

## **SINGLE FOUL 9-BALL RULES AND REGULATIONS**

### **GENERAL**

1. A team must play in the last three (3) scheduled matches to be eligible for any prize money, turkey shoots or parties.
2. The starting time of a match will be 7:30 p.m. for MEN'S divisions and 7:00 p.m. for WOMEN'S and ADAM & EVE divisions, with a 15-minute grace period.
3. A match will consist of 25 games in the Men's and Women's divisions, and 30 games in the Adam & Eve divisions.
4. A men's team will consist of five (5) adults over the age of 21. They may be co-ed, all men or all ladies. Men's teams are open.
5. A women's team will consist of five (5) adult females over the age of 21. Men may not play on a women's team.
6. Adam & Eve teams will consist of 6 players, normally three (3) men and three (3) women and two (2) men may comprise a team, but at no time can more than three (3) men play.
7. 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.
8. Under NO CIRCUMSTANCES will we accept nicknames. We must have first and last names that correspond with the player's pictured I.D.
9. The opening break of the match will be decided by a coin flip.
10. The winning team of the previous game will break all subsequent games.
11. The team not breaking shall rack the balls subject to the approval of the player who is going to break. The only requirements to racking the balls are the one (1) ball is on the spot, the nine (9) ball will be in the middle of the rack and all remaining balls are reasonably tight.
12. All balls pocketed legally or illegally will remain down, as will all balls leaving the playing surface. The only exception to this rule will be the "9" ball. Should the "9" ball be pocketed illegally or leave the playing surface, it will be spotted and the game will continue. The player who pockets the "9"ball legally wins the game.
13. Teams not showing the first week may be replaced. This rule is to protect all other sponsors in the division.
14. 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.
15. Any cue ball that comes through the cue ball return shoot is a legal cue ball. Any cue ball that drops down with the other balls is an illegal cue ball. Under no circumstances shall the visiting team bring their own cue ball to the home bar that they are playing in.
16. A split hit is a good hit.

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17. Only one table is to be used for league play.
18. 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 4<sup>th</sup> week of play. Teams not turning in rosters by the 4<sup>th</sup> week will be fined \$10.00 from team monies.
2. Men's and Women's teams may carry no more than ten (10) players on their rosters. You are allowed to have two (2) "A" players per team in Adam & Eve and Men's divisions. You are allowed only one (1) "A" player in the Women's divisions.
3. Adam & Eve teams may carry no more than twelve (12) players on their rosters.
4. Captains must turn in Adam & Eve partners the first night of play to **AVOID** penalties. If Adam & Eve partners are **NOT** turned in by their captains by the **FOURTH WEEK** of play, they will not be eligible to win top division shooters.
5. 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.
6. If you change partners, the person coming in will be deducted .10% for every night she or he missed or wasn't your original partner. You must shoot 50% to shoot in the turkey shoot.
7. Once the rosters have been turned in after the 4<sup>th</sup> 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 5<sup>th</sup> week sheet will be eligible to play until the captain has added or dropped the appropriate players.
8. After the 4<sup>th</sup> 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.
9. 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.
10. (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 (702-353-1932) 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

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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.

11. 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, the only exception being a male sponsor on a women's team. The definition of a sponsor is someone who is a "key employee" (meaning that they are on the gambling and liquor license of the tavern they are playing for.)
12. 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.
13. 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.

### FOULS

1. You must call your fouls. If you foul let your opponent know, treat your opponent with courtesy and respect.
2. A scratch shot is a foul shot.
3. 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.
4. If the "9" ball is deliberately shot into the pocket out of rotation IT IS A SINGLE FOUL.
5. In ALL divisions, after contacting the object ball, the cue ball or the object ball or any other ball must contact a rail or be pocketed.
6. In ALL divisions, if the object ball is frozen to a rail, in order to make a legal shot the player must: (A) Hit the object ball and drive the cue ball to the rail. (B) Hit the object ball and have either the object ball or the cue ball drive another ball to the rail. (C) Drive the object ball to a rail other than the one to which it is frozen. Remember that if any ball is frozen to a rail, including the cue ball, the rail to which the ball is frozen is a dead rail for that ball and cannot be used to constitute a legal shot. Also, if a ball is frozen on a rail, the ball must be called frozen by the referee or the player before the shot is made. Or the ball will not be considered frozen.
7. One foot must be in contact with the floor when shooting. Failure to do so constitutes a foul.
8. Any balls knocked off the table will constitute a foul. Refer to No. 12 under GENERAL.
9. Jump shots are illegal if struck below center of cue ball. If struck at center or above center of cue ball, they are legal. If a player miscues and jumps the ball, it is not a foul. Massé shots will be legal regardless of the elevation of the cue.
10. Coaching by team members is not allowed. The captain must warn the offending team one time. If it continues, it is a foul.

