

Ace Billiards League

Rules of 8 Ball

Rules Based on the WPA (World Pool-Billiards Association) www.wpa-pool.com

Win by playing pool, not playing the rules!

A. GAME RULES

1. OBJECT OF THE GAME - Eight Ball is a call shot game played with a cue ball and fifteen 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 thru 15 (stripes). **THE PLAYER POCKETING HIS GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME.**

2. 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 footspot, a stripe ball in one corner of the rack and a solid ball in the other corner. All the balls must be pressed together so that they all have contact with each other. The breaker has the final say as to whether a rack is tight. The breaker has the right to ask and receive reracks before breaking. Reracks should be given in a kindly manner.

3. 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 rule 2. On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip and crosses the head string.

4. 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.

5. THE BREAKS - A coin toss will determine the breaker of the first game. In each subsequent game the winner of the previous game will break. Table fees will be split between the shooters.

6. MISCUE ON OPENING BREAK - A miscue (cue ball is moved, but does not touch any balls in the rack) on the opening break is not a foul. The same player has the right to break one more time. If a second miscue is committed then the incoming shooter breaks or has the breaking shooter try again. PLEASE NOTE: See Rule 8.

7. LEGAL BREAK SHOT - To execute a legal break, the breaker (with the cue ball behind the headstring) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. If s/he 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 reracked and having the option of shooting the opening break him/herself or allowing the offending player to rebreak.

8. DEFLECTING THE CUE BALL ON THE GAMES 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.

9. 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 (8-ball not included) 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 and no stripe or solid may be scored in favor of the shooter. 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.

10. 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. **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 without committing a foul.

11. LEGAL SHOT - On all shots (except on the break and when the table is open), a player must cause the cue ball to contact a legal object ball and then (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a cushion. Failure to meet these requirements is a foul. **PLEASE NOTE:** It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his 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.

12. 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).

13. CALL SHOT - In Call Shot, **OBVIOUS BALLS AND POCKETS DO NOT HAVE TO BE INDICATED.** It is the opponent's right to ask which ball and pocket only if s/he is unsure of the shot. Bank shots, caroms 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 his next shot so long as s/he has legally pocketed any object ball on the break.

14. "SAFETY" SHOT - For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his/her 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, s/he must declare a "safety" to his opponent, loudly enough to be heard. 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. **NOTE:** If the opponent's balls are hit first then it is considered a foul and the opponent receives ball in hand.

15. COMBINATION SHOTS - combination shots are allowed; however, the 8-ball cannot be used as a first ball in the combination.

16. PLAYING THE 8-BALL - If at anytime you are shooting at the 8-Ball and you scratch, the opposing player has the right to either take the points (8 for 8-Ball plus 1 point for any ball s/he has pocketed, the loser gets 7 points) or spot the 8-Ball and continues shooting with ball in hand.

17. SCRATCH ON A LEGAL BREAK - If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball: see rule 44), (2) it is a foul, (3) the table is open. **PLEASE NOTE:** 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 headstring and causes the cue ball to come back behind the headstring and hit the object ball.

18. PLAYING FROM BEHIND THE STRING - When a player has the cue ball in hand behind the string (in the kitchen), s/he must drive the cue ball to a point outside the kitchen before it contacts either a cushion or an object ball. 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. 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 accidentally hit an object ball, 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.

19. POSITION OF BALLS - The position of a ball is judged by where its base (or center) rests.

20. POCKETED BALLS - A ball is considered as a pocketed ball 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 rebounds from a pocket back onto the table bed is not a pocketed ball.

21. 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.

22. 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).

23. 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.

24. CUE BALL SCRATCH - It is a foul (scratch) if on a stroke, the cue ball is pocketed.

25. SPOTTING BALLS - When spotting balls, they shall be replaced on the table on the long string after the stroke is complete. A single ball is placed on the foot spot; if more than one ball is to be spotted, they are placed on the long string in ascending numerical order, beginning on the foot spot and advancing toward the foot rail. When balls on or near the foot spot or long string interfere with the spotting of balls, the balls to be spotted are placed on the long string as close as possible to the foot spot without moving the interfering balls. SPOTTED BALLS ARE TO BE PLACED AS CLOSE AS POSSIBLE OR FROZEN (AT THE REFEREE'S DISCRETION) TO SUCH INTERFERING BALLS, EXCEPT WHEN THE CUE BALL IS INTERFERING; BALLS TO BE SPOTTED AGAINST THE CUE BALL ARE PLACED AS CLOSE AS POSSIBLE WITHOUT BEING FROZEN. If there is insufficient room on the long string between the foot spot and the foot rail cushion for balls that must be spotted, such balls are then placed on the extension of the long string "in front" of the foot spot (between the foot spot and the center spot), as near as possible to the foot spot and in the same numerical order as if they were spotted "behind" the foot spot (lowest numbered ball closest to the foot spot).

26. LOSS OF GAME - A player loses the game if he commits 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/her group of balls (the 8-ball and the last object ball must be made on two separate shots).
- 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.
- f. Cue ball scratches while shooting the 8 Ball, 8 Ball is pocketed or not.

B. FOULS

27. SPECIAL INTENTIONAL FOUL PENALTY - The cue ball or any other ball in motion shall not be intentionally struck with anything other than a cue's attached tip (such as the ferrule, shaft, hand, etc.). While such contact is automatically a foul, that match will result in loss of game by forfeiture. (THIS PREVENTS A PLAYER FROM INTENTIONALLY STOPPING THE CUE BALL THAT WILL POSSIBLY POCKET THE 8 BALL OUT OF TURN OR BREAK UP THE OPPONENT'S CLUSTER OF BALLS.)

28. ONE FOUL LIMIT - Unless specific game rules dictate otherwise, only one foul is assessed on a player in each inning; if different penalties can apply, the most severe penalty is the factor determining which foul is assessed.

29. FOUL PENALTY - Only the opposing player can call a foul and receives cue ball in hand. (EXCEPTION: The coach can call a timeout to tell his player that a foul has been committed, but it is considered one of the player's timeouts has been used). This means that the player can place the cue ball anywhere on the table (does not have to be behind the headstring except on opening break). This rule prevents a player from making intentional fouls, which would put her/his opponent at a disadvantage. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot. (See Rule 31 below.)

