



# Southwest Pool League Rules, Procedures & Regulations

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 Document created September 1<sup>st</sup> 2024

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There is NO way to cover everything that may come up in a match and put it in the rules.  
 There are situations that arise and the league will need to make an on-the-spot ruling.

We are setting this league up so that there are only a few divisions.  
 This is so we can be at all the league matches.

We are starting with 2 nights and divisions and we will not ever have more than 3 divisions  
 per week. This will allow a real personal, hands-on league and should make every aspect of  
 league play and communication better.  
 League play MUST be fun first!

### Contact Us at:

Phone: Jim Thompson – 469.925.8761  
 In Case of Emergency: Carmella Thompson – 702.219.4226  
 Website: www.SWPL leagues.com. / Email: Jim@SWPL leagues.com  
 Facebook page: www.facebook.com/sw.pool.league

## SECTION #1 – Submitting Scoresheets & Paying Weekly Player Fees

### Submitting Scoresheets and weekly fees.

We use paper scoresheets. We MAY go to the BCAPL online scoring app eventually, but for now sheets can be turned directly to Jim or Carmella on the night of play after your match along with the correct players fees for that match. **There will be a league representative at all matches.**

This way there will be no need for Zelle or any other cash app.

### Player Fees.

All Divisions are \$15.00 per player / per week EXCEPT the “Open” Divisions which are \$17 per player. The league pays the first \$10 of the “Green Fees” each night for each match.

## SECTION #2 – BCAPL Sanctioning

The Southwest Pool League is sanctioned BCAPL.

The BCAPL fees owed by all players need to be paid after that player plays in their 2nd match in a season, if you have paid another league let us know so we can verify with the BCAPL office. if not paid they will be held out of team money at end of the session. The BCAPL Sanctioning fee is \$20 per player per BCAPL league year.

The BCAPL league year is January 1st – December 31st.

## SECTION #3 – Team Handicaps, Classification and Match Race to Chart

Players Fargo Ratings for current season are set at the beginning of each season and they won't change unless a players skill level is proven to be well above (or below) their initial rating.

### All 4 Player Division Teams.

Novice Division max. team Fargo is 1680 / Intermediate Division is 1880 / Advanced Division is 2080.

Players Fargo Ratings for current season are be set at the beginning of each season and it won't change unless a players skill level is proven to be well above their initial rating.

### All 5 Player Division Teams.

Novice Division max. team Fargo is 2100 / Intermediate Division is 2350 / Advanced Division is 2600.

Players Fargo Ratings for current season are be set at the beginning of each season and it won't change unless a players skill level is proven to be well above their initial rating.

### All “Open” Divisions

There is no Combined Fargo Maximum in the Open Divisions.

“Open” division teams will only play “Open” division teams.

## Match Race to Chart

**\*\*Important\*\*** If we do not have enough teams in a division category we may need to mix different team Fargo classifications within the division.

To make the matches competitive the following TEAM handicap system will be used.

If a Novice Team is playing an Intermediate Team the Novice Team goes to 11 games.  
and the Intermediate Team goes to 14 games.

If a Novice Team is playing an Advanced Team the Novice Team goes to 10 games.  
and the Advanced Team goes to 15 games.

If an Intermediate Team is playing an Advanced Team the Intermediate Team goes to 11 games.  
and the Advanced Team goes to 14 games.

If the two teams have equal classification, there is no handicap. All games MUST be played.

## SECTION #4 – Team Rosters

Due to the team Fargo limits, teams need to turn in a PRESEASON roster when team is entered.

That way we can have all team Fargo's for the 1st week online.

5 person teams can carry up to ten (10) players on their team roster.

4 person teams can carry up to eight (8) players on their team roster.

If a team has a full roster a player may be added only by dropping a player off your roster.

Be sure to keep up with your roster. Team rosters are on the back of the weekly stat sheets.

Once the rosters have been turned it is the captain's responsibility to add/drop players.

A new player must be on the roster a full week prior to the match they are to play in.

A player can only be listed on 1 roster per division per night.

If a player is not on the team's roster, the only way they may play is if the captain of the opposing team agrees BEFORE the match begins. Both captains need to initial that player's name on the score sheet for that player to be eligible to play that match. Players that have been initialed will NOT be added to your roster unless they are added on the front of the score sheet in the add/drop box or submitted online.

Both captains need to check lineups for rostered players BEFORE the match starts. After the match starts there can be no protest concerning ineligible players. If a rostered player is in question, you must contact Jim (469-925-8761) prior to the lag. At that time if we cannot determine the player in question is on the roster, they will be allowed to play the match. If upon further investigation it is found that the player is not on the roster, their games will be forfeited.

