

NOTES

A Message To All Members of The Association for P.O.O.L., Inc.

We at The Association for P.O.O.L., Inc. (Privately Organized and Operated Leagues), also referred to as The TAP League, would like to take this opportunity to welcome you to the new generation of league play. Our goal is to promote the sport of billiards in a forum that fosters fellowship, good sportsmanship and team spirit. Your affiliation with The Association is very important to us – important because it lets us know that you share the same love for the sport of billiards as we do. We hope that you enjoy your league play, and we are certain that you'll witness your skills developing as you participate in the fastest growing team sport of the new millennium.

The Association has put a good deal of effort into developing the programs offered to our members. Our research has noted that there are dozens of different ways to play the games of 8-Ball and 9-Ball, and these vary from establishment to establishment throughout the world. We've structured our rules to be as fair as we possibly can to all of our players, regardless of where they are competing. Please remember that there will be circumstances that arise that are not specifically covered in the rules. We ask you to use this booklet as a guide, and let your common sense and sportsmanship do the rest. Also remember that there are all levels of players and teams in our Association. Some like to play for fun, and other enjoy the thrill of competition. Please remember that we all have the right to play and participate. Whatever a person's reason for playing, respect them and encourage others to do their best.

The Association for P.O.O.L., Inc. and its subsidiary, POOL Net, are nationally and internationally recognized league and tournament management systems. The support of our players and our products have elevated us to where we are today, and your continued support will put us in the forefront of the industry we've all grown to love. We hope to see all of you at one of our major events, and perhaps some day, we'll be handing you a check for the winner's share. Until then, kick back and enjoy your league experiences and remember

*“After all the rest,
Why not the best?”*

Many of our members have been playing league pool for years; however, some find themselves participating in organized league play for the first time. If this is the case for you, a few simple rules will make your league experience, as well as those of your teammates, as enjoyable as possible. The rules are as follows:

The Rules Are As Follows:

1. Before being allowed to compete in an Association-sponsored event or league, you must be a bona fide member in good standing with the Association and willing to play under our General Rules listed in this book. For example, filling out a complete membership application, paying your annual membership dues, league fees and tournament fees, staying active for any events sessions or tournaments you or your team may have entered or qualified for. Remember the time to stop playing is when you have completed your obligations for the session and events for that session.
2. When you sign up to play in a league, you make a commitment to your league and teammates to play the entire league session. League pool is a team effort and only through this commitment can we foster the type of fellowship and sportsmanship that we are looking to develop through active participation in our Association. Also try your best to stay committed to the team you started with. Changing teams is sometimes needed but should be done early in the session. Decisions regarding the ability of a player to switch from one team to another will be made at the discretion of the League Director in conjunction with their licensee and corporate office. Abuse of this privilege will not be tolerated.
3. You should make it a point to be on time to play your league matches. It is a matter of common courtesy not to keep your opponents waiting to start league play. If you do not start on time, your match could be forfeited. You can start your league with one player from your team present. League play can start no later than fifteen (15) minutes from start time. Matches are to start no later than five (5) minutes after the last match is completed.
4. Always be courteous and polite to your opponents and fellow players. While we foster a competitive environment, we don't want this to take precedence over the rights that everyone has to enjoy themselves.
5. Abusive behavior and foul language will not be tolerated, and may be cause for suspension or revocation of your Association membership. Suspended players cannot participate in any Association-sponsored events. Players whose membership has been revoked can never participate in Association-sponsored events.
6. The Association for P.O.O.L., Inc. does not condone gambling during league play.
7. Every member has an obligation to pay all league fees. You should remember that if you do not pay, the people who suffer are your fellow team members, as your shortages may result in your team being ineligible for post-session league play or other Association-sponsored events. Also your shortages could be

posted on the weekly league rosters and web site for other league teams to view. A team or player that is current in all fees may refuse to play any team or member not current in all fees.

8. There is an old adage that goes "It's not whether you win or lose, but how you play the game." That aptly sums up our approach to league play. While we consider all of our members to be "winners," for every match that is played there has to be an official "loser." We expect "winners" to conduct themselves like champions, and our "losers" to conduct themselves like ladies and gentlemen.
9. If there is something that you don't understand about the way your league is being run, we encourage you to approach your League Director or call the corporate office (number on the back of your membership card) with questions. If necessary, your question will be referred to The Association's corporate board. All inquiries will be answered because we firmly believe that a member who understands why something is done in a particular fashion, is one who will be more apt to continue participating in our Association's activities.
10. Always respect the house rules of the establishment in which you are playing.
11. The Association for P.O.O.L., Inc. corporate office has the right to revoke your membership at any time.
12. The Association recognizes that not all rules can be covered in a rule book. Situations arise that require interpretation on the spot. The League Director has the right to interpret the rules during league and make decisions on situations not covered in this book. Sometimes your League Director may not be present. If this is the case take good sportsmanship into account. Both players should mutually agree on the situation or just re-rack that game and start over.

