

**NORTHWEST FLORIDA
POOL AND BILLIARDS
ASSOCIATION**

Official Playing Rules

Men's Division

**Amended
July 2017**

NORTHWEST FLORIDA POOL and BILLIARD ASSOCIATION

Northwest Florida Pool and Billiard Association Official Playing Rules

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LEAGUE OFFICIALS

Board of Directors

The Board of Directors is made up of the elected officers and executive committee members. The following members were elected for the year for the Northwest Florida 8-Ball Association (NWFEBBA) are as follows:

President	nwf8ballpresident@gmail.com
Secretary	nwf8ballsecretary@gmail.com
Treasurer	nwf8balltreasurer@gmail.com
Vice President (Mens)	nwf8ballVPmens@gmail.com
Vice President (Ladies)	nwf8ballVPladies@gmail.com
Vice President (Mixed Doubles)	N/A

Phone number contacts for all officers will be provided to all Captains in distributed team packets prior to the start of each subsequent season. In the event that there is a change in the Board of Directors during a season already in progress, new contact information will be distributed to all active captains as soon as the information becomes available.

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Welcome to the Northwest Florida 8-Ball Association

Welcome to the NWF 8 Ball Assoc. Our goal is to provide you with the best competition in the best possible atmosphere. Please enjoy yourself, and play within the “Spirit of the Rules” as well as the “Written Rules”. We can’t cover **EVERY** situation 100% of the time with the rules so allow common sense and **sportsmanship** to prevail when a situation occurs.

Pool and Billiard Etiquette

The following are general thoughts of all pool players who enjoy the game

- Verbal or physical abuse will not be tolerated and should be reported in writing.
- Slow play is aggravating and unacceptable.
- Be ready to start when it is your match, it’s a courtesy to the other team.
- While your opponent is shooting, remain in the immediate area but stay at least six feet away from the table.
- Good sportsmanship is important and is deserved by all.
- Be courteous and wait for your opponent to arrive before breaking the balls or if your table is refereed commence the game with your opponent’s permission.

Respect the equipment

Pool tables, billiard balls, and cues are not inexpensive toys. They are costly, specialized equipment that call for professional handling and care.

- Don't turn the chalk upside down on the rails. It makes a mess and can even stain wood rails.
- If you smoke, don't bring your cigarette to the table. Cigarettes sitting on rails leave burn marks. Cigarettes in your mouth drop ashes onto the table. Not only does that make a mess, but a lit ash will burn the cloth.
- Don't bring drinks or food to the table. Food crumbs make a mess and spilled drinks can damage wood and cloth. Drinks on rails leave stains and could easily be knocked over onto the table bed.
- When racking, don't slide the rack all over the table. This puts extra wear on the cloth. You can lift the rack slightly off the table and still move the balls into position over the foot spot.
- Don't sit on the edge of the table to make a shot. A balanced table enhances the game, so why chance screwing it up? Use the mechanical bridge if you can't reach a shot from a standing position. Also, rivets from jean pockets can scratch a table's finish.
- When using hand powder don't slap it all over the place, it makes a big mess. A pool glove serves the same purpose, is clean, and you can take it with you wherever you play.

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Respect other players

Pool is a competition, but it is also a social activity. The other players want the same opportunity you do to plan and execute shots without rude interruptions.

- Don't shark. If what you are doing would distract you while shooting, it probably distracts other players, too. Here are some common sharks. Avoid them!
 - Doing anything vocal while your opponent shoots (talking, coughing, clearing your throat, humming, whistling, etc.)
 - Making noise while your opponent shoots (dropping stuff, chewing loudly, cracking gum, tinkling ice cubes, tapping fingers, reaching for or jingling change in deliberate view of the shooter etc.)
 - Moving deliberately within the shooter's field of view (lighting a cigarette, chalking your cue, walking near the table, making sweeping hand or arm movements, etc.)
 - Standing at the table, especially behind the target pocket.
- Don't criticize someone's game and don't make excuses for your own misses.
- Don't hustle.

Respect the Bar and their Furniture

If you smoke, use the ashtrays. Don't flick your ashes onto the floor or worse, throw your cigarette butt on the floor to step on it. Remember not to bring your cigarette to the table when it's your turn to shoot.

Lastly.....

Teams that try to gain unfair advantage by creating their own “**interpretations**” are subject to un-sportsmanship violations. **Win at the table with your cue** and not in the chair with your mouth is a thought that promotes good harmony and good times. That is what we would like to achieve.

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Section I: Northwest Florida 8 Ball Association League Rules and Procedures

The following section of rules and procedures are unique to the NWF 8 Ball Assoc. These rules are in conjunction to the playing rules in the following section.

1) Team Requirements

A) Team Size and Structure

- a) Each team will elect a captain and co-captain. See Section 1-B for captains duties and responsibilities.
- b) Each team will consist of at least five (5) players. No team roster can consist of more than ten (10) players at any one time.
- c) The official roster is located on the computer generated score sheet and are players assigned to that team and are the legal players for that nights match. The OPEN PLAYER RULE (Section I, Rule 3,A1) is also available for a team faced with an inevitable forfeit.

B) Captain's Duties and Responsibilities

- a) The Team Captain is responsible for the conduct of the team. He is to advise the team as to the rules and operations of the league. All players should have a knowledge and understanding of the rules and procedures.
- b) The captain is responsible to submit a list of **players names, Email address, and/or phone numbers or other pertinent information needed to contact players in case of an emergency**. These names need to be entered into the computer to become legal players the first night of play. Failure to enter the information prior to the defined time (Section I, Rule 1,B(c)) may result in a Team penalty of 10 games in the loss column. Failure to create a roster the first night of play may result in your team receiving a no roster for the second week of play resulting in a penalty score of 0-5. The penalty for no roster can be issued each week.
- c) The Team Captain is responsible for his teams score sheets. Team scores along with individual scores must be recorded at the internet site of the NWF 8 Ball Assoc. at www.NWF8ball.com by: The website can also be accessed through www.topgunpool.com

Sat 12:00 pm following the Thursday of play

If the scores are not reported by the time the computer rolls the scores into the total standings, the match will be forfeited and the team will receive zero (0) wins but will be administered (5) losses, as each round will be scored as a forfeit.

- d) The Team Captain is responsible for the collection and drop off of all team dues and fees by the second week of play.
- e) The Team Captain is responsible for seeing that match play begins on time.
- f) Team Captains may be replaced by the members of the team at any time if it is deemed necessary.
- g) Each team captain, or their assigned representative, will be required to attend all meetings announced by the leagues officers. Failure of the captain or representative to attend a captain's meeting may result in ten losses being applied to their team score. If at any time a Team Captain who is an elected official becomes involved in a protest, the President shall appoint a replacement for impartiality.

