

A Message to All Members of The Association for P.O.O.L., Inc.

We at The Association for P.O.O.L., Inc. (Privately Organized and Operated Leagues), also referred to as The TAP League, would like to take this opportunity to welcome you to the new generation of league play. Our goal is to promote the sport of billiards in a forum that fosters fellowship, good sportsmanship and team spirit. Your affiliation with The Association is very important to us – important because it lets us know that you share the same love for the sport of billiards as we do. We hope that you enjoy your league play, and we are certain that you'll witness your skills developing as you participate in the fastest growing team sport of the new millennium.

The Association has put a good deal of effort into developing the programs offered to our members. Our research has noted that there are dozens of different ways to play the game of 8-Ball and 9-Ball, and these vary from establishment to establishment throughout the world. We've structured our rules to be as fair as we possibly can to all of our players, regardless of where they are competing. Please remember that there will be circumstances that arise that are not specifically covered in the rules. We ask you to use this booklet as a guide, and let your common sense and sportsmanship do the rest. Also remember that there are all levels of players and teams in our Association. Some like to play for fun, and others enjoy the thrill of competition. Please remember that we all have the right to play and participate. Whatever a person's reason for playing, respect them and encourage others to do their best.

The Association for P.O.O.L., Inc. and its subsidiary, POOL Net, are nationally and internationally recognized league and tournament management systems. The support of our players and our products have elevated us to where we are today, and your continued support will put us in the forefront of the industry we've all grown to love. We hope to see all of you at one of our major events, and perhaps some day, we'll be handing you a check for the winner's share. Until then, kick back and enjoy your league experiences and remember

**“After all the rest,
Why not the best?”**

Many of our members have been playing league pool for years; however, some find themselves participating in organized league play for the first time. If this is the case for you, a few simple rules will make your league experience, as well as those of your teammates, as enjoyable as possible. The rules are as follows:

1. Before being allowed to compete in an Association-sponsored event or league, you must be a bona fide member in good standing with the Association and willing to play under our General Rules listed in this book. For example, filling out a complete membership application, paying your annual membership dues, league fees and tournament fees, staying active for any events sessions or tournaments you or your team may have entered or qualified for. Remember the time to stop playing is when you have completed your obligations for the session and events for that session.
2. When you sign up to play in a league, you make a commitment to your league and teammates to play the entire league session. League pool is a team effort and only through this commitment can we foster the type of fellowship and sportsmanship that we are looking to develop through active participation in our Association. Also try your best to stay committed to the team you started with. Changing teams is sometimes needed but should be done early in the session. Decisions regarding the ability of a player to switch from one team to another will be made at the discretion of the League Director in conjunction with their licensee and corporate office. Abuse of this privilege will not be tolerated.
3. You should make it a point to be on time to play your league matches. It is a matter of common courtesy not to keep your opponents waiting to start league play. If you do not start on time, your match could be forfeited. You can start your league with one player from your team present. League play can start no later than 15 minutes from start time. Matches are to start no later than five (5) minutes after the last match is completed.
4. Always be courteous and polite to your opponents and fellow players. While we foster a competitive environment, we don't want this to take precedence over the rights that everyone has to enjoy themselves.
5. Abusive behavior and foul language will not be tolerated, and may be cause for suspension or revocation of your Association membership. Suspended players cannot participate in any Association-sponsored events. Players whose membership has been revoked can never participate in Association-sponsored events.
6. The Association for P.O.O.L., Inc. does not condone gambling during league play.

7. Every member has an obligation to pay all league fees. You should remember that if you do not pay, the people who suffer are your fellow team members, as your shortages may result in your team being ineligible for post-session league play or other Association-sponsored events. Also your shortages could be posted on the weekly league rosters and web site for other league teams to view. A team or player that is current in all fees may refuse to play any team or member not current in all fees.

8. There is an old adage that goes “It’s not whether you win or lose, but how you play the game.” That aptly sums up our approach to league play. While we consider all of our members to be “winners,” for every match that is played there has to be an official “loser.” We expect “winners” to conduct themselves like champions, and our “losers” to conduct themselves like ladies and gentlemen.

9. If there is something that you don’t understand about the way your league is being run, we encourage you to approach your League Director or call the corporate office (number on the back of your membership card) with questions. If necessary, your question will be referred to The Association’s corporate board. All inquiries will be answered because we firmly believe that a member who understands why something is done in a particular fashion, is one who will be more apt to continue participating in our Association’s activities.

10. Always respect the house rules of the establishment in which you are playing.

11. The Association for P.O.O.L., Inc. corporate office has the right to revoke your membership at any time.

12. The Association recognizes that not all rules can be covered in a rule book. Situations arise that require interpretation on the spot. The League Director has the right to interpret the rules during league and make decisions on situations not covered in this book. Sometimes your League Director may not be present. If this is the case take good sportsmanship into account. Both players should mutually agree on the situation or just re-rack that game and start over.

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General Guidelines for Play
Team Handicapped 8-Ball Rules
Object of the Game

The game of 8-Ball is played with fifteen (15) balls numbered one through fifteen and a cue ball. The object of the game is to pocket either all of the “low balls” (numbers 1-7), or all of the “high balls” (numbers 9-15), after which you are entitled to shoot and hopefully pocket the 8-Ball. Once this has been done, the player legally pocketing their balls and the 8-Ball wins. 8-Ball on the break wins the game. Eight ball on the break and a scratch is loss of game. Pocketing the 8-Ball out of turn is loss of game.

part Beginning Play

part Choosing Your First Player

Games commence with opposing Team Captains or player tossing a coin to determine who will be the first to announce a player. The winner of the coin toss has the option to either choose a player from his or her team, or have the opposing Team Captain or player choose a player from their team to start the first game of the first match. After this has been determined, player selections will be alternated for the following matches until all league matches are completed. A player can represent their team in active play once per night and represent that specific division on only one team per night. A player may only play on one table at a time. Multiple nights and division play are accepted and encouraged.

