

League Frequently Asked Rules At A Glance

Grace Period

There is a grace period of 15 minutes, when there are at least two Players present to start the match. The third Player needs to be there by 7:15pm or a forfeit could be called by the opposing Team's Captain/Representative. (Note: See Forfeited Match rules when 3 players are not present to form a legal Team of play, the opposing team can call a forfeit or choose to shoot). Forfeit fee applies.

Forfeit

Any team forfeiting a match instead of rescheduling will pay a \$25 forfeit fee in addition to the \$32 weekly fee.

Scratch on break, cue ball anywhere

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 are-rack. If the 8-ball is jumped it is spotted.

8 Ball Breaks do not count-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.

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.

Referee Opponents responsibility to call a ref.

If your opponent requests that play be stopped in order to summon a referee or other event official, you must acknowledge and honor that request. After play has stopped, it is a foul if you take any stroke or shot until a referee authorizes you to shoot.

Knocked balls off table

-Loss of game if you knock the 8 ball off the table other than the break (spot).

-Any other object balls knocked off the table stay down.

Shooting the wrong balls

-Once balls are established, groups can never change for the remainder of the game. If at any time during the game it is discovered by either player or referee that the players are shooting the wrong groups, the game will be replayed with the player who broke the game breaking again. If the game has ended and then the players realize they shot the wrong groups, the game is not replayed and the result stands.

Balls in Motion

It is a foul if you shoot while any ball on the table is in motion. A spinning ball is in motion.

Touching a moving ball – Foul, ball in hand

It is a deliberate foul if you intentionally stop or deflect any object ball that is in motion, or intentionally move any stationary object ball that is in play, by any method other than a legal shot, including by intentionally contacting or moving any part of the table in any way. (AR p. 91) Penalties First violation of (c): your opponent may have the object ball restored (if it was stationary), pocketed or left in its position after the foul. However, it is loss of game if it is the game-winning ball, if any deflected object ball contacts any other ball, or if more than one ball is moved.

Slow Play

If the match is not in the third frame by 9pm and there is another available table, either team can request using two tables to finish the match at a reasonable time and the other team must comply.

Racking Procedures (Pattern Racking)

Your opponent may inspect the rack but must not touch any ball. If your opponent is not satisfied with the rack, they may require you to re-rack the balls one time. After one re-rack, if both players cannot agree that the rack is suitable for play a referee must be called. The referee will then rack the balls for that game. If the referee racks the balls, the opponent may inspect the rack but must accept the rack as is.

Placing Hand in Pocket

It is a deliberate foul if you catch any ball that is falling into a pocket, or place your hand into a pocket while any ball in play is in motion near that pocket. (AR p.97)

First violation of (d): if the cue ball, ball in hand. If an object ball, your opponent may have the ball placed along the lip of the pocket, pocketed, or left in position. However, it is loss of game if the ball involved is the game winning ball. (8-ball exception for the first violation: if the 8-ball is involved and it is the break shot, it is not loss of game,).

Breaking out of Order

It is your responsibility to know when it is your turn to break. If the incorrect player breaks a game and the error is discovered before the game is completed, the game will be re-racked with the proper player breaking. If the error is not discovered until after the game is completed then the results of the game are final.

Coaching

1. During your match, it is a foul if you ask for, or intentionally receive, assistance in planning or executing any shot.
2. It is a foul if you receive unsolicited assistance from a spectator associated with you (e.g., spouse/partner, relative, teammate). "Assistance" includes being alerted to an opponent's foul.
3. If you are not aware of an opponent's foul, and you are alerted to the foul by unsolicited information from a spectator not associated with you, the foul is not enforceable but you do not incur any additional penalty.

Concession Of Game

1. You must not concede any game at any time for any reason. "Concede" means that, as a result of any verbal or non-verbal action, you lead your opponent to believe that you are awarding them the game before its normal conclusion on the table. Before a game has ended, you must refrain from making any statements such as "good game", etc., or any other verbal inference that the game is over or that your opponent is certain or likely to win. You must also refrain from any similar non-verbal action, such as putting away your cue or accessory items, beginning to mark a score sheet, changing clothes, retrieving or juggling coins or tokens, etc. Whether or not you have conceded a game is determined solely by the referee's judgment.