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h) It is the captain's duty to insure that their players and guests maintain proper sportsmanship standards. (See Etiquette Section) Players and guests are to act in a manner that is required by the location in which you are playing. Foul and aggressive language, excessive intoxication, excessive rowdiness, and throwing of any objects (sticks, balls, chalk, etc), are not acceptable by the NWF 8 Ball Assoc. Offending players may be suspended from the league and/or placed on probation.

i) It is the captain's responsibility to insure that the tables at their home location are ready for play and in good working condition. Cleaning the tables prior to the match would be a courtesy everyone will appreciate.

j) It is the captain's duty to ascertain that his players are legal as per the league rules and by-laws. This includes ascertaining that a player has played a minimum of twenty league games to be eligible for team playoffs.

2) Format and Location of Play

A) Format of Play

The Match – Each match session will consist of twenty-five (25) games. The format shall consist of five (5) players per team in a round robin format.

B) Location of Play

All games will be played in a league-sponsored location unless an emergency occurs. The captain or sponsor shall contact a league officer to request a change of venue.

C) Beginning Play

The home team will rack for the first game on each table. Subsequent rounds will be per the score sheet.

D) Break

The break will be determined by the score sheet. The score sheet will indicate the player that racks and the player that breaks

E) Subsequent Play

a) The score sheet will determine subsequent play.

b) Forfeits are treated as a **NO GAME**. Continue to follow the score sheet to determine who breaks and who racks.

F) Grace Period for Play to Begin

a) A team must have at least one (1) player to start the match.

b) The start of match must begin no later than ten (10) minutes after the scheduled starting time. (Section I, Rule 2,G)

c) If the team captain of the tardy or absent player desires, a (5) five minute grace period will be given each time a missing player is scheduled to play.

d) A player may shoot when they arrive but cannot make up any games they missed.

G) Starting Times

Starting times for matches shall be as follows:

Men's Divisions: Thursday Night at 7:30 PM

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H) Practice Courtesy

- a) If the visiting team is present and wishes to practice, one (1) table shall be made available exclusively for them at least thirty minutes prior to the start of league play.
- b) Failure to provide a table for the visiting team at the slated time might be cause for home team forfeit.

I) Rescheduling of League games

- a) No games will be rescheduled unless authorized by the league officers.
- b) If a problem arises, go ahead and play under protest according to the Protest Procedure Rule. The Executive Committee will make a ruling at the next meeting.

J) Refereeing the Game

Referees are an option in a Gentlemen's game, the following is used if referees are to be used.

- a) Both home and away teams will provide referees for each game during the match session.
- b) If a player feels that his/her game is not being refereed properly, the player may go to the captain of that team and request a different referee.
- c) Improper refereeing would include, but is not restricted to, hostility, non-attention, or ignorance of the rules on the part of the assigned referee.

K) Penalty for refusing to Change Referees

If the captain refuses to replace the referee, the penalty for this action will be loss of the game being played. Credit for the game being played goes to the player requesting the change and the loss goes to the opponent scored as 10-0. The teams will score the win and loss respectfully for both player and team.

3) Player and Team Requirements

A) Legal Players – A legal player is a player whose name appears on the roster and has met the following criteria:

- a) The person must be of legal drinking age (21).
- b) Must be a
- c) Must carry an amateur status by definition or league ruling.
- d) Must be on the roster the first night of play or have been added to the roster at least seven days prior to his first night of play.

A1) OPEN PLAYER:

- a) **Definition of: "Open player"** is defined as any player whose name is not on the official roster but allowed to play in the event a **Forfeit** is inevitable. The player may be a non-member or a sanctioned league member not affiliated or who is not on the roster of another team.

The following pertains to an open sub

- b) Any player used as the **"Open Player"** will use a handicap of 10.0.
- c) The open sub will be listed with the designation of "OP" next to their name and the captain of the other team will be notified of the use of this rule.
- d) The cost to use the open player is (ten) \$10.00 per occurrence.
- e) That specifically named player used as the "open player" can only be used by that team two times in one season.
- f) The team may add the "open player" according to Section I, Rule 3,E.
- g) The open player cannot be used the last two weeks of the 1st half or the last two weeks of the season or in the playoffs.
- h) When placing the "open player" in the roster the designation of "OP" must be placed at the end of his name. Immediately after the scores have rolled the open player will be deleted from the roster.

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A2) Absent Player

The absent player rule was set up to reduce the forfeits by a team. In this rule the team is allowed to use one of their players present in the event that they only have four players show to play that night. They may allow that player with the lowest average to play as the absent player. The average that player will play with for the evening is the highest rostered average of the team that night. Ex) Player A with the lowest average in the group of 4 that night plays another set of 5 games with the highest average on the team's roster. When the scores are placed in the computer the score for the night will be placed in the absent player area. Each team may only use this rule twice per season.

B) Illegal Players

- a) An illegal player is a player that attempts to play a game whose name is not on the roster.
- b) Any player playing under someone else's name is illegal. All players must play under their legal names.
- c) If a team does not declare the "OPEN PLAYER RULE" (see previous page) and allows a person to shoot who is not a legal player the team will be penalized according to Section I, Rule 3,C.

C) Penalty for Illegal players

- a) The team will forfeit any games the illegal player won.
- b) Individual players who are legal retain their wins but will not get the losses against the illegal player. The game becomes a no game played and is not recorded at all.
- c) The offending team, not the individual players, will be penalized five (5) games.
- d) If a team is found to be playing someone under another person's name, the offending captain will be brought before the Executive Committee for expulsion from the league for the current season and the following season. If the opposing team captain knows of this illegal player and does not notify the President, Secretary, or an Executive Committee member, they will also be brought before the Executive Committee for the same penalty.
- e) After the period of expulsion has expired, members present at the first re-organizational meeting must vote the player back into the league. There will be no exceptions to this rule.

D) Player Substitutions

- a) Substitutions may be made at any time during a match except during a round in progress.
- b) Substitutions have to be made at the start of each 5 game round so that handicaps can be figured.
- c) No player can re-enter a match session once they have been replaced by a substitute.
- d) Upon substituting one player for another the opposing captain should be notified as to what game the sub is entering
- e) Upon substituting the opposing captain needs to know of the change in handicap.