part Lagging for the Break

Once two players have been selected, they must simultaneously “lag” for the break. The “lag shot” is executed by striking an object ball from behind the head string to the foot rail and attempting to have it come to rest as close to the head rail as possible. The winner of the “lag” is the player whose ball stops closest to the head rail. The “lag” is considered a skill shot and should never be aborted in favor of a coin toss. The winner of the “lag” has the option of either breaking or awarding his/her opponent the break. In subsequent games, the winner of the previous game breaks. In cases where the cue ball is of different weight or size from the other balls, it should not be used for the “lag.” If your lagging ball is pocketed or contacts a side rail you lose the lag. If the two lagging balls make contact players must re-lag.

part Racking the Balls

The fifteen object balls are racked in a triangular shape, with the 8-Ball in the center and the other balls distributed throughout the rack in random fashion with a solid in one corner and a strip in the other. The object ball at the top of the triangle should be centered on the foot spot. The player breaking may request a rack check before breaking the balls.

part The Break Shot

The player entitled to the break has cue ball-in-hand 100% behind the head string. The breaking player must first drive the cue ball directly into the rack of balls causing at least four (4) balls, cue ball included, to hit a rail. Pocketing a ball constitutes a legal break. If this task has not been accomplished, the opposing player is entitled to ask for a new rack and may elect to break. This is at the non-breaking player’s discretion. An attempt to break that results in the cue ball crossing the head string, but not hitting the rack, is a foul. In this case, the opposing player has the option to take the break or allow the breaking player another attempt at the break. If any balls, other than the 8-Ball, are driven off the table during the break shot, those balls stay down and are not spotted. If the cue ball is pocketed, or driven off the table during the break shot, the incoming player has cue ball-in-hand 100% behind the head string. All object balls that are pocketed “remain down.” In either case, the incoming player has his/her choice of object balls that are 50% or more past the head string on an “open table.” (NOTE: For scoring, the breaker gets the number of balls added to his or her score under the “Made on Break” (MOB) column). A player pocketing the 8-Ball during a legal break wins the game. If the breaking player pockets the 8-Ball and scratches or drives the cue ball off the table, which is another form of “scratch,” that player loses the game. If the player drives the 8-ball off the table during a legally executed break, he/she loses the game. If a player pockets the 8-Ball and drives another ball off the table other than the cue ball, the player wins the game (NOTE: In either of these instances, the remaining balls left on the table are added to both players LOT column on the score sheet with the breaking player credited with the lower count of stripes or solids and the opponent the higher count. “Win” and “Loss” columns on the score sheet for both players must also be properly marked).

part Continuing Play After the Break

If the player pockets a ball on the break, that player continues to shoot until he/she misses or commits a foul. Regardless of which category of balls is made (“low balls” or “high balls”), the table remains “open” until a shooter has completed a skill shot by calling a ball in an assigned pocket. Once this has been accomplished, that category of balls belongs to that shooter

for the remainder of the game and the opposite category of balls belongs to the opponent and are their property through that game. Combination shots are also “open” balls are neutral until a player’s category has been determined with the exception of the 8-ball, which is never neutral.

Once your category of balls have been determined, you complete your category of balls at the required skill levels until you miss or foul, play defense, or stop a ball in. When this happens, your opponent assumes control of the table and does the same until the 8-ball is legally pocketed. (NOTE: If a foul is committed on any shot, the incoming player has cue ball-in-hand anywhere on the table, except during the break.

part **Skill Shots/Good Hits**

Our leagues are “call your pocket” which is also known as skill play or skill shots.

Once a player has a particular category of balls or property has been determined, the first ball on the table that the cue ball strikes must be in that category. After that, a ball on the table (any ball) must contact a rail. Pocketing a ball also constitutes contacting a rail or a good hit.

If the cue ball strikes either the other category of balls or the eight ball first, or the cue ball fails to contact the player’s category of balls or the cue ball is pocketed, or a ball fails to hit a rail, this is a “bad hit.” A bad hit means a foul has been committed and the opponent comes to the table with cue ball in hand anywhere on the table except during the break.

If the player pockets the called ball in a pocket other than the called pocket that ball stays down and play passes to the opponent with the cue ball where it stopped.

If the player pockets the opponent’s ball without pocketing the called ball in the called pocket the opponent’s ball stays down and the opponent comes to the table with the cue ball where it stopped. Anytime the eight ball is pocketed out of turn it is loss of game.

If a player pockets the called ball in the called pocket and also pockets any other balls, other than the eight ball or cue ball, the additional balls stay down.

A player successfully pocketing the called ball in the called pocket without committing a foul is considered to have completed their shot and continues shooting no matter how the ball arrives in the pocket. This means that the pocketed ball can “kiss” every ball on the table hit every rail and if it still goes in the called pocket it is a good shot.

part **Banking” Shots**

Since this is a call ball and call pocket league it is not necessary to call bank shots. If the called ball drops into the called pocket without any other foul situation occurring, it counts as a skill shot. It does not matter how many rails the object ball strikes, as long as it drops into the called pocket. This stands with all forms of bank or kick shots.

part **Completing Multiple Balls in One Shot**

If you call your ball and pocket and complete a skill shot, it is marked as a completed shot. When completing a skill shot, any other balls, regardless of whether they are “high-balls” or “low-balls,” that drop into a pocket stay down and need not be marked on your score sheet. If the situation occurs to call two balls in one shot they must be completed in order and be fully executed or it is considered a miss. This is not recommended. Note any 8-ball going in a pocket out of turn is loss of game.

part **Shooting the 8-Ball**

When shooting the 8-ball, you must mark the pocket you are calling. As long as the 8-ball goes in that marked pocket after a good hit, the player wins. Any form of a scratch on the 8-ball is loss of game. Anyone can remind the shooter to mark the pocket without it being considered a time-out. If the marker is already at the intended pocket, regardless of how it got there, the shooter does not have to physically touch the marker. The pocket intended is the closest pocket to the marker. Shooting the 8-ball out of turn is loss of game.

part **Combination Shots**

Combination shots are legal during league play. You must strike your category of balls first to execute a skill shot. The 8-ball is never neutral, but can be used as part of a combination after the appropriate category of balls has first been hit. Any ball on the table can be used as part of the combination providing the cue ball strikes your category of balls first. If a category has not been determined, all balls are neutral with the exception of the 8-Ball as listed above.