30. HANGING BALL FOUL - If the ball comes to a complete rest at the edge of the pocket for at least 5 seconds, it is a hanging ball. If this ball later falls into the pocket due to floor vibrations or seems to fall in for no apparent reason, it is not considered a pocketed ball. It is to be replaced as near as possible to the original position. If both players agree, the ball may be left as pocketed. If an object ball falls into the pocket "by itself" as the 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 as near their positions prior to the stroke, and the shooter may shoot again. Any other balls disturbed on the stroke are also to be placed as near to their original positions before the shooter replays.

31. CUE BALL IN HAND FOUL - During cue ball in hand placement, the player may only use his/her hand to position the cue ball. **CONTACT BY THE CUE STICK OR ANYTHING OTHER THEN THE HAND CONSTITUTES A FOUL.**

32. JUMP AND MASSE SHOT FOUL - While "cue ball foul only" is the rule of play when a match is not presided over by a referee, a player should be aware that it will be considered a cue ball foul if during an attempt to jump, curve or masse the cue ball over or around an impeding numbered ball, (A BALL THAT LIES IN THE DIRECT LINE BETWEEN THE CALLED OBJECT BALL AND THE CUE BALL), that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

33. FOULS BY TOUCHING BALLS - 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. **WHENEVER AN OBJECT BALL IS ACCIDENTALLY MOVED**

AND HAS NOT MADE CONTACT WITH ANY OTHER BALLS, THE OPPOSING PLAYER HAS THE OPTION OF RESTORATION TO THE POINT WHERE THE OBJECT BALL WAS PRIOR TO BEING MOVED, IN HIS/HER BEST JUDGEMENT. HOWEVER, IF THE CUE BALL OR ANY OBJECT BALL IS REDIRECTED BY ANYTHING (the body, clothing, chalk, mechanical bridge, cue shaft, etc.) WHILE IN MOTION, IT IS CONSIDERED A FOUL, AND THE OPPOSING PLAYER WILL BE AWARDED BALL IN HAND

34. FOUL BY PLACEMENT - Touching any object ball with the cue ball while it is in hand is a foul. For example: If you are trying to place the cue ball in a tight space among other balls and touch any object ball with the cue ball it is a foul.

35. 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, regardless of whether the cue ball is frozen to the object ball or a short distance away. **IT IS MANDATORY THAT THE CUE IS ELEVATED TO A 45° ANGLE OR IS SHOT AWAY FROM THE FROZEN BALL. TO AVOID ANY QUESTIONABLE CALLS, THE OPPOSING PLAYER MUST WARN THE SHOOTER THAT A 45° ANGLE IS REQUIRED. IF THEY DO NOT, IT IS NOT A FOUL. IF THE SHOOTER DOES A LEGAL 45° ANGLE SHOT, NO FOUL CAN BE CALLED FOR A DOUBLE HIT.**

36. 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 s/he drops a piece of chalk, or knocks off a mechanical bridgehead, as examples, s/he is guilty of a foul should such an object make contact with the CUE BALL.

37. COACHING FOUL - Only the player NOT the coach is allowed to touch any ball or balls on the table. To do so constitutes a foul.

38. NOTE: ALL INFRACTIONS MUST BE CALLED BEFORE ANOTHER SHOT IS TAKEN, OR ELSE IT WILL BE DEEMED THAT NO INFRACTION OCCURRED.

C. SPECIAL GAME RULES

39. SCORING - A player is entitled to continue shooting until s/he fails to legally pocket a ball of his/her group. After a player has legally pocketed all of his/her group of balls, s/he shoots to pocket the 8-ball in the "called pocket".

40. 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.

41. 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.

42. JUMP SHOTS - Jump shots are legal as long as the player does not strike the cue ball below center ("digs under" it) and intentionally cause it to rise off the bed of table in an effort to clear an

obstructing ball. Any miscue while attempting to jump a ball constitutes a foul. Taking apart your cue stick to perform a jump shot is not acceptable, unless you tell your opponent you're breaking your cue down to use for a jump shot.

43. 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.

44. 8-BALL POCKETED ON THE BREAK - If the 8-ball is pocketed on the break, the appropriate points should be awarded to each player.

45. STALEMATED GAME - If, after 3 consecutive turns at the table by each player (6 turns total), the referee judges (or if no referee, both players agree) that attempting to pocket or move an object ball will result in loss of game, the balls will be racked with the original breaker of the stalemated game breaking again. **THE STALEMATE RULE MAY ONLY BE USED WHEN THERE ARE ONLY TWO OBJECT BALLS AND THE 8-BALL REMAINING ON THE TABLE. PLEASE NOTE: THREE CONSECUTIVE FOULS BY ONE PLAYER IS NOT A LOSS OF GAME.**

46. 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, ETC., SO LONG AS THE HAND HOLDS THE CUE.** To do so otherwise is a foul and unsportsmanlike conduct.

47. 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. (IF THE BAR CAN'T OPEN THE TABLE OR CAN'T SUPPLY THE COINS, EACH PLAYER PAYS HALF TO RESTORE THE BALL BACK TO ITS ORIGINAL POSITION.) 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.

48. 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. Balls may bounce on the cushion tops and rails of the table in play without being 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. 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 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. NOTE: Any ball that is jumped off the table is considered pocketed.**

49. 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.** The player then ends that inning and the incoming player then shoots.

50. BALLS JUMPED OFF THE 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. The jumped ball/s is/are then spotted regardless of whose balls they are.

51. BALLS JUMPED OFF THE TABLE OTHER THEN ON THE BREAK - 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. The jumped balls will then be spotted, according to Rule 25, regardless of whose balls they are.

52. CONCESSION - If a player attempts to unscrew their jointed cue while their opponent is at the table shooting, it will be considered a concession and loss of game. This applies to comments made to the shooter while s/he is on the 8-ball, or if the opponent feels s/he will not get another shot (Ex. Saying good game before the player has shot). These situations are considered Sharking.

53. INTERFERENCE - IF THE NONSHOOTING PLAYER DELIBERATELY DISTRACTS HIS OPPONENT OR INTERFERES WITH HIS/HER PLAY, S/HE HAS FOULED AND PLAYER GETS BALL IN HAND. This includes intentional sharking such as standing too close to the table while opponent is shooting, not moving out of opponent's line of vision when asked, movement of cue stick in opponent's line of vision and negative verbal distraction. In addition, if a player shoots out of turn, or moves any ball (other than by using a normal stroke) except during his/her inning, it is considered to be interference and a foul can be called.