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11. The two players playing each game will call fouls on each other and themselves. If an upcoming shot looks like it could be a questionable legal hit, the players should have one individual from either team make the call.
12. If a player doesn't make a ball on the break and continues to shoot, the balls will be placed as close as possible to their original position and the incoming player will shoot from there.
13. 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. See back page for illustration #3.
14. **OBJECT OF THE GAME** – Nine-Ball is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until missing, committing a foul, or winning the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table. Players are not required to call any shot.
15. **RACKING THE BALLS** – The object balls are racked in a diamond shape, with the 1-ball at the top of the diamond and on the foot spot, the 9-ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.
16. **LEGAL BREAK SHOT** – The rules governing the break shot are the same as for other shots except: (1) The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to the rail. (2) If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table. (3) If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not respotted (*exception: if the object ball is the 9-ball, it is spotted*).
17. **CONTINUING PLAY** – On the shot immediately following a legal break, the shooter may play a "push out". (*See Rule 18*). If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player missed or fouls, the other player begins an inning and shoots until missing, committing a foul, or winning. The game ends when the 9-ball is pocketed on a legal shot, or the game is forfeited for a serious infraction of the rules.
18. **PUSH OUT** – The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce the intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball

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pocketed on a push out does not count and remains pocketed except the 9-ball.

Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule (*except Rules 20 and 21*) is violated. An illegal push out is penalized according to the type of foul committed. After a player scratches on the break shot, the incoming player cannot play a push out.

19. FOULS – When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are respotted (*exception: if a pocketed ball is the 9-ball, it is spotted*). The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.
20. BAD HIT – If the first ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is a foul.
21. NO RAIL – If no object ball is pocketed, failure to drive the cue ball or any numbered ball to a rail after the cue ball contacts the object ball is a foul.
22. IN HAND – When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with any object ball. The player may continue to adjust the position of the cue ball until shooting. Cue ball fouls only.
23. OBJECT BALL JUMPED OFF THE TABLE – An unpocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not respotted (*exception: if the object ball is the 9-ball, it is respotted*) and play continues.
24. JUMP AND MASSÉ SHOT FOUL – If a match is not refereed, it will be considered a cue ball foul if during an attempt to jump, curve or massé the cue ball over or around an impeding numbered ball, the impeding ball moves (*regardless of whether it was moved by a hand, cue stick follow-through or bridge*).
25. END OF GAME – On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot which pockets the 9-ball.

### 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

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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 the rules are: (A) Players arriving late must rack all games they have missed. For players following that missing player(s) prior to his or her arrival, the break(s) will be determined by the outcome (won or lost) of the game(s) played immediately before that missing player(s) was to have played. (B) When playing out, that player(s) will rack all games which he or she plays out and leave following his or her last game(s). The break(s) for those games immediately following that player(s) who shoots out will be determined by the outcome (won or lost) of that player's games.

3. 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) In Adam & Eve play, if the players do not play, the game will be null and void.
4. 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 "9" ball.)
5. 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)
6. 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.
7. A team must have a minimum of three (3) players present to play a match. 4 players for Adam & Eve.
8. Player's fees are \$8.00 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. CAPTAINS: There will be a \$5.00 replacement charge for all lost folders.
10. No checks accepted.
11. Matches won by forfeit will not count on individual records.
12. Men's and Women's teams winning by forfeit will be given scores of 15-10. Adam & Eve teams winning by forfeit will be given scores of 18-12.
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.

