

Table of contents

1. Definition of Around-the-world
2. Player Responsibility
3. Club Rules Prevail
4. Tables and Lighting
5. Scoreboard
6. Cue Ball
7. Use of Equipment
8. Pre-Game and Post Game Table Use and Seating
9. Starting Matches
10. Curfews
11. Snow Cancelations
12. Partners
13. Avoiding Forfeits
14. Survivor/Ghost Player Rule
15. Coaching Players/"Time Outs"
16. Awarding Breaks
17. Breaking to Start Game
18. Miscuing
19. Re-rack
20. Calling the pocket
21. Crediting a Pocket
22. Scoring – Pockets and Points
23. Spotting the One Ball
24. Calling a Safe
25. Asking for a Hit
26. Foul Line
27. Placing Cue Ball Behind Head-string
28. Dead Balls
29. Taking Balls out of Pocket
30. Shooting out of turn
31. Outside Interference
32. Balls Settling
33. Practice Shots
34. Scratch Shots
35. Jump Shots
36. Push Shots
37. Rail Obstructed Shots
38. Filled Pockets
39. Calling a Foul
40. Fouls
41. Unsportsmanlike Conduct
42. Opening Second Table
43. Winning the Game
44. Conceding the game
45. Results of League Play
46. Play Offs
47. Finals (Home-Home Playoff) Eligibility
48. Referee Authority
49. Final Tournament Authority

**QUEEN CITY POOL LEAGUE
AROUND-THE-WORLD**

GENERAL RULES

The Queen City Pool League was formed by social clubs in the Manchester, New Hampshire area to promote associations and friendships among their members through competitive participation in, and enjoyment of, the pocket billiards game of Around-the-World.

1. **DEFINITION OF "AROUND-THE-WORLD"**: The object of the pocket billiards game called Around-the-World is to pocket the one ball in each of the six pockets, in proper order (rotation), before the opposing player does so; the other fourteen balls may be pocketed to gain position on the one ball. To begin the game, the one ball is placed in the middle of the third row of balls in the rack.
2. **PLAYER'S RESPONSIBILITY**: It is the player's responsibility to be aware of all the rules, regulations and league/tournament schedules applying to competition. While the league board will make every reasonable effort to have such information readily available to all players (on the web site), the ultimate responsibility rests with the player.

Players should conduct themselves in a respectable manner in and around the league and tournaments. Good sportsmanship lies at the heart competition and players must be aware that significant penalties will be applied for fighting, taunting an opponent, or any other unsportsmanlike conduct. Fighting may result in being barred from a club (See club rules prevail). Taunting and unsportsmanlike conduct may result in loss of game. See rule for unsportsmanlike conduct.

3. CLUB RULES PREVAIL

- a. The privilege of playing in a particular club will be dictated by the specific club. Specifically, the host club's directors, not the Queen City Pool League's officers or board of directors, shall have final authority when deciding if a team member shall be allowed into the club.
- b. If a player has been barred from a club, he can be legitimately denied entrance to that club and neither the team nor the Queen City Pool League can overrule such a decision

4. TABLES & LIGHTING

- a. All team captains shall ensure that their 4 1/2' x 9' tournament-sized tables (50"x100" playing surface) are in good condition and level and shall bring the need for repair or adjustment to the attention of the club's directors.
- b. Tables being used for match play shall be properly spotted to aid in the positioning of the opening rack and placement of the one ball and clearly marked showing the head-string (head-string).
- c. Overhead lighting must be sufficient to clearly view the balls without any distracting shadows.

5. **SCOREBOARD:** A blackboard or other suitable fixture on which the names of all participating players and the number of pockets made (score) must be prominently displayed.

6. **CUE BALL:** The cue ball shall be the same size and weight as the object balls and, unless it becomes severely damaged due to jumping the table or from some other cause, may not be changed after a game or match has started.

7. **USE OF EQUIPMENT**

- a. You may use a billiard glove.
- b. You may use either a built-in or an add-on cue extender.
- c. You may use your own chalk provided that it closely matches the color of the cloth.
- d. You may not shoot while using any item to support or elevate your bridge hand. You may hold chalk in your bridge hand while bridging, but the chalk may not be used to elevate your hand off the table
- e. You may use your cue, held in hand or not, to help align a shot. You may use your cue and hands to measure angles and distances for bank shots and kick shots. No other cues, bridges or equipment may be used.
- f. You may not use laser assistance to judge whether the cue ball or an object ball would fit through a gap, or to judge what ball the cue ball would contact first
- g. You may use a dead ball to assist in aligning a shot, however if you make contact with a live ball it is a foul.
- h. You may not wear any electronic headgear, use any electronic device or voluntarily impede your hearing during a match. Examples include but are not limited to: headphones, earphones, earplugs, cell phones, smart phones, pagers, music devices or any kind of Bluetooth accessories. Hearing aides are permitted.

