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INTRODUCTION

Welcome New League Members

The Kalamazoo 8 Ball Pool League was formed by a group of local pool players for the enjoyment of playing pool on a competitive level. These players formed an Executive Board (10 people) to design, administer and operate this league for the benefit of the players. They are dedicated to the advancement, promotion and success of the league. The Board encourages you to have fun, be involved and help to make this the best pool league to play in.

101 AVOIDING DISPUTES, GAMBLING & PROFESSIONAL PLAYERS

AVOID DISPUTES – Read the guidelines and rules established
NO GAMBLING ALLOWED
NO PROFESSIONAL PLAYERS ALLOWED

102 SPORTSMANSHIP

Good sportsmanship is essential in pocket billiards as in any sport. Players are urged to stand back from the table or sit down while their opponent is shooting.

We would like to remind you that this league is made up of players who enjoy playing the game of pool in a competitive atmosphere. We hope that you will consider that this league is for fun and treat your opponents as competitors and not mortal enemies.

Players involved in a physical confrontation of any kind while playing on the Kalamazoo 8 Ball Pool League will immediately have their membership canceled for a period of one year. After one year, those involved may petition the Board to come back to the league. When a player solicits to return, a Board meeting will be held. Players involved will be invited to voice their opinion so that a decision can be made by the Board members present. The Board's decision will be final.

Repeated complaints against any member can lead to cancellation of his/her membership. Members who disrupt the league by consistently arguing and disagreeing with League rules may face loss of membership. The Board has adopted the following policy/rule when dealing with instances like this. The first time this happens, the player will receive a warning letter. The second time will result in a Board meeting, at which time those involved will be personally asked to attend the meeting. At the Board meeting, all sides will be heard and a decision will be made.

103 AGE REQUIREMENTS

Members must be at least 21 years of age at time of play. If a person wants to sign up and is not 21 at the time of the captain's meeting, he or she can sign up and put on the roster if they will be 21 by the 4th week of play.

104 HOST LOCATIONS

Host locations are only required to make a pool table and related equipment available for scheduled League play. If a team wants tables reserved for their use on league night, it is the responsibility of the team to request this from their host establishment. It would be wise to reserve a table for the opposing team as well.

201 TEAM ROSTERS

Teams will consist of up to an 8 person roster with 5 matches being played on League night. After the 4th week (5th week if there is a bye situation), rosters will be closed and no other players may be added.

202 TEAMS THAT DROP OUT

Since it is particularly disruptive to the League for teams to drop out during mid-session, the following policy will be observed. A team that drops out during a session will be replaced if possible. Otherwise the slot will become a bye. Any team that drops out will forfeit all benefits, point money, trophies and other rewards from the League.

203 “23” RULE

The total of the skill levels of the 5 players fielded during any given team match cannot exceed 23. The “23 Rule” pertains to the skill levels of the players, not the number of games they are 'racing' to. A new player (one that has not established a skill level and is playing for the first time) will count as a 4 for the purpose of the 23 Rule. When forming a team, team members should exercise caution regarding the number of highly skilled players they recruit. A team playing less than 5 matches must show that it would not have exceeded 23 if all 5 matches had been played. Any team violating this '23 Rule' is only eligible to earn 2 points for that team match (ie if you win 4 points and violate the 23 Rule, you will only receive 2 points for that evening). If your opponent violates the '23 Rule', make a note to that effect on the score sheet and the opposite Team Captain should be notified.

204 CHANGING HOST LOCATIONS

Teams may not change the host location (sponsoring bar) unless the location closes or the location requests it and the Board approves the change.

205 TEAM/INDIVIDUAL DROP/SUSPENSION

Any team or individual suspended from the League or who chooses to drop out of the League will forfeit all benefits, point money, trophies and other awards from the League. Those members will not be allowed to attend the end of session banquet.

206 CLOSING ROSTERS

No player can join a team after the 4th week (5th week if there is a bye situation). No player can play without an established handicap after the 4th week (5th week if there is a bye situation). All players with an NP (New Player) status will be removed after the 4th week (5th week if there is a bye situation).

