

Southern Nevada '9' Ball Tavern Owners Association, Inc.

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18-BALL RULES AND REGULATIONS – BCA and/or ACS SANCTIONED

Sportsmanship is simply treating your teammates and opponents with courtesy and respect. While everyone wants to win, the purpose of league play is to have fun playing the great sport of billiards in the community of friends. By following a few simple guidelines, you can help ensure everyone gets the most of their BCA league experience.

GENERAL

1. Know the rules. Most disputes can be avoided if both players are knowledgeable about the rules of the game.
2. The starting time of a match will be 7:30 p.m. with a 15-minute grace period.
3. A match will consist of 20 games and a team will consist of five (5) adults over the age of 21. If a player is not 21 and this fact is brought to the attention of the Association office, all games said player has won will be forfeited to the opposing team. (Any such person must show a Pictured Identification Card.) Also, any person who is suspected of playing under an assumed name can be asked for a picture I.D.
4. Under NO CIRCUMSTANCES will we accept nicknames. We must have first and last names that correspond with the player's pictured I.D.
5. The Visiting team breaks the first and third rounds, Home team will break the second and fourth rounds, (see score sheet).
6. Use your score sheets that are issued to you at the start of this season. Do not use your previous season's score sheets, as each season's sheets are coded differently.
7. BCA and ACS Sanctioning fees are \$10.00 each and are due the first night of play. All players must pay this fee regardless of how many weeks are played, if sanctioning fees are not current they will be deducted from prize money at the end of the season.
8. Player's fees are \$9.00 per night; the team captain will be responsible for turning in his or her team's score sheet and player fees to one of the drop off points. The sheets must be turned in by **12 noon the DAY FOLLOWING THE MATCH**. Failure to do so will result in a \$5.00 penalty that will be deducted from the team's prize money.
9. Team Handicaps (Averages) go in effect the first week of play. If a player has not established a handicap, ladies will automatically use 4 until her handicap is established. Men will use 6.
10. Team handicaps - If a team handicap exceeds 40, then the opposing team will get one (1) point for each number over 40. [Example: Team A handicap 41 minus Team B handicap 36 = 5. Team B will receive 5 for the difference plus 1 for over 40 = 6 handicap for Team B]. If both teams exceed 40, this rule does not apply.
11. Only ONE table is to be used for league play.
12. A team that calls in to forfeit will pay for that match. The other team that **did** show for the match will not have to pay their league fees for that night. It is not fair to the team you're playing **OR** the Sponsor to not show for a match.

ROSTERS

1. A roster sheet will be provided with each team's folder. This roster must be turned in no later than the 4th week of play. Teams not turning in rosters by the 4th week will be fined \$10.00 from team monies.
2. Teams may carry no more than ten (10) players on their rosters. A \$10.00 BCA and or ACS Sanctioning fee is required for every player that plays and is due the first week of play.
3. If a team has a full roster a player may be added only by dropping a player off the roster. Be sure you keep up with your roster changes, and change your roster according to weekly update sheets.
4. Once the rosters have been turned in after the 4th week of play it is the captain's responsibility to add or drop players that are not on the roster the following week (week 5 etc.). If a team's roster is turned in late, **ONLY** the players listed on the back of the 5th week sheet will be eligible to play until the captain has added or dropped the appropriate players.
5. After the 4th week of play a new player must be on the roster one (1) full week in advance of the match he or she is to play.
6. A player may be listed on only one roster on a given night of play. A player may only play on one team per night. No player shall be allowed to play on two teams per night. The only exception is a sponsor. This includes the first four weeks of the season.
7. (A) If a player is not on a roster of a team one (1) week in advance of a match, the only way he or she may play is if the captain of the opposing team agrees before the match starts. Both captains must initial that player's name on the score sheet for that player to be eligible to play that match. Players who have been initialed by both captains will not be added to your roster unless they are also put on the Adds and Drops. (B) Both captains must check lineups for rostered players before the coin flip. After the coin flip to start the match, there can be no protest for ineligible players. (C) If a rostered player is in question, you must call the cellular (353-1932 or 353-3777) before the coin flip. At that time if we cannot positively determine that the player in question is on the roster, he or she will be allowed to play the match and if upon further investigation it is found that the player is not on the roster, their games will be disallowed.
8. A sponsor need not be listed on the roster to be eligible to play. He or she may play on any one of his or her teams, if necessary.
9. No player shall be eligible to play the last four (4) weeks unless that player is on the team's roster prior to the final four (4) weeks of play.

