (includes forfeited matches not byes) within the “league year” or “session” on any Air Cap sanctioned team. The team may have subs on its roster who must meet the minimum requirements established by the Board in order to be eligible. **Teams entered must have the same player roster as used in league play.** Teams must play – no splitting winnings or places. Tournament format shall be controlled by the Board and may be modified by the Board at any time. Tournament format shall be published by the Board.

League Rules

A. TEAM MATCHES

1. One team match consists of four rounds of four games, a total of sixteen games played. Starting players from each team must play all assigned games and retain their positions in the line-up. The fifth round winnings are based on total points.
2. Each team will have a captain or acting captain present at each team match played. The captains or acting captains shall sign the score sheets.
3. The captains from each team will try to settle any disputes that may arise during a match. All disputes that cannot be worked out by the two captains at the match will be turned over to the League Board.

4. There is one fifteen-minute grace period allowed per match played. It is at the discretion of the team captains at what point this grace period is used. There are to be no other uncontrollable delays in the game.
5. Intentional slow play is not tolerated. **After** the opposing team captain issues a warning, more than one minute between shots is a foul.
6. Playing out should be limited to emergencies, work schedule, sickness, family commitments, and other scheduling conflicts. In emergencies, two players may play out with proper notification and approval from the opposing team captain. If any additional players need to leave early, the match should be rescheduled. If a Player does shoot out or arrives late, the Player will not be permitted to shoot back-to-back games. There must be an intervening game between games of the Player shooting out. A late player may begin play by their turn or place on the score sheet in the second round; however, if the player arrives after their second turn, all previous games are considered forfeits. (See also Rule B. 2, pg. 7)
Any Player playing out must “play out” and then leave the Club the Player is playing in. If the Player fails to leave the Club and is still present when the Player’s turn to play the next round occurs, then the Player will forfeit that game, and it will be scored 10 - 0 in favor of the opposing team. The possibility of forfeit will apply to all remaining rounds. A forfeit of a game does not count as a game played. Allowing a Player to “play out” is always at the opposing Team Captain’s discretion and must be agreed upon to allow a Player to play out.
7. If a match is forfeited or the team has a "bye", fees must be paid and score sheets completed within two weeks of the scheduled match.
8. Only selected Air Capital Board members are mediators or referees. A list in your packet will have the names and phone numbers of the qualified members that can be reached if there are questions or clarifications of the rules. Any questionable shot should have a referee watching it or the player making the shot has the final word. If a Board member is unavailable, a neutral bystander, preferably one with billiard or VNEA experience, can be asked to be a referee. If that is not possible, then the teams should agree on using one member from each of their teams to watch the shot. Remember -- the referee has the final word.

B. THE TEAM

1. A maximum of seven players (to be made permanent by the tenth week of the session) and a minimum of four may be on one team roster. First and last names must be used on membership registrations and score sheets. A nickname may be used for the first name, but a last name must be included. Rosters must be set by the tenth week of the session, and the permanent roster set the tenth week shall only include players who have an established handicap. Players must be paid members by the fourth week or their scores will not count.
2. Unless otherwise agreed upon by the team captains, by the end of the first round, all Players participating in the match must be listed on the score sheet. If the absent player on the scoresheet has not arrived by the end of the first round, the team captain does have the option of replacing the "absent player" on scoresheet with a substitute Player. If the Team Captain fails to do so, then the following forfeiture provisions shall apply. A late player can begin play by their turn, or place on the score sheet, in the second round. If the player arrives after their turn in the second round, the previous games in the first and second round are forfeited and the player receives zero points for each round, while the opposing team player will receive ten points. A late player may play their third or fourth round game(s) if they arrive before the end of the respective round.
3. A team must have at least three roster players to make a match, unless approved by the League Operator before the match starts. Established Player minimum handicap is a 4.
4. Substitutions: only members in good standing (fees paid) or new players can substitute. Players on a team roster may not substitute for other teams in the same division. Use the individual handicap listing found in your packet for the player's average. Unlimited substitutes in the first ten weeks of play. At week ten the permanent Roster must be set for the rest of the session, playoffs, and tournament - maximum of 7 players - no new subs - no new players.
5. The play schedules can and may be changed at any time by the League Operator.
6. The Team shall be responsible for payment of the nightly league fee of a new player. To figure their initial average, take their total points and divide it by the number of games they played. Use the whole number by rounding up with .5 and over and rounding down with .4 and under - New Player minimum handicap is a 6. However, for a new player, wins by having the eight ball made early or out of turn, the new player gets the win points, but the actual number of balls the new player made are used to

determine the new player's average. No new players are allowed in the last four weeks of the session. New Players will establish an average upon completion of their first match. If a new player should leave early and forfeit the remaining games, the new player's average will be determined by the total points for the games played divided by the number of games actually played by the new player -- his/her forfeit of a game does not count as a game played.