EXCEPTIONS:

- For the survival of a team, one player per instance may be added to a team after the 4th week, but only with the approval of the Board. “Survival” is defined as having no more than five active players on the roster. Those players who are unavailable but still listed on the roster will have to be dropped from the roster. Added players shall have a handicap no higher than the dropped player or 4, whichever is lowest. Irregularities concerning added players (ie they turned out to be better than allowed) may cause the team to lose points won. Survival player additions must be approved by the Board prior to play. If this exception were not allowed, teams that lost players through circumstances beyond their control would be forced to quit, thereby leaving byes in the schedule. Teams don't join this League to get forfeit points, they join because they want to play. The Board appreciates your understanding of this exception. This exception does NOT grant relief to teams that have a couple of players out of town or on vacation and another player who has the flu. These are temporary situations and result in the forfeiting of points that week. This rule pertains to teams that have players who have permanently

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quit or for some other reason are permanently unavailable to play on the team for the remainder of the session.

- If a team has a bye within the first 4 weeks of play, that team may add new players during the 5th week and the team roster will be closed after the 5th week of play.

207 ADDING/DROPPING PLAYERS

New players may be added to your roster at any time during the first 4 weeks of play (5th week if you have a bye situation). Players may be dropped at any time during the session. **The opposing Team Captain must be notified of the addition or dropping of a player before the team match begins.** If that does not happen, any player added will not be allowed to play that night. New players without a handicap, play a "Race to 4". If the new player is an ex-League player, the Team Captain must consult his/her Master Player Listing before allowing him/her to play. An ex-League player will have a handicap on the Master Player Listing and they must play at that level. If he/she plays at a lower handicap level then they should, that match will be considered forfeited. To add or drop a player to your roster, simply write "Add" or "Drop", the player's name and player number (if applicable) on the back of your score sheet. You can also use the back of the score sheet to identify any player name misspellings.

208 NEW PLAYERS

A registration form along with the session fee must be received with the team score sheet when a new player shoots. Captains must have new players fill out the player registration form and pay their fees before they play. Note the player's name, player number (if applicable) and fee payment on the back of the team score sheet. **The opposing Team Captain must be notified of the addition or dropping of a player before the team match begins for the added player to participate in that league match.**

NOTE: The skill levels of new players sometimes do not reflect their true ability due to the lack of enough scores. For that reason, the skill levels of new players sometimes jump around a little during the first few weeks. Please allow for this and hold your complaints concerning new players for a few weeks.

209 CURRENT LEAGUE MEMBER STATUS

Every player must be a current league member. All players must have an up to date paid membership. Any team that allows a player to play without a current membership will receive zero points for the week or weeks involved. Their opponent will receive only those points they win plus the point(s) involving the illegal player(s). The Board will remove players from the roster who haven't paid by the end of the 4th week (5th week if you have a bye situation). It is the Team Captain's responsibility to make sure all team members have completed their portion of the Player Registration Form prior to playing.

210 PLAYERS CHANGING TEAMS

Players may not change teams within a session unless approved by the Board and then only during the first 4 weeks of play and only one time.

211 PLAYER CAN ONLY PLAY ONCE PER TEAM MATCH

Players appear on a nightly roster only once. A player cannot play for more than one team on the same night. A player must play only once in a team match.

212 BARRED PLAYERS

The League has no authority to require any admittance of any player. Any player barred from a host location has to obtain permission from the host location to play on the scheduled night. The player may continue to play in the League.

213 PLAYER INCENTIVES

Players receiving incentives are contrary to the best interest of the League. It is wrong for members to solicit or accept incentives to play for a location or for a team. Teams and/or players may face disqualification for accepting such incentives. Incentives include, but are not limited to free table usage and payment of all or part of Player fees. If a host location offers the same benefit to all members participating out of that location, it is probably acceptable. Special deals to just a few highly skilled players are not acceptable.

301 HANDICAP MANIPULATION, SANDBAGGING

This rule is intended to guard against the deliberate manipulation of skill levels. The Board has the option to eliminate a team from the League or adjust points.

Sandbagging is defined as intentionally missing shots for the purpose of increasing innings and holding one's skill level down to gain an unfair advantage over one's opponent. Team Captains are asked to report sandbagging to the Board, who in turn will contact other Team Captains to help determine the validity of the complaint. If there is a general consensus that an individual is indeed trying to hold their handicap down, they may be penalized by being assigned a skill level much higher than their true ability or have their membership suspended or revoked. The team may also lose points due to sandbagging.