Rosters will be enforced after the 4th week of play. No player additions in the last 4 weeks of the season.

When a team replaces a team that has dropped out will have two (2) weeks to get roster turned in, no matter what week the league is in.

## SECTION #5 – Basic League Procedures.

### Division Top Shooters & Team Top Shooters

Will be determined by player's games won... not by win percentage or any other criteria. The player that wins most games in the session... well... wins! Plain and simple.

### Season Length

All divisions play 18-week seasons. There will be two (2) complete seasons each year.

(This is to coincide with the BCAPL League Year).

The 1<sup>st</sup> session each year will begin the 1<sup>st</sup> Monday of January after New Year's Day.

The 2<sup>nd</sup> session each year will begin the 1<sup>st</sup> Monday of July after the 4<sup>th</sup> of July.

The week of the following holidays the entire league takes off.

Memorial Day / 4<sup>th</sup> of July / Labor Day / Thanksgiving Day

Christmas and New Year's Day (2 Weeks) / BCAPL World Championships in Feb/March (2 Weeks)

No Ear Buds or Head Phones can be worn by players while playing.

Use proper pool etiquette

Don't stand at the table when not shooting.

Don't stand or walk in front of your opponents or your teammates opponent shot while they are shooting.

The opening break of every match will be decided by LAG.

The winning team member of the previous game will break all subsequent games (winner breaks).

### **RACK YOUR OWN – The player breaking will rack for themselves.**

You may use a magic rack or "regular" rack. It's your choice.

### Coaching and Time Outs

There is NO coaching while a game is in progress except during the time out.

There will be 1 (one) 90 second time out allowed per game.

The player playing must be the one to call the time out, not a teammate.

After the 90 seconds the "coach" must leave the table area while the shot is executed.

There is no marking the table in any way. An opposing team player keeps the time.

### Before and after the time out

The two players playing the game are the ONLY ones that need to talk to each other.

Any gesture i.e. – hand signals, clearing your throat etc. at questionable time or telling player what to shoot, that they are shooting the wrong ball, calling a foul or talking about the current game is a FOUL and ball in hand to opponent. ONLY the players playing are to call fouls on each other and themselves etc.

not the spectators or other team members. This DOES INCLUDING CAPTAINS.

THE THREE FOUL RULE – Is effect in both 9 Ball and 10 Ball.

## SECTION #6 – General Rules and Procedures.

**6.1) Match Start Time** – The start time is 7:00 pm for all divisions with a 30 min. grace period. The grace period doesn't mean you wait for EVERYONE to get to the match though. The Southwest Pool League procedure is that you start the match at 7:00 with players there. If a player is late, you shoot around them until they arrive. What the grace period means is a player doesn't forfeit a game until after 7:30.

**6.2) Shooting Around Players** – Shooting around a player is as follows:

For example: the 2nd player in the lineup is late, the next player will play. The player whose team won the 1st game of the match will break and the match continues. If the player that is late and was shot around is not there by the time their 2nd game is to be played, they forfeit the 1st game and play continues. The late player will not break any games they miss that aren't forfeited.

Players can make up ALL games if they get to the match by 7:30.

**6.3) Push Out Option** – The player that shoots the shot immediately after the break may play a "push out" in the attempt to move the cue ball into a better position. On a "push out", the cue ball is not required to contact any object ball or any rail but all other foul rules apply. The player MUST announce the intention of playing a push out BEFORE the shot or it is considered to be a normal shot. Any ball pocketed on a push out does not count and stays down with the exception of the 9 Ball which is spotted. Following a push out, the incoming player has the option of shooting the ball from that position or passing the shot back to the player that pushed out. A push out is not considered a foul. An illegal push out is penalized according to the type of foul that was committed. If the player scratches on the break, the incoming player can NOT play a push out.

**6.4) Determining the Break** – The opening break of the match will be decided by LAG in all divisions.

The winning team member of the previous game will break all subsequent games.

The player breaking will rack their own. The player racking may use a magic rack or "regular" rack. It's their choice. All balls pocketed legally or illegally will stay down as with all balls leaving the playing surface.

9 on the break wins game. 9 Ball break is legal in ANY of the six pockets

**6.5) PROTESTS** – To protest, the team captain must notify the opposing team captain of your intent immediately. This means if a captain decides to protest a decision at any point in the match, they must do so before the next shot is made. If a situation arises during a game, the league must be notified BEFORE the next shot. Call Jim ASAP 469-925-8761. A protest will be disallowed if play continues before the league is notified.