OBJECT OF THE GAME

Eight Ball is a call shot game played with a cue ball and fifteen object balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). THE PLAYER POCKETING HIS GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME.

GENERAL RULES AND FOULS

1. One foul ball in hand, except after the break (see Rule 9).
2. CUE BALL FOULS ONLY. It is not a foul to accidentally touch stationary balls located between the cue ball and the shooter while in the act of shooting. If such an accident occurs, the player should allow their opponent to restore the object ball(s) to their correct position(s). If the player does not allow such a restoration, and a ball set in motion as a normal part of the shot touches such an unrestored ball, or passes partly into a region originally occupied by a disturbed ball, the shot is a foul. **In short, if the accident has any effect on the outcome of the shot, it is a foul.**
3. CALL SHOTS. In call shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Banks and combinations are not considered obvious and both the object ball and the pocket must be called. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent. You must call the 8-ball.
4. RACKING THE BALLS. 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 foot spot, a stripe ball in one corner of the rack and a solid in the other corner.
5. CUE BALL ON OPENING BREAK. The opening break shot is taken with cue ball in hand behind the head string. The object balls are positioned according to specific game rules. On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip and crosses the head string.
6. LEGAL BREAK SHOT. To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. If he/she fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table as is, or (2) having the balls re-racked and having the option of shooting the opening break himself or allowing the offending player to rebreak.
7. DEFLECTING THE CUE BALL ON THE GAMES OPENING BREAK. On the break shot, stopping or deflecting the cue ball after it has crossed the head string and prior to hitting the racked balls is considered a foul and loss of turn. The opponent has the option of receiving cue ball in hand behind the head string or passing the cue ball in hand behind the string back to the offending player.
8. If a player deliberately throws, slaps or grabs any ball or any of the equipment in an unsportsmanlike manner it is an automatic loss of game. The enforcement of this rule will discourage bad sportsmanship.
9. SCRATCH ON A LEGAL BREAK. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball), (2) it is a foul, (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.
10. OBJECT BALLS JUMPED OFF THE TABLE ON A BREAK. If a player jumps an object ball 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 head string and shooting.
11. 8-BALL POCKETED ON THE BREAK. If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a re-rack or having the 8-ball spotted and begin shooting with ball in hand behind the head string.
12. CHOICE OF GROUP. The choice of stripes and solids is not determined on the break even if balls are made from only one or both groups. THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT. The choice of group is determined only when a player legally pockets a called object ball after the break shot. The 8-ball cannot be the first ball contacted on an open table.
13. LEGAL SHOT, (Defined). On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail. NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, an object ball must be pocketed, OR the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.
14. SAFETY SHOT. For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious ball, then prior to the shot, he must declare a "safety" to his opponent. If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.
15. SCORING. A player is entitled to continue shooting until he fails to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball. (A) In scoring, each player receives one (1) point for each of his/her group of balls (solids or stripes) legally pocketed, plus three (3) points for legally pocketing the 8-ball. Thus, a win is worth ten (10) points to a player. The losing player receives one (1) point for each ball in his or her group pocketed during the game.
16. If both teams are tied in a round, the team with the most wins (10's) will win that round.
17. FOUL PENALTY. Opposing player gets cue ball in hand. This means that the player may place the cue ball anywhere on the table (does not have to be behind the head string except on the opening break). This rule prevents a player from making intentional fouls, which would put his opponent at a disadvantage. With "cue ball in hand," (*a player must adjust the cue ball with their hand only*).
18. COMBINATION SHOTS. Combination shots are allowed; however, the 8-ball cannot be used as the first ball in the combination.