part **Defensive Shots**

A player must call a defensive (or safety) shot when not attempting to pocket an object ball. To execute a defensive shot the shooter must make a legal hit. Any ball pocketed after the hit stays down and the shooter surrenders their shot to their opponent where the cue ball rests. The opposing player has the right to ask the scorekeeper to record that shot as a defensive shot. Any disputes should be worked out by the players first and if necessary the League Director for the final say. Not noting a defense shot repeatedly is unsportsmanlike and disciplinary actions could be taken against that player. You can call

defense down by pocketing your ball however, your opponent now has command of the table where the cue ball rests. Defense down should also be called prior to the shot and marked on the score sheet as a (DEF) defensive shot.

pard Ball Frozen to the Rail

This is when an object ball is touching the rail and becomes part of the rail. The opponent must declare the ball frozen before the shot is executed. If the intended object ball is frozen the shooter must do one or all of the following. Have the cue ball touch a rail after contacting the intended ball. Drive the intended ball to another rail. Drive any other ball to a rail after contacting the intended ball. Remember the match belongs to the two players. Teammates and coaches can be charged a timeout for any assistance.

pard Stalemate Game

If both players agree they have reached a point in the game where progress toward completion is not and cannot be made, they have the option of mutually declaring a stalemated game and should re-rack and replaying the game.

pard Fouls

A player committing a foul must relinquish his/her turn at the table. If a skill shot is correctly executed when the foul occurs, the shooter is awarded the shot but is penalized by having to give his/her opponent cue ball-in-hand. The following are examples of commonly occurring fouls:

pard Foot Foul

During any shot, a shooter must have one foot on the floor or they have fouled and the incoming player has cue ball-in-hand anywhere on the table. (NOTE: This rule does not apply to players who are physically impaired).

pard Bad Hit

If the first ball contacted by the cue ball is not of the player's category, it is a bad hit and considered a foul. If the table is open and a ball does not hit a rail this is considered a foul. Your opponent would have cue ball hand.

pard Scratch / Ball

If a player pockets the cue ball or drives the cue ball off the table, it is a foul. If you scratch and you are shooting the 8-ball, it is loss of game. If a player executes a skill shot and then scratches, the shot is considered complete and the ball stays down, but the opponent is awarded cue ball in hand.

pard Failure to Drive a Ball to a Rail

A player must either legally pocket a ball or drive a ball to a rail after making a good hit or they have fouled. (NOTE: If the table is "open," any ball except the 8-ball may be struck and then any ball must subsequently be driven to a rail to constitute a good shot, unless a ball is pocketed during the execution of the shot).

Ball off the Table - If a player drives the cue ball off the table, it is a form of scratch and is ball-in-hand to your opponent. If a player drives one of their object balls off the table, the ball stays down and the opponent shoots from where the cue ball has come to rest. If a player drives their opponent's ball off the table, that ball stays down and the opponent shoots from where the cue ball has come to rest. If the 8-ball is driven off the table, it is loss of game. If the cue ball jumps off the table while shooting the 8-Ball it is loss of game.

pard Push Shot

When the cue ball and object ball are close together or frozen, it is best to elevate your cue or angle your line with your body and the cue to eliminate any chance of a double hit or shoveling your cue which could end up being a foul and ball in hand to your opponent. This shot should be executed by stroke and not forcing. We ask that a player make a bonafide attempt to execute this shot in the proper manner.

pard Split Hits

When a player contacts one of his/her balls and an opponent's ball (or the 8-Ball) at the same time, this does not constitute a foul. If it is suspected that a player may play a shot that might result in a "split hit," the non-shooting player should ask that a league official, referee or another player observe the shot. In this instance, it would be that individual's duty to watch, and if necessary, call the hit. In the absence of an observer, should a controversy over the hit arise, the call will go to the shooter.

pard Accidental Movement of Ball

If a player moves the cue ball prior to their shot it is a foul and results in ball-in-hand to your opponent. If a player accidentally moves or touches any ball(s) other than the cue ball that is at rest, it is not considered a foul. The opponent moves the ball to the place of its original position or leaves it where it lies. If a player moves or touches any ball before it comes to rest it is a foul ball-in-hand to your opponent.

Pard Coaching Foul

If the coach disrupts the balls or marks the table in any way, it is ball in hand to the opponent. If the coach touches the table it is not a foul.

Pard Slow Play

Slow play can result in a ball in hand foul to your opponent, if you have been warned and continue to play slow. A 45 second shot rule exists and will be used as the benchmark for assessing slow play.

pard Payment of League Fees

All teams and individual players are responsible for the payment of league fees. Forfeit matches are no exception. The full amount agreed upon should be payed at the end of play. Any team or player(s) owing any fees can result in that team or player(s) having match points deducted from their standings at any time, as well as losing the opportunity to participate in any event that the team or player(s) qualified for, regardless of the teams or divisions past, present or future time of qualification. This also includes annual memberships. Note: Bye positions can vary by geographic location. Ask your League Director.

pard Coaching

A player is allowed to receive coaching from a fellow teammate who has been designated as the coach prior to the start of each match. Only one coach may be designated for each player's match and may not be changed during that match unless approved by the opposing team. The player or team coach for each team is entitled to call two (2) "time-outs" per game, lasting no more than one-minute each. Once a time out has been called both players can communicate to their coach during that time out. Players with a two (2) level handicap, receive two (2) one (1) minute time outs and unlimited assistance with their coach. Any other assistance has to be within a 45-second shot clock. (NOTE: You should remember that the game belongs to the player and the player can refuse any time out).

During a time-out, the coach may not disrupt any balls on the table or mark the playing area of the table. Doing so constitutes a foul and the opponent is entitled to cue ball-in-hand. Touching the table is not a foul.