Please list and describe in detail any intentional non-performance activity by a given player. This information will allow the Board to make a more accurate determination as to whether a player is trying to hold their skill level down. If a player does not wish to compete fairly in our League, their membership is in jeopardy. All sandbagging complaints must be made in writing.

Defensive shots no longer count toward a player's skill level, but they are still allowed. A player may make as many defensive shots as they need. Defensive shots are not considered sandbagging.

Teams guilty of conspiring to subvert the system by counting innings and coaching their players to miss shots or lose games will be penalized. Any player found guilty of intentionally shooting the 8 ball in out of turn to raise his opponent's rating will be strongly disciplined by the Board. If you think a player is cheating, be sure to write a note on the back of the team score sheet or contact a Board member.

302 ASSIGNING SKILL LEVELS

The Board will assign special skill levels to those players who are attempting to manipulate their handicaps by "sandbagging" or to a new player who is a "known" highly skilled pool player. When a player from another league comes in, the Board will usually assign a handicap of one below the other handicap if that handicap is over a 4.

The handicap system is designed to give each member a good chance to win matches and must therefore be protected. Occasionally it becomes obvious that a member is abusing the system by missing shot after shot while attempting at the same time to maintain control of the match. There are many "anti-sandbagging" measures within the League handicap system. Complaints against teams and/or members may result in warnings and possibly cancellation of membership.

303 SCORE KEEPING

Each team is responsible for keeping score during the team match. At the end of the night, you should match your sheet against your opponent's. Your score sheet should always agree with your opponent's score sheet before you sign them. If there are any discrepancies, make a note on the back of your team's score sheet.

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Penalties can be assessed if...

- Your team's score sheet does not match with your opponent's in the following columns: team number, player number, # innings won, score and W/L. The only exception is if you truly believe there are different innings in a particular rack. A maximum of one point per score sheet will be deducted for paperwork errors. Any team receiving such an error will receive a copy of their score sheet with the error circled.
- You try to negotiate more innings with your opponent.
- You coach your players to miss shots, thus running up their innings.
- You make any suggestions that are contrary to proper score keeping procedures. Please report any team you feel violates score keeping procedures.

Note: It is not necessary that the score keeper be on the team or even a member of the League. However, only the captain or co-captain may make notes on the back of the score sheet. If you do allow someone else to keep score, just remember that any mistake made on your team's score sheet will still cost the team a point.

It is suggested that the players, coaches and score keepers keep in touch with one another about how many time outs a player has taken.

Scorekeepers are also asked to note the following shortcuts on their score sheet to identify racks that ended prematurely.

8WP = 8 ball pocketed in the wrong pocket
8NM = 8 ball pocketed without the pocket being marked
FO8 = foul resulted on 8 ball resulting in loss (ie player made 8 ball and fouled)
8OT = 8 ball pocketed out of turn
SO8OB = 8 ball and cue ball are both pocketed on the break
SOB = 8 ball pocketed on the break (note player's name on back of score sheet)
B&R = player broke and ran out all balls including the 8 (note player's name on back of score sheet)

401 BYES

A bye is a missing team or uneven amount of teams.

- If a division begins with a bye, the Board has up to the 4th week of play to fill the slot and make up matches may be scheduled.
- If a team should drop out, causing a bye to exist, the Board has two weeks to fill the slot and the incoming team will assume the points of the other team that dropped out.
- When an uneven number of byes exist on a schedule, they will be handled as follows:
 1. First bye receives no points and no money is paid by anyone
 2. The second bye will be awarded 3 "free" points when the weekly fee is received unless there is an even number of second byes. The rule would then apply to the third byes or any uneven number of byes.

Note: A team may request money be taken from their point money at the end of the session for that bye or not to receive any points.
- Assuming a replacement team is not found, points awarded and fees owed by the opposing team will be determined in a fair fashion depending upon how many byes each team has during the session.

402 FORFEITS

A match will result in a forfeit if it has not begun within 15 minutes of the appointed time. "Real Time" is the Official League Time as opposed to "Bar Time". During bad weather, be courteous and extend the time to a reasonable limit.