**6.6) Shooting Out** – When a player needs to shoot out, that player's opponent will break all games.

The player shooting out must leave immediately after their last game. PLEASE don't shoot out unless absolutely necessary. The break for the games following a player that has shot out is determined by the outcome of the games (won/lost) of the player that shot out.

**6.7) Shooting Out of Rotation** – If a player shoots out of rotation the following applies.

If the two players have NOT played each other yet but will later on in the match, the game stands and the result will be applied to the appropriate frame.

If the two players have already played or do NOT play, the game is void and the two (2) correct players will play with no penalty to either team.

**6.8) A Hanging Ball Falls into a Pocket** – If a ball hangs in the pocket and after 5 seconds or longer, falls in the pocket by itself, the ball will be replaced as close as possible to its original position prior to falling in and play continues. This includes the 9 Ball.

**6.9) Equipment** – Equipment should be in reasonably good condition for league play but players need to keep in mind these are Bar tables. You're not at the BCAPL World Championship's.

NO NOVELTY BALL SETS.

**6-10) Substituting a rostered player** – A team that knowingly allows a player to participate under an assumed name will automatically forfeit the match. Don't allow someone to play under a rostered player name.

## SECTION #7 – Most Common Fouls

If the shooter commits a standard foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface. When the cue ball is in hand, the shooter may place the cue ball anywhere on the playing surface and may continue to move the cue ball until he executes a shot.

Players may use any part of the cue stick to move the cue ball, including the tip, but not with a forward stroke motion. In some games and for most break shots, placement of the cue ball may be restricted to the area behind the head string depending on the rules of the game.

**7.1) Cue Ball Scratch or off the Table** – If the cue ball is pocketed/driven off the table, it is a foul.

**7.2) Wrong Ball First** – In those games which require the first object ball struck to be a particular ball or one of a group of balls, it is a foul for the cue ball to first contact any other ball.

**7.3) No Rail after Contact** – If no ball is pocketed on a shot, the cue ball must contact an object ball, and after that contact at least one ball (cue ball or any object ball) must be driven to a rail, or it is a foul.

**7.4) No Foot on Floor** - If the shooter does not have at least one foot touching the floor at the instant the tip contacts the cue ball, the shot is a foul.

**7.5) Ball Driven off the Table** – It is a foul to drive an object ball off the table. Whether that ball is spotted depends on the rules of the game.

**7.6) Touched Ball \ Cue Ball and Object Balls** – It is a foul to touch, move or change the path of the cue ball anytime except when it is in hand or by the normal tip-to-ball forward stroke contact of a shot. It is also a foul to move or change the path of any object ball except by the normal ball-to ball contacts after shots. It is not a foul to touch or move object ball before the shot. If a ball is moved before a shot, the object ball moved needs to be put back into its original position before the shot is taken. If an object ball is touched AFTER the shot is hit, it is a foul.

**7.7) Double Hit \ Frozen Balls** – If the cue stick contacts the cue ball more than once on a shot, the shot is a foul. If the cue ball is close to but not touching an object ball and the cue tip is still on the cue ball when the cue ball contacts that object ball, the shot is a foul. If the cue ball is very close to an object ball, and the shooter barely grazes that object ball on the shot, the shot is assumed not to violate the first paragraph of this rule, even though the tip is arguably still on the cue ball when ball-ball contact is made.

However, if the cue ball is touching an object ball at the start of the shot, it is legal to shoot towards or partly into that ball (provided it is a legal target within the rules of the game) and if the object ball is moved by such a shot, it is considered to have been contacted by the cue ball. (Even though it may be legal to shoot towards such a touching or “frozen” ball, care must be taken not to violate the rules in the first paragraph if there are additional balls close by.) The cue ball is assumed not to be touching any ball unless it is declared touching by the referee or opponent. It is the shooter’s responsibility to get the declaration before the shot. Playing away from a frozen ball does not constitute having hit that ball unless specified in the rules of the game.

**7.8) Push Shot (Different than a Push Out)** – It is a foul to prolong tip-to-cue-ball contact beyond that seen in normal shots.

**7.9) Balls Still Moving** – It is a foul to begin a shot while any ball in play is moving or spinning.

**7.10) Bad Cue Ball Placement** – When the cue ball is in hand and restricted to the area behind the head string, it is a foul to play the cue ball from on or below the head string. If the shooter is uncertain whether the cue ball has been placed behind the head string, he may ask the referee for a determination.

**7.11) Bad Play from Behind the Head String** – When the cue ball is in hand behind the head string, and the first ball the cue ball contacts is also behind the head string, the shot is a foul unless the cue ball crosses the head string before that contact. If such a shot is intentional, it is unsportsmanlike conduct. The cue ball must either cross the head string or contact a ball in front of or on the head string or the shot is a foul, and the cue ball is in hand for the following player according to the rules of the specific game. If such shot is intentional, it is also unsportsmanlike conduct.