54. 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 shall also apply to "act of God" interference, such as earthquake, hurricane, light fixture falling, power failure, etc. If the balls cannot be restored to their original positions, replay the game with the original player breaking.

D. REQUIRED WARNINGS

55. EXPLANATION OF WARNINGS - Some situations requires a warning by the opponent BEFORE the stroke is executed. In the following cases a foul cannot be called if there is no warning given.

56. CUE BALL IN HAND BEHIND THE HEAD STRING - This situation applies in specific games whereby the opening break is administered or the incoming player having cue ball in hand behind the head string penalizes a player's scratching. 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. S/He may not shoot at any ball, the base of which is above the head string, unless s/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, after being informed of wrong positioning, it is a foul, if called by the opponent or referee. When the cue ball is in hand behind the head string, it remains in hand (not in play) until the player drives the cue ball past the head string by striking it with his/her 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, the player may not impede it in any way; to do so is to commit a foul.

57. SPLIT HIT - Although a true "split hit" is almost impossible to execute, the limits of perception often make players unable to determine which object ball has been the first one contacted. Luckily, the majority of these shots are obvious as potential fouls before the stroke is executed. The opponent should protect himself or herself by warning the shooter to wait until both teams can agree to a referee or referees to watch the shot and call the "hit" legal or foul. The decision of the referee is final. A shooter who ignores a proper warning and strokes without waiting for an agreed referee has committed a ball in hand foul.

58. OBJECT BALL FROZEN TO CUSHION - 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. After the cue ball makes contact with the frozen object ball, the shot must result in either (1) a ball being pocketed, or (2) the cue ball contacting a cushion, or (3) the frozen ball being caused to contact a cushion (not merely rebounding from the cushion it was frozen to), or (4) another object ball being caused to contact a cushion to which it was not already in contact with. Failure to satisfy one of those four requirements is a foul. An object ball is not considered frozen to a rail 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.

59. OBJECT BALL FROZEN TO CUE BALL - It is mandatory that the cue is elevated to a 45° angle or is shot away from the frozen ball.

60. FOOT ON FLOOR - It is a foul if a player shoots when at least one foot is not in contact with the floor. The EXCEPTION to this is that a "HOUSE" bridge must be available at the location or the rule doesn't apply. No foul can be called for this violation unless the shooter was warned prior to the stroke and a "HOUSE" bridge was made available. Foot attire must be normal in regard to size, shape and manner in which it is worn.

61. ILLEGAL MARKING - If a player intentionally marks the table in any way to assist in executing the shot, whether by wetting the cloth, by placing a cube of chalk on the rail, or by any other means such as chalking his/her tip then laying it on the felt to make a mark, s/he has fouled. If the player removes the mark prior to the shot, no penalty is imposed.

E. MISCELLANEOUS RULES

62. ROSTERS - 5 Person Team rosters must consist of at least 5 players, but no more than 8 players. 3 Person Team rosters must consist of at least 3 players, but no more than 5 players.

63. ROSTER CHANGES - Your rosters must be set within the first five weeks. From the sixth week until four weeks before the season's end (usually the tenth week), a team may make a change only for its own survival; however, the resulting roster can have no more the six members on a 5 Person Team, four members on a 3 Person Team. During the last four weeks of the regular season, any change made for team survival purposes will only be allowed if the changed roster has no more than five members on a 5 Person Team, or three members on a 3 Person Team. No changes to the roster are allowed for any reason during post-season play. During the first five weeks, the team may make changes on the night of play. If the new player has previously played in any Ace Billiards League (formally "Minnesota Ace Billiards League") matches, the team must check with the league office to obtain that player's rating. **50% of the Captains in your division must approve changes after the fifth week.**

64. UNPAID PLAYERS - If a player hasn't paid their annual dues by the week that they play, their team will lose any points that player has scored PLUS a 200 point penalty. You are better off forfeiting the 5 games than using an unpaid player. **DO NOT USE A PLAYER WHO HASN'T PAID THEIR MEMBERSHIP DUES.**

65. ILLEGAL SUBSTITUTIONS - If a team is found to have played any person using another player's name and rating, that team has lost all points for the entire team match. The opposing team is allowed the option of accepting the results of the match or accepting 600-point forfeit. If this happens during post-season play, the team is disqualified from any further play for that season and forfeits all prize money earned to that point. Remember each player is required to have proof of his or her identity. If you are unable to positively establish an opponent's identity, continue play and notify League Management as soon as possible. **DON'T EVEN TRY THIS! IF YOU DO AND YOUR OPPONENT QUESTIONS THE PLAYER, IT IS VIRTUALLY IMPOSSIBLE TO "GET AWAY WITH IT."** The penalty paid is FAR greater than the possible gain.

66. FORFEITS - Game time, 6:00 p.m. Sunday Leagues 7:00 p.m. all other days, is regular time, not bar time. There is a 15-minute grace period. If you only have 1 player at 6/7:15, go ahead and start, if at the end of that match your next player has not arrived, there will be a 15 minute grace period for each subsequent player. A forfeit is worth 300 points (400 points during post season play) to the opposing team.

67. IN-HOUSE LEAGUES ONLY - Tables will be assigned on in-house leagues ONLY.

68. BYES - It is not possible to schedule every division with an even number of teams. If this happens, there will be one team in the division each week with a bye. Byes will rotate amongst the teams until each team has had one bye and the cycle will start again. During any complete cycle (each team receives one bye), no points are awarded to a team with a bye. If the cycle is incomplete, each team with a bye will be awarded the average number of points that they have scored up to that point in the season.

F. COACHING

69. DEFINITION OF COACHING -Coaching consists of providing advice to the shooter about what to shoot, how to shoot it, or calling fouls on the player's behalf. Requests for rule interpretations is not considered coaching, if that request is initiated by the player and that player has no private conversation with any player/person.

70. CHOOSING A COACH - The player can call for a coach or anyone can ask the player if s/he needs a timeout, but that person is now considered the designated coach. The coach can be any person on your team, but that person is the designated coach for that game. Exception to the rule is if the designated coach has to leave or has started his/her match then the player can request a new coach as long as s/he tells the opposing player that they are picking a new coach. Conferences between the coach and another player or players are OK as long as the shooter is asked to step aside. ONLY the designated coach can tell the player the results of the conference. Let's hold the conference to a maximum of 3 players, including the coach.

