

VNEA 8-Ball Official Rules of Play

(Highlighted are any changes from previous rules)

A. TEAM MATCHES

1. One team match consists of three rounds of five games, a total of 15 games played. Starting players from each team must play all assigned games, and retain their positions in the line-up. Players should be matched against players with similar capabilities.
2. Each team will have a captain or acting captain present at each team match played. The captains or acting captains will check and sign score sheet.
3. The captains from each team will try to settle any disputes that may arise during the match. All disputes that cannot be worked out by the two captains at the match will be turned over to the League president for a ruling.
4. **The time of play is 7:30 PM**
The normal grace period to start a match is 15 minutes, which means you must have at least three regular players to start a match 15 minutes after the scheduled starting time, unless both team captains agree to start the match. There are 15 games in a match; each player has five minutes to start an individual game from the time his game is called.
5. The team captains should select a player to watch individual matches, and to act as referee after the players call fouls, or to make the final decision on close hits. The player referees should rotate from each team watching the matches.
6. All matches beyond the regular season are considered playoffs.

B. THE TEAM

1. Five regular players and up to five substitutes **MAXIMUM** for a combined total of ten players constitute a team (it is not mandatory to have five substitutes). Once the **maximum number of substitutes is used on a team no new subs may be added to the team. Any points won by another player will be forfeited.**
2. Any team with only four players available for the match will receive 0 points for each round the player is absent. The opposing team player will receive the equivalent of his/her average in points and credit for the games. If the fifth player arrives late during the match and his/her game in a round has been by-passed, he/she may shoot only the following rounds where his/her position has not been by-passed.
3. A team must have at least **THREE** players to make a match, unless approved by the League Board before the match starts.
4. Substitutes - each team may use up to two substitutes to be entered into the team's match line-up prior to the start of play. In the event that a regular member of a team is not available for the match, a substitute may be used so long as the substitute's own handicap is used during the match. If a substitute starts a match, the substitute must finish the match. Substitutes

normally pay league fees when they play.

5. In case of an emergency (fireman, EMT etc.) and the regular player must leave the match, the team may use a sub to finish the match. The sub must use his or her own average for handicap.
6. A team with two or less regular players forfeits the match.
7. ALL PLAYERS MUST BE 21 YEARS OLD.
8. New player averages will be computed by the league secretary after their first three games are played.
9. Any player playing in the playoffs must have played at least FIVE (5) regular season matches.

C. LINE-UPS

Line-ups will be placed on the score sheet by the home team captain first, with the visiting captain matching players as closely as possible according to averages.

The captain of a team that has less than five players available for the match must notify the opposing team captain before play begins, and also state which position(s) in the line-up will be vacant.

OFFICIAL RULES OF PLAY

A. BALLS AND RACKING

1. The game is played with one cue ball and 15 numbered object balls.
2. 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 footspot, a stripe ball in one corner of the rack and a solid ball in the other corner, as the above illustration shows.
3. The object of the game is to make one group of numbered object ball, either stripes or solids, and then LEGALLY POCKET THE 8-BALL which then wins the game.

B. BREAK SHOT

1. Start of play - the home team breaks first, and writes their line up down first. The break will alternate thereafter. During State and International competition, the teams will flip a coin to determine home team.
2. If the breaker hits the racked balls with the cue ball driving four or more numbered balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls reracked and shooting the opening break himself.
3. Miscues on the break and stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the headstring.
4. When positioning the cue ball for the break shot, the base of the ball must be behind the

headstring. (kitchen)

5. It is a foul when a player scratches on the break; opponent receives cue ball in hand behind the headstring.
6. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he must then reposition the cue ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul if called by the opponent.
7. The base of the object ball in relation to the head string determines whether or not a ball is playable, the base of the object ball must be outside the headstring (toward the foot of the table) to be playable. (This applies after a legal break.)

Making the 8-Ball on the break:

1. The breaker may ask for a rerack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8-ball and shooting from behind the headstring or reracking and assuming the break. A game cannot be won or lost with an 8-ball on the break, regardless of what is pocketed on the same shot.
2. If the player legally breaks the racked balls and does not make any balls, his opponent then shoots, having an open table.
3. If a player jumps an object ball off 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 headstring and shooting. Any jumped balls are spotted in numerical order.