**7.12) Cue Stick on the Table** – If the shooter uses his cue stick in order to align a shot by placing it on the table without having a hand on the stick, it is a foul.

**7.13) Playing out of Turn** – It is a standard foul to unintentionally play out of turn. Normally, the balls will be played from the position left by the mistaken play. If a player intentionally plays out of turn, it should be treated like 7.16): Unsportsmanlike Conduct.

**7.14) Three Consecutive Fouls** – If a player fouls three times without making an intervening legal shot, it is a serious foul. In games scored by the rack, such as nine ball, the fouls must be in a single rack. Some games such as eight ball do not include this rule. The referee or opponent must warn a shooter who is on two fouls when he comes to the table that he is on two fouls. Otherwise, a possible third foul will be considered to be only the second.

**7.15) Ball Rack Template Foul** – It is a foul when a Ball Rack Template, removed from the playing surface, interferes with the game i.e. if the template is lying on the rail and a ball (cue or object ball) touches the template that is lying on the rail.

**7.16) Unsportsmanlike Conduct** – The normal penalty for unsportsmanlike conduct is the same as for a serious foul, but the referee may impose a penalty depending on his judgment of the conduct. Among other penalties possible are a warning; a standard-foul penalty, which will count as part of a three foul sequence if applicable; a serious-foul penalty; loss of a rack, set or match; ejection from the competition possibly with forfeiture of all prizes, trophies and standings

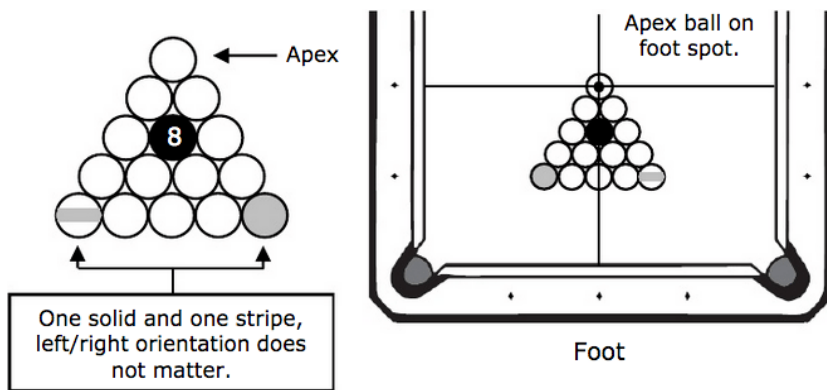
## SECTION #8 – SWPL 8 Ball Rules

For the most part we use the CSI 8 Ball Rules for 8 Ball with a few tweaks that fit better into our league. These tweaks are highlighted in red.

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

**8.1) Determining the Break** – The player who wins the lag chooses who will break the first rack. The standard format is to alternate the break.

**8.2) 8 Ball Rack** – 8-Ball Rack The balls are racked as follows (see Figure 2-1): a. in a triangle with the apex ball on the foot spot. b.) the rows behind the apex are parallel to the foot string. c.) the 8-ball is in the middle of the row of three balls. d.) the remaining balls are placed at random, except that the ball at each rear corner of the rack must be of a different group from the other rear corner.



**8.3) Legal Break Shot** – The following rules apply to the break shot:

- (a) the cue ball begins in hand behind the head string.
- (b) if no ball is pocketed, at least four object balls must be driven to one or more rails, or it is a foul.

### **8.4) Break Requirement**

1.) You begin the break with ball in hand behind the head string. The break is not a called shot, and you may not call a ball or a safety on the break. There is no requirement for the cue ball to contact any particular ball first. You must legally pocket a ball or cause at least four object balls to contact one or more cushions or it is an illegal break. If you legally pocket a ball, you continue to shoot. If you do not legally pocket a ball or you commit a foul, your inning ends.

2.) If you intend to break softly, you must notify your opponent and allow them the opportunity to call a referee to watch your break. If you fail to notify your opponent you will receive a mandatory warning on the first offense. Second and subsequent offenses are fouls.

- 3.) If your break is illegal, with or without a foul, your inning ends. Your opponent may:
  - a. re-rack the balls and break.
  - b. require you to re-rack the balls and break again.

The game cannot continue until there is a legal break. If your opponent's break is illegal and there is also a foul, the illegal break takes precedence and you must choose either option (a) or (b) above.

4. If you foul on a legal break and do not pocket the 8-ball, your inning ends and any other pocketed object balls remain pocketed. Your opponent receives ball in hand anywhere on the table.