71. LENGTH OF COACHING PERIOD - The time length of a coaching period should be kept to one minute or less. This is not a hard limit, but a guideline. If an occasional coaching period is longer then one minute, there is no problem. If a coach or team is habitually taking longer then one minute, they are violating the rules of league sportsmanship. If you feel your opponents are violating this rule, contact league management.

72. LIMIT OF COACHING ALLOWED - Players rated 1-50 are allowed 2 coaching periods per game. 51-100 are allowed 1 coaching period per game. Anyone rated above 100 is not allowed any coaching timeouts.

G. SCORING AND HANDICAPPING

73. KEEPING SCORE - Scoring is as follows ~ the winning player receives 15 points for each game won plus 1 point for each ball pocketed in games not won plus 50 points for, the difference, each game s/he has beaten his/her opponent by plus 100 bonus points for winning the match. The opposing player receives 15 points for each game won plus 1 point for each of the balls pocketed in games not won. **(EXAMPLE:** You're playing a 6-4 match. The 4 wins over the 6 by 4 games to 3. The 4 would receive $15 \times 4 = 60$ (games won) + $3 \times 50 = 150$ (difference, they where rated 6 they only won 3 that is a difference of 3 games, they beat their opponent by) + 100 (bonus points for winning match) = 310 points + any points for balls pocketed in games s/he did not win. The 6 would receive $15 \times 3 = 45$ points plus any points for balls pocketed in games s/he did not win).

74. HANDICAPPING - Match play is figured by subtracting the lower players rating from the higher players rating. The charts determine match play. (See Charts in back of manual). The charts will be included on your score sheets. **(EXAMPLE:** Player 1 is rated an 83 Player 2 is rated a 55. The difference is $83 - 55 = 28$. You then go to the charts, use the chart for the player with the highest rating and according to the charts these 2 players would play a 5-3 match in which the 83 would have to win 5 games before the 55 wins 3 games). A player without a rating will play a 4-4 match for the first 3 matches s/he plays, after which they will be given a rating.

75. HANDICAP ADJUSTMENT - Handicap adjustments outside the norm may be necessary. If two or more captains believe that the rating for a particular player is significantly incorrect, they should notify league management. If 2/3 of the team captains agree that there is a rating mismatch then the player's rating can be adjusted.

H. FINANCIAL RULES

76. MEMBERSHIP DUES - Each member of the Ace Billiards League must pay \$15 annual dues to play in the league, plus a \$10 sanctioning fee for the ACS. All members must renew their membership at the start of the Fall Season. If they where a new member in the previous Winter or Summer Season dues are only \$7.

77. TEAM DEPOSIT - Each team must have a \$30 deposit on account with the league. This deposit is NOT a fee. It is only a "good faith" guarantee and is fully returned to the team at the end of the Winter Season if all other fees have been paid in full. The deposit is due the first night of play.

78. WEEKLY PLAYING FEES - Playing fees for regular season play is \$30 a night per team (\$6 per player for 5 Person Team, \$10 per Player for 3 Person or Scotch Doubles Team).

79. CHECKS - Please make all checks payable to the Ace Billiards League. The team will be liable for any bank fees charged by our bank for any checks that are returned because of NSF, etc.

80. UNPAID MONEY - You cannot get anymore then \$50 behind on your money, if you do, you are out for the season and you will forfeit all money that you have paid. If the team has one player that continues to abuse this rule, the Captain shall make the decision to either let the player pay in full, or be dismissed from the team.

81. SCORING ENVELOPES - Please leave all money and scoring sheets in the envelopes provided, with the bartender before you leave and someone from the league office will pick them up.

I. POST-SEASON PLAY

82. REGULAR SEASON POINT STANDINGS - The division point standings at the end of the regular season, determines the direction and seeding of teams in post-season play.

83. MVP - MVP is achieved by the following:

1. Players will receive the points won in their match plus 200 bonus points for a win.
2. 200 points will be subtracted from the MVP points, if they lose their match.
3. All players are eligible regardless the amount of games played.
4. In the advent of a tie, the following will determine the MVP.
 1. The tie breaker will be determined by the player who had the most head to head points in regular season play.
 2. The average ratings of their regular season opponents are compared. If there is a difference of 5 or more rating points between these averages, the player who has competed against the stronger opponents is the MVP.
 3. The players play a single set to determine the MVP.

84. TIE BREAKS - This pertains to post season play only. IN REGULAR SEASON PLAY, TIES STAND ASIS.

A) **TEAM STANDINGS** – Since the top four team positions in regular season point standings affect the team’s rankings and seeding for post-season play, a tie-break is needed if two teams finish in a tie.

1. The head-to-head point totals of the teams during that season.
2. The total sets won during the regular season by each team.
3. The total points lost to each team’s regular season opponents.
4. The two team’s season records against the team which has finished immediately below them in division standings.

B) **DEAD HEAT TIE** – It’s possible for two teams to have scored the exact same point totals at end of a five-set match. A “dead heat” is broken by awarding the win to the team that has won three of the five sets played.

85. WEEKS NEEDED TO PLAY IN PLAYOFFS - Each new player must have at least 7 weeks of play in a 14 week Schedule or 6 weeks of play in a 12 week Schedule in order to be eligible to play in the post-season playoffs. Five weeks if you are an established player.

J. ADDITIONAL SCOTCH DOUBLES RULES

86. ALL RULES APPLY - All rules for 8-Ball apply. The exception being the following.

87. MEANING OF SCOTCH DOUBLES - Scotch Doubles means, that after the break, if a ball is legally pocketed, the breaking team stays at the table and the teams non breaking partner will shoot next. If no ball is legally pocketed, the opposing team shoots next alternating shots. Once a shot is missed or a foul is committed, the opposing team will be the next team to shoot. Alternate shooting to follow until a ball is not pocketed or a foul has been committed.

88. FOULS - Either player of a team may call a foul on the opposing team, if there are any questionable shots please have both teams watch the hit, if they can not agree on the legality of a shot, the tie goes to the shooter.

89. BREAKING - You flip for first break and then alternate breaks there after. You also alternate breaks between partners.