C. OPEN TABLE

The table is “open” when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice versa. Note: The table is always open immediately after the break shot. **When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid.** On an open table, all pocketed balls remain pocketed. The choice of stripes or 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.

D. GAME

In Call Pocket, **obvious balls and pockets do not have to be indicated.** It is the opponents 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 call or it is a loss of a turn. 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.

The opening break is not a “called pocket” Any player performing a break shot in 8-ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.

E. PLAY

1. If a shooter inadvertently pockets his opponent's ball, it remains down, however, if the shooter does not legally pocket one of his own group, he loses his turn.
2. Each player continues to shoot so long as he pockets any of his object balls. Should a player fail to hit any one of his group of balls first, or fail to pocket his designated group ball, he shall lose his turn.
3. If a player fails to hit the 8-ball while shooting at it, it is a foul and the game continues. **When the 8-ball is the legal object ball, a scratch or foul is not a loss of game if the 8-ball is not pocketed or jumped off the table. Incoming player has cue ball in hand**
4. **In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.**
5. **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 game. Any jumped object balls are spotted in numerical order.**
6. SLOW PLAYING RULE: Exaggerated slow play will be penalized. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in a loss of game. During State and National competition, referees judgment will prevail.
8. STALEMATE RULE: If both players agree that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker breaking again. The stalemate rule may be used when there are only two object balls remaining on the table.

F. AUTOMATIC LOSS OF GAME

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.
2. Pocketing the 8-ball on the same stroke as the last of his group of balls.
3. Jumping or knocking the 8-ball off the table at any time.
4. Pocketing the 8-ball in a pocket other than the one designated.
5. Fouling while (pocketing) the 8-ball in the designated pocket.
6. Third infraction of the slow play rule.
7. Pocketing the 8-ball and the cue ball on the break stroke. (This rule applies, if your league considers and 8-ball break a win).
8. **Not correctly calling the pocket while pocketing the 8-ball. Note: All infractions above must be called before the next shot is taken. ONLY THE PLAYERS INVOLVED MAY CALL AN INFRACTION.**

G. LEGAL SHOTS

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 any group ball, or (2) cause the cue ball or any other ball to contact the rail.

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 a "safety" in advance. A safety shot MUST be a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a "safety" to his opponent. If this is not done the shooter will be required to shoot again. Any ball pocketed on a safety remains pocketed.

If a player scratches or commits a foul it is Q ball in hand any place on the table, except on the opening

break.

If you sink a ball but not in the designated pocket, you lose your turn but get the point for the ball sunk.

H. FOULING

Questionable fouls must be called and acknowledged.

The following results in fouls:

1. Failure to make a legal shot as noted above.
2. Shooting the cue ball into pocket or off table.
3. It is a foul when a player scratches on the break, or miscues or deflects the cue ball prior to hitting the racked balls. The incoming player receives (Cue ball in hand behind the headstring).
4. When placing the cue ball in position on a foul use your hand. Contacting the cue ball with any part of cue will be considered a shot, and if not a legal shot it will be a foul.
5. Shooting without at least one foot touching the floor.
6. Coaching is a foul. Any member of a team called for coaching will result in a foul on the team member shooting.
7. Object Ball Frozen to Cushion Or Cue Ball.

This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either: (a) A ball being pocketed, or (b) The cue ball contacting a cushion, or (c) The frozen ball being caused to contact a cushion attached to a separate rail, or (d) Another object ball being cause to contact a cushion with which it was not already in contact. Failure to satisfy one of those four requirements is a foul.

A ball which is touching a cushion at the start of the shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

8. ACCIDENTALLY moving or touching any ball is not a foul unless: the moved ball is the cue ball, or a moved ball makes contact with the cue ball, or a moved ball that is jumped off the table or pocketed or causes any ball to be jumped off the table or pocketed. Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul.

9. Picking up the cue ball while any balls are still in motion is a foul.

10. Push shots and or double hits will be considered fouls.

11. With cue ball in hand, touching any object ball with the cue ball is a foul, or touching any object ball with your hand while touching the cue ball is a foul.

12. When the slow play rule is enforced taking longer than ONE MINUTE between shots is a foul.

13. Jumping object ball off the table.

14. After a scratch on a legal break, if a player positions the cue ball completely and obviously outside the kitchen and shoots it is a foul.