E) Adding/Deleting Players To/From Roster

- a) Players may be added to a roster at any time during the season except during the last two (2) weeks before the end of the first half or the last two (2) weeks before the end of the season.
- b) Players added to a roster must meet the Legal Player Rules (Section I, Rule 3,A)
- c) The new player needs to be added and verified by the league by
Sat 12:00 pm to be eligible for the following Thursday of play
- d) Players may not leave one team and go to another without:
 1. Going before the Executive committee for approval, or...
 2. Having been dropped from the roster of their original team.
- e) When a player changes teams the following conditions will be met
 1. He will continue to maintain the same handicap and win/loss history
 2. If he is a top player he will lose his top ten status for the balance of the year.
- f) A player who drops himself/herself from a team's match on a league night of play may be prohibited from joining another team for the remainder of the season. This is to prevent players from placing their teams in a forfeit situation. Players must give seven (7) days prior notice to their captain or wait until play is completed for that night. The Executive Committee shall handle any disputes over this rule. (This is to prevent situations that may be caused by spiteful behavior on a team member's part.)

E1) Add pending Players (Getting players on your roster)

- 1) All players added after week become add pending (a term we give to a player added to your roster needing his status approved) until verified by the president and secretary of the league. (Section I, Rule 3,A)
- 2) Membership must be paid for the player to be released to your team.

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F) Playing Wrong Order

If you start a game then find out during the game that you are shooting the wrong player, get the right player up, re-rack and start the game over. This applies even if the game has been completed. Be nice, split the cost.

Should you discover that the error occurred in a previous round swap the scores of those games and continue shooting.

G) Coaching

- a) Any advice given to the shooter by his/her teammates, friend, spouse, boyfriend, girlfriend, or anyone else as to which balls to shoot or how to execute a shot of a game in progress is considered coaching. This is a foul on the shooter whether or not the advice was solicited by the shooter.
- b) Advice also includes telling a shooter that they have ball in hand, that the opponent fouled, that the table is open, or any other phrase that can influence the outcome of the game.
- c) Any discussion about the game must include the referee, opposing player, and both captains.
- d) To avoid a coaching situation, it is recommended that the player does not communicate with anyone except the referee and his/her opponent. Any other communication could be deemed as coaching and result in a foul being called.

H) Questioning Rules During Play

- a) If a player has a question concerning the rules, they must get the referee and/or both team captains together and ask them their opinion of the rule in question.
- b) The referee or captain cannot volunteer any information concerning the rules. They must be asked. There is no coaching.

I) Disputing a Foul Call When Using a Referee

The two team captains and the players involved in the game are the only persons who can call a foul to the referee's attention or question a call made by the referee. Anyone else calling a foul could be called for coaching and cause another foul to be called.

- a) The two team captains and the players involved in the game are the only persons who can call a foul to the referee's attention or question a call made by the referee. Anyone else calling a foul could be called for coaching and cause another foul to be called.
- b) If both players involved in the game disagree with the referee's call and are in agreement with each other, they may override the call.
- c) If both players are not in agreement, the referee's call will stand. The final decision on the call is the referee's.
- d) If a protest is filed over the incident, the Executive Committee will make the final determination. It is impossible for the EC to rule on "good hit" or "bad hit" situations. Such situations can only be avoided by having a third party observe close shots.
- e) **If no referee is used and no agreement can be reached, re-rack and shoot the game over.**

J) Shot Time Limit

- a) While it is the purpose of this league to promote harmony and good times, rules need to be established so as to insure fairness. The league has established a time limit on legal shots of one (1) minute. Players and referees should take special care in the use of this rule and try not to invoke it unless absolutely necessary.

J1) Guidelines for Implementing the ONE Minute Rule

First, if a player is rather consistent about their play in an around the one minute rule, please show good judgment before implementing the following: (What goes around comes around.)

If you feel a player is exceeding the one minute rule MULTIPLE times during a game, you may implement the following:

- 1) Contact your captain and ask your captain to talk to the shooters captain with regards to the rule. The shooter's captain should let the player know the rule exists.
- 2) At that time the referee may begin to time the player with some type of timing device with a second hand. If the player wishes, the referee may notify the shooter that there is 15 seconds left in her turn.
- 3) If the player exceeds the one minute rule the Referee will politely notify the shooter that the one minute is up by calling a Foul.
- 4) The player coming to the table after a foul has been called has "ball in hand".

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K) Protest Procedure

The following is the procedure for filing a protest. If the steps are not followed in this exact manner, your protest will lose effectiveness.

- a) Protest procedure is to begin at the time of the incident or call.
- b) The game is to be stopped and an accurate written description of the incident will be made immediately.
- c) One side of the story, signed by both captains, or two different written descriptions may be submitted.
- d) Twenty-five (\$25.00) should be attached to the explanation of the protesting team and submitted by the same deadline required for turning in the team Dues.
- e) The deadline for filing a protest is the same as the time for entering scores in each respective league..

L) Complaint Procedure

The complaint procedure is different from a protest. Complaints may be filed against a player or a team. Complaints may be filed in writing and submitted to the secretary. A detailed explanation will be submitted for further investigation. The team of the player that the complaint is filed against may also provide a detailed explanation from their point of view. There is no cost for filing a complaint. If three (3) valid complaints are filed for three (3) different weeks of play within the season, the individual or team in which the complaint was filed against will be brought before the Executive Committee for disciplinary action. Complaints may be filed for, but not limited to, the following reasons.

1. Un-sportsmanlike conduct by a player.
2. Un-sportsmanlike conduct by a team.
3. Foul or abusive language by a player.

Complaints must be Emailed, or hand carrier to the vice president of the respected division and MUST be received within 72 hours of the incident. If the complaint is Emailed the party in receipt must be telephoned or the complaint becomes invalid should the 72 hours pass. Immediately upon receipt of the complaint the BOD will assess the complaint and begin an investigation as to the validity of the complaint. The complaint under investigation will have two weeks from the date of the BOD notification to act upon it. Depending on the investigation the BOD will act accordingly to determine if action needs to be taken.

Complaints may NOT be filed for the following reasons:

1. Any act centered on a disputed call.
2. Any other reason covered by the protest rule.

Disciplinary action may result in probation and/or expulsion from the league.

M) Scoring Forfeits

If a team shows up with from one (1) to four (4) players, the match shall be played and the forfeits shall be scored as follows:

1. The forfeiting team shall score the forfeits as a loss (0-10).
2. The opposing team shall score the forfeits as a win (10-0).
3. The forfeited games shall NOT be scored on individual scores.