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14. 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 14<sup>th</sup> week. (C) In 6-team divisions, the match(es) should be made up by the 15<sup>th</sup> week.
15. To qualify for the State Playoffs, players must play 30% of their team's matches. For a 10-team or 6-team division, you must play 6 times if your team played 19 or 20 matches, 5 times if played 16, 17 or 18 matches, 4 times if it played 14 or 15 matches. In an 8-team division, you must play 7 times if the team played 21 matches, 6 times if it played 19 or 20 matches, 5 times if it played 16, 17 or 18 matches, 4 times if it played 14 or 15 matches. For a 12-team division, you must play 7 matches.
16. Any team that is in the State Playoffs and for any reason cannot play **MUST** call the League Office before the State Playoffs Drawing and let us know so that we can let the team behind them play! Any team that does not notify the League office and is a no show for the State Playoffs will lose all their team monies for the season!
17. If a player(s) is 86'd from an establishment(s), the following rules apply: (A) The Association office must have a verbal or written permission from that owner(s) of that establishment(s) before that player(s) can enter the premises for the purpose of playing that match(es). (B) In State Playoff matches, all games must be played at the sites of the two teams involved (home and away). If these matches involve a player(s) who is 86'd from either establishment, the Association office must be notified either verbally or in writing by the owner(s) of that establishment(s) whether or not that player(s) will or will not be allowed on the premises for the purpose of playing that portion of the match(es). If that match(es) is not played home and away at the participating establishments involved, **BOTH TEAMS WILL FORFEIT THAT MATCH(ES)**. If a captain agrees to play all of that match at the site where a player is not 86'd, he or she is just as guilty as that captain who is trying to get his or her 86'd player to play that entire match(es). (C) If that player(s) has been 86'd during that season, the owner(s) of that establishment(s) where that player(s) has been 86'd must notify the Association office that player(s) is 86'd. When that player(s) plays in that establishment(s), he or she must be placed on the score sheet(s) as the first player(s) to finish that match(es). He or she must leave **IMMEDIATELY FOLLOWING HIS OR HER LAST GAME(S) AT THAT ESTABLISHMENT(S)**. In Men's and Women's matches this will be C/D for visiting teams and ½ for home teams. In Adam & Eve matches this will be D/E for visiting teams and ½ for home teams. (D) Once the current season has ended those player(s) 86'd during that season who remain 86'd from an establishment(s) may not play in future seasons at that establishment(s) without verbal or written permission from that owner(s) to the Association office.
18. Problems of this nature should be settled by those who are 86'd. It is their responsibility to contact the owner(s), who in turn, has the responsibility of notifying the Association office.

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## MONIES

1. Sponsors' fees are due after the 4<sup>th</sup> 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. Also, in the Adam & Eve turkey shoots, top team couples or their substitute couples must play with the partners they played with that season, unless all the other couples in the turkey shoot agree they may use another partner for the turkey shoot.
4. The following are the deductions in percentage points for missing matches: (A) Men: 0.25 for every night missed. (B) Women: 0.25 for every night missed. (C) Adam & Eve: 010 for every night missed.
5. Top division shooters must have played in at least 75% of their matches.
6. Players will receive \$1.00 per game won in prize money. Top division shooter will receive \$50 and runner-up will receive \$40.
7. 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.....Trophies
  - 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).....Traveling Trophy
  - K. State Runners-up.....Trophies
8. Only those teams with players' fees current will be eligible for Turkey Shoots and Association Party at season's end.

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 NO. 1

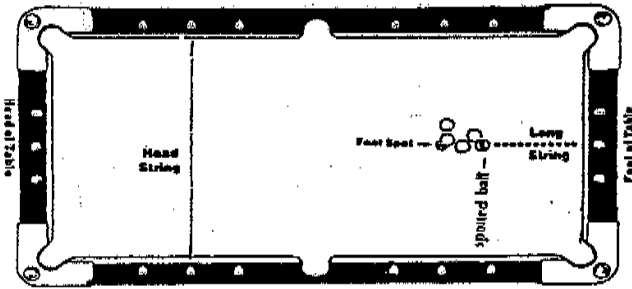


ILLUSTRATION NO. 2  
**Head of Table**

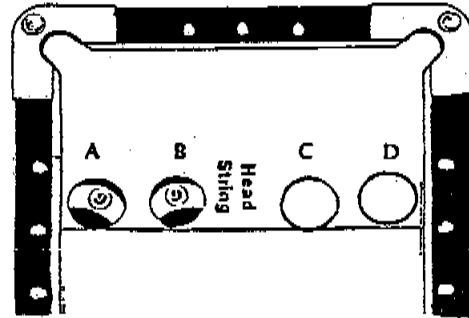
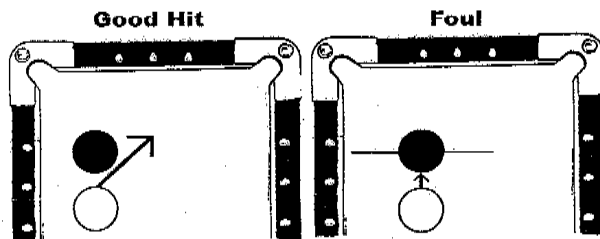


ILLUSTRATION NO. 3



Cue ball is shot away from the object ball at a 45 degree angle.

If the cue ball is hit head-on and the cue ball travels more than 1/2 the distance of the object ball, it is a foul.

E. If any ball, other than the Cue Ball is intentionally hit first, it is a **DOUBLE FOUL!**

- A. The object ball or its curve is touching the stringline, it is a legal ball.
- B. The object ball is **CLEARLY BEHIND** the stringline and should be spotted. As per rule 4 under **FOULS**.
- C. Setting the cue ball **ON** or **OVER** the stringline is a foul. As per rule 5 under **FOULS**. (except on the break)
- D. The cue ball (D) has been set down **LEGALLY**.