- i. No player in a match shall be on their phone or text messaging during their game. An exception may be granted due to an emergency; however this should be a onetime occurrence during the game. The captains will be responsible for enforcing this rule with their players. (added 2/13/2018)

8. PRE-GAME AND POST-GAME TABLE USE AND SEATING

- a. Visiting teams shall have the courtesy of the use of the table upon which the match is to be played one-half hour before each match and shall also receive preferential courtesy in seating arrangements for the captain and co-captain.
- b. Visiting teams shall also have priority use of the table upon which the match was played after all matches end.
- c. All visiting teams shall abide by the home team's club rules or house rules while on the premises of the home team.

9. STARTING THE MATCHES

- a. In regular season matches, the first game shall begin no later than 7:00 PM
- b. Teams with at least two players present must begin the first game at 7:00 PM. If two players from each team are not present at 7:00 PM, a 10 minute grace period shall be allowed. A limit of ten minutes shall be allowed at the start of the match and between each game if two new players are not available from each team to start the next game.
- c. Teams not able to declare a two-player team ready to participate in the upcoming game within this 10 minute time allowance shall forfeit such game (6-0).
- d. If two new players are available from each team, the next game **must start immediately**.
- e. Practice on the table shall terminate at 6:55 PM to allow cleaning of the table.

10. CURFEW

- a. No game shall begin after the club's curfew. If a match currently in progress cannot be completed during the allowed time due to a club's curfew the game shall be played until the next spot shot. The match will be suspended at this point.
- b. The opposing captains shall establish a date to complete the game(s) prior to the next Friday night's play. If the game(s) are not completed because the captains cannot agree to a make-up date, the league's officers shall set the date

that the game(s) is to be played. The team that does not comply with the make-up date shall forfeit. The same players shall participate and follow the same order of play at the same site at which the suspension of play occurred and the suspended game will resume with a spot shot.

11. SNOW CANCELLATIONS

- a. In case of inclement weather, if one team captain requests a cancellation and communicates that to the other team's captain, the cancellation shall take place. Such a decision shall be made by 6 PM on the scheduled night of play. .
- b. An alternate date will be immediately decided upon by the captains with the make-up match taking place at the originally scheduled site prior to the next Friday night's play. Of course, a start time must be agreed to by both captains to avoid the cancellation and associated inconvenience of rescheduling.
- c. If a parking ban has been declared by the city, where cars need to be off the street by a specific time, the team captains can decide to play some (or none) of the matches and an alternate date can be scheduled to complete the games.
- d. If some of the games can be played on the Friday night of league play, this shall be allowed with the remaining games taking place according to the guidelines above.
- e. The cancellation and subsequent rescheduled match time shall be relayed to the team players by their captain.
- f. The league scorer should also be notified of the incomplete match, cancellation and reschedule so that match results can be posted properly.
- g. *For the safety of all players, the league president will also have the ability to cancel league play if the weather forecast is for severe weather and travel is being limited except in an emergency. All future matches will be moved one week later, schedule will be updated and posted by league secretary.*

12. PARTNERS

- a. In determining the partners for each game, the visiting team will post the partners first in the first match, the home team then posts their team. In match two the home team will post first and then visiting team will post second. This will alternate for the remaining games. A blind post will no longer be used.
- b. If the names chosen to play cannot play as a result of an emergency before the start of the match then both captains need to discuss this and both teams will have the opportunity to change their players.

13. AVOIDING FORFEITS

- a. In order to avoid a forfeit, a team not having enough roster players present may “draw from the bar” in games one through five. Any number of players, not having played for any other team, can be “drawn from the bar” during the first four weeks of a half. These players will then be added to the roster. If the roster is already full (20 players) then a player will need to be dropped from the roster for the half.
- b. If the team cannot field two players for a match at the conclusion of the prior match then Rule 8 will be in effect. Once the 10 minute rule has expired then the match will be a 6-0 forfeit.
- c. Players can only play one match per night. (Changed see ghost player rule)
- d. In addition, the roster change must be called in to the League scorer on the night of the addition. If a player must be removed from the roster this also needs to be reported.