90. HANDICAPPING - Your handicap is based on the average of the 2 player team. Any unrated player on the team and your team plays a race to 4. After 3 matches your team will then have a handicap assigned to them Your handicap is a team handicap and will not effect your individual handicap that you receive when you play in our 3 or 5 Person divisions.

91. COACHING - Teams rated 1-50 are allowed 2 coaching periods per game. 51-100 are allowed 1 coaching period per game. Any team rated above 100 is not allowed any coaching timeouts. There can be **NO** coaching between partners when it is there turn at the table.

92. SUBSTITUTION RULE - To avoid make-ups, you are allowed one "SUB". The Sub must be a current ACE BILLIARDS LEAGUE player with at least 7 weeks of play history on either 5 Person or 3 Person Team not a combination of both. You can use this "SUB" up to three times during the season. They are not allowed to play during the playoffs. Your rating may or may not change for the weeks that you use a "SUB". If you need a "SUB", that will be your "SUB" for the rest of the season. There will be no subbing for a "SUB", switching "SUBS", etc.

K. ADDITIONAL 9 BALL RULES

93. ALL RULES APPLY - All rules for 8-Ball apply. The exception being the following.

94. OBJECT OF THE GAME - Nine-Ball is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until missing, committing a foul, or winning the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table. Players are not required to call any shot, this included the 9 ball. A match ends when one of the players has won the required number of games.

95. RACKING THE BALLS - The object balls are racked in a diamond shape, with the 1-ball at the top of the diamond and on the foot spot (or the lowest numbered ball if using the remaining balls dropped), the 9-ball in the center of the diamond (or the highest numbered ball if using the remaining balls dropped), and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.

96. ORDER OF THE BREAK - Winner of a coin flip has the option to break the first rack. Alternate breaks for the remainder of the match.

97. LEGAL BREAK SHOT - The rules governing the break shot are the same as for other shots except:

- a. The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to the rail. If 4 balls are not driven to a rail it is a foul, the incoming player can either accept the table as is, and have Cue ball in hand anywhere on the table **OR** have, the breaker re-rack and would now have the Break. 9 Ball on the break wins, 9 Ball on the break and a Scratch or foul is a loss of game.
- b. If the cue ball is pocketed or driven off the table, or does hit the head ball, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
- c. If on the break shot, the breaker causes an object ball to jump off the

table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not re-spotted, it is considered dropped in the pocket, and is considered a Dead ball (see Rule 13) for scoring of Dead Balls. (Exception: if the object ball is the 9-ball, it is re-spotted (can use a higher ball from the dropped balls)).

98. CONTINUING PLAY - Only the shot immediately following a legal break, the shooter may play a "push out." (See Rule 7). If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins an inning and shoots until missing, committing a foul, or winning. The game ends when the 9-ball is pocketed on a legal shot, or the game is forfeited for a serious infraction of the rules.

99. PUSH OUT - The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce the intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count (see Rule 13) for Dead Ball explanation and remains pocketed, except the 9-ball, 9 ball gets re-spotted (or any ball from the dropped balls). Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule (rules 8.1 and rule 8.2 do not apply during a push out) is violated. An illegal push out is penalized according to the type of foul committed. if a player scratches on the break shot, the incoming player cannot play a push out.

100. FOULS - When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are not counted, the incoming player is awarded ball in hand. If the 9 Ball is pocketed on the same shot as a foul was committed, it is LOSS of GAME, see (14) SCORING for details.

a. BAD HIT

If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is foul.

b. NO RAIL

If no object ball is pocketed, failure to drive the cue ball or any numbered ball to a rail after the cue ball contacts the object ball is a foul.

c. OBJECT BALLS JUMPED OFF THE TABLE

An un-pocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not re-spotted (See Rule 13 for Dead Ball Scoring). If the object ball is the 9-ball, it is LOSS of GAME.

d. JUMP AND MASSE SHOT FOUL

If a match is not refereed, it will be considered a cue ball foul if during an attempt to jump, curve or masse the cue ball over or around an impeding numbered ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

101. BALL IN HAND - When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. The player may continue to adjust the position of the cue ball until shooting. Remember, a foul or a Scratch on the Break, is Ball in Hand anywhere on the table, not behind the Head string (In Kitchen).

102. THREE CONSECUTIVE FOULS - If a player fouls three consecutive times on three

successive shots without making a legal shot, the game is a lost. The three fouls must occur in one game. A warning must be given and acknowledged between the second and third fouls, If you tell your opponent that they have just committed their third foul, and you didn't warn them, there are considered to now be on two fouls.

103. STALEMATE - If neither player is attempting to win from the current position, for 6 consecutive shots, and each player has taken three turns at the table. Then the rack will be declared a stalemate and the original breaker of the rack will break again.

104. END OF GAME - The game ends at the end of a legal shot which pockets the 9-ball, or when a player forfeits the game as the result of 3 consecutive fouls.

105. DEAD BALL - Dead Balls are defined as any balls left on the table after the 9 ball has been legally pocketed to win the game, i.e. Player 1 shoots in the 1 and the 2 ball, they shoot a legal combination by hitting the 3 ball to pocket the 9 ball to win the game, Balls 3,4,5,6,7,8 are considered Dead Balls. 2nd example Player Breaks and does not pockets a ball, Player 2 comes to the table, calls a Push-out, and pockets the 4 ball, the 4 ball is a Dead Ball, and is considered a legal shot.

106. SCORING - Players get 1 point for each Ball they legally pocket, and 9 points for the 9 Ball when legally pocketed. Remember to count the Dead Balls, the total for each game should add up to 17 points. i.e.. Player 1 shoots in the 1 and the 2 ball, they shoot a legal combination by hitting the 3 ball to pocket the 9 ball to win the game, Balls 3,4,5,6,7,8 are considered Dead Balls. Player 1 gets 11 points, Player 2 gets 0 points, and there are 6 Dead Balls, for a total of a possible 17 points. i.e. example 2, Player 1 Breaks. And shoots the 1 – 8 balls in, but misses the 9 Ball, Player 2 comes to the table, and legally pockets the 9 ball, Player 2 wins, 9 points to 8 points, Total of 17 possible points.

a. Incomplete Score Sheet - If one player does not fill in the score sheet correctly with circle's and x's, the most accurate score sheet shall be used, if both sheets are filled out incorrectly, but there is a difference in scoring, the loser of that game will be awarded, any balls that are missed.

b. Foul while Pocketing the 9 Ball - Any foul including scratching while shooting on the 9 ball will be loss of game, and your opponent will be awarded the 9 points for the 9 ball, you each get 1 point for any other ball legally pocketed.