After the time-out, coaches must cease communication with their players, and the player must execute his/her shot in a timely fashion. (NOTE: An outside player on the team can talk to the coach, who can then relay that information to the player during a present time out within the time limit. If the (1) minute time limit is exceeded and called by the opposing team, the player can take an additional (1) minute at the cost of a time-out, if they have a time-out remaining. (NOTE: The link to the player is through the coach. No other passages to that player is allowed).

pard Interference and "Side-Line" Coaching

Any person who interferes with the course of the match by offering advice, distracting a player or otherwise disturbing play, can subject their player to a foul. In this instance, the match referee must warn the individual involved and that player's Team Captain/coach and player. After the warning, any reoccurrence of the offensive behavior results in an escalating series of fouls which could result in the loss of game or match. Anyone on the team can announce to a player to mark their pocket for the 8-Ball. As a team player on the side-line we encourage you to support your player. However, you are responsible to do so in a sportsmanlike manner.

pard Slow Play

It is important for every player in the league to ensure that his/her league match progresses in a timely fashion. A 45-second shot rule exists and will be used as the benchmark for assessing slow play. If a player is taking a significantly long amount of time to execute a shot, the opposing player or coach has the right to ask a league official or the players coach to administer a slow play warning. If, after being warned, the player continues to play slowly, the opponent will receive cue ball-in-hand. In all matters concerning slow play, the decision of the League Director/referee will be final. (NOTE: Most of our leagues are played at night and it is important for the matches to be completed in a timely fashion. All players should note that after a match has been completed, a team has five (5) minutes to field another player, or the match may be subject to forfeit). This also stands true when picking your player for the next match. Please do so in a timely manner. A player should be picked and ready to shoot no later than five (5) minutes after each match.

pard Shot Clock

All sports have a time limit and billiards is no exception. In our leagues, there is a 45-second time limit to your shot. The

time limit commences after your opponent's shot ends and all the balls come to rest. If a time-out commences in the middle of your decision making process, the time remaining on the clock is still in use. (NOTE: Depending on your area, an official clock might not be in use, but shot times will be monitored as closely as possible.)

pard Time-Outs

A player with a handicap of 3-4-5-6-7 is entitled to two (2) time-outs per game. Each time-out is one (1) minute in duration. A player at a 2-handicap level has two (2) one (1) minute time outs and unlimited coaching within the 45-second time limit. See the section marked "Coaching" for additional information.

pard Protests and Disputes

In our league the match belongs to the two players at the table. With this comes the responsibility of paying attention to your match whether you or your opponent is on the table. You have the right to protest a situation. Just remember, a protest needs proof in order to be evaluated. If your protest cannot be substantiated with proof, you could lose your match point for a false protest. If you and your opponent are paying attention and sportsmanship/common sense are utilized, there will be no reason for protests or disputes.

pard Fielding a Team The "25 Rule"

pard Team Total Handicap Rules/Criteria (The "25 Rule")

To field a legitimate five (5) player team, the sum total of the team's handicap may not exceed twenty-five (25). A team can play their players in any order they choose as long as the "25 Rule" is not violated.

pard Violation of the "25 Rule"

If a Team Captain cannot field a legitimate (5) player team according to the "25 Rule", he/she must then field their team accordingly:

Total handicap for four (4) player team cannot exceed 21.

Total handicap for three (3) player team cannot exceed 18.

Failure to Field a Legitimate Team

If a Team Captain cannot field a legitimate team in accordance with the criteria set forth above, they will forfeit ONLY those matches that are in violation of the rule. (NOTE: It is the well rounded team that stays the strongest throughout the league session, so choose your players wisely). Lower level players play a big part in allowing your higher level player(s) to be active on your team.

pard Adding and Dropping Players

Generally speaking, no team should have more than eight (8) players on its roster. There may be circumstances that are unique where a team would have more than eight (8) players. In this case, old team members have not yet been dropped from the teams roster.

A team may add a player to its roster at any time during the league session as long as there are enough weeks remaining in the current session for that player to complete the six (6) matches required to make him/her a legitimate member of that team.

Playoffs and forfeit matches do not apply towards any of a players required matches.

Teams competing in events they qualified for during the session are to use their team roster of players from that session. There are no substitutions. When choosing your team, make sure your teammates understand they are expected to complete the session and session events. When players come in too late in the session, that team could lose all points contributed by that player and the team could lose their qualification from session events. Choosing the team is your responsibility, not the Leagues or the League Directors. There are no refunds for any league events a team might have qualified for due to their inability to field that team or be present at the events in which they qualified for.

pard The Known Player Rule

A player that is brought into the league that has or does not have previous handicap or league experience may be assigned a handicap by the League Director or other league official if his/her skill level is known.

pard Professional Players

Individuals who hold current membership in a men's or women's professional billiards association are not allowed to compete in The Association for P.O.O.L., Inc.'s handicapped league events. Our leagues are intended strictly for the amateur player. Although we have all skill levels of players in our Association, we still need to provide a comfortable level of protection for the recreational player. This is where our first concern lies. We also need to protect the prize funds to which our players contribute so that everyone has a fair chance of winning. Taking all of this into consideration, if you hold a pro card in any of the current professional associations, you will not be allowed to compete in any of our handicapped league events.

pard Make-up Matches

Some operators allow makeup matches and some do not. For those teams wishing to make matches up, it is important that the match be noted on your score sheet so that the credit can be applied to the correct team. Also, make-up matches must be agreed upon by both teams and have approval by the League Director before they are considered official. All make-up matches should be completed within two (2) weeks of the date of the scheduled match. No matches can be made up within the last two weeks of league play. When a new division is starting, the League Director may offer a new team make-ups or what is referred to as position rounds to allow that team to catch up. (NOTE: All make-ups are at the sole discretion of the League Director.)

pard Forfeits

League matches can be forfeited. The following circumstances are some examples:

A scheduled team match does not commence within fifteen (15) minutes of the scheduled match time. Five(5) points will be awarded to the team present with no less than 5 players. A team is unable to field a player whose handicap is appropriate for the given match, as described by the criteria set forth under the "Team Total Handicap Rules/Criteria" clause. If you do not post a player within the required time frame, that match can be forfeited. Unsportsmanlike conduct can result in a match being forfeited. A match can be forfeited if the player shooting their match is not current with league fees or submission of wrong data or any form of cheating.

All forfeits should be properly marked on the score sheets. For a team to claim a forfeit, it must identify a player to use for statistical purposes or Open Stats. All Forfeited matches assigned to a player will not count as one of their (6)six required matches. (NOTE: Your league fees for the forfeited match are still due regardless if the match was played or not.)