14. **“Survivor/Ghost Player Rule”** – Any team not able to field a 10-man team will be allowed to let players play twice (ghost player).

- a. The team needing to utilize a “ghost player” must state before game three that they will be short and need to use a ghost player.
- b. The opposing team will pick who plays the “ghost match” at that time. The “ghost” player must stay until the ghost match is played.
- c. If the team captain sends players home before the ghost player is selected, the rule cannot be used and the team will forfeit that game.
- d. If the “ghost player” needs to leave prior to their match being played, then the opposing team should be notified; they can approve the use of another ghost player or elect to take the forfeit.
- e. If a roster team member arrives before the ghost match is played, that player will play in the unplayed match. (Rule added 8/29/17) (no ghosting during 2022-2023 season)

15. COACHING A PLAYER

- a. Once a game has started, the only persons allowed to directly advise a player are the team's captain, co-captain, or the player's partner. Spectators and team members are not permitted, in any manner, to directly advise players.
- b. Team members may give counsel to a team captain who can communicate such advice to a participating player. A team captains or, in the case of tournament play, the referee, shall be responsible for enforcement of this rule.

- c. If the team's captain or co-captain is playing in a game or not present the night of league play an alternate captain/co-captain should be named. An alternate captain/co-captain can be named at any time, even if the roster captain/co-captain is present. The opposing team captain must be notified of the change.
- d. If an alternative captain/co-captain is named for a game because either is playing in a match, it will be for that game only.
- e. A limit of 15 "time out" is allowed per team per night of league play. "Time-outs" are those times when the captain and/or co-captain gives shot advice/instruction; it is not when the partner gives advice/instruction. *However, if a captain talks with the partner and then that partner gives the player at the table shot advice, it will be considered a "time out".* Any player giving instructions from the sidelines is also considered a "time out". A warning will be given on the first offense, on the second offense it will be counted as a "time out". Advise the other team when they have used 10 "time outs" and then again at 15. Warning for 1st offense, foul on second offense.
- f. Spectators not complying with a request to desist coaching a player shall be requested to absent themselves from the pool playing area.
- g. After a verbal warning from a captain/co-captain or referee takes place, regarding direct instruction, failure to comply with a request could be considered unsportsmanlike conduct and the match could be forfeited by a score of 6-0.

16. AWARDING THE BREAK

- a. During regular season play the visiting team will break in the first, third and fifth match; the home team will break in matches two and four. Rule 12 for posting partners will not change – visitors will still post first in matches one, three and five. (revised 11/1/17).
- b. In Playoff matches, one player from each team will lag for break. The winning team will have the option of breaking in the first, third and fifth game or swapping the breaks. The team breaking first will post first in matches during playoffs. (revised August 2017).
- c. In tournament games, players will lag for award of the break. The player winning the lag (closest to the top rail) shall be awarded the break.
- d. In tournament play the player who has won the lag, or his partner, shall have the option of breaking or allowing his opponent(s) to do so. The same person must break again if a re-rack is required (See rule 18).
- e. *Two lags will occur; one being a practice lag. Once a practice lag has occurred, both players MUST WAIT until their opponent has "set" before the official lag can occur.*

f. *In order to promote fair play, a player competing in the lag should attempt to lag at the same moment as the opponent. If near simultaneous lag does not occur, then it should occur before the opponent's lagged ball makes contact with the rail.*

1.) *If the lag occurs after contact with the rail, then the person making the late lag will forfeit the break regardless of where the lag rests.*

2.) *If a player lags before his opponent is "set", then the person making the early lag will forfeit the break regardless of where the lag rests.(changed 3/20/18)*

17. BREAKING THE BALLS TO START THE GAME

a. A player/team which has been awarded the break shall place the cue ball anywhere behind the head-string and strike the cue ball with FULL FORCE in propelling it toward the unbroken rack. The cue ball shall make contact with an object ball at or near the front position of the rack. Only this type of opening break shot will be considered legal in accomplishing the player's responsibility of properly opening the game. It will be the duty of the opposing team's captain (or referee in tournament play) to assess whether or not the "full force" and "at or near the front position of the rack" provisions have been adhered to in accomplishing the game's opening break shot. If it is decided that, for any reason, the conditions set forth have not been met, the player shall be advised of the specific requirement in which he was remiss and will be instructed to legally break the object balls apart. If it is decided by the opposing team captain or referee that a second failure to do so is intentional and the player is not of the disposition to comply with the conditions set forth for a legal break shot, a forfeiture of game (6-0) shall be declared.