***** NOTE *****

DROPPED BALLS - Because every coin drop gives you 15 balls and we are playing 9 ball, here might be a money saving idea. If both players agree, use as many of the balls as possible. i.e. Player 1 breaks, makes the 8 ball on the break, they then make the 1,2,3,4, then they shoot the 5 ball into the 9 ball for the win. Next rake, use the 5 ball as the 1 ball, placing it at the front of the rack, keeping the 6 and 7, but adding the 10,11,12,13,14 and using the 15 ball as the 9 Ball. Always remember to shoot the lowest numbered ball on the table. For this rake, it is the breakers responsibility to make sure the lowest numbered ball is in the 1 ball position and the highest numbered ball is in the 9 ball position. **BOTH PLAYERS MUST AGREE TO USE DROPPED BALLS.**

107. FINAL RULE- Play a ladies/gentleman's game and have fun. Good luck and have a great game!!!

Appendix A

WPA Tournament Table & Equipment Specifications

Table Sizes:

Pocket billiard Tables.....	4 by 8 and 4 1/2 by 9
Carom Billiard Tables.....	4 1/2 by 9 and 5 by 10
American Snooker Tables.....	4 1/2 by 9 and 5 by 10

Playing Area:

Measured from the cloth covered nose of cushion rubber to the opposite cushion rubber, both width and length:

4 by 8 table.....	playing area 44" width by 88" length
4 by 8 table.....	playing area of 46" width by 92" length
4 1/2 by 9 table.....	playing area of 50" width by 100" length
5 by 10 table.....	playing area of 56" width by 112" length

The ACS will sanction Tournament Play on Home and Coin-operated tables produced in sizes other than those recognized above, if the playing area width is one half the length, measured cushion to opposite cushion.

Table Bed Height:

The table bed playing surface, when measured from the bottom of the table leg, will be 29 1/4 minimum to 30 1/4 maximum.

Pocket Openings and Measurements:

Pocket billiard tables: pocket openings are measured at two points - the first being measured between opposing cushion noses where the direction changes into the pocket (tip to tip). This is called the **mouth**. The second point of measurement is at the narrowest point at the back of the facing. This is called the **throat**.

Corner Pocket:

Mouth.....4 7/8" minimum to 5 1/8" maximum
Throat.....4" minimum to 4 1/4" maximum

Side Pocket:

Mouth.....5 3/8" minimum to 5 5/8" maximum
Throat.....4 3/8" minimum to 4 7/8" maximum

Vertical Pocket Angle 12 +,or - 1 degree

Shelf:

The shelf is measured from the center of the imaginary line that goes from one side of the mouth to the other where the nose of the cushion changes direction to the center of the vertical cut of the slate pocket radius.

Corner Pocket.....1 5/8" minimum to 1 7/8" maximum
Side Pocket.....0" minimum to 3/8" maximum

Drop Point Slate Radius: The pocket radius measured from the vertical cut of the slate to the playing surface.

Drop Point Slate Radius.....1/8" r. Minimum to 1/4" r. Maximum

Playing Bed:

The playing surface must be capable, either by its own strength or a combination of its strength and that of the table base frame, of maintaining an overall flatness within a tolerance of .020" lengthwise and .010" across the width. Further, this surface should have an additional deflection not to exceed .030" when loaded with a concentrated static force of 200 pounds at its center. If more than one slab is employed, the slab joints must be in the same plane within .005" after leveling and shimming. The bed must be covered with a fabric, the major portion of which is made of wool, with proper tension to avoid unwanted ball roll-off. Commercial tables must have a 1" - 3 piece set of slate with a wooden frame minimum 3/4" attached to slate. All playing surfaces must be secured to base frame with screws or bolts.

Cushion:

Rubber cushions should be triangular in shape and molded with the conventional K-66 profile with a base of 1 3/16" and a nose height of 1", with control fabric molded to the top and base area of the cushion. On carom billiard tables, the triangular k-55 profile cushion is to be maintained, with the control fabric on the underside of the cushion to effect a slower rebound action. On snooker tables, the triangular k66 profile or L-shaped snooker cushion is to be used. The balance of the rail section to which the rubber cushion

is glued should be of hardwood construction and attached to the slate bed with a minimum of three (3) heavy duty, threaded rail bolts per rail.

Billiard Balls:

Molded and finished in a perfect sphere, with both dynamic and static balance, in the following weights and diameters and used in the following games:

Pocket Billiard Balls:

Weight: 5 1/2 to 6 oz. / *Diameter: 2 1/4"

Carom Balls:

Weight: 7 to 7 1/2 oz. / * Diameter: 2 27/64", 2 3/8", 2 7/16"

Snooker Balls:

Weight: 5 to 5 1/2 oz. / * Diameter: 2 1/8", 2 1/16"

*Diameter tolerance of .005"

Pocket Billiard Cues:

1. **Tip Width:** No minimum - 14 mm maximum
2. **Weight:** No minimum - 25 oz. maximum
3. **Length:** 40 inches minimum - no maximum
4. **Ferrule:** If of a metal material, may not be more than 1 inch in length.
5. **Tip:** The cue tip may not be of a material that can scratch or damage the addressed ball. The cue tip on any stick must be composed of a piece of specially processed leather or other fibrous or pliable material that extends the natural line of the shaft end of the cue and contacts the cue ball when the shot is executed.

Specifications for pocket billiard cues follow the guidelines established at the 1994 General Assembly of the World Pool-Billiard Association, and updated specifications went into effect November, 2001.

Appendix B

GLOSSARY OF TERMS

AT THE TABLE --- A player is "at the table" when it is their turn to shoot (their inning). This term is also used to denote a player that has been chosen by their team to begin a set.

BALL-IN-HAND --- Ball-in-hand is the penalty paid in most cases by a player who commits a foul. An opponent with ball-in-hand has the right to place the cue ball anywhere on the table that they wish and shoot in any direction they wish.

BALL-IN-KITCHEN --- Ball-in-kitchen is the usual penalty for a break foul. The cue ball must be placed within the headstring. On the shot, the cue ball must make first contact with either an object ball or a rail which is outside the headstring. A ball is determined to be "in" or "out" by the contact point between the centerline of the ball and the table bed.