5. In all cases on the break, jumped object balls other than the 8-ball are not returned to the table except in the case of a re-rack. If the 8-ball is jumped it is spotted.

### **8.5) 8-Ball Pocketed on the Break**

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

3. If the 8-ball is pocketed on the break, and it is not noticed until after another shot has been taken, the game will be replayed with the player who broke the game breaking again.

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

### **8.7) Establishing Groups**

1. Groups are established when the first object ball is legally pocketed on a shot after the break. The player legally pocketing the first ball is assigned that group, and the opponent is assigned the other group. You cannot establish a group on a safety.

2. If all balls of either group are pocketed on the break or illegally pocketed before groups are established, either player may legally shoot the 8-ball during their inning. You win the game if you legally pocket the 8-ball on such a shot.

3. Once they are established, groups can never change for the remainder of that game. If a player shoots the wrong group and no foul is called before the next shot and the player continues to shoot at that group, or if at any time during the game it is discovered by either player or a referee that the players are shooting the wrong groups, the game will be replayed with the player who broke the game breaking again. If a game has ended and then the players realize they shot the wrong groups, the game is not replayed and the result stands.

### **8.8) Continuing Play**

1. Once groups are established, play continues with each player having their group as legal object balls. Balls in your opponents' group and the 8-ball are illegal object balls. When it is your inning, you continue to shoot as long as you legally pocket a ball on each shot. Object balls pocketed in addition to the called ball remain pocketed. Your inning ends if you do not legally pocket a ball.

2. Jumped object balls and illegally pocketed balls are not returned to the table but do count in favor of the player with that group.

**8.9) Safety Play** – Prior to any shot except the break, you may declare a safety. On a safety, your inning ends after the shot regardless of whether you pocket any ball. If you do not declare a safety and you pocket a ball on an obvious shot, your inning continues and you must shoot again.

### **8.10) Shooting the 8-Ball**

1. The 8-ball becomes your legal object ball on your first shot after there are no balls of your group on the table. The player who legally pockets the 8-ball wins the game.

2. If you pocket the 8-ball and foul, it is a loss of game. If you foul when shooting the 8-ball but do not pocket the 8-ball. Your opponent receives ball in hand.

**8.11) Loss of Game** – You lose the game if:

- a. you illegally pocket the 8-ball.
- b. you jump the 8-ball off the table on any shot other than the break.
- c. you pocket the 8-ball on the same shot as the last ball of your group.
- d. you violate any General Rule that requires loss of game as a penalty.

**8.12) Stalemate** – If a referee judges that the table is in a position such that any attempt to pocket or move a ball will result in loss of game on that shot, or that the game is not progressing because the position of the table has not significantly changed through three consecutive innings by each player, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again.

## **SECTION #9 – SWPL 9 Ball Rules.**

For the most part we use the CSI 9 Ball Rules for 9 Ball with a few tweaks that fit better into our league.

These tweaks are highlighted in red.

9-Ball is played with a cue ball and nine object balls numbered 1 through 9. You shoot the balls in ascending numerical order, continuing to shoot as long as any ball is legally pocketed. The 9-ball is the game-winning ball. The object of the game is to pocket the 9-ball on any legal shot. The game is played by two players or two teams

**9.1) Determining the Break** – The player who wins the lag chooses who will break the first rack. The standard format is to alternate the break.



**9.2) 9 Ball Rack** – The balls are racked as follows (see Figure 3-1) a.) in a diamond shape with the 1-ball as the apex ball on the foot spot. b.) the rows behind the apex are parallel to the foot string. c.) the 9-ball is in the middle of the rack. d.) the remaining balls are placed at random.

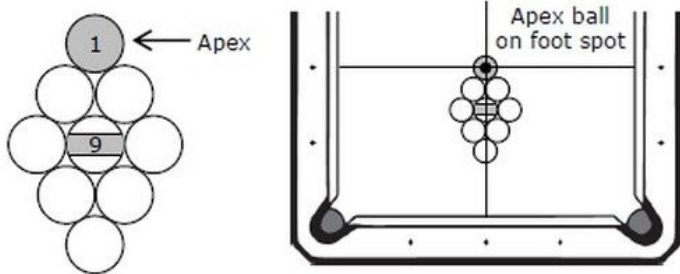


Figure 3-1

**9.3) Legal Break Shot** – The following rules apply to the break shot:

- (a) the cue ball begins in hand behind the head string.
- (b) if no ball is pocketed, at least four object balls must be driven to one or more rails, or it is a foul.