15. Illegal jumping of ball (scooping under the cue)

I. PENALTY FOR FOULING

Only the players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the headstring except on opening break).

A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.

J. PROTEST PROCEDURE

1. Only the team captain has the authority to protest.
2. The League Board will review the protest and make a decision by majority vote.
3. A protest must be given to the League president in writing within 48 hours after the match. The league may ask for a deposit of FIVE or TEN dollars with the written protest.
4. The league president has the right to disregard any protest not properly presented, such as phone calls or personal contact, before the protest is presented in writing.
5. A game may be played and finished under protest, which may alleviate the original protest.

K. FORFEITS

1. Winners will receive one round point per round forfeited plus one bonus point (total four team points) if all rounds are forfeited. Forfeiting teams receives (0) points. Individuals will also receive credit for the wins.
2. Both teams must pay monies owed to the league to receive any further points.
3. If a team has more than 3 forfeits they will be dropped from the roster.

L.

GREIVANCE COMMITTEE

KEN SCHNEIDER – TABLE ART
MARK SCHAUT- LIGHTS OUT
ROGER SARGINGER – HUSTLERS
LANCE GREEN – SHORT SHOTS

If any questions or problems occur call one of the above, check schedule for location.

M. UNSPORTSMAN-LIKE CONDUCT

1. Unsportsman-like conduct is automatic disqualification.
2. Two basic Types:
 - a. One warning before disqualification.
 - b. Immediate disqualification.
3. Any physical violence will result in permanent expulsion from the league.

N. PLAYOFFS

1. The team with the best regular season record always has home field advantage.
2. **The playoffs will not be handicapped.**
3. A player must play at least (5) FIVE regular season match to play in the playoffs.
4. If both teams of a sponsor with one table are in the playoffs, and happen to be playing home at the same time, Country Mountain will assign another table to the lower ranked team.
5. Championship match to be played on the home table of the TEAM with the best regular season record.
6. During the playoffs if a tie should occur. The tie will be broken by playing a 5th round if the points in that round are tied the best of the five 8ball wins in that final round decide the winner.
7. The playoffs will include the top eight teams in a double elimination playoff. The team with the best record always has home team advantage. A division will have 8 teams in the playoffs and B and C division will have 7 teams and a bye given to the top seed in each division.
8. During the playoffs each captain will arrange his or her line up without the knowledge of the other teams line up. Once this is done they will be entered on the score sheet in this order.

O. AWARDS

1. There will be a \$50.00 sponsors fee for each league team being sponsored, payable when registration sheets are picked up.
2. Players pay \$5.00 per week dues, and also pay own quarters for table.
3. Team captains are responsible for \$25.00 each night of league play (\$5.00 per player). Team is also responsible for total team money regardless of how many players show.
4. All money from both teams along with a signed and dated score sheet will be picked up by a league representative the following day. There is a two week protest period for unsigned and undated score sheets. After this period they become official.
5. ***All dues money is returned to players either in banquet, trophies or point money. Point money will be paid at 80% for a win and 20% for a loss.***
6. The playoffs will include teams in places 1st thru 8th then a separate playoff for teams in the 9th thru 15th, 16th thru 22nd place in each division.
7. First and second place teams will receive sponsor and individual trophies.
8. Trophies will be awarded for:
 - most points
 - most consecutive wins
 - most ERO'S

A special award will be given for the first 8 on the break and \$5.00 will be paid for each additional 8-ball on the break

A Most Valuable Player will be selected for each division by assigning points to feats as follows.

5 pts. -ERO, 3 pts. -10-0, 2 pts. -8 on the break, 1 pt.-win. The MVP will be awarded a trophy and fifty dollars(\$50.00)

A trophy will be awarded for the best female player in each division, to be determined by the most points.

9. Those players that make the playoffs will pay \$5.00 per match. The A div. will have \$400.00 going to 1st place, \$200.00 to 2nd place, \$100.00 to 3rd place, while the B and C divisions will have \$350.00 going to 1st place, \$200.00 to 2nd, \$100.00 to 3rd. If the Championship match goes to the second match the second match will NOT be funded. This applies to all divisions.