b. Once a proper break has occurred as set forth above, the following shall prevail:

1) If **less than six object balls strike a rail** and neither a ball is pocketed nor a scratch occurs, the player initially breaking **MUST** break again; or

2) If **six, or more, object balls hit the rail and no ball is pocketed**, the opponent shall shoot next; or

3) If **an object ball is pocketed**, irrespective of the number of object balls contacting a rail, the player breaking shall continue to shoot; or

4) If a **scratch** occurs on the break, irrespective of the number of object balls contacting a rail, the opponent **MUST** accept the rack as is and shoot.

c. Any ball pocketed allows the breaker to continue shooting. In the case of the one ball being pocketed on the break shot, it shall be spotted on the lower spot

and the player is allowed to continue. A pocket is only credited if the one ball falls into the number one pocket.

18. MISCUEING ON THE BREAK: If, when breaking, a player miscues and neither hits the racked balls nor scratches, the same player will continue to attempt the break shot until he successfully breaks the rack. However, if the miscue results in a scratch, the opposing player **MUST** take the break shot.

19. RE-RACK

- a. If neither team/player has made the one ball in the first pocket before all the other balls are off the table, all the balls must be re-racked and the game started over again with another break shot by the same player who broke the balls previously. The original rotation of players shall be maintained.
- b. If neither player/team has made the first pocket and a player pockets the last remaining position ball on the table in his intended pocket and, the one ball also falls in the first pocket, he shall receive credit for the first pocket and the game shall proceed.

20. CALLING THE POCKET

- a. Prior to taking a shot which is not obvious such as a combination shot, bank shot, carom shot, back scuttle shot, or exceptionally difficult cut shot, the player must call the intended pocket. If the "uncalled" shot is challenged by the opponent or was not anticipated by the referee in tournament play, the player failing to call the pocket shall forfeit the pocket made and his turn at the table.
- b. Exception: If the player is specifically shooting at the one ball and it falls in the intended pocket, no matter what the level of difficulty the shot may have been, the player is not required to have called the pocket in which the one ball dropped

21. CREDITING A POCKET

- a. A pocket is credited to a player when, after pocketing a position ball in the "called" pocket, his shot causes subsequent collisions of the cue ball and/or position balls with the one ball resulting in the one ball falling into the player's designated pocket.
- b. A pocket is credited when a player has assumed his stroking stance and hand bridge at the table without fouling and
 - 1) has pocketed the intended object ball in the intended pocket without fouling;
 - 2) the cue ball has come to rest on the table's surface without scratching;

- 3) all object balls, if any are present, have stopped rolling; and,
- 4) the player has completely abandoned the stroking stance and hand bridge used for the shot without fouling.

22. SCORING - POCKETS & POINTS: All league matches shall consist of five games. The maximum number of points (pockets) that a team may earn in a match is thirty, prior to the addition of the handicap (if used). A team receiving a bye shall be credited with points according to By-Law 16.

23. SPOTTING THE ONE BALL

- a. The one ball shall be spotted in any orientation.
- b. If the one ball is being spotted and the spot is occupied, the one ball shall be spotted behind the spot and frozen to the ball in front of it in line with the spot.
- c. If there are no object balls on the table and the one ball must be spotted but the cue ball is on the spot, the one ball shall be spotted directly behind the spot against the top cushion.

24. CALLING A "SAFE"

- a. If a player, for strategic purposes, calls "SAFE" on a shot, he is, in effect, giving up his turn at the table after the "safe" shot is taken regardless of whether or not an object ball or the one ball is pocketed.
- b. A "safe" shot requires that the cue ball contacts an object ball or the one ball; a pocket cannot be credited on a "safe" shot.

25. ASKING FOR A "HIT"

- a. If a player fails to hit any object ball on the table and is requested to do so by the following player, he must attempt to do so.
- b. The cue ball shall be placed in the approximate position it started. In tournament play, the referee shall place the cue ball where it started. In regular season play, the player shooting may return the cue ball to its original position as approved by his opponent. When a difference of opinion exists on where the one ball should be placed and an opposing captain or co-captain/referee's decision cannot be obtained, the opposing player, rather than the shooter, will have responsibility for the final decision. No player shall move the cue ball once it has been placed by the opposing player or referee. To do so constitutes a foul.