N) Scoring Team No Shows

a) Teams that do not show for a scheduled match will receive a score of 0-5 for that week.

b) Teams that showed for play will receive a score of one of the following: Whichever is the highest result

1. The equivalent of the reciprocal of the opponent's team average.
2. The equivalent of their average.
3. A score of three (3) to two (2).

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N1) Penalties for Absent Teams

In the event a team decides not to play and does not have a valid reason for not showing up to play their match it is the leagues discretion to protect the integrity of the playing schedule by penalizing the offending team in the following manner.

- a) First offense – team loses all wins and those wins placed in the loss column.
- b) Second offense – your team will be asked to leave the league and all members are suspended for the remainder of that season and the next season.

O) Referee's Calls

The referee's calls should be made loudly and clearly enough for the players to hear. Be fair, don't whisper and don't repeat yourself several times just to get your player to realize that they have a ball in hand.

"Foul" will be the only call used by the referee to inform a player that they have committed a foul. They will stop and allow the other player to shoot.

"Loss of Turn" will be used to inform a player that did not call the correct object ball or the correct pocket. This results in a loss of turn and is not a ball in hand foul. Sometimes a player will call the wrong number of a ball. Be fair, if it was apparent, for example that they were shooting at the 5-Ball but mistakenly called "3-Ball", exercise good sportsmanship and fair play.

The referee will make no other comments unless they are asked.

Any time a referee calls "Foul," the opposing player has a ball in hand and the option of shooting or passing. If they pass, it is still a ball in hand. Only one pass is allowed without a shot being made.

If a foul is called before a player shoots, the player must terminate play and turn the table over to their opponent. If they do not, and the call was made loud and clear before the shooter began his/her stroke, it is a loss of game. Use good judgment.

The referee must be present before a game begins, and must stay in attendance until the game is over. They must pay attention to the game and not get involved in a conversation or any other distraction that would take their mind off the game. **As referee you must pay attention to the game.**

If a team refuses to furnish a referee for a game and they have a full team, they forfeit that game. The opposing team and the player get credit for the win. A team may make a reasonable request for a change of referee and that request must be honored. The league officers select referees for all playoffs. There will be no negotiation or changes except by the officers.

P) Players Prohibited From Location

- a) Any player who has been barred from a location will be allowed to play there with their team only with pre-approval from the location owner or manager. This is solely up to the location owner or manager. If they are allowed to play and cause a problem while they are there, they will be ejected from the game and dropped from the league.
- b) The executive committee will investigate the incident and has the power to make additional rulings.
- c) If the player is not allowed to play, a substitute must be played or forfeit rules apply.

Q) Fighting and/or Gambling

Any player found to be guilty of gambling, fighting, verbally threatening, or aggressively touching a referee or another player during a game or match will be expelled from the league for life.

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The Northwest Florida 8 Ball Association voted to adopt the Billiard Congress of America Rules therefore, the rules contained in the following section are in accordance with the Billiard Congress of America and no changes will be made unless they are in accordance with the rules set down by the BCA.

Section II

1) General Rules and Definitions

These general rules apply to all pocket billiard games, UNLESS specifically noted to the contrary in the individual game rules or NWF rules. To facilitate the use and understanding of these general rules, terms that may require definition are set in italics so that the reader may refer to the Glossary of Billiard Terms section for the exact meaning of the term.

A) TABLES, BALLS, EQUIPMENT

All games described in these rules are designed for tables, balls and equipment meeting the standards prescribed in the BCA Equipment Specifications.

B) RACKING THE BALLS

When racking the balls a triangle must be used, and the apex ball is to be spotted on the foot spot. All the balls must be lined up behind the apex ball and pressed together so that they all have contact with each other.

C) STRIKING CUE BALL

Legal shots require that the cue ball be struck only with the cue tip. Failure to meet this requirement is a foul.

D) CALLING SHOTS

For games of call-shot a player may shoot any ball he chooses, but before he shoots, must designate the called ball and called pocket. (Refer to Gentlemen's Rule and Call Definition). He need not indicate any detail such as kisses, caroms, combinations, or cushions (all of which are legal). "Any additionally pocketed ball(s) on a legal stroke is counted in the shooter's favor."

NWF Rule GENTLEMEN'S CALL / GENTLEMENS GAME

- a) No obvious shots need to be called if agreed upon by both players and the referee is notified before the game is started. It is the opponents (non-shooter) right to ask if they are unsure of the shot.
- b) It is the player's responsibility to notify the referee if a gentleman's game is being played.

E) FAILURE TO POCKET A BALL

If a player fails to pocket a ball on a legal shot, then the player's inning is over, and it is the opponent's turn at the table.

F) OPENING BREAK SHOT

(NWF Rule) The opening break shot is predetermined by the score sheet. Refer to the score sheet to determine who breaks and who racks.

G) CUE BALL ON OPENING BREAK

The opening break shot is taken with cue ball in hand behind the head string. The object balls are positioned according to specific game rules. On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip

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H) DEFLECTING THE CUE BALL ON THE GAME'S OPENING BREAK

On the break shot, stopping or deflecting the cue ball after it has crossed the head string and prior to hitting the racked balls is considered a foul and loss of turn. The opponent has the option of receiving cue ball in hand behind the head string or passing the cue ball in hand behind the head string back to the offending player.

I) CUE BALL IN HAND BEHIND THE HEAD STRING

This situation applies in specific games whereby the opening break is administered or a player's scratching is penalized by the incoming player having cue ball in hand behind the head string. The incoming player may place the cue ball anywhere behind the head string. The shooting player may shoot at any object ball as long as the base of the object ball is on or below the head string. He may not shoot at any ball, the base of which is above the head string, unless he first shoots the cue ball below the head string and then by hitting a rail causes the cue ball to come back above the head string and hit the object ball. The base of the ball (the point of the ball touching the table) determines whether it is above or below the head string. If the incoming player inadvertently places the cue ball on or below the head string, the referee or the opposing player must inform the shooting player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the shooting player before the shot is made, the shot 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. When the cue ball is in hand behind the head string, it remains in hand (not in play) until the player strikes the cue ball with his cue tip. The cue ball may be adjusted by the player's hand, cue, etc., so long as it remains in hand. Once the cue ball is in play per the above, it may not be impeded in any way by the player; to do so is to commit a foul. Additionally, if the shot fails to contact a legal object ball or fails to drive the cue ball over the head string, the shot is a foul and the opposing player has ball in hand according to the specific game rules.

J) POCKETED BALLS

A ball is considered pocketed if as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains there. (A ball that drops out of a ball return system onto the floor is not to be construed as a ball that has not remained pocketed.) A ball that rebounds from a pocket back onto the table bed is not a pocketed ball.