It is impossible to document all cases where forfeitures may apply. We recommend that you stay within the guidelines of the rules and play with the spirit and intent of the rules as good sportsmen should. (NOTE: There will always be players who, for whatever reason, try to test the system and manipulate the rules to their advantage. League Directors and officials easily come to recognize these people, and will take the appropriate steps necessary to control their behavior. Matches taken from a team or forfeited can be applied. These teams or players may be disbanded from the league or tournaments at any time.

pard Concession

If a player concedes, he loses the match. The unscrewing of a jointed cue stick, except to change a shaft, is considered to be a concession. A player must notify their opponent if they plan to change the shaft or the match is considered a forfeit.

Byes

In some leagues, there will be an uneven number of teams competing during a league session. When this happens, a BYE will be written into the schedule to even out the schedule. On a night when a team is scheduled to receive a "BYE," it will be credited three (3) points for that match. In the event a team were to drop out of a session, the bye will come in the next week of play. Teams dropping out of a session is uncontrollable and can happen. When it does, it creates a problem for the teams scheduled to play. Because of a team dropping later in the session the remaining teams must now take a Bye instead of having the opportunity to play for maximum points. This is out of our control as a league. We hope you will do your best as a team to complete your session.

Pard Handicapping

League handicaps are based on raw data taken from your score sheets for each league match. Complete, clear and accurately marked score sheets are a must. Players, Team Captains, League Representatives, League Directors or Licensees do not have the right to change any data on the official roster. There is always the possibility that an error has been made when posting data. If this seems to be in question, the matter should be called to the attention of the League Director, who will be responsible for addressing the matter. If you question your League Director's response, please feel free to contact the corporate office through our web site @ www.tableague.com, or call our toll free number 1-800-984-7556. Forging a roster is a serious issue that will be addressed.

A player joining the league who has not had a previously established handicap will play a "Race-to-3" and will be counted as a "3" for purposes of the "25 Rule" (unless he/she is brought in under the "Known Player" Rule, in which case, he/she will shoot under the handicapped race grid.) When a player with an established handicap plays a new player, his/her established handicap will be counted towards the "25 Rule". After this match, the new player's handicap will be subject to the same criteria as all other players, and will be evaluated based on his/her performance in subsequent league matches.

(NOTE: The handicapping formula developed by The Association for P.O.O.L., Inc. is copyrighted, and as such, is proprietary property belonging to The Association. While players are entitled to an explanation of how the system works, under no circumstances will they be provided with documentation of the Association's proprietary computer algorithms).

You may request a handicap review of any player on our web site, www.tableague.com, or fax your request to 703-478-

9010. Our handicaps range from two (2) through seven (7). A seven (7) handicap is the highest level.

part **Score Keeping**

A league score sheet must be fully completed for every match played. As this is the vehicle that determines your handicap, it is extremely important that these forms be completed accurately and neatly. Make sure either the Team Captain or a team player review or compare the sheets before leaving. Once the sheets have left the league location, they are final.

As a rule, each team should assign a score keeper however, there are cases where one person keeps score for both teams. In this case, these are the scores that will be used for accounting purposes without dispute. It is a matter of courtesy during league play that a player never keeps his/her own score because of their need to be able to concentrate on the game.

However, after a player shoots, it is suggested that they keep score for the next team player. (NOTE: Your league report sheets are the result of your paperwork. If there are make-up matches or players to add/drop from your team they should be noted on the report sheet. If there are players with no "Player ID#s", write it out in a note to the league office and put it in your team folder/packet so it can be properly taken care of. Make sure you have first and last names, along with the player(s) handicap, and their "race to" number on the sheet. This allows us to cross reference the player if needed.

part **Score sheet Categories**

The following are the categories noted on your score sheet:

part **Complete**

Every time a player completes a skill shot, it should be marked in his/her side or column of the score sheet as a "Complete". If the player completes the skill shot and scratches, it is still marked as a "Complete". If a player completes a skill shot and other balls go in, either the players or the opponents balls, it is still recorded as one (1) "Complete". It is the score keepers responsibility to make sure the total completes are correct and legible in the appropriate areas for data entry. (NOTATION): there are eight (8) completions to win a game. There are variables in our system for multiple balls being pocketed, 8-Ball on the break, or an early 8-Ball. This along with the balls left on the table (LOT) is a count system. If a player wins 3 games with 8 completions and the improper LOTs, you could be flagged for improper scoring which is a form of cheating in our league.

part **MISS - Non Completed Shot**

Every time a player misses a shot, it is recorded as a (MISS). If a player misses and pockets one of his/her opponent's balls, it is still marked as a (MISS) and the opponent's ball(s) stays down. If the player misses and pockets one of his/her balls, it stays down and is marked as a (MISS). See (NOTATION) on completions. All score keeping responsibilities also apply for Misses.

part **DEF. - Defense**

When a player announces that he or she is playing a defensive shot, which is required, it is marked as such on the score sheet (DEF). If this player does not successfully execute the shot, it is still marked as a defensive shot. A player may also call defense down by pocketing their ball on a good hit. In this case their opponent takes command of the table where the cue ball rests. This is also marked as a defensive shot. The opponent has the final say whether it is a defensive shot. See (NOTATION) on completions

All score keeping responsibility also applies to defensive shots, also known as a safety shot.

part **MOB - Made on Break**

This is the number of balls made on the break at the beginning of each game. Mark the appropriate number in this area on the score sheet. If a player does not make any balls on the break, nothing is marked. Do not mark a completion or miss for the break. If a player makes the 8-Ball on the break, LOTs need to be marked for both players. See (NOTATION) on completions. All score keeping responsibility also applies to Made on Break(MOB).

part **LOT - Left On Table**

This column refers to the number of balls that a player has left on the table after his/her opponent has won the game. After each game, the person that lost, in most cases, has balls of their category left on the table. Add the number of balls and mark it in this column. (NOTE: If a game has an early 8-ball, there will be balls left on the table for both the winner and the loser.) See (NOTATION) on completions. All score keeping responsibility also applies to Left On Table (LOT.).

part **Games**

This column refers to the number of games you have won (1 through 9) and/or lost (1 through 9). After each game, mark whether each player won or lost that game. (NOTE: On your League Score Sheet this is listed as (WON) and (LOST.) See (NOTATION) on completions. All score keeping responsibility also applies to Games.