C. COACHING

Players with an average of eight and up are allowed one (1) two-minute time-out per game. New players or players with an average of seven and under are allowed two (2) two-minute time-outs per game. Any team member may call a time-out. Any person is eligible to coach. A coach does not need to be designated for the entire team. The coach may consult with anyone. The player has the option whether to accept or deny the coaching. If the coach needs to discuss play with another team member or a bystander, the player does not have to leave the table, and he/she may discuss play with anyone else. The player may receive final instruction from anyone. Coaches or players may NOT mark or dis-feature any part of the playing surface, cue ball, object ball or pool stick with their hand or any other object. Placement of chalk is not marking the table. Coaches may use a stick to line up a shot for a player. Coaches may place the cue ball. Players may discuss play with anyone as long as it is not their turn at the table and same does not constitute a time-out. A Player's turn begins when the opponent misses and all balls have stopped moving. If a team member or another person offers advise regarding Play when it is the Shooter's turn at the table, then said advise shall constitute a "Time Out". The team in play tracks the time with verification from the opposing team. Please use good sportsmanship and maintain coaching to the designated time allotment. Rule clarifications can be made anytime and do not constitute a "time out". The Shooter must make it clear to the opponent that a Rule Clarification only is being sought. The opponent is entitled to listen to the Rule Clarification that is being given.

D. SCORE SHEET

1. All Players must fill out a Membership Form - New Player on first night of play. Fill out the Score Sheet completely and exchange with opposing captain. Make sure to fill in the League, Date, Team Names, **complete** Player Names, and Handicap Average. Fill in Handicap for each Player (Note: any player whose handicap is shown as a 1, 2, or 3 is still considered to be a New Player), Total the Team Handicap, deduct the lower Team Handicap from the higher Team Handicap - the difference is the number of Handicap Points that the lower Handicapped Team

receives EACH ROUND. New Players should complete their Match, then take their total points and divide it by the number of games they played. Use the whole number by rounding up with .5 or greater and rounding down with .4 and less - New Player minimum handicap is a 6.

2. Winner gets 10 points, Loser gets 1 point for each ball pocketed. Compare Round Scores at the end of each round. One Point for the winner of each Round. At the end of the Match, compare Total Points for Winner of 5th Round. Ties: ½ point to each team.
3. Collect \$7.00 weekly League Fee from each player. No additional sanction fees or membership fees are required. CHECKS PREFERRED!
4. Begin the match as close to 7:00 p.m. as possible.
5. Compare round scores at the end of each round. Make notations of the 8-on-breaks and ERO's on the score sheet as they occur.
6. Both Team Captains should sign the Home Team Score Sheet, making sure that it is accurate. Place all League Fees, Forms, notes, etc. in the envelope and leave the envelope where you play.
7. See Also page 7 for scoring when a new player wins by having the eight-ball pocketed early and page 19 for scoring example.

CUE SPECIFICATIONS

WIDTH OF TIP: Not to exceed 15 mm.

LENGTH OF CUE: 40 inches minimum

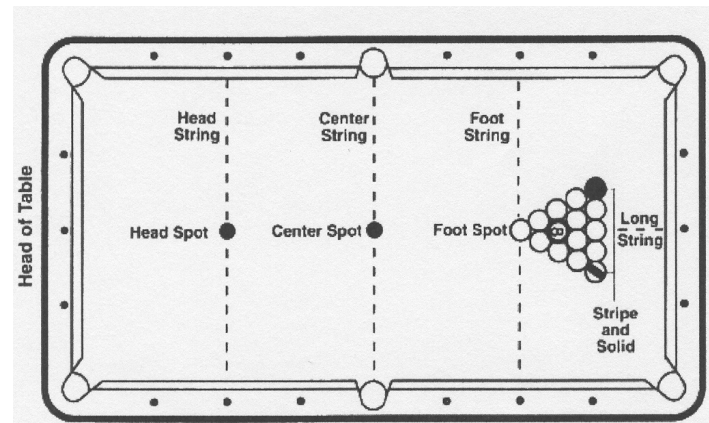
8-Ball Official Rules of Play

A. BALLS AND RACKING

1. The game is played with one cue ball and fifteen numbered

object balls.

2. Players are required to rack their own in session and tournament. If a player chooses not to "rack their own", then they may have one of their team members rack for them. The breaker pays the quarters.
3. 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.