K) POSITION OF BALLS

The position of a ball is judged by where its base (or center) rests.

L) FOOT ON FLOOR

Player must have at least one foot in contact with the floor at the moment the cue tip contacts the cue ball, or the shot is a foul. Foot attire must be normal in regard to size, shape and manner in which it is worn.

M) 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).

N) COMPLETION OF STROKE

A stroke is not complete (and therefore is not counted) until all balls on the table have become motionless after the stroke (a spinning ball is in motion).

O) HEAD STRING DEFINED

The area behind the head string does not include the head string. Thus, an object ball that is dead center on the head string is playable when specific game rules require that a player must shoot at a ball past the head string. Likewise, the cue ball when being put in play behind the head string (cue ball in hand behind the head string), may not be placed directly on the head string; it must be behind it.

P) GENERAL RULE, ALL FOULS

Though the penalties for fouls differ from game to game, the following applies to all fouls:

- (a) Player's inning ends;
- (b) If on a stroke, the stroke is invalid and any pocketed balls are not counted to the shooter's credit, and;
- (c) Any ball(s) is re-spotted only if the rules of the specific game require it.

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Q) **FAILURE TO CONTACT OBJECT BALL**

It is a foul if on a stroke the cue ball fails to make contact with any legal object ball first. Playing away from a touching ball does not constitute having hit that ball.

R) **LEGAL SHOT**

Unless otherwise stated in a specific game rule, a player must cause the cue ball to contact a legal object ball and then:

- (a) Pocket a numbered ball, or;
- (b) Cause the cue ball or any numbered ball to contact a cushion or any part of the rail. Failure to meet these requirements is a foul.

S) **CUE BALL SCRATCH**

It is a foul (scratch) if on a stroke, the cue ball is pocketed.

T) **FOULS BY TOUCHING BALLS (Cue Ball Only)**

It is a foul to strike, touch or in any way make contact with the cue ball in play with anything (the body, clothing, chalk, mechanical bridge, cue shaft, etc.) except the cue tip (while attached to the cue shaft), which may contact the cue ball in the execution of a legal shot. Any object ball moved **MAY** be returned as closely as possible to its original position as judged by the players or referee at the option of the opposing player.

U) **FOUL BY PLACEMENT**

Touching any object ball with the cue ball while it is in hand is a foul.

V) **FOULS BY DOUBLE HITS**

If the cue ball is touching the required object ball prior to the shot, the player may shoot toward it, providing that any normal stroke is employed. If the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball, the shot is a foul. If a third ball is close by, care should be taken not to foul that ball under the first part of this rule.

W) **PUSH SHOT FOULS**

It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such shots are usually referred to as push shots.)

X) **PLAYER RESPONSIBILITY FOULS**

The player is responsible for chalk, bridges, files and any other items or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such an object make contact with any ball in play (or the cue ball only if no referee is presiding over the match).

Y) **ILLEGAL JUMPING OF BALL**

It is a foul if a player strikes the cue ball below center ("digs under" or "lofts" the cue ball) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such "jumps" are not to be considered fouls on their face; they may still be ruled foul strokes, if for example, the ferrule or cue shaft makes contact with the cue ball in the course of the shot.

Z) **JUMP SHOTS**

It is a foul in the Northwest Florida 8-Ball Association if a player strikes the cue ball in a manner as to intentionally cause the cue ball to rise off the bed of the table (usually in an effort to clear an obstructing Ball). Such jumping action may occur accidentally on occasion and such "jumps" are not necessarily considered fouls; they still may be ruled foul strokes however---if for example, the ferrule or cue shaft makes contact with the cue ball in the course of the shot.

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AA) **BALLS JUMPED OFF TABLE**

Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rail surface, floor, etc.) are considered jumped balls. If they return to the bed of the table under their own power and without touching anything not a part of the table they are not considered jumped balls.. The table shall consist of the permanent part of the table proper. (Balls that strike or touch anything not a part of the table, such as the light fixture, chalk on the rails and cushion tops, etc., shall be considered jumped balls even though they might return to the bed of the table after contacting items which are not parts of the table proper). In all pocket billiard games, when a stroke results in the cue ball or any object ball being a jumped ball off the table, the stroke is a foul.

(NWF RULE)

c) *If the 8-Ball is jumped off the table it is loss of game.*

d) *The shooters object ball will be spotted*

e) *The opponents object ball will be pocketed*

BB) **SPECIAL INTENTIONAL FOUL PENALTY**

The cue ball in play shall not be intentionally struck with anything other than a cue's attached tip (such as the ferrule, shaft, etc.). Any such deliberate contact is automatically a foul.

(NWF RULE)

If you intentionally alter the direction, or intentionally move any ball including the cue ball (unless you have cue ball in hand). This includes shooting after a foul is called, if the call was heard early enough for the player to stop.

Handing the ball to the opposing player after a foul in a "sportsmanlike manner" has been committed "sportsmanlike manner" does not constitute a player intentionally altering the direction of a ball.

CC) **ONE FOUL LIMIT**

Only one foul is assessed on a player in each turn.

DD) **BALLS MOVING SPONTANEOUSLY**

If a ball shifts, settles, turns or otherwise moves "by itself," the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket "by itself" after being motionless for 5 seconds or longer shall be replaced as closely as possible to its position prior to falling, and play shall continue. If an object ball drops into a pocket "by itself" as a player shoots at it, so that the cue ball passes over the spot the ball had been on, unable to hit it, the cue ball and object ball are to be replaced to their positions prior to the stroke, and the player may shoot again. Any other object balls disturbed on the stroke are also to be replaced to their original positions before the shooter replays.

(NWF RULE) *The home location will provide the money for accessing the balls.*

EE) **JAWED BALLS**

If two or more balls are locked between the jaws or sides of the pocket, with one or more suspended in air, the referee shall inspect the balls in position and follow this procedure: he shall visually (or physically if he desires) project each ball directly downward from its locked position; any ball that in his judgment would fall in the pocket if so moved directly downward is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed. The balls are then placed according to the referee's assessment, and play continues according to specific game rules as if no locking or jawing of balls had occurred.

FF) **ADDITIONAL POCKETED BALLS**

If extra balls are pocketed on a legal scoring stroke, they are counted in accord with the scoring rules for the particular game.

GG) **NON-PLAYER INTERFERENCE**

If the balls are moved (or a player bumped such that play is directly affected) by a non-player during the match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. If the match is officiated, the referee shall replace the balls. This rule also applies to "act of God" interferences, such as earthquakes, hurricanes, light fixture falling, power failures, etc. If the balls cannot be restored to their original positions, replay the game with the original player breaking.