#### **9.4) Break Requirement**

1. You begin the break with ball in hand behind the head string. The cue ball must contact the 1-ball before any other ball or cushion or it is a foul. You must either legally pocket a ball or cause at least four object balls to contact one or more cushions, or it is a foul.

2. Jumped object balls other than the 9-ball are not returned to the table. If the 9-ball is jumped, it is spotted.

3. If you legally pocket a ball, you continue to shoot. Your inning ends if you do not pocket a ball or if you foul. If you legally pocket the 9-ball on the break, you win the game. If you foul on the break and pocket the 9-ball, it is spotted.

#### **9.5) Push-out After the Break**

1. If there was no foul on the break, the player taking the first shot after the break has the option to shoot a push-out. On a push-out:

- a. you must notify your opponent before the shot and your opponent must acknowledge your intention.
- b. the cue ball does not have to contact the lowest numbered ball first, or any object ball at all.
- c. no ball has to contact a cushion.
- d. all other rules and fouls still apply.

2. Any object balls except the 9-ball that are pocketed on a push-out remain pocketed. If the 9-ball is pocketed it is spotted.

3. After a push-out without a foul, your opponent may:

- a. accept the table in position and shoot.
- b. require you to shoot again with the table in position.

If you push-out and foul, your opponent receives ball in hand.

#### **9.6) Continuing Play**

1. After the break (and push-out, if one occurs), play continues as follows:

- a. the lowest numbered ball on the table must be the first object ball contacted by the cue ball or it is a foul;
- b. if you legally pocket any ball your inning must continue.
- c. the 9-ball is spotted if it is illegally pocketed or if it is jumped.
- d. other jumped object balls and illegally pocketed balls are not returned to the table.

2. When it is your inning, you must continue to shoot as long as you legally pocket a ball on each shot. Your inning ends if you do not legally pocket a ball.

3. The game is won by the player who legally pockets the 9-ball.

**9.7) Three Successive Fouls** – You lose the game if you commit three successive fouls in one game.

**9.8) Stalemate** – If a referee judges that the table is in a position such that any attempt to pocket or move a ball will result in loss of game on that shot, or that the game is not progressing because the position of the table has not significantly changed through three consecutive innings by each player, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again.



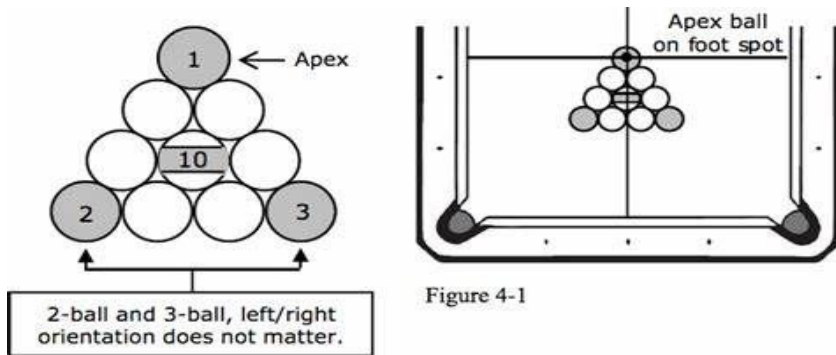
## SECTION #10 – SWPL 10 Ball Rules

For the most part we use the WPA 10 Ball Rules for 10 Ball with a few tweaks that fit better into our league. These tweaks are highlighted in red.

Ten ball is a call shot game played with ten object balls numbered one through ten and the cue ball. The balls are played in ascending numerical order and the lowest numbered ball must be contacted by the cue ball in order to establish a legal hit. If the ten ball is pocketed on a legal break shot, it will be re-spotted and the player continues with his inning. Only one ball may be called on each shot, except on the break shot where no ball may be called.

**10.1 Determining the Break** – The player who wins the lag chooses who will break the first rack. The standard format is to alternate the break.

**10.2 Ten Ball Rack** – The object balls are racked as tightly as possible in a triangular shape, with the one ball at the apex of the triangle and on the foot spot and the ten ball in the middle of the triangle. The other balls will be placed in the triangle without purposeful or intentional pattern.



**10.3 Legal Break Shot** – The following rules apply to the break shot:

- (a) the cue ball begins in hand behind the head string.
- (b) if no ball is pocketed, at least four object balls must be driven to one or more rails, or it is a foul.

**10.4 Second Shot of the Rack / Push Out** – If no foul is committed on the break shot, the shooter may choose to play a “push out” as his shot. He must make his intention known to the referee and/or their opponent. If no foul is committed on a push out, the other player chooses who will shoot next. The ten-ball pocketed during a Push Out is re-spotted, without penalty.