4. The object of the game is to make one group of numbered object balls, either stripe 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 Tournament competition, the teams will flip a coin to determine the 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 themselves or (3) have the 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 down (except the 8-ball), (2) it is a foul, (3) the table is open. The 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 is not an automatic win. Making the 8-ball on the break and scratching is not an automatic loss. With the 8-ball pocketed on the break, the breaker may ask for a rerack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8 or re-racking and assuming the break. Should the incoming player decide to spot the 8, he/she must shoot from behind the headstring. A game cannot be won or lost with an 8 on the break, regardless of what is pocketed on the same shot.
8. If the player legally breaks the racked balls and does not make any balls, his opponent then shoots, having an open table.
9. If a player jumps an object ball off of 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 from the foot spot and lined toward the foot of the table. If there are interfering balls on the table, the spotted balls shall be placed as set forth above and as close as possible.

C. OPEN TABLE

The table is "open" when the choice of groups (stripes or solids) has not yet been determined. THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT. When a table is open, it is legal to hit a solid first to make a stripe or vice versa. When the table is open it is legal to hit

any solid or stripe, or the 8-ball first in process of pocketing the called stripe or solid (this is the only time the 8-ball is neutral). 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 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, but it is important that your opponent is aware of your shot. It is your opponent's right to ask which ball and which pocket if the shot is unclear. 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 a 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 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/her group, then he/she shoots the 8-ball, making certain that the opposing player is aware of the designated 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/her own group, he/she losses their turn.
2. Each player continues to shoot so long as he/she legally pockets any of his/her object balls (exception: calling a safety). Should a player 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 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 an object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is 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.
7. STALEMATED GAME: If in three consecutive turns at the table by each player (six 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 original breaker will break again. Three consecutive fouls by one player is not 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/her group of balls.
3. Jumping or knocking the 8-ball off of 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.

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 (except on the break and when the table is open), the shooter must hit one of his/her group of balls first and (1) pocket any group ball, or (2) cause the cue ball or any other ball to contact the rail.

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

"SAFETY" SHOT: For tactical reasons a player may chose to pocket an obvious object ball and also discontinue his/her turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooter intends to play safe by pocketing an obvious object ball, then prior to the shot, he/she must declare a "safety" to his/her 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 the next shot is taken. (exception: scratching) The following results in fouls:

1. Failure to make a legal shot as noted previously.
2. Shooting the cue ball into a pocket or off of the 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 when the player has already used their allotted time-outs.
7. Object Ball Frozen To Cushion Or Cue Ball. This applies to any shot where the cue ball's first contact with a ball is one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either: (a) a ball being pocketed, or; (b) the cue ball contacting a cushion, or; (c) the frozen ball being caused to contact a cushion with which it was not already in contact, 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 requirement 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 the opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul.
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 definitions) The balls DO NOT have to be touching for this rule to be enforced.
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 of 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 acknowledgment of such foul prior to touching the cue ball you have committed a foul. (exception: scratching)
16. Illegal jumping of ball. (see definition)
17. Intentionally pocketing the 8-Ball out of play in an effort to manipulate player's or opponent's handicap.

I. PENALTY FOR FOULING

1. Any players on either team 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 the player may 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.
3. Intentional pocketing of the 8-Ball out of play will be scored as a 10 for the player committing the foul and a 20 for the opposing TEAM. This will not impact the opposing player's handicap.

J. PROTEST PROCEDURE

1. Only the team captain has the authority to protest.
2. The team captains involved will attempt to resolve the protest and agree upon a resolution of the issue(s) involved in the protest.
3. If the team captions cannot resolve the issue(s), a protest can be presented to the League Board IN WRITING within one week after the match. Use of the Scoresheet is encouraged.
4. The League Board 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.
6. The decision of the League Board is final.

K. FORFEITS

1. Winners will receive one round point per round forfeited plus one bonus point (total of five) 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 and turn in a completed score sheet, noting the team names and that the match was forfeited, within two weeks of the scheduled match, to receive further points.
4. Any Team that forfeits a match in the last two weeks of the session or "dumps" or "throws" a match, and such action effects the final standings, that team shall forfeit it's entire paycheck, and the team/players may be barred from further league play.

L. UNSPORTSMANLIKE CONDUCT

Unsportsmanlike conduct is automatic disqualification.

1. Two basic types:
 - a. One warning before disqualification.
 - b. Immediate disqualification.

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 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 judgment, 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 all 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 propelled again by the follow through of the stroke.) Nonetheless, if it is judged by virtue of sound, ball position and action and stroke used that there were two separate contacts of the cue ball by the cue tip on a stroke, the stroke is a foul and must be so called.