pard Match

After the appropriate number of games have been played for the match, the number of games won and the number of games lost need to be marked with the totals in the appropriate areas of the score sheet. Also note the winner and loser of the match. See (NOTATION) on completions. All score keeping responsibility also applies to Matches.

pard Time -Outs

You can mark this on your score sheet in any area that does not have an assigned area . It may be helpful to cross out the game number as each game ends to minimize confusion over whether a marked time-out is from the current game or a previous game. See (NOTATION) on completions. All score keeping responsibility also applies to Time Outs.

pard Race

Use the Handicap Race Grid to determine the number of games you need to win the match. This varies, depending upon the skill level of the players involved. Simply mark the handicap and number of games needed to win in the appropriate area on the score sheet. See (NOTATION) on completions. All score keeping responsibility also applies to Race.

pard Name

On your score sheet, please clearly print your player's first and last name as well as their player ID#. See (NOTATION) on completions. All score keeping responsibility also applies to Name .

pard League Session/Playoffs

A league session consists of a specified number of weeks, meeting on a designated night and consisting of two opposing teams playing a specified number of consecutive matches. The winner of these matches will be awarded one (1) point for each match. Points accumulate over the course of the league session with the top teams qualifying to play in the Titleholders Event. There are different playoff formats. Ask your League Director for the format used in you local area. The Association For P.O.O.L., Inc. corporate office does have the final say on how a playoff runs, allowing no disruptions for the main event. If you do not feel your finals are within our format at a local level, please feel free to contact the corporate offices.

pard Slop Shots

All slop shots stay down and are marked as a miss on your score sheet. The opponent has command of the table where the cue ball comes to rest.

pard Scotch" Doubles 8-Ball Rules

pard Object of the game

Scotch" Doubles 8-Ball is a game played by a team of two players who oppose another team of two players in a league match of handicapped 8-Ball. During the conduct of their league match, the two team players function as a single entity, alternating shots until a game is brought to conclusion. This league format has proven to be very popular throughout the United States and is an excellent way to introduce novice players to the sport. It's an ideal way for husbands and wives, boyfriends and girlfriends, or simply good friends to team up and learn how to play pool, as well as get out and have a good time. The playing rules for "Scotch" Doubles 8-Ball are identical to those of The Association's Team Handicapped 8-Ball. The following provides additional criteria:

pard Team Structure

Each team consists of two (2) or three (3) players. Only two (2) players shoot during each match game. (NOTE: Team player combinations may not be changed during the match).

pard Shooting Procedure

During the course of a league match, the team players alternate shots until the game is brought to conclusion.

pard Continuation of Play

Teams shoot in the aforementioned manner until they have made all of their category of balls and legally pocket the 8-Ball, miss or foul. Every completed stroke constitutes a shot and the player's teammate must take the next shot in his/her turn. Alternating players continue from one game to the next, i.e., the player on a team that did not take the last shot in the previous game must shoot first (including the break) in the subsequent game. If a player shoots out of turn, it is a foul and

results in cue ball-in-hand for the opposing team.

pard Time-Outs

Time-outs are not allowed. This is because the team is shooting as one player, and as such, they may continuously discuss shots and strategy throughout the match. There is a 45-second shot clock and the slow play rule is in effect.

pard Score Keeping

Score keeping is handled as if the team were one player. The standard Association for P.O.O.L., Inc. Team Handicapped 8-Ball score sheet is used.

pard Handicapping

Each combination of two players on a team is given a handicap. For example, if a team is composed of only two players, those two players will have one composite handicap, which is determined by taking the average of the two individual players handicaps. If the average is a decimal ($5 + 4 = 9$ divided by $2 = 4.5$) the handicap is rounded up to the next highest level, in this case (5) However, if a team has three players, each possible combination of those players is assigned a composite handicap. For example, a team consisting of Tom, Sharon and Mary would have the following composite handicaps: Tom and Sharon; Tom and Mary; and Sharon and Mary. These composite handicaps are used as if they were for one player and the match races are determined just as they are in team handicapped 8-Ball. Reference the "Handicap Race Grid" printed on every Association score sheet.

pard Team Handicapped 9-Ball

Object of the Game - Team Handicapped 9-Ball is played with nine object balls numbered one (1) through nine (9) and a cue ball. On any shot the cue ball must contact the lowest numbered ball on the table first to constitute a legal shot. (See "Push Out" After a Legal Break for Exceptions). Once you have contacted the lowest numbered ball, any completions that follow allow you to continue your turn at the table. In 9-Ball, as long as you have contacted the lowest numbered ball on the table first, a completion of that ball and/or any other ball is a legal shot. The shooter does not have to call their pocket except as noted on the Handicap Grid. A player wins the game when he/she has legally pocketed their game ball or the 9-Ball. Good Luck!

pard Beginning Play

pard Choosing Your First Player

In Team Handicapped 9-Ball, choosing the first player is no different than in Team Handicapped 8-Ball. (Reference to Page 3 of Team Handicapped 8-Ball General Guidelines for Play).

pard Lagging for Break

Once you have selected your players, they must lag to see who breaks. The rules on lagging for Team Handicapped 9-Ball are the same as in Team Handicapped 8-Ball. (Reference to Page 3 of Team Handicapped 8-Ball General Guidelines for Play).

pard Racking the Balls

The object balls, numbered one through nine, are racked in a diamond shape with the 1-Ball on the foot spot and the 9-Ball in the center of the diamond. The Game Ball, which is the ball the higher handicap player is spotting their opponent, is to be placed in the rack wherever the higher handicap player wishes. (NOTE: The 9-Ball is also considered a Game Ball but does not have the floating options the other Game Balls do and is always to be placed in the center of the diamond as noted above). Before the break, the 1-Ball also needs to be touching the two balls adjacent to it. If this is not the case, the person breaking can ask for the balls to be re-racked.

pard The Break Shot

The break shot is executed with the cue ball placed anywhere behind the head string. The breaker must attempt an "open break" by attempting to pocket a ball. When breaking you must contact the 1-Ball first.