- When new teams are involved, there shall be some leniency. You joined to play-not receive forfeits. Occasionally a new team misreads or misunderstands the schedule.

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- **A team must begin play if one player is present.** Upon completion of the first match, the team must have another player available for play or the remaining four matches will be forfeited. In other words, play should be continuous once it begins. Again, during bad weather please be courteous and extend a little time.
- If both Team Captains agree, a team match may be rescheduled for a different night (forfeit rule not in effect) within one week of the scheduled match. Team Captains will decide where and when. **The Board must be notified when a match is rescheduled.**
- A team may receive a forfeit point only if its player is present. If your opponent does not have a fifth player when it is time for the fifth match, your team will receive a forfeit point only if your fifth player is present at that time. Use a player name and number rather than writing “forfeit” in the space. Remember, both score sheets must agree. On other words, if both teams can only field four players, then the fifth point will not be granted to either team.
- If a team finds it necessary to forfeit a point(s), the forfeit must be the last match(es). Example: If a team knows they will only have four players available for a match, they can’t forfeit the second match because the opposing team put up their best player. The opposing team would regain the use of that player anyway, therefore making it meaningless to forfeit a point before the last match. Besides, there is always a chance the fifth player will show up.
- **Both teams must still pay full weekly fees.**
- Forfeits will not be tolerated. You joined the league to play, not to receive or give away free points. If you know that your player(s) cannot make it for any reason, the Team Captain has 24 hours to reschedule the match. Exception: If both teams can only field four players, then the fifth point will not be granted to either team.

403 STALEMATE RULE

If both players agree that attempting to pocket or move an object will result in loss of game, the balls will be re-racked with the original breaker breaking again. This rack would not count when tallying innings.

404 PROTESTS & DISPUTES

In general, all protests and complaints to the Board must be made by the Team Captain. Make sure you go through your Team Captain because penalty points may be assessed to teams who disrupt League operation by making random protest calls to the Board. Most protests and disputes should be settled immediately through compromise, common sense and by referring to this manual. Please solve as many situations as you can on the spot.

The procedure for Settling Disputes will be as follows:

- In the event a dispute between two teams cannot be resolved by existing rules, the two players and Team Captains should first attempt to resolve the issue by negotiation and compromise. The Board is normally not present at the time of the dispute and can’t effectively rule on a “good hit/bad hit” situation or other similar occurrences. Therefore, it is up to the two players and the two Team Captains involved to make every effort to settle the issue immediately. Disputes can be settled by the replaying of the game or the flip of a coin. It is essential that all parties concerned display good sportsmanship and conduct during the dispute itself. Poor sportsmanship or abusive behavior may cause the team that “wins” the dispute to face more serious consequences when the Board rules on the sportsmanship issues. Teams constantly involved in disputes may incur penalties ranging from point deductions to suspension or termination.

Example: The shooting player makes a shot where the hit (good or bad) is questionable and both teams feel their ruling is correct. In this example, the sitting team should have protected itself by stopping the game prior to the shot and getting a third party (not on either team) to watch the shot. By doing that, the sitting team is on an even level with the shooting team and the shooter must be very careful with the shot. It is usually easy to see when your opponent is going to face a “close” situation and your opponent is obligated to stop if you want the shot watched.

- Once both teams have agreed to replay a game, then no protest may be filed at a later time concerning the game issues. If you are not satisfied with the outcome of the negotiation or compromise, then you

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must advise your opponent clearly so that witnesses might later on back you up. State that you are going to continue playing but don't agree with what has occurred and that you intend to protest or are playing under protest. You can't agree to a situation with the idea that if you win, it's okay and if you lose, you're going to protest anyway.

- In the event the Captains cannot settle the dispute, they both need to submit a written protest to the Board on the back of the team's score sheet. This protest will describe the circumstances involved. The Board will rule on the protest/dispute and may require both Captains or players to attend the meeting concerning the protest. The decision of the Board is final.
- Once the League Office has received your score sheet, it is too late to protest. Know the rules and review the match before sending your score sheet in.