BALL IN PLAY --- A term used to denote any ball on the table bed which is available to be shot. A ball is either in play, a jumped ball, or pocketed. A ball is in play if it comes to rest in contact with the table bed.

BALL RETURN --- The ball return is that internal portion of the table which collects and holds the balls until the next game.

BREAK FOUL --- A player has committed break foul if: 1) The cue ball scratches. 2) The cue ball is a "jumped ball". 3) The player has interfered with the path of the cue ball while it has enough forward momentum to potentially scratch. The penalty for a break foul is "ball-in-kitchen".

BREAK SHOT --- The break shot is the stroke which begins a game. It is a unique shot in that all other shots are either legal strokes or fouls, while the break can result in three categories: legal breaks, non-legal breaks, or break fouls.

BRIDGE --- A bridge is a mechanical device used to support the cue stick during a stroke which is difficult for the shooter to reach. A bridge is also commonly called a "rake".

CENTER STRING --- The center string is an imaginary line drawn between the diamonds at the center of the two short-rails.

COMBINATION SHOT --- A combination shot is a shot where the cue ball strikes one object ball which then causes another object ball to be pocketed.

CUE (Cue Stick) --- A cue is the tool used by the shooter to execute a stroke. It is usually made of wood, is tapered, weighs 16-21 ounces, and is normally 57-60 inches long.

CUE BALL --- The cue ball is the white ball which is struck by the cue tip in order to pocket object balls. There are several types of cue balls in use, some of which are considered by most skilled players to be unacceptable for use (see Legal Cue Ball paragraph in GAME RULES section).

CUE TIP --- The cue tip is a disk normally made of leather attached to the end of the cue. The cue tip is the item that makes contact with the cue ball on a legal stroke. It is usually 11-14 mm in diameter and is shaped with a rounded crown.

DIAMONDS --- Diamonds are inlays on the outer rails of most pool tables. The standard arrangement has three diamonds evenly spaced on each rail between two adjacent pockets. This will place one diamond at each point which represents one-quarter of the distance between the pockets. Although becoming increasingly rare, there are some tables which have no diamonds or have an

arrangement which doesn't conform to this description. If this happens, remember that the definitions of "Headstring", "Footstring", and "Center string" are based on the point that represents the mid-point between pockets. Players on one of these tables will have to make an agreement as to the proper position of the string lines.

DOUBLE HIT SHOTS --- A double hit shot is one where the cue tip makes contact with the cue ball more than one time on a single stroke. Double hits commonly happen when the cue ball and the object ball to be shot are close to each other. A common misunderstanding is that a double hit is committed when the cue ball strikes an object ball twice (not true). Double hit shots are fouls. See the 45 Degree Rule paragraph in the GAME RULES section for the proper way to handle this situation.

DOUBLE-ELIMINATION --- This is a format used in tournaments which allows a competitor to continue after their first loss. There are variations, but a competitor is out of the tournament on their second loss in standard double-elimination. The double-elimination format allows a competitor the advantage of a chance to "come back" after a defeat, but a large double-elimination tournament will take MORE than twice as much time as the same size single-elimination tournament.

DRAW --- Draw is a deflection in the cue ball path after contact with the object ball which causes the cue ball to move in a more backward direction than normal. This is accomplished by striking the cue ball below center.

ENGLISH --- English is side-spin (right or left) placed on the cue ball which will make it rebound after contact with a rail in a different direction than normal. English can also be used to help execute a throw shot. English is accomplished by striking the cue ball to the left or right of the center.

FELT --- The felt is the cloth covering of the slate which is the surface of the table bed.

FERRULE --- The ferrule is the sleeve at the end of the cue stick which provides an attachment point for the cue tip and protects the end of the shaft from splintering.

FLIGHT SYSTEM --- The flight system is a method used in double-elimination tournaments. It allows the competitors to be grouped in "flights", each one of which has two or more winners advancing. It provides advantages in scheduling and allows a player who has lost an early match a more realistic chance to win. Winners who advance from a "flight" have any losses "wiped out" and enter the tournament finals on an equal basis.

FOLLOW --- Follow is a deflection in the cue ball path after contact with the object ball which causes the cue ball to move in a more forward direction than normal. This is accomplished by striking the cue ball above center. Follow can also be placed on the cue ball naturally through friction between the cue ball and felt.

FOOT OF THE TABLE --- The short end of the table nearest the rack.

FOOTSPOT --- The point of intersection between the "Center string" and the "Footstring". The balls are racked with the first ball placed on the footspot.

FOOTSTRING --- The footstring is an imaginary line on the table which connects the second long-rail diamonds from the foot of the table.

FOUL --- A foul is a violation of league rules of various sorts. Most fouls are the result of strokes taken that are not "legal shots". Some fouls are the result of violations of coaching or sportsmanship rules. Fouls are grouped in three categories: break fouls, ball-in-hand fouls, and game-ending fouls.

FROZEN BALL --- A frozen ball is one lies at rest in physical contact with another ball or a rail. There are three separate game rules that deal with potential situations involving frozen balls.

Although these are completely different situations, some players confuse them because of the term "frozen ball"(see 45 Degree Rule, Split Hit, and Object Ball Frozen to Rail rules in REQUIRED WARNINGS paragraph in GAME RULES section).

GROUP OF BALLS --- This term is used to denote the shooter's object balls (stripes or solids).

HANGING BALL --- It will occasionally happen that a ball comes to rest at the edge of a pocket and later drops without being struck by another ball or being "knocked in" by a player's body or cue stick. This is called a "hanging ball".

HEAD OF THE TABLE --- The short end of the table which is opposite the foot of the table.

HEADSPOT --- The point of intersection between the "Center string" and the "Headstring".

HEADSTRING --- The headstring is an imaginary line on the table bed which connects the second long-rail diamonds from the head of the table.

HOOK --- A shooter is hooked when there is no direct path which the cue ball can follow in order to contact one of their group of balls. This can be due to bad luck or an opponent's safety skills.

JAMMED BALLS --- In extremely rare cases, two or more balls may become jammed together in the jaws of a pocket. If this happens, any ball whose vertical center axis is not directly above the table bed is considered pocketed.