pard Cue Ball off the Table

If the player breaking drives the cue ball off of the table, his/her opponent receives ball-in-hand anywhere on the table. All balls pocketed stay down with the exception of the 9-Ball or other Game Balls which are spotted on the foot spot.

pard Object Ball off the Table

Any ball driven off the table on the break including the Game Ball, stays down and the shooter's opponent has cue ball-in-hand anywhere on the table. (NOTE: If the 9-Ball is driven off the table it is to be spotted).

pard Continuing Play After the Break

pard "Push Out" After a Legal Break

The "Push Out", also known as "Roll Out", is allowed one time only on the shot immediately following the break. The player executing this shot must clearly announce their decision to their opponent before shooting or it is treated as a normal shot. To execute this shot you may shoot the cue ball anywhere on the table. The cue ball is not required to contact a rail nor is the shooter required to contact the lowest numbered ball on the table. Any balls pocketed on a push out stay down and count as a completion on your score sheet, with the exception of the 9-Ball or Game Ball, which are spotted. Spotted balls are not counted as completions in this case. Following the push out the opponent has the option to shoot or pass the shot back to the player who executed the push out. In this case, the player must accept the shot as set forth under the General Guidelines for Play. (NOTE: Scratching on a push out is a foul).

pard Continuing Play

After a legal break or legal push out, the player who has command of the table continues to shoot until they miss, foul or win the game. If this player misses or fouls, their opponent comes to the table and shoots until they miss, foul or win the game. This is continued until a winner is determined.

pard Skill Shot/Good Hits

In Team Handicapped 9-Ball, the general rule on skill shots and good hits are the same as in Team Handicapped 8-Ball (Reference Team Handicapped 8-Ball General Guidelines for Play, Page 5). The exceptions with 9-Ball are that the shooter must contact the lowest numbered ball on the table first to execute a legal hit. You do not have to call your pocket except as required by the Handicap Grid.

pard Bank Shots

In Team Handicapped 9-Ball, when shooting a bank shot, the shooter must call the pocket of the Game Ball as required by the Handicap Grid. The shooter is not required to call the number of rails or banks the ball takes to successfully complete the ball in the pocket called.

pard The "Game Ball"

In Team Handicapped 9-Ball the Game Ball is always the 9-Ball for both players. There is also an additional Game Ball for the lower handicapped player, depending on their handicap. See the Handicap Grid for details.

pard Shooting the Game Ball

Any player shooting the Game Ball or 9-Ball must do so under the requirements noted by the Handicap Grid. If the Game Ball or 9-Ball is pocketed and the player fouls, it is spotted. If the lower handicapped player "slops" in his/her call Game Ball, they continue shooting, but do not win the game. If the higher handicapped player "slops" in the lower handicapped player's Game Ball, he continues shooting and the ball stays down.

pard Spotting the Game Ball

See Team Handicapped 9-Ball section referencing "The Break Shot" and "Shooting the Game Ball." For Tavern Rules, spotted balls are to be replaced with one of the remaining six balls available. (10-Ball, 11-Ball, 12-Ball 13-Ball, 14-Ball or 15 Ball).

Pard Slop Shot on the Game Ball

If the higher handicapped player shoots a legal shot and "slops in" the lower handicapped player's Game Ball, that ball stays down. If this is done on an illegal shot, the Game Ball is spotted. If the lower handicapped player has the call Game Ball and "slops" it in, that ball stays down and the player continues shooting.

pard Combination Shot

In Team Handicapped 9-Ball combination shots are allowed and are a very popular method of winning a game or match. A legal shot must be executed (i.e. the player must strike the lowest numbered ball on the table) for the shot to count.

pard Defensive/Safety Shot

In Team Handicapped 9-Ball this is a very important shot. To play a Defensive (Safety) shot, you still must execute a legal shot by hitting the lowest numbered ball on the table first, and drive a ball to the rail. Other rules for these shots are

consistent with those set forth in the General Guidelines for Play in Team Handicapped 8-Ball.

pard Fouls

The “Three Foul” Rule

there is no “Three Foul” rule in Team Handicapped 9-Ball.

pard Foot Foul

See General Guidelines for Play for Team Handicapped 8-Ball, Page 7.

pard Bad Hit

See General Guidelines for Play for Team Handicapped 8-Ball, Page 7. (NOTE: With this rule, take into account that in 9-Ball the “category” of ball referred to in Team Handicapped 8-Ball rules is the lowest numbered ball on the table).

pard Split Hits

See General Guidelines for Play for Team Handicapped 8-Ball, Pages 7 - 8 (NOTE: With this rule, take into account that in 9-Ball the “category” of ball referred to in the Team Handicapped 8-Ball rules is the lowest numbered ball on the table).

pard Other Fouls

Reference should be made to the General Guidelines for Play for Team Handicapped 8-Ball, again taking into account that in 9-Ball the “category” of ball referred to in the Team Handicapped 8-Ball rules is the lowest numbered ball on the table. You should also check the section on “The Break Shot” and “The Game Ball”.

The following are a list of topics for Team Handicapped 9-Ball that can be referenced through the Team Handicapped 8-Ball section of the rule book.

General Guidelines for Play:

HANDICAP GRID

For Team Handicapped 9-Ball

GRID FOR GAME BALL

SAME HANDICAP	Players with the same handicap play the race to 5 with the no-call 9-ball
ONE HANDICAP DIFFERENCE	The lower handicap player has the call 8-ball and the non-call 9-ball
TWO HANDICAP DIFFERENCE	The lower handicap player has the non-call 8-ball and non-call 9-ball
THREE HANDICAP DIFFERENCE	The lower handicap player has the call 7-ball and the non-call 9-ball
FOUR HANDICAP DIFFERENCE	The lower handicap player has the non-call 7-ball and the non-call 9-ball
FIVE HANDICAP DIFFERENCE	The Lower handicap player has the non-call 6-ball and the non-call 9-ball

All Matches are a Race to Five (5) Games

The higher handicap player must always call the 9-ball with the exception of the break

English - A term used to refer to spin placed on the cue ball by striking the cue ball to the right or left side of the cue ball’s vertical axis.