19. **ILLEGALLY POCKETED BALLS.** An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a strategy is called prior to the shot. Illegally pocketed balls remain pocketed.
20. **OBJECT BALLS JUMPED OFF THE TABLE** – If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game.
21. **BALLS JUMPED OFF 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 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 light fixture, chalk on the rails and cushion tops, etc., 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). In all pocket billiard games when a stroke results in the cue ball or any object ball being jumped off the table, the stroke is a foul.
22. **PLAYING THE 8-BALL.** When shooting at the 8-ball, a scratch or foul is not loss of game if the 8-ball is not pocketed or jumped from the table. Incoming player has cue ball in hand. NOTE: A combination shot can never be used to legally pocket the 8-ball.
23. **LOSS OF GAME.** A player loses the game if he commits any of the following infractions: (A) Fouls when pocketing the 8-ball (exception: 8-ball pocketed on the break), (B) Pockets the 8-ball on the same stroke as the last of his group of balls, (C) Jumps the 8-ball off the table at any time, (D) Pockets the 8-ball in a pocket other than the one designated, (E) Pockets the 8-ball when it is not the legal object ball.
24. **STALEMATED GAME.** If after three (3) consecutive turns at the table by each player (6 turns total), both players agree that attempting to pocket or moving an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may only be used when there are only two object balls and the 8-ball remaining on the table. PLEASE NOTE: THREE CONSECUTIVE FOULS BY ONE PLAYER IS NOT A LOSS OF GAME.
25. **SCORING A FORFEITED PLAYER.** If a team plays with a player short, the opposing team can deduct one handicapped so that both teams are using 4 handicapped scores. When scoring the match the forfeited player will receive 5 points per round and the opposing player will receive 10 points for the win per round.
26. **PUSH SHOTS.** A push shot is a shot in which the cue tip maintains contact with the cue ball beyond the split second allowed for a normal and legally stroked shot. If the cue ball and object ball are frozen or up to a width of a cue chalk and the cue ball is not hit away from the object ball at a 45 degree angle then it will be a foul. If the cue ball follows through the object ball more than ½ ball, it is a foul. See last page for illustration.
27. A split hit is a good hit.

MISCELLANEOUS

1. To file a protest the team captain must notify the opposing team captain immediately. This means if a captain decides to protest a decision at any point in the match, he or she must do so before the next shot is made. If a situation arises during a game, the league office must be notified before the next shot. (Cellular 702-353-1932). A protest will be disallowed if the game continues before the league office is notified. A detailed description of the reason for the protest must be written on the back of the score sheet – and signed by both captains before the match continues.
2. Players who are late for the match will forfeit the games they missed – BUT may play their remaining games (UNLESS THE CAPTAINS have agreed before the match started they would play around that person(s), and agreed that player(s) can make up the games when he or she arrives.) If both captains agree to play around a player, specify how long you will wait before the player receives a loss. Put it in writing on the back of your score sheet – both captains must sign to avoid later disagreement. The Association does not endorse playing out or letting players make up games for arriving late, but if both captains agree to let that player(s) do so these rules apply: (A) The player(s) will make up the missed game(s) at both captains agreed time (match may be interrupted for make up games or may be done at end of round).
3. **LEGAL PLAYER ARRIVES AFTER MATCH HAS STARTED.** If the Legal player arrives prior to his game, the player will be allowed to play all his/her games in the match. If the said player arrives prior to his game in round 2 or 3, he/she will be allowed to finish the match with his/her teammates. The Captains will need to adjust the handicaps for those particular rounds. NOTE: IN THE ROUND WHERE A FORFEIT IS USED AS A PLAYER THE OPPOSING TEAM WILL RECEIVE 10 POINTS AND FORFEIT WILL RECEIVE 5 POINTS.
4. If a player leaves after one or more games, he or she will receive a 0 for remaining games.
5. If a player shoots out of turn the following applies: (A) If the two players have not played each other but will do so later in the match, the game will stand and the result will be applied to the appropriate frame. (B) If the two players have already played, the correct players will play with no penalty to either team. (C) If the players do not play, the games will be null and void. (D) When playing out that player will rack all games which he or she plays out, and leaves following his or her last game.
6. A hanging ball that falls into a pocket “by itself” after being motionless for five (5) seconds or longer shall be replaced as closely as possible to its position prior to falling and play shall continue. (This includes the “8” ball.)
7. All equipment must be in reasonably good condition for league matches. Any protest concerning the equipment shall be handled in the usual manner. (See Rule No. 1 under MISCELLANEOUS)
8. A team which knowingly lets a player participate under an assumed name **will automatically forfeit the match** when knowledge of this matter is made available to the Association office.
9. A team must have a minimum of three (3) players present to play a match.
10. CAPTAINS: There will be a \$5.00 replacement charge for all lost folders.
11. Matches won by forfeit will not count on individual records.
12. Teams winning by forfeit will be given scores of 125-75.
13. When teams are involved in a forfeit, the winning team must turn in a score sheet informing the