501 BALL IN HAND

The format of the Kalamazoo 8 Ball Pool League is based on the "Ball in Hand" rules.

Ball in hand means that you get to put the cue ball anywhere on the table to take your shot after a foul has been committed by your opponent. The exception is fouls on the break which result in cue ball placement behind the head string.

Once the cue ball passes the head string on the break, the game has begun. **If the cue ball is moved with any part of the stick after the game has begun, the result is ball in hand to the opposing player.** In a ball in hand situation, the player may make further adjustments to the cue ball placement with their hand only.

Handing your opponent the cue ball is considered both ball in hand and a safety.

Exceptions to this format and a review of fouls are provided in the following rules.

502 ORDER OF PLAY

Team Captains will flip a coin to decide who must declare the first player. Winner of the toss has choice of declaring first or forcing the opposing Captain to choose first. Whoever chooses first for the first match will choose second for the second match and first again for the third match, etc.

503 BEGINNING OF GAME

Players may lag or flip a coin to begin. The winner of the flip or lag will have the choice to break or let the opponent break. After that, the winner will break. If the lag method is used and the balls make contact during the lag, the lag will need to be repeated. If the lag method is used and a ball is pocketed, the opponent receives choice to break or let the opponent break. The non-breaking player will pay for the first game and then the players will alternate paying for the games.

504 WHO PAYS FOR THE GAME

To begin the match, the non-breaking shooter will pay for their first game. Thereafter the games will be paid for in an alternating method or a 50/50 split on \$1.00 tables.

505 SPLITTING MATCHES

Normally, a team match is played on only one table. Occasionally, lengthy matches make it logical to put a second table in action if one is available. If the fourth match has not started by **9:45 p.m.** and **one** team wants to split tables, both teams **MUST** split tables, providing there is an available table. An available table is defined as one that is empty or one that only league players are practicing on. Some sponsoring locations may deem a table unavailable, meaning they want to use it for non-league customers. Splitting matches is waived if both parties want to continue on one table.

506 RACKING

All balls should be racked as tight as possible. A re-rack may be called for by the breaking player if they feel that the rack is not tight enough or if the lead ball is not on the center spot.

507 BREAKING

No soft (safe) breaking is allowed. Either a ball must be pocketed or at least 4 balls must go to the rail. If this is not done, the balls must be re-racked and broken by the same player. If a soft break occurs a second time without a scratch, the opponent breaks. If a soft break happens and the player scratches, the balls must be re-racked and the opponent must break. The game begins once the cue ball passes the head string when breaking the rack. In other words, the cue ball is not live until it passes the head string. After the cue ball passes the head string, the game has begun. Since the cue ball is live after it crosses the head string, it can be one of the 4 balls that has to hit a rail to make a good break.

508 AFTER THE BREAK

If a foul is committed on the break, the incoming player will have an open table and will shoot the cue ball from behind the head string. Only balls over the head string may be shot at. A ball is considered over the head string if the point on the bottom of the ball touching the table is over the head string line. If the players cannot agree on a ball being over the head string, the Team Captains must be called to the table to make a determination. If a decision cannot be determined, then a flip of the coin will decide.

- If the 8 ball is pocketed on the break, the breaker wins the game. The breaker's name needs to be noted on the back of the score sheet. If the breaker pockets the 8 ball and scratches, the breaker loses the game.
- If a solid and a stripe are pocketed on the break, the breaker has an open table. The shooter may shoot any ball, except the 8 ball, and anything that goes in counts. The player may shoot a combination shot involving a solid and a stripe and whichever ball goes in would be his ball. If one of each, a stripe and a solid, falls in on the second shot, it is still an open table. If the player misses, then the incoming player has an open table.
- If 2 of a type (stripes) and 1 of the other (solid) pocket on the break, an open table condition exists.

509 CALL POCKET

Recommendation: Before you start the match, ask your opponent how they would like you to indicate their pocket choice—is pointing OK or would they like you to tell them the pocket/ball of choice. Be sure your opponent knows which pocket you call or you could lose your turn. Failure to pocket the ball in the called pocket results in the end of your turn—not ball in hand.

In Call Pocket, it is the opponent's right to ask which ball and pocket if he is unsure of the shot. Banks and combinations are not considered obvious and both the object ball and the pocket must be called or it is a loss of 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.