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HH) **BREAKING SUBSEQUENT RACKS**

(NWF RULE): *The break is determined by the score sheet.*

II) **PLAY BY INNINGS**

During the course of play, players alternate turns (innings) at the table, with a player's inning ending when he either fails to legally pocket a ball, or fouls. When an inning ends free of a foul, the incoming player accepts the table in position.

JJ) **OBJECT BALL FROZEN TO CUSHION OR CUE BALL**

This rule 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 object 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 caused 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 a 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.

KK) **PLAYING FROM BEHIND THE STRING**

When a player has the cue ball in hand behind the head string (in the kitchen), he must drive the cue ball to a point across the head string before it contacts either a cushion, an object ball, or returns to the kitchen. Failure to do so is a foul if a referee is presiding over a match. If no referee, the opponent has the option to call it either a foul or to require the offending player to replay the shot again with the balls restored to their positions prior to the shot (and with no foul penalty imposed). Exception: if an object ball lies on or outside the head string (and is thus playable) but so close that the cue ball contacts it before the cue ball is out of the kitchen, the ball can be legally played, and will be considered to have crossed the head string. If, with cue ball in hand behind the headstring and while the shooter is attempting a legitimate shot, the cue ball accidentally hits a ball behind the head string, and the cue ball crosses the line, it is a foul. If with cue ball in hand behind the head string, the shooter causes the cue ball to hit an object ball accidentally, and the cue ball does not cross the headstring, the following applies: the incoming player has the option of calling a foul and having cue ball in hand, or having the balls returned to their original position, and having the offending player replay the shot. If a player under the same conditions intentionally causes the cue ball to contact an object ball behind the headstring, it is unsportsmanlike conduct.

LL) **CUE BALL IN HAND FOUL**

When you have ball in hand, you may use your hand or any part of your cue, **excluding** the tip, to position the cue ball and are allowed to move in it in any position, including forward. If you use your cue to place the cue ball, any action that would be a legal stroke will be considered a shot, and must meet the requirements of a legal shot or it is a foul. (Section III, Rule N)

MM) **INTERFERENCE**

If the non-shooting player distracts his opponent or interferes with his play, he has fouled. If a player shoots out of turn, or moves any ball except during his inning, it is considered to be interference.

NN) **DEVICES**

Players are not allowed to use a ball, the triangle or any other width-measuring device to see if the cue ball or an object ball would travel through a gap, etc. Only the cue stick may be used as an aid to judge gaps

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or as an aid to aligning a shot., so long as the cue is held by the hand. To do so otherwise is a foul and unsportsmanlike conduct.

OO) **ILLEGAL MARKING**

If a player intentionally marks the table in any way (including the placement of chalk) to assist in executing the shot, it is a foul.

SECTION III

1) Additional Playing Rule and Definitions

A) **OBJECT OF THE GAME**

Eight-Ball is a call shot game played with a cue ball and 15 object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). The player pocketing either group first, and then legally pocketing the 8-ball wins the game.

B) **CALL SHOT (NWF uses 'Call Pocket')**

In (NWF RULE **GENTLEMEN'S CALL / GENTLEMENS GAME**), obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. 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 shot." Any player performing a break shot in 8-Ball may continue to shoot so long as any object ball is legally pocketed on the break.

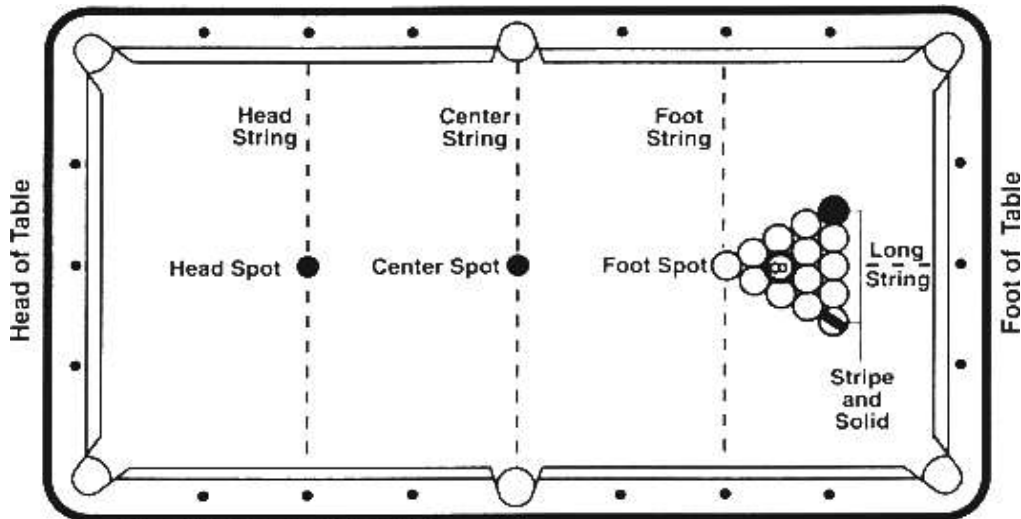
(NWF RULE)

*When not playing a **GENTLEMEN'S CALL / GENTLEMENS GAME**, it is the shooters responsibility to insure that the referee or opponent has seen or heard their call.*

C) **RACKING THE BALLS**

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 foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner.

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D) ORDER OF BREAK

(NWF Rule)

The order of the *break at the beginning of the match is determined by the score sheet.* *Be courteous and wait for your opponent to arrive before breaking the balls.*

E) LEGAL BREAK SHOT

(Defined) To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a numbered ball, or (2) drive at least four numbered balls to the rail. When the breaker fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and having the option of shooting the opening break or allowing the offending player to re-break.

F) SCRATCH ON A LEGAL BREAK

If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball: Section III, Rule H), (2) it is a foul, (3) the table is open. Please Note: The incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

G) OBJECT BALLS JUMPED OFF TABLE ON THE BREAK

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 head string and shooting.

H) 8-BALL POCKETED ON THE BREAK

NWF Rule: If the 8-ball is pocketed on the break without scratching this considered a win for the breaker.

I) OPEN TABLE

(Defined) 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 first in the process of pocketing the called stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, it is a foul. The shooter loses his turn; the incoming player is awarded cue ball in hand; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

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J) CHOICE OF GROUP

The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups, because 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.

K) LEGAL SHOT

(Defined) 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 a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail. Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the object ball, an object ball must be pocketed, or the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

L) "SAFETY" SHOT

For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue a 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, the shooter must declare a "safety" to the opponent. It is the shooter's responsibility to make the opponent aware of the intended safety shot. 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.