JUMP SHOT --- A jump shot is a shot executed to cause the cue ball to jump from the playing surface. This shot is used in an attempt to make the cue ball travel OVER an obstructing ball. A jump shot can be legal or a foul stroke, depending on the technique of the stroke (see Jump Shots rule in GAME RULES section).

JUMPED BALL --- "Jumped Ball" is a term commonly used in billiards rules to denote a ball that comes to rest at any spot that is not either in the pocket, the ball return, or the table bed. A ball that is caused to temporarily leave the table surface and return is NOT a "jumped ball". Jumped balls are normally "on the floor", but can sometimes come to rest on the top of a rail.

KICK SHOT --- A kick shot is one where the cue ball rebounds from a rail before making first contact with an object ball.

KITCHEN --- The kitchen is the area of the table bed which is between the headstring and the head of the table.

LEGAL BREAK --- A legal break must satisfy the four requirements listed in THE BREAK paragraph in the GAME RULES section.

LEGAL STROKE --- A legal stroke is a shot where no foul has been committed. It may or may not result in a ball being pocketed.

LINE OF CENTERS --- The line of centers is an imaginary line which connects the centerpoints of two balls. This concept is most commonly used in explaining cut shots and in the 45 Degree Rule.

MASSE --- A masse shot is a stroke executed with the cue held at a highly elevated angle in an attempt to place extreme english on the cue ball in relation to its speed of travel. A properly executed masse causes the cue ball to travel in a curved path. This shot is used to make the cue ball travel AROUND an obstructing ball.

MISCUE --- A miscue is the result of a stroke where the cue tip does not make full contact with the cue ball. This is usually a case of that contact being towards the outer edge of the cue ball and the cue tip "slipping" off the cue ball surface.

NON-LEGAL BREAK --- A break shot which is neither a legal break nor a break foul. If a player has committed a non-legal break, the balls are re-racked and the same player breaks again.

OBJECT BALL --- This term has two meanings. "Object ball" can mean the specific ball with which the cue ball makes contact on a stroke (intended ball). It can also generally mean any ball which is not the cue ball.

OPEN TABLE --- "Open table" is a condition in the game of 8-ball where either player has the right to choose either group of balls.

OPPONENT --- The team or player you are competing against is your opponent. This term is used frequently in this rule book to denote the competitor in a set who is not presently "at the table".

POCKET --- The six pockets are the openings in the rails and the associated parts to surround and support those openings. The edge of the pocket is the vertical edge of the slate at the pocket opening. No part of the pocket is considered to be part of the table bed.

POCKETED BALL --- A ball is considered as pocketed once it has come to rest in the pocket or the ball return.

PUSH SHOTS --- A push shot is one where the cue tip maintains contact with the cue ball during the stroke. This contact is almost instantaneous in a normal stroke. Extending that contact is a push shot. Most shots that players commonly call push shots are really double hit shots. Push shots are fouls.

RACK --- The rack is the grouping of the object balls in a triangular shape before the break shot is made. It is also the device used to facilitate the placement of that grouping.

RAILS --- A rail includes the rubber cushion from which balls rebound, the support backing for that cushion, and that portion of the table top which is outside of the table bed. No part of the rail is considered to be part of the table bed. The rails along the longer sides of the table are called the long-rails. The rails along the shorter ends of the table are called the short-rails.

SAFETY --- A safety is a stroke which is not intended to pocket an object ball and continue a run. It is defensive in nature, used to prevent the opponent from running out and to enhance the shooter's opportunity to win the game. A properly executed safety is a completely legal and ethical stroke which often requires a high degree of skill. Safeties can be used in an unethical attempt to stretch games and manipulate ratings. It is important to make sure that they are marked on the score sheet in order to prevent this manipulation. Even though it is not an attempt to pocket a ball, it is not considered a safety if the shooter is merely trying to avoid a foul by making a legal hit while FULLY hooked on ALL of their object balls. Basically, any other shot which is not intended to pocket an object ball is a safety. Some manipulators will play "fake" safeties. These are shots which are executed to look as though an attempt to pocket a ball is being made, but are actually intended to miss. These are also considered safeties. While most safeties are obvious, some safeties (especially "fakes") are not. The scorekeeper should use their own judgement in determining these "marginal" calls. Players are expected to call their own safeties.

SANDBAGGING --- Sandbagging is an attempt to hide a player's skill and to manipulate their rating. THIS IS CHEATING OF THE WORST FORM. Sandbaggers are not welcome in ABL.

SCRATCH --- A scratch is the act of the cue ball being pocketed on a stroke. A scratch is a foul, but the penalty can vary (see FOULS paragraph in GAME RULES section).

SHARKING --- Sharking is the intentional behavior of a player calculated to distract their opponent and "throw them off their game". Sharking is ABSOLUTELY not allowed.

SHOOTER --- This term is generally used in this book to denote the competitor who is "at the table".

SINGLE-ELIMINATION --- This is a format used in tournaments where each competitor is eliminated after their first loss. It is the most attractive format where time is a critical factor, but does not allow the competitor a single lapse or "stumble".

SOLIDS --- The solids are the colored object balls numbered 1-7.

SPOTTED BALL --- Some game situations require spotting an object ball which is a "jumped ball" or has been pocketed (see GAME RULES). A spotted ball is placed on the footspot. If this position is obstructed by another ball, the spotted ball is placed in the closest possible position directly along the center string towards the foot of the table.

STOP SHOT (Stun Shot) --- A stop shot is one executed with just enough draw to offset the natural follow created by friction so that the cue ball has no spin at the time of contact with the object ball.

STRIPES --- The stripes are the colored object balls numbered 9-15.

STROKE --- The stroke is the motion of the cue executed by the shooter. It is often also used to mean the results of that motion.

SLATE --- The slate is the flat base of the table bed.

SOFT BREAK --- Soft breaking is the INTENTIONAL act of attempting to strike the rack with just enough force to drive four object balls to the rails while still leaving the majority of the rack "clustered".

TABLE BED --- The table bed is the playing surface. Its outer boundaries are the inside edges of the rails and the slate edges at the pockets.

THROW --- Throw is an effect which causes the object ball to travel in a slightly different direction than geometrically expected. Throw is caused by friction between the cue ball and object ball. This is created in three ways - by the angle of cut, by the amount of english on the cue ball, and by the surface conditions of the balls.