7. **PUSH SHOT FOULS:** It is a foul if the cue ball is pushed by the cue tip with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such shots are usually referred to as push shots.) With a cue and object ball frozen, shooting the shot from any angle other than at least 45 degrees above, or at least 45 degrees to the right or at least 45 degrees to the left of center from the straight line of the frozen balls is a foul and must be so called. (However, this does not insure a good hit.)
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/she brings to, uses at, or causes to approximate the table. If he/she drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he/she 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 of 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/she shall visually (or physically if he/she desires) project each ball directly downward from its locked position; any ball that, in his/her judgement, would fall in the pocket if so moved directly downward is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed. The balls are then placed according to the referee's assessment, and play continues according to specific game rules as if no locking or jawing of balls had occurred.
15. **NON-PLAYER INTERFERENCE:** If the balls are moved (or a player is bumped such that play is directly affected) by a non-player during a match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. If the match is officiated, referee shall replace the balls. This rule shall also apply to "act of God" interference, such as earthquake, hurricane, light fixture falling, power failure, etc.
16. **PLAY BY INNINGS:** Players alternate turns (innings) at the table, with a player's inning ending when he either fails to legally pocket a ball, or fouls. When an inning ends free of a foul, the incoming player accepts the table in position.
17. **OBJECT BALL FROZEN TO CUSHION OR CUE BALL:** This applies to any shot where the cue ball's first contact with a ball is one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either: (a) a ball being pocketed, or; (b) the cue ball contacting a cushion, or; (c) the frozen ball being caused to contact a cushion with which it was not already in contact, 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/she 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.
21. **NEW PLAYER:** A player without an established handicap.
22. **EIGHT-BALL RUN OUT:** The only time a player may achieve an "ERO" is in their first approach to the table with all 16 balls on the table. If the breaker runs out and wins the game from the break, it is an "ERO". If the breaker does not make any balls on the break, their opponent will have a shot at an "ERO". The player must pocket all 7 of their object balls and the 8-ball without a miss. The score sheet must be noted appropriately by marking the box designated "ERO" for the player to receive credit.

Handicapping and Scoring

The Air Cap Pool League system for handicapping and scoring is simple and easily understood. 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 for the winner. A player is always credited with ten points when he/she wins a game. The loser gets the number of balls of his/her group of balls which were pocketed. The loser cannot score more than seven points.

To determine the handicap that one team will receive for the match, add the handicap averages of the home team's participating players for the

match in play. Then add the handicap averages of the visiting team's participating players for the match in play. Subtract the lower total from the higher total, and award the difference (the spot) to the team with the lower handicap average. Enter the difference (the spot) on the score sheet for each round. The total of the handicap difference (the spot) for the match will be four (4) times the difference. (Example: The team "Triangle's" four player's handicap totals 31. The team "Hoots" four player's handicap totals 28. By subtracting 28 from 31, the difference of 3 will be the spot (or number of balls) awarded "Hoots" in each round, for a total of 12 for the entire match.

PLAYED WRONG PERSON: In the event that wrong people have played or are playing each other, the following procedure will be followed: **First:** If the game is completed, that score will be forwarded to the proper place that they are scheduled to play. That score will not count until it falls into the proper place. If the wrong person broke the rack, there will be no modifications or adjustments to future breaks; **Second:** If the game is not completed, the captains will get the proper people to the table and restart the game; **Third:** If a game is played between the same opponents for a second time during the match, the score of the second time or game does not count. IT IS BOTH TEAM CAPTAIN'S RESPONSIBILITY TO ENSURE THAT THE PROPER PLAYERS ARE PLAYING EACH GAME.

If it is determined that a Player has intentionally lost, played off, thrown the game in a manner other than intentionally pocketing the 8-Ball (which is governed by H. 17) in an effort to manipulate the player's or opponent's handicap, the affected game shall not be used to determine or calculate the player's or opponent's handicap. Such actions shall be considered Unsportsmanlike Conduct which may result in Disqualification from play in the Air Capital Pool League. The determination as to whether or not such action has occurred shall be left to the discretion of the League operator and/or the Board of Directors who may consider any factor addressing said issue, including but limited to, statements by the player, statements by team members, skill of the player, nature of the shot, or any other factor deemed relevant to the issue. The Policy of Air Capital Valley Pool League shall be that any individual that attempts to artificially increase or lower a handicap by the means set forth above is Unsportsmanlike Conduct and will not be tolerated.

Players (or Teams) may be deemed Master Players or Intermediate Players based on guidelines contained in the weekly league packet. A Master and Intermediate Player List is contained in the weekly league packet which may limit a team's or player's divisional play. Please refer to the weekly league packet for the limitations. Said limitations and lists may be modified and adjusted by the Board of Directors at any time.

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Amendments

Note Valley National 8-Ball annual sanctioning fees are subject to change at the discretion of the National Body.