"NO Call" is the same as a safety if it is your intention to not make a ball yet commit a legal shot the term to use if you desire is "Safety"

M) SCORING

A player is entitled to continue shooting until failing to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball.

N) FOUL PENALTY

Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string except on opening break). This rule prevents a player from making intentional fouls which would put an opponent at a disadvantage. With "cue ball in hand," the player may use a hand or any part of a cue (NWF RULE excluding the tip) to position the cue ball in any direction, including forward. (Section II, Rule LL)

O) COMBINATION SHOTS

Combination shots are allowed; however, the 8-ball can't be used as a first ball in the combination unless it is the shooter's only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-ball, it is a foul.

P) ILLEGALLY POCKETED BALLS

An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed and are scored in favor of the shooter controlling that specific group of balls, solids or stripes.

Q) OBJECT BALLS JUMPED OFF THE TABLE

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 of game. See Section II, Rule AA on the specifics of balls to be spotted.

R) MASSÉ SHOT FOUL

(NWF Rule)

a) A masse' shot is a shot in which extreme english is applied to the cue ball by elevating the cue butt at an extreme angle with intent to curve or jump.

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- b) *It is illegal to perform a masse' shot where the cue butt is elevated above 45 degrees.*
- c) *Shots with the cue butt above 45 degrees are legal if the cue ball does not curve.*
- d) *Curve balls are legal if the cue butt is below 45 degrees.*

S) **PLAYING THE 8-BALL**

When the 8-ball is the legal object ball, a foul is not loss of game if the 8-ball is not pocketed. Incoming player has cue ball in hand. Note: A combination shot can never be used to legally pocket the 8-ball, except when the 8-ball is the first ball contacted in the shot sequence.

T) **POCKETING THE 8 BALL**

NWF RULE:

- a) *The shooter must verbally call, indicate, distinctly point or notify referee or opponent of the intended pocket for a legally pocketed 8 Ball. This also applies in a gentleman's game.*
- b) *It is the player's responsibility to insure that the referee or opponent has heard or seen the call.*

U) **LOSS OF GAME**

A player loses the game by committing any of the following infractions:

- a) Fouls when pocketing the 8-ball
- b) Pockets the 8-ball on the same stroke as the last of his group of balls.
- c) Jumps the 8-ball off the table at any time.
- d) Pockets the 8-ball in a pocket other than the one designated.
- e) Pockets the 8-ball when it is not the legal object ball.

V) **STALEMATED GAME**

If, after 3 consecutive turns at the table by each player (6 turns total), the referee judges 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 of the stalemated game breaking again. The stalemate rule may be applied regard-less of the number of balls on the table. **Please Note:** Three consecutive fouls by one player in 8-ball is not a loss of game.

W) **(NWF RULE)**

GENTLEMEN'S GAME / GENTLEMEN'S CALL

- a) *No obvious shots need to be called if agreed upon by both players and the referee is notified before the game is started. It is the opponents (non-shooter) right to ask if they are unsure of the shot.*
- b) *It is the player's responsibility to notify the referee if a gentleman's game is being played.*

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SECTION IV

1) Handicap System, Match Format, and Scoring

The following handicap system has been adopted and will be used:

- 1) Under the this handicap system each game played will be scored on a **point system**.
- 2) A player's **average** will continue to develop throughout the regular league.
- 3) The player averages totaled are used to determine a "**team**" handicap.
- 4) A ROUND equals 5 games.
- 5) A MATCH equals 5 rounds.
- 6) The **points that a team scores in each game of a round plus any team handicap points they receive** will determine which team wins the "**Round Point**".
- 7) The number of "Round Points " won in each match will determine the success of the team.
- 8) **Scoring for each game is based on a 10-point system** THE WINNER OF THE GAME ALWAYS GETS 10 POINTS

A) How individual game points are determined

- Each player receives (1) point for each individual ball of their group of balls pocketed (solids or stripes) plus (3) points if they legally pocket the 8-ball.
- A win is always worth (10) points to a player. The losing player always receives the point count for all of their group of balls pocketed (not on the table at the end of the game) to a maximum of (7) points.
- It matters not how the balls were pocketed or by which player during the game. The winning player is credited with 10 points and the losing player is credited point wise with the number of balls of that player's group no longer on the table at the end of the game.
- 'Break and Run' and '8 on the Break' games are **ALWAYS** scored 10/0 in favor of the breaking player.

B) Establishing a Handicap

All new players or teams with new players upon their introduction to the league need to establish a handicap in the following manner.

- 1) Once the handicap is established with the NWF8BA all players will carry the adjusted handicap from season to season.
- 2) If a player drops out from the league, changes teams and then re-enters the league, he/she will assume the handicap that they last had.
- 3) New handicaps become official after 15 games.
- 4) The handicap will be based on the number of points (balls pocketed and wins) you accumulate divided by the number of games you played.
- 5) Handicaps from other leagues will not be used by NWF8BA.
- 6) **Predetermined Handicaps for New Players joining the league:**

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C) Match Format

In the event the league ever decides on a different match form, the following are the most common:

- (4) players play a single game in each of (4) rounds for a total of (16) games.
- (5) players play a single game in each of (4) rounds for a total of (20) games.
- (5) players play a single game in each of (5) rounds for a total of (25) games.

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D) Score Sheet, Rosters, and Match Locations

- 1) The score sheet that you print from the playing schedule will accommodate the match format of choice.
- 2) The home team fills out their roster first by entering player names depending on the match format decided on.
- 3) Subs may be listed at any time prior to the round they are being 'substituted' into the match. They do not have to be listed in any special order since your Roster will always be computer generated.
- 4) Players may be listed in any order regardless of their player averages. Open Players should have a "OP" placed near their name to signify their status.
- 5) Should a team be short a player(s), "forfeit" is entered in the position that that player is expected to play unless they are using the open player rule.
- 6) Matches will be played at the location of the Home team's sponsoring establishment. Any changes in venue MUST be approved in advance by the league officers and BODs.

E) Establishing Handicaps for the match:

- 1) At the start of every match round, the player's averages (**to the nearest tenth**) of each team are entered in the "average" column beside their roster order number. In the case of a **first time player, an average of 7.7 is entered.**
- 2) **The player averages are totaled for each team.** Subtract the lowest number from the highest number. This total is multiplied by the current factor as shown on the score sheet. The product (**to the nearest tenth**) is **then rounded to the nearest whole number** and is given to the team with the lower total as a team handicap.
- 3) **.5 and above is rounded UP and .4 and below is rounded down**
- 4) This team handicap is to be entered in the "HANDICAP PER ROUND" column in the box.