- c. If, after this second attempt, the player fails to hit any object ball or the one ball, the one ball shall go on the spot and the following player shall be given cue ball in hand behind the head-string. (total of two shots).
- d. EXCEPTION: When a player is given cue ball in hand after an opponent's SCRATCH or failure to make a successful hit, he shall place the cue ball behind the head-string at any point he chooses. If the player does not strike an object ball on the first attempt from behind the head-string and is asked by his opponent for a "hit", he is allowed to REPOSITION the cue ball anywhere behind the head-string for his second attempt.

26. THE FOUL LINE

- a. Where the base (center) of the ball rests shall determine the position or eligibility of any ball. If the base of the ball is ON or IN FRONT OF the head-string (rack side or lower spot side of the head-string), the ball is playable. An object ball or the one ball that is dead center on the head-string is playable. However, when the cue ball is being put in play from behind the head-string or head-string it must not be placed directly on the head-string or head-string; it must be placed behind it.
- b. If, in the act of breaking or placing the cue ball behind the head-string as the result of a scratch, it is felt that the base of the cue ball is on or over the line, the player shooting must be so advised in order to give him the opportunity to place the cue ball properly behind the line. If the player is not so advised and is allowed to break or shoot at an object ball, no foul can be called. If a player shoots on the head-string or in front of the head-string after having been warned of the need for legal placement, the stroke is a foul.

27. PLACING THE CUE BALL BEHIND THE HEAD-STRING: It is permissible for a player having ball-in-hand behind the head-string to move the cue ball with his hand, side of the stick, or other article following a previous player's scratch. This movement of the cue ball may be done as many times as the player wishes. A player, in placing or moving the cue ball behind the line, is not allowed to touch, in any way, any other object ball; to do so is considered a foul.

28. DEAD BALLS

- a. Once a position ball (2 - 15) is pocketed, it becomes a "dead" ball and cannot be put back on the table for play. The one ball is not considered a "position" ball and, therefore, cannot be pocketed into an incorrect pocket in order to continue shooting.
- b. If a player incorrectly pockets the one ball, he shall lose his turn at the table; the one ball shall be removed from the incorrect pocket and shall be spotted on the lower spot where initial racking took place.

- c. The only EXCEPTION occurs if a player pockets an intended position ball and the cue ball or any remaining position ball sends the one ball into the "wrong" pocket, the one ball is spotted and the player continues to shoot.
- 29. TAKING BALLS OUT OF A POCKET:** A player is allowed to remove, at any time, previously pocketed or "dead" position balls and place them on the table for use in determining such things as clearances and angles. If, however, the player touches any "live" ball with the "dead" ball, a foul has occurred. All dead balls used for determining clearance must be removed from the table prior to the next shot.
- 30. SHOOTING OUT-OF-TURN:** Only an opposing player, captain, co-captain or referee can bring to a player's attention the fact that he is shooting out of turn. After shooting, the player so advised must immediately stop and shall give up his turn at the table. Any pockets made by the player, up until the time of the "shooting out of order" call, however, shall be credited to the player with the exception of the last pocket made. The opponent shall then shoot after proper order of play has been determined through discussion.
- 31. OUTSIDE INTERFERENCE:** If, while addressing or contacting the cue ball, a player is inadvertently interfered with (bumped, pushed, etc.) by a person other than his partner and unintentionally touches the cue ball or another ball, no foul shall be called and all balls will be replaced as close to their original positions as possible. The player so interfered with will again proceed with his proper turn or shot.

When outside interference occurs during a shot that has an effect on the outcome of that shot the balls shall be restored to the positions they had before the shot, and the shot will be replayed. If the interference had no effect on the shot, the disturbed balls will be restored and play will continue.

32. BALLS SETTLING

- a. A ball may settle slightly after it appears to have stopped, possibly due to slight imperfections in the ball or table. Unless this causes the ball to fall into a pocket, it is considered a normal hazard of play, and the ball will not be moved back.
- b. If a ball falls into a pocket as the result of such settling and after being motionless for 3 seconds or longer it is restored as closely as possible to its original position and the pocket shall not be credited to the player taking the shot. The next player shall then continue play by taking his turn at the table.
- c. If a settling ball falls into a pocket as a player shoots at it, the cue ball and object ball are to be replaced to their positions prior to the stroke and the player must execute the shot again. Any other object balls disturbed on the stroke are also to be replaced to their original positions.
- d. If, while the object ball or cue ball is "hanging" in a pocket, someone jumps on the floor or strikes the table with his hand or leg and such ball drops into the

pocket, it shall be placed back as close as possible to the position it was in before falling and no pocket shall be credited. This could be considered unsportsmanlike conduct and that rule may be enforced.