Association office a forfeit has occurred. These score sheets should be left at a drop off point no later than 12 noon the day following the night the match was regularly scheduled.

14. A team that calls in to forfeit will pay for that match. The other team that **did** show for the match will not have to pay their league fees for that night. It is not fair to the team you're playing **OR** the Sponsor to not show for a match.
15. All matches not played on originally scheduled dates should be rescheduled and played as follows: (A) in 10-team divisions, the match(es) should be made up by the last scheduled match before position night(s). (B) In 8-team divisions, the match(es) should be made up by the 14th week. (C) In 6-team divisions, the match(es) should be made up by the 15th week.
16. When a team replaces a team which has dropped out, it will assume the record of the team dropping out. The team will have two (2) weeks to get its roster turned in to the office.
17. To qualify for the BCA tournament played at the Riviera Hotel a player must play 40 games during the season.
18. All State Playoffs matches will be played home and away unless written permission from the sponsor(s) is received at the Associated office. Failure to do so may result in forfeiture of a match.
19. COACHING. Coaching is not allowed.

MONIES

1. Sponsors' fees are due after the 4th week of play OR on demand from the Association office.
2. A team must play in the last three (3) scheduled matches to be eligible for any prize money, turkey shoots or tournaments.
3. The top shooter of each team is eligible for the turkey shoot at the end of the season at the establishment of the top league shooter. The team's fees must be in current order for the top shooter to play in the turkey shoot. The top shooter does not have to play, the team may send a player who is on its roster and has played at least 50% of its matches, if the top shooter agrees.
4. Top division shooters must have played in at least 75% of their matches.
5. Players will receive \$1.00 per game won in prize money. (Based on 4 games per match.)
6. The top division shooter will receive \$60.00 and runner-up will receive \$40.00.
7. Only those teams with current players' fees will be eligible for Turkey Shoots.
8. The following will receive either plaques or trophies:
 - A. First Place Sponsor.....Plaques
 - B. First Place Individual.....Plaque or Trophy
 - C. Second Place Sponsor.....Plaques
 - D. Second Place Individual.....Plaque or Trophy
 - E. Top Division Shooter.....Trophy
 - F. Top Team Shooter.....Trophy
 - G. Sportsmanship (Division).....Plaques
 - H. Sportsmanship (Individual).....Plaques
 - I. State Champions.....Trophies
 - J. State Championship (Sponsor).....Trophy
 - K. State Runners-up.....Trophies

THERE ARE MANY SITUATIONS THAT CAN ARISE DURING A POOL MATCH THAT ARE NOT COVERED IN THE RULES. IF ANY SITUATION DOES ARISE THAT IS NOT COVERED IN THE RULES, THE S.N.'9'B.T.O.A. HAS THE RIGHT TO MAKE AN ON-THE-SPOT RULING WITH THE INTERESTED PARTIES, KEEPING IN MIND THIS WILL BE DONE IN ALL FAIRNESS TO BOTH TEAMS!!

ILLUSTRATION 1