F) Forfeits: What Handicap to Use:

- 1) In the event that a forfeit is inevitable, the handicap for a forfeit will be the highest handicap of the rosters "non-participating" or absent players.
- 2) Maximum handicap is determined by the current score sheet.

G) Substitutions

- 1) They are permitted providing they are made **prior to the start of each round.**
- 2) In the round that they're subbing in, the substitute's average is entered and used to compute the new team average total to determine the new team handicap for that match round.

H) Order of the Break Shot

- 1) The **home team** never changes their order of play.
- 2) The **visiting team's** order of play does vary each match round as shown and according to the match format being used.
- 3) The **visiting team breaks** the **first** and **third** rounds and, in the **fifth round**, the **breaks alternate** as indicated on the scoresheet.
- 4) The scoresheet **ALWAYS** dictates the order of play and the initial breaking/racking assignment.

J) Scorekeeping - Team Points

- 1) All games are scored on the **maximum 10 point system** including forfeited games which are scored 10 - 0. (The team forfeiting is awarded "0" Points.)
- 2) **After a round has been completed**, the points won by the players for each team are totaled along with the team handicap.
- 3) The **team with the higher** total receives a **team point for that round.**
- 4) **After all the match rounds have been played** (either 4 or 5 depending on the match format your division is using), the "points total for each round" are added together to arrive at total overall points for all the rounds played. Write that number in the appropriate space provided.
- 5) In summary each match is played for **five team points.**
- 6) In the event that there is a tie of team points with handicap at the end of the 5 games, a half point will be awarded to each team for that round .

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2) Playoff Formats

A) Eligibility for any player to be allowed to play in a league playoff is 20 games. The eligibility for any player with less games will be based upon the decision of the president, league officers, and the BOD if necessary.

B) In some cases, from year to year, the Playoff format may be changed to compensate for the design of the league and the Divisions thereof. All matches will be played under the guidelines provided within these “Northwest Florida Pool and Billiards Association- Official Playing Rules”. Both teams must be in accordance with these rules and any variance or deviance must be approved by the League Board of Directors and the opposing team captains.

C) Qualifying Playoff Teams

- 1) The format for deciding Division Champions will be the following
 - a) Team Divisional winners for each half season session are based on the best Win-Loss Record within their respective divisions.
 - b) The four divisional winners for each half season session (total of eight teams) will qualify for the post season playoffs.
 - c) In the event that a team is the division winner for their respective division in each of the half season sessions, a wildcard position will be created.
 - d) Wildcard positions will be filled based on the overall best Win/Loss Records for the affected division throughout the entire season .
 - e) Any ties for half season session Divisional Win-Loss Record will be resolved as described in the Tie Breaker Section below.

2) Tie-Breakers

The following format will be used to determine Divisional half season session winner in the event of a tie.

- a) Head to Head Win lose record for that division of play.
IF HEAD TO HEAD IS TIED then the determination will be based on:
- b) Total “POINTS FOR” that half season session. If there is a tie then.
- c) Total “POINTS AGAINST” for that half season session. If there is a tie then
- d) Flip of a coin in the event both teams tie in all the categories.
- e) In the most rare case of five teams ending in a tie, the BOD will meet to decide whom plays whom using the above methods in making their decision. Representatives of all teams involved will be invited to this meeting and may attend at the team's choice

D) Location of Play: Deciding the Home Team and location of play for playoff matches.

- 1) Home Team will be determined by the team that had the highest number of Round Wins throughout the entire season
- 2) In the event of a tie for total season wins, the Home Team will be determined by the team that won the majority of matches in head to head competition for that session.
- 3) In the event that there was more than one match played by each team and there is a tie in head-to-head competition the Home Team will be determined by the team that has the most Total “POINTS FOR” in that session.
- 4) In the event of a tie for total points, the Home Team will be determined by the team that has the “Lowest Points Against” in that session.
- 5) In case of a tie in the above three methods, a coin toss will be conducted to determine the Home Team.
 - a) Every effort should be made to allow the members of all teams involved a chance to be present. .
- 6) Playoffs will be at a neutral location to be determined by the BOD.

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E) Format of Playoff Match Play

- 1) The Match will consist of two 5 Round sets. A race to six (6) rounds will decide the winner.
- 2) In the event of a tie (ie: 5-5) at the end of the two sets, addition ROUNDS will be played until the tie is broken. The original HOME team will rack the first table, the AWAY team will rack the second table, and both teams will continue to alternate racking thereafter, until a deciding round is reached.

F) Playoff Forfeits:

- 1) Forfeits count as wins and losses for each respective team during the play-offs .

G) Playoff Referees:

- 1) Referees for the play-off will be appointed by the BOD.
- 2) There will be one referee for each table during the Championship. Referees will be present for all rounds of the playoffs.

SECTION V

Definitions and Explanations

Shooter: The players involved in a game in progress, whether they are actually shooting at the moment or not, are considered shooters.

Push Shot/Double Hit: Although a push shot and a double hit described under separate rules, they basically result in the same result...a foul.

Safety/No Call: A "Safety" and a "No Call" is the same thing.

Quick Summary Page

Ball In Hand Fouls:

The following infractions result in ball in hand fouls:

- a. Failure to execute a legal shot as defined.
- b. A scratch shot (shooting the cue ball into a pocket or off the table)
- c. Any contact with the cue ball other than a legally executed stroke.
- d. Deliberate jump shot.
- e. Hitting the cue ball twice.
- f. Push shots.
- g. Coaching a team member who is the shooter.
- h. Shooting without having at least one foot on the floor.
- i. Masse' shots with cue stick elevated above 45 degrees.
- j. Accidentally moving two or more balls while shooting.
- k. Moving a ball back that you have accidentally moved against the opposing player's option (Section II, Rule T).
- l. If you intentionally alter the direction, or intentionally move any ball including the cue ball (unless you have cue ball in hand). This includes shooting after a foul is called, if the call was heard early enough for the player to stop.

Automatic Loss of Game

- a. If you fail to call the 8-Ball and pocket it.
- b. If you make the 8-Ball in the wrong pocket.
- c. If you make the 8-Ball on the break and scratch.
- d. If you scratch while shooting the 8-Ball.
- e. If you make the 8-Ball out of turn.
- f. If you cause the 8-Ball to leave the table.
- g. If you commit any foul, upon pocketing the 8-Ball.