33. PRACTICE SHOTS

- a. Each player will be allowed six practice shots before each game (*discontinued during league play on 2/13/18; will continue during tournament play*). Players' names must be written on the blackboard before the player takes any practice shots or breaks the rack. The team breaking to start their game shall rack their own break.
- b. Once a regular season match has started, no player on the roster of either team shall be allowed to practice on an "open" table located on the premises of said match. However, if a player is in another league which is playing on the premises that player will be allowed to play in both leagues.
- c. In the case of tournament/league playoffs, once matches have begun, no player participating in the tournament/play-offs shall be allowed to practice between his/her matches on an "open" tournament table located on the premises of the tournament/play-offs.

34. SCRATCH SHOTS

- a. A scratch occurs when the cue ball drops into a pocket or leaves the surface or top rail of the table and comes in contact with something other than that which forms a part of the table. *Balls may bounce on the cushion, top rails, or light fixture of the table without a scratch occurring if they return to the bed of the table under their own power and without touching anything not a part of the table equipment. The table equipment shall consist of its light fixture, chalk not on the bed of the table, and permanent parts of the table proper* A cue ball that strikes or touches anything not a part of the table equipment shall be considered a scratch even though it may return to the bed of the table after contacting a non-equipment item.
- b. In case of a scratch and all balls are behind the head-string, all balls must be removed from the table and the one ball spotted. The next player is awarded ball-in-hand behind the head-string for one or two attempts at hitting the one ball as necessary or decided upon by his opponent - see Rule entitled "Asking for a Hit".

- 35. JUMP SHOTS:** A jump shot is any shot in which a player intentionally causes the cue ball to lift off the surface of the table. The intentional use of a "jump shot" shall be considered a foul with consequent loss of turn and forfeiture of any pocket made as a result of the "jump shot".

36. PUSH SHOT: A push occurs when there is a prolonged tip-to-cue-ball contact beyond what is seen in a normal shot. A push is a legal shot in Around-the-world.

37. RAIL OBSTRUCTED SHOTS - If the cue ball is positioned in such a manner that no clear shot is available at any ball without hitting the corners or "points" of the pocket (rail obstructed), the shot can be played safe and it is not necessary that any ball be hit. A rail obstructed cue ball must be declared and verified before the shot is attempted. If the opponent asks for a hit, (Rule 24. ASKING FOR A HIT), you cannot declare that you are rail obstructed on the second attempt.

38. FILLED POCKETS

- a. The player shooting has the responsibility of ensuring that the pockets are not filled with balls previously pocketed.
- b. If a shot at a "filled" pocket jumps out of the pocket or rolls over the filled pocket and off the table, the pocket is not credited. A position ball or the one ball so effected and coming out of a pocket to rest on the table's playing surface shall remain in that position on the playing surface for the next player to possibly pocket.
- c. The one ball leaving the table's surface shall be spotted on the lower spot waiting the next player's turn at the table.
- d. A position ball leaving the table's surface shall be removed from play and the player who caused such departure of the ball shall forfeit his turn at the table.
- e. Table etiquette calls for opposing players and referees to remove position balls from pockets to prevent such occurrences.

39. CALLING A FOUL

- a. Only a referee, captain, co-captain or any player engaged in the game may call a foul.
- b. If a foul is called by an opposing player, captain, or co-captain, and, in tournament play, the referee also sees the foul and therefore agrees that it has occurred, the foul call shall be considered proper and the player shooting shall immediately stop. If the referee does not see the foul due to inattention or out of position, then the referee may request confirmation/denial from another source that was paying attention to the game. The referee's decision is final.
- c. A player advised that he has fouled shall not proceed with a subsequent shot. This will allow discussion and resolution of the alleged foul between captains/players. Intentional failure to stop shooting to allow for such resolution will result in a forfeit under the provisions of Unsportsmanlike Conduct.