**10.5 Call Shots & Pocketing Balls** – Whenever the shooter is attempting to pocket a ball (except the break) he is required to call shots, the intended ball and pocket must be indicated for each shot if they are not obvious. Details of the shot, such as cushions struck or other balls contacted or pocketed are irrelevant. Ball and pocket on all bank, carom and combination shots must be called. If the referee or opponent is unsure of the shot to be played, he may ask for a call.

**10.6 Safety** – The shooter, after the break at any time may call “safety” which permits him to make contact with the legal object ball without pocketing a ball and end his inning. However, if the shooter pockets the legal object ball the incoming player has the option to play the shot as left, or hand it back to his opponent. (See 9.7 Wrongfully Pocketed Balls which also applies during a safety.)

**10.7 Wrongfully Pocketed Balls** – If a player misses his intended ball and pocket, and either makes the nominated ball in the wrong pocket or pockets another ball, his inning has finished and the incoming player has the option to take the shot as is, or hand it back to his opponent.

**10.8 Continuing Play** – If the shooter legally pockets a called/nominated ball on a shot (except a push out, see 10.4 Second Shot of the Rack/ Push Out), any additional balls pocketed remain pocketed (except the ten ball; see 10.9 Spotting Balls), and he continues at the table for the next shot. If a player nominates and legally pockets the ten ball (i.e. combination shot) prior to the ten ball being the last remaining ball, the ten ball is re-spotted and the shooter continues, while pocketing the ten ball as a final ball at the table, he wins the rack. If the shooter fails to pocket the called ball or fouls, play passes to the other player, and if no foul was committed, the incoming player must play the cue ball from the position left by the other player.

**10.9 Spotting Balls** – If the ten ball is pocketed on a foul or push out, or accidentally in the wrong pocket, or driven off the table, it is re-spotted. No other object ball is ever spotted.

**10.10 Standard Fouls** – If the shooter commits a standard foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface. When the cue ball is in hand, the shooter may place the cue ball anywhere on the playing surface and may continue to move the cue ball until he executes a shot. Players may use any part of the cue stick to move the cue ball, including the tip, but not with a forward stroke motion. In some games and for most break shots, placement of the cue ball may be restricted to the area behind the head string depending on the rules of the game. When the shooter has the cue ball in hand

behind the head string and all the legal object balls are behind the head string, he may request the legal object ball nearest the head string to be spotted. If two or more balls are equal distance from the head string, the shooter may designate which of the equidistant balls is to be spotted. An object ball that rests exactly on the head string is playable.

#### 10.10a – Cue Ball Scratch or off the Table

If the cue ball is pocketed or driven off the table, the shot is a foul.

#### 10.10b – Wrong Ball First

In those games which require the first object ball struck to be a particular ball or one of a group of balls, it is a foul for the cue ball to first contact any other ball.

#### 10.10c – No Rail after Contact

If no ball is pocketed on a shot, the cue ball must contact an object ball, and after that contact at least one ball (cue ball or any object ball) must be driven to a rail, or the shot is a foul.

#### 10.10d – No Foot on Floor

If the shooter does not have at least one foot touching the floor at the instant the tip contacts the cue ball, the shot is a foul.

#### 10.10e – Ball Driven off the Table

It is a foul to drive an object ball off the table. Whether that ball is spotted depends on the rules of the game.

#### 10.10f – Touched Ball – Cue Ball and Object Balls

It is a foul to touch, move or change the path of the cue ball anytime except when it is in hand or by the normal tip-to-ball forward stroke contact of a shot. It is also a foul to move or change the path of any object ball except by the normal ball-to-ball contacts after shots. It is not a foul to touch or move object ball before the shot. If a ball is moved before a shot, the object ball moved needs to be put back into its original position before the shot is taken. If an object ball is touched AFTER the shot is hit, it is a foul.

#### 10.10g – Double Hit / Frozen Balls

If the cue stick contacts the cue ball more than once on a shot, the shot is a foul. If the cue ball is close to but not touching an object ball and the cue tip is still on the cue ball when the cue ball contacts that object ball, the shot is a foul. If the cue ball is very close to an object ball, and the shooter barely grazes that object ball on the shot, the shot is assumed not to violate the first paragraph of this rule, even though the tip is arguably still on the cue ball when ball-ball contact is made.

However, if the cue ball is touching an object ball at the start of the shot, it is legal to shoot towards or partly into that ball (provided it is a legal target within the rules of the game) and if the object ball is moved by such a shot, it is considered to have been contacted by the cue ball.

(Even though it may be legal to shoot towards such a touching or “frozen” ball, care must be taken not to violate the rules in the first paragraph if there are additional balls close by.)