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 legally pockets any of his object balls (Exception: calling a safety). Should a player fail to pocket his designated group ball, he shall lose his turn.

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“SAFETY” SHOT: For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring “safety” in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a “safety” to his opponent. If this is NOT done, and one of the shooter’s object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

Any shot that is not a legal shot results in ball in hand to your opponent.

510 COACHING

Coaching is defined as giving advice on which ball to shoot, where to leave the cue ball and other information relating to the game.

As is the case in many sports, coaching is both logical and reasonable. Coaching gives all players a chance to provide their input and allow the more advanced players to help the new players with their game under competitive circumstances. It is suggested that you keep in contact with the opposing team’s score keeper to make sure you both have the same amount of time outs marked.

- The team captain may be the coach or may appoint any other member of the team to be the coach. Only a team member may be appointed as coach (non-league personnel cannot be coaches). The opposing Team Captain must be notified as to who the coach is (if it is not the captain) and once appointed, the coach can’t be changed barring emergency until the next individual match.
- The coach may only make one trip to the table per time out called. A coach may get a group consensus from the other players and pass it on to the shooter, but only the coach may pass it on. If a consensus is required, do it first, then go to the table. If a coach goes to the table then back to the team group, then back to the table, that is 2 time outs. Any shooter receiving help from a fellow player besides his coach has committed a foul resulting in ball in hand.
EXCEPTION: Anyone may remind the player to mark the 8 ball or call a foul. Only the player shooting may mark the pocket for the 8 ball shot.
- Mark time outs on the score sheet to avoid confusion. If a coach calls a time out or says “Do you want a time out?”, it must be taken by the player and is marked as a time out. If the player refuses the time out, it is still marked as a time out. It is up to you to notify your opponent if he is taking a time out he does not have. Disagreement would be handled just as any other protest or dispute. The number of allowable time outs per rack are as follows (they are also on the back of the score sheet):

Skill level 2	4 time outs allowed per rack
Skill level 3 and new players	3 time outs allowed per rack
Skill level 4	2 time outs allowed per rack
Skill level 5, 6 and 7	1 time out allowed per rack
- If you want to coach, call for a “Time Out”. In order to avoid confusion, say it loudly and clearly enough for all to hear. ANY member of the shooting team or the shooter may call for a “Time Out”. Keep in mind that once the shooting team indicates a time out is needed it will be recorded as a time out. Calling a time out when a shooter does not have any available IS A FOUL resulting in ball in hand to the opponent. It is the responsibility of all players to know how many time outs their shooter has used / has available.
- Coaches may NOT place the cue ball in “ball in hand” situations, mark the playing surface of the table or guide the shooter’s cue and must leave the playing area before the shooter attempts the shot.
- Time outs should not exceed one minute that begins when the coach approaches the table. Please be courteous and adhere to this policy. Repeated complaints against players will result in a Board review.
- Avoid disputes – when it’s your turn, go to the table and begin your turn. Don’t sit and talk with your teammates because your opponent may think you’re being coached. Telling a player which category of balls is his, reminding him to chalk up and other similar exchanges are not coaching. Answering a player’s question concerning the rules is not considered coaching. Obviously there are judgments that will have to be made. Play it safe and keep the chatter down to a minimum. Be courteous to your opponent by letting them get away with comments that don’t have anything to do with the game strategy.

511 COMBINATION SHOTS

Combination shots are legal, but striking the correct ball first is required, except in an open table situation. The 8 ball is not neutral (cannot be struck first), but can be used in the middle of a 3 or 4 ball combination. If a player attempts a combination shot and one of his balls is legally pocketed and an opponent's ball also pockets, the player retains his turn. If only the opponent's ball pockets, it stays down and is not the opponent's shot.

512 BALLS ON THE FLOOR

If the 8 ball is knocked off the table to the floor or ends up on the rail, the shooter loses the game. If the cue ball leaves the table and goes to the floor or ends up on top of the rail, the opponent will have ball in hand (normal scratch if on the break). If any other ball leaves the playing surface and goes to the floor or ends up on the rail, it will NOT be considered a foul. The ball will be spotted prior to the next shot at the foot of the table after the balls have stopped moving. If the spot is taken or blocked, the ball will be placed in line behind the spot as close to the spot as possible.