40. FOULS - During Friday night league play all fouls will be called

- a. **FOOT NOT ON THE FLOOR** - It is a foul if a player shoots when at least one foot is not in contact with the floor.
- b. **SHOOTING WITH BALLS IN MOTION** - It is a foul if a player shoots while the cue ball or any object ball is in motion (a spinning ball is in motion).
- c. **DOUBLE HIT** – A double hit is when the cue tip strikes the cue ball more than one time during a shot.
 - 1) If the cue ball has been set in motion because of initial contact with the cue tip and is then struck a second time, it is a foul; all balls shall be left where they come to rest and the shooter's turn at the table ends.
 - 2) If the cue ball and the object ball are touching and the cue tip contacts the cue ball in a straight forward motion, the cue ball, by follow through motion alone, will be struck by the cue tip more than once and the shot is a foul.
 - 3) If the cue ball is close to but not touching an object ball and the cue tip is still on the cue ball when the cue ball contacts that object ball, the shot is a foul.
 - 4) If the cue ball is very close to an object ball, and the shooter barely grazes that object ball on the shot, the shot is not a foul, even though the tip is arguably still on the cue ball when ball-to-ball contact is made.
 - 5) In the event an object ball is "frozen" to the cue ball, the object ball must VISIBLY MOVE in order for a proper "hit" to take place.

The best indication of a double hit is when the cue ball and object ball both travel down the table and the cue ball is traveling faster than the object ball.

- d. **CHALK CUBE, BRIDGE, OR CUE TIP ON TABLE'S BED** - A foul has occurred if the cue ball or an object ball comes in contact with a cube of chalk, bridge, tip which has fallen off a cue stick, or any other foreign object on the table's bed. The fouls cited in this paragraph shall cancel the credit of any pocket made on the shot and the next player will take his turn at the table.
- e. **STRIKING BALL WITH OTHER THAN CUE TIP** - If a player strikes the cue ball with anything other than the tip of the cue when propelling the cue ball in a forward motion, a foul has occurred and shall cancel the credit of any pocket made on the shot and the next player will take his turn at the table.

- f. **REMOVING BALLS FROM POCKETS** – When a player has pocketed the one ball in his intended pocket, he is allowed to remove the one ball from the pocket.

In order for a player to avoid a foul, he must remove the ball from the pocket without touching any other "live" ball on the table. The player so removing the one ball must place the one ball on the surface of the table or hand it to the opposing player for placement on the lower spot.

If a live ball is disturbed while removing balls from pocket the live ball should be placed back to its original spot. When a referee is present, the referee shall remove the one ball from the pocket and properly spot it.

- g. **MOVING THE ONE BALL AFTER IT HAS BEEN SPOTTED BY OPPONENT -**
A player whose turn it is to shoot, or his partner, may not touch or move the one ball that has been spotted by an opponent or the referee because he feels it has been spotted or placed improperly; to do so constitutes a foul and loss of turn at the table; the player may request that the one ball be spotted again but may not do so himself.

- h. **DISTURBED BALL** – A disturbed ball is defined as any ball that is moved from its last resting position by the player's body, clothing or equipment or contacted while still in motion.

- 1) It is a foul if a player disturbs any ball on the table, while in the act of assuming, executing or abandoning the stroke with any part of the body, clothing or hand-bridge used to take the shot. The opposing player has the choice of putting the disturbed ball back, as close to the original spot as possible, or leaving it where it lies. The fouling player has no say in where the ball is replaced. However, if the ball is placed grossly out of position, reasonable discussion may occur.
- 2) It is a foul if the cue ball is intentionally or unintentionally disturbed (thought it was a scratch but it wasn't). It will be ball-in-hand behind the head-string for the opposing player.
- 3) It is a foul if you disturb any ball that is in motion and results in loss of turn.
- 4) If the cue ball scratches and the shooter or teammate intentionally or unintentionally picks-up the one ball clearly over the head-string it is a foul. The opposing player/team will have the option of placing the one ball on the spot or putting it back, as close as possible, to where the foul occurred.

- i. **REMOVING THE BRIDGE** - If the player, in executing a shot, has made use of the mechanical bridge, the bridge must be removed from the table's surface and returned, without the player fouling, to its normal position (generally, under the table or on the floor) before credit for the pocket can be awarded.
- j. **MARKING THE TABLE** - A player shall not place any marks (with chalk or talc) on the playing surface or rails of the table to assist him in executing a shot. Marks of this type on the table's surface or rails shall constitute a foul when the marks are identified and such a foul is called by an opponent. The player so marking the table shall remove the marks, experience loss of turn, and forfeit any pocket made. A player shall not "strategically" place cubes of chalk on the rails to assist in shot making.
- k. **BALLS BEHIND THE HEAD-STRING** - It is a foul if the one ball has been spotted with object balls on both sides of the head-string and an object ball or cushion behind the head-string is the first thing contacted. *The first cue ball contact, with cushion or ball, must be below the head-string for a legal shot to occur.*
- l. **PARTNER INTERFERENCE** - If the player is bumped, pushed or contacted by his partner and he unintentionally disturbs the cue ball or another ball a foul has occurred. All disturbed balls will be returned, as close as possible, to their last resting position.