The cue ball is assumed not to be touching any ball unless it is declared touching by the referee or opponent. It is the shooter’s responsibility to get the declaration before the shot. Playing away from a frozen ball does not constitute having hit that ball unless specified in the rules of the game.

#### 10.10h – Push Shot (Different than a Push Out)

It is a foul to prolong tip-to-cue-ball contact beyond that seen in normal shots.

#### 10.10i – Balls Still Moving

It is a foul to begin a shot while any ball in play is moving or spinning.

#### 10.10j – Bad Cue Ball Placement

When the cue ball is in hand and restricted to the area behind the head string, it is a foul to play the cue ball from on or below the head string. If the shooter is uncertain whether the cue ball has been placed behind the head string, he may ask the referee for a determination.

#### 10.10k – Bad Play from Behind the Head String

When the cue ball is in hand behind the head string, and the first ball the cue ball contacts is also behind the head string, the shot is a foul unless the cue ball crosses the head string before that contact. If such a shot is intentional, it is unsportsmanlike conduct. The cue ball must either cross the head string or contact a ball in front of or on the head string or the shot is a foul, and the cue ball is in hand for the following player according to the rules of the specific game. If such shot is intentional, it is also unsportsmanlike conduct.

#### 10.10l – Cue Stick on the Table

If the shooter uses his cue stick in order to align a shot by placing it on the table without having a hand on the stick, it is a foul.

### 10.10m – Playing out of Turn

It is a standard foul to unintentionally play out of turn. Normally, the balls will be played from the position left by the mistaken play. If a player intentionally plays out of turn, it should be treated like 10.10q Unsportsmanlike Conduct.

### 10.10n – Three Consecutive Fouls

If a player fouls three times without making an intervening legal shot, it is a serious foul. In games scored by the rack, such as nine ball, the fouls must be in a single rack. Some games such as eight ball do not include this rule. The referee or opponent must warn a shooter who is on two fouls when he comes to the table that he is on two fouls. Otherwise, a possible third foul will be considered to be only the second.

### 10.10o – Slow Play

If the referee feels that a player is playing too slowly, he may advise that player to speed up his play. If the player does not speed up, the referee may impose a shot clock on that match that applies to both players. If the shooter exceeds the time limit specified for the tournament, a standard foul will be called and the incoming player is rewarded according to the rules applicable to the game being played.

(Rule 10.10q Unsportsmanlike Conduct may also apply.)

### 10.10p – Ball Rack Template Foul

It is a foul when a Ball Rack Template, removed from the playing surface, interferes with the game i.e. if the template is lying on the rail and a ball (cue or object ball) touches the template that is lying on the rail.

### 10.10q – Unsportsmanlike Conduct

The normal penalty for unsportsmanlike conduct is the same as for a serious foul, but the referee may impose a penalty depending on his judgment of the conduct. Among other penalties possible are a warning; a standard-foul penalty, which will count as part of a three foul sequence if applicable; a serious-foul penalty; loss of a rack, set or match; ejection from the competition possibly with forfeiture of all prizes, trophies and standings points. Unsportsmanlike conduct is any intentional behavior that brings disrepute to the sport or which disrupts or changes the game to the extent that it cannot be played fairly. It includes

- (a) distracting the opponent;
- (b) changing the position of the balls in play other than by a shot;
- (c) playing a shot by intentionally miscuing;
- (d) continuing to play after a foul has been called or play has been suspended;
- (e) practicing during a match;
- (f) marking the table;
- (g) delay of the game; and
- (h) using equipment inappropriately

## SECTION #11 – Post season player eligibility, seeding and standings scoring.

### 11.1) League Championship Playoffs Player Qualification.

For a player to be qualified for the playoffs they must have played in five (5) of teams matches.

### 11.2) Playoff Seeding / number of teams going to playoffs and bracketing.

If your night has only 1 division of your game then the top 4 teams from division will go to the playoffs. If there are 2 or more divisions on your night and game the top 2 teams from each division will go to the playoffs. There are no “Blind Draws”. The best record of the qualified teams determines the bracket seeding. Head-to-Head is 1<sup>st</sup> tie breaker 2<sup>nd</sup> tie breaker is games won.

11.3) Team scoring explained – All Triple Play Divisions – In the team standings, winning the match is 2 points in win column. Losing the match is 2 points in loss column.

A tie is 1 point in both columns.

The reason for this is these divisions can tie and it looks better than 7.5 wins for example.

All 8 Ball, 9 Ball and 10 Ball Divisions – In the team standings, winning the match is 1 point in the win column.

A loss is 1 point in the loss column. There can be no ties in these divisions.