513 POCKETED BALLS

Balls must remain in the pocket to be pocketed. If a ball goes in the pocket and bounces back onto the playing surface, it is not pocketed and will be played as usual. This includes the 8 ball and the cue ball.

If a ball that has stopped all motion hangs in a pocket and should fall after 5 seconds, the ball must be replaced to that position. The ball must be retrieved by either having the bar open the table or by each shooter contributing half the cost of the table to get the ball back.

514 ONE FOOT ON FLOOR

One foot must remain on the floor when the player is shooting. Exception to the rule is only if the host location has no bridge and there is no house rule against getting on the table. Teams and their captains are encouraged to purchase an inexpensive bridge end and carry it with the team. This can be put on the end of a house stick and used as a bridge.

515 TRICK SHOTS

Trick shots, including radical masse, are based on individual house rules. If the hosting location has a policy of not using certain types of trick shots, then that rule must be followed.

601 FOULS

If any fouls are committed, the incoming player will have ball in hand. If you think you are entitled to a ball in hand because you think a foul has been committed, ASK YOUR OPPONENT FIRST. If you grab the ball first and no foul has been committed, you have fouled and your opponent now has ball in hand. The following are to be considered fouls resulting in ball in hand.

- If another player marks the pocket for the 8 ball shot
- Cue ball scratch
- Contact with the wrong ball first (ie shooter with solids must hit a solid first)

NOTE: If the shooter has a close shot or split shot, he should ask for 1 or 2 witnesses to watch the shot. This is strongly recommended in order to determine if the hit was good or not. In addition, it will reduce the possibility of a problem at the table. Either player may call for the witness of a close shot any time prior to the actual shot. Proper sportsmanship should be used in this situation. DO NOT call for the witness just as the shot is being taken.

602 RAIL CONTACT

Failure to hit a rail after contact with the cue results in a ball in hand. Any ball must go to a rail after legal contact. A pocketed ball counts as a rail.

603 FROZEN BALL

A bad hit on a frozen ball will result in ball in hand. A frozen ball is a ball that is touching a rail. To utilize the frozen ball rule, the opponent must declare that the ball is frozen and the player should verify. Once it is agreed that the ball is frozen, then the shooter must drive the object (frozen) ball to another rail (it could hit another ball, which in turn hits another rail) or drive the cue ball to the rail after it touches the frozen ball. If the latter method of safety is chosen, then the shooter should take care that he quite obviously strikes the object ball first.

604 JUMP SHOTS

A legal jump shot, which is striking the cue ball above center, is allowed as long as house rules allow it. It is advisable to have an observer at the table if a jump shot is attempted so that a 3rd opinion of the shot is available if needed.

605 FOUL ON THE CUE

Any time the cue ball leaves the playing surface and ends up anywhere other than back on the playing surface, it is a ball in hand.

606 ILLEGAL AID

Receiving illegal aid by receiving coaching by anyone other than the coach. It is not illegal aid for anyone to remind the player to mark the pocket for the 8 ball or telling a player which category of balls is his/hers or reminding him/her to chalk up. Between racks, any player may talk to the shooter.

607 TOUCHING THE CUE BALL

Except in ball in hand, anytime the cue ball is touched or moved with anything except the cue stick, it is a foul. If other balls on the table are accidentally moved, they must be replaced at or near their original placement, before the shot if possible. Otherwise they must be replaced after the shot after the balls have stopped rolling by the opponent, not by the person who moved the ball. If a legal shot is made and a secondary ball is moved accidentally (by hand, cue, etc.) all balls stay in final position if contacted by the cue ball or any other ball. If the cue ball and another ball are close or frozen and the other ball is touched consequently moving the cue ball, the result is ball in hand.

In all ball in hand situations, only the players are allowed to touch the cue ball. If any other player or the coach should touch the cue ball, it is a foul and the opposing player has ball in hand.

If the cue ball does not touch anything during the course of a shot, the result is ball in hand.