41. UNSPORTSMANLIKE CONDUCT

- a. You must not commit any act that is unsportsmanlike in nature. This includes, but is not limited to: INTENTIONALLY and improperly moving object balls or the one ball with the intent of disrupting the game; actions that are embarrassing, disruptive, or detrimental to other players spectators, referees, event officials or the sport in general, or any act that makes a travesty of the game; a match player offering to gamble with opponents or spectators during a match is specifically defined as unsportsmanlike conduct. By a show of unsportsmanlike conduct a player shall forfeit the game by a score of 6-0.
- b. If a player intentionally distracts his opponent by moving in his chair or to a position near the table and in the line of sight of the shooter, makes unnecessary noise, talks to the shooter while he is addressing or stroking the cue ball, or talks to spectators or teammates in a loud manner so as to distract the opponent while he is shooting, such player by a show of unsportsmanlike conduct shall forfeit the game by a score of 6-0.
- c. You are responsible for your actions at all times while you are present at the event venue, whether playing or not.
- d. You may be penalized for unsportsmanlike conduct with or without warning, dependent upon the severity of the conduct.

- e. A spectator, or non-participating team member, who engages in unsportsmanlike conduct, by any of the above methods, shall be asked to desist. Anyone not complying with that request shall be asked to absent themselves from the pool playing area. If behavior continues and is disruptive to the game, the spectator may be asked to leave the premise.

42. OPENING SECOND TABLE: If the third match has not completed by 10 PM, a second table located on the premises of league play will be opened for league play if it is available.

43. WINNING THE GAME: The game is over when, after having made the previous five pockets in order, a player pockets the one ball in the last side pocket (known as the "six" pocket) without a scratch or foul occurring.

44. CONCEEDING THE GAME: A player who unscrews their cue before the final pocket is made will be considered a concession of the match.

45. RESULTS OF LEAGUE PLAY

- a. Friday night results, as well as playoff results, shall be phoned, texted or e-mailed to the league's scorer or his/her designee by both team's captains immediately after the completion of the match. A picture of the score sheet with team and player names can also be texted to the league scorer.
- b. Six pocket runs or any protests shall be stated at that time. The intent to lodge a protest must also be conveyed to the opposing team captain.
- c. Questions of player ineligibility which must be communicated at the start of the game in question and resolved prior to the start of that game.
- d. The league scorer shall advise the league President and/or Vice President of a protest. Such protests shall be reviewed and a decision made by the Board of Directors at the next regularly scheduled or special meeting.
- e. With the use of a handicap system, texting or emailing a picture of the scoresheet is the preferred method of calling in results.

46. PLAYOFFS - A roster player must have played at least three weeks in the half in regular league play in order to be eligible to play in the play-offs for that half. In order to verify that a player has played at least three times in the half, the team captain must be able to produce the score sheets if questioned. If they are unable to produce the score sheet, the player will not be eligible to play.

47. FINALS (HOME-HOME PLAYOFF) ELIGIBILITY

- a. A player must be an active member of the team to play in the finals. Three week rule for playoffs also applies.
- b. If a player only plays in the first half (not a member of any team in the second half) they will only be able to play in the finals if his team won in the first half. Three week rule for playoffs also applies.
- c. If a team wins a half and a team handicap system was used, the team's handicap in which they won will be the handicap used in the finals.

48. REFEREE'S AUTHORITY

- a. The referee is in complete charge of the match he is officiating. He may, at his discretion, consult other tournament officials for rule interpretations, ball positions, etc.
- b. A referee's perception of what occurred (fouls, lag call, head-string call, etc.) is not subject to appeal. All matters of judgment are his and his alone; they cannot be appealed to higher tournament authority by players.
- c. Only if the referee is in error on a rule or its application, may higher tournament authority overrule him. An appeal of the referee's interpretation of a rule must be made before the next shot occurs or no appeal shall be allowed.
- d. Prior to the start of or if at any time during the game, a player(s) feels that the referee has become unable to fulfill the duties as referee or is unknowledgeable of the rules of the game a new referee may be requested.

49. FINAL TOURNAMENT AUTHORITY: Although the rules attempt to cover the vast majority of situations that arise in competition, there still may be an occasional need for interpretation of the rules and their proper application under unusual circumstances. The tournament director or other official who assumes final responsibility for a tournament will make any such required decision (other than the referee's judgment calls) at his discretion, and they shall be final.