Follow Stroke - A stroke executed by striking the cue ball above its center line in an effort to impart forward spin on the ball so that it moves forward after striking the object ball. This stroke is usually executed for purposes of position play.

Follow Through - Accelerating the cue stick “through” the cue ball after actual contact in an effort to ensure that the cue ball follows a true course of roll.

Foot Spot - A point marked on the playing surface centered between the side rails and two diamonds from the foot rail.

Foul - An infraction of the rules which can terminate a player’s turn at the table.

Frozen - Balls that are touching each other on the table, or touching a cushion are said to be “frozen”.

Getting Shape - Good position on the next ball to be shot.

Going in Clean - The pocketed object ball drops into the pocket without touching another ball.

Head Spot - A point marked on the playing surface centered between the side rails and two diamonds from the head rail.

Head String - An imaginary line on the playing surface connecting the side rails at the position of the two diamonds from the head rail.

High Balls - The set of balls in 8-Ball consisting of the nine (9) through fifteen (15). See Stripes.

Kick - Shooting the cue ball into one or more rails in order to contact or pocket a specific object ball.

Kiss - When the object ball or cue ball makes contact with a ball to deflect its trajectory during a shot.

Lagging - A procedure for determining who shoots first in any match. To lag, each player places a ball behind the head string and banks it off the foot rail. The player whose ball stops closest to the head rail can elect to break. (NOTE: Contacting the head rail is legal).

Low Balls - The set of balls in 8-Ball consisting of the one (1) through seven (7). See Solids.

Miscue - This occurs when the tip of a cue stick slides off the cue ball because of inadequate chalking, a defective tip, or misapplication of “English”. A miscue could lead to a ball-in-hand situation for your opponent, especially if the miscue causes the cue ball to jump over any balls on the table.

Miss - Any shot that is not successfully completed.

Object Ball - The object ball is the ball that the shooter is attempting to hit, or any other ball that is of the player’s category. In 8-Ball, “low-balls” are the type numbered 1 through 7, and “high-balls” are the type numbered 9 through 15.

Position - Intentional placement of the cue ball after a shot.

Rack - A device used to arrange balls on the foot spot to begin a new game.

Rail - The cushion of the table.

Run - A series of consecutive shots that have been successfully completed.

Safety - A defensive move in which the shooter attempts to prevent his/her opponent from having a high percentage shot.

Sandbagging **Cheating**- When a player is playing well below his/her ability in order to lower his/her handicap, he/she is said to be . This is a form of cheating and is not allowed in The Association.

Scratch - To pocket the cue ball, or for the cue ball to leave the playing area.

Snooker - A pocket game played on a 6x12 foot table with cue ball, fifteen red balls and seven colored object balls.

Solids - The set of balls in eight ball consisting of the one (1) through seven (7). See Low Balls.

Spotting - Returning the balls to the table as specified by the rules of the game. The ball in question is returned to the “foot” spot.

Stop Shot - A shot executed with the intent of bringing the cue ball to a complete stop immediately upon striking the object ball.

Stripes - The set of balls in eight ball consisting of the nine (9) through fifteen (15). See High Balls.

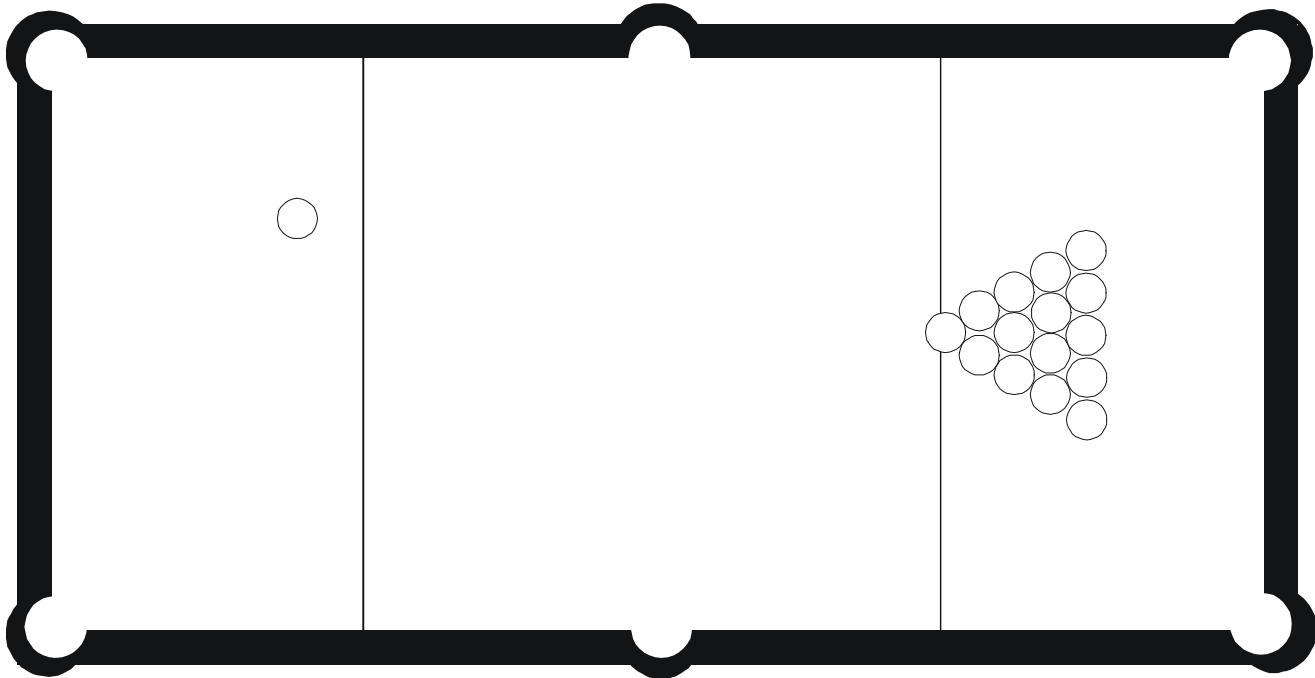


Table Diagram

The line next to the cue ball is referred to as the head string or behind the line. You might also hear a player say your in the kitchen or getting your feet weat.

Cue Ball

The line next to the rack of balls is referred to as the foot string or the spot area.