If during cue ball placement in a ball in hand situation the cue ball touches any other ball, it is a foul. **THE CUE BALL IS ALWAYS LIVE ONCE THE CUE BALL PASSES THE HEADSTRING ON THE BREAK!**

701 WINNING THE GAME

A player wins by pocketing all his balls and pocketing the 8 ball in the marked pocket without scratching. The 8 ball must be a separate shot. A player cannot pocket the 8 ball at the same time he plays the last ball of his category. Only the player may mark the pocket.

702 WHEN DO YOU LOSE?

- The opposing player pockets his group of balls and pockets the 8 ball in the specified pocket.
- Shooter pockets the 8 ball out of turn or knocks the 8 ball off the table or the 8 ball ends up on top of the rail.
- Shooter scratches while shooting at the 8 ball or after the 8 ball has been pocketed.
- Shooter pockets the 8 ball in a pocket other than the one he marked.
- If shooter does not mark the pocket they shoot the 8 ball into.

703 POCKET MARKERS

The player must mark the pocket himself with a visible marker. Verbal notification in place of a pocket marker will result in loss of game.

Chalk is to be used on the cue tip only. Do not use chalk for an 8 ball pocket marker or to mark the playing surface. If chalk is used for the 8 ball pocket marker, loss of game will result. Use something visible to mark your pocket such as keys, lighter, salt shaker, cell phone, etc. Do not use coins or anything else that may not be clearly seen by your opponent.

704 ALTERING THE COURSE OF THE 8 BALL/CUE BALL

When shooting the 8 ball, if the shooter alters the course of the 8 ball or cue ball in a game losing situation the game is forfeited. In other words, if either ball is touched by anything at any time during the time either ball is in motion towards a possible scratch or the 8 ball going into the wrong pocket, it will be considered loss of game.

705 FOUL ON THE 8 BALL

If when shooting at the 8 ball, you strike an opponent's ball first and the 8 ball pockets, you lose the game. This should be marked as an FO8 on the score sheet.

706 NON-MEMBER COACHING

Any player who is coached by a non-league member and not a member of his/her team will result in loss of match, not just the game.

707 BREAKING DOWN OF CUES

A forfeit will occur for the game if a player's stick is broken down during the opponent's turn. Breaking down break cues, jump sticks or switching shafts must be done on one's own turn.

801 TEAM CAPTAIN RESPONSIBILITIES

- Must have a working phone—answering machine preferable.
- Work with other captains for match reschedule if necessary

Kalamazoo 8 Ball Pool League
Rule Book

- Take full responsibility for team members
- Read and understand rules
- Have team players read and understand rules
- Make arrangements for team fees to be paid by check or money order
- Visit www.kalamazoo8ball.com each week to print off the new N&N and roster and bring to your match
- Make sure nightly fees are paid in full
- Get paperwork to designated place or person after play
- Read and have players read “News & Notes”
- Make sure sponsor fees and all player registration fees are paid
- Make every attempt or have co-captains attend captain’s meetings when called by the Board
- Be available to the Board if any problems occur with players
- Put messages on the back of the score sheet
- Mark 8 Ball Breaks and Break & Runs on the back of the score sheet
- Write clearly on the score sheet
- Keep ball in hand placement and time outs to a one (1) minute limit
- Ensure that team score sheet matches opponents score sheet
- Sign team score sheet and opponent’s team score sheet.

802 FEES

Team fees are required to be paid by check or money order and submitted with the score sheet. All funds (point money) less expenses will be distributed at the end of session banquet.

- Team Sponsor Fee - \$25.00 per team per session (paid by the host location)
- Player Registration Fee - \$7.00 per player per session (non-refundable) Only one fee even if player plays both nights.
- Nightly Match Fee - \$5.00 per player per match (\$25.00 per team total, non-refundable)

803 RETURNED CHECKS

There will be a \$10.00 service charge assessed to any returned check. The bank charges the League this fee, so we are just collecting it. The Team Captain will be notified and will be responsible to collect the charge.

RULES ARE SUBJECT TO CHANGE

Due to the ever changing nature of sports and the situations that can and do occur, the Board reserves the right to make rulings and rule modifications as necessary and at any time. Any rule changes will be made available to all members via posted bulletins, Team Captain’s meetings, and/or will be published in the League Publication, News & Notes.