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General Guidelines For Play

8-Ball Rules

Object of the Game

The game of 8-Ball is played with fifteen (15) balls numbered one through fifteen and a cue ball. The object of the game is to pocket either all of the “low balls” (numbers 1-7), or all of the “high balls” (numbers 9-15), after which you are entitled to shoot and hopefully pocket the 8-Ball. Once this has been done, the player legally pocketing their balls and the 8-Ball wins. 8-Ball on the break wins the game. Eight ball on the break and a scratch is a loss of game. Pocketing the 8-Ball out of turn is a loss of game.

Beginning Play

Choosing Your First Player

Games commence with opposing Team Captains or players tossing a coin to determine who will be the first to announce a player. The winner of the coin toss has the option to either choose a player from his or her team, or have the opposing Team Captain or player choose a player from their team to start the first game of the match. After this has been determined, player selections will be alternated for the following matches until all league matches are completed. A player can represent their team in active play once per night and represent that specific division on only one team per night. A player may only play on one table at a time. Multiple nights and division play are accepted and encouraged.

Lagging For the Break

Once two players have been selected, they must simultaneously “lag” for the break. The “lag shot” is executed by striking an object ball from behind the head string to the foot rail and attempting to have it come to rest as close to the head rail as possible. The winner of the “lag” is the player whose ball stops closest to the head rail. The “lag” is considered a skill shot and should never be aborted in favor of a coin toss. The winner of the “lag” has the option of either breaking or awarding his/her opponent the break. In subsequent games, the winner of the previous game breaks. In cases where the cue ball is of different weight or size from the other balls, it should not be used for the “lag.” If your lagging ball is pocketed or contacts a side rail you lose the lag. If the two lagging balls make contact players must re-lag.

Racking the Balls

The fifteen object balls are racked in a triangular shape, with the 8-Ball in the center and the other balls distributed throughout the rack in random fashion with a solid in one corner and a strip in the other. The object ball at the top of the triangle should be centered on the foot spot. The player breaking may request a rack check before breaking the balls.

The Break Shot

The player entitled to the break has cue ball-in-hand 100% behind the head string. The breaking player must first drive the cue ball directly into the rack of balls causing at least four (4) balls, cue ball included, to hit a rail. Pocketing a ball constitutes a legal break. If this task has not been accomplished, the opposing player is entitled to ask for a new rack and may elect to break. This is at the non-breaking player’s discretion. An attempt to break that results in the cue ball crossing the head string, but not hitting the rack, is a foul. In this case, the opposing player has the option to take the break or allow the breaking player another attempt at the break. If any balls, other than the 8-Ball, are

driven off the table during the break shot, those balls stay down and are not spotted. If the cue ball is pocketed, or driven off the table during the break shot, the incoming player has cue ball-in-hand 100% behind the head string. All object balls that are pocketed “remain down.” In either case, the incoming player has his/her choice of object balls that are 50% or more past the head string on an “open table.” (NOTE: For scoring, the breaker gets the number of balls added to his or her score under the “Made on Break” (MOB) column.). A player pocketing the 8-Ball during a legal break wins the game. If the breaking player pockets the 8-Ball and scratches or drives the cue ball off the table, which is another form of “scratch,” that player loses the game. If the player drives the 8-Ball off the table during a legally executed break, he/she loses the game. If a player pockets the 8-Ball and drives another ball of the table other than the cue ball, the player wins the game (NOTE: In either of these instances, the remaining balls left on the table are added to both players LOT column on the score sheet with the breaking player credited with the lower count of stripes or solids and the opponent the higher count. “Win” and “Loss” columns on the score sheet for both players must also be properly marked.)

Continuing Play After the Break

If the player pockets a ball on the break, that player continues to shoot until he/she misses or commits a foul. Regardless of which category of balls is made (“low balls” or “high balls”), the table remains “open” until a shooter has completed a skill shot by calling a ball in an assigned pocket. Once this has been accomplished, that category of balls belongs to that shooter for the remainder of the game and the remaining category of balls belongs to the opponent and are their property through that game. Combination shots are also “open” balls and are neutral until a player’s category has been determined with the exception of the 8-Ball, which is never neutral.

Once your category of balls has been determined, you complete your category of balls until you miss or foul, play defense, or slop a ball in. When this happens, your opponent assumes control of the table and does the same until the 8-Ball is legally pocketed. (NOTE: If a foul is committed on any shot, the incoming player has cue ball-in-hand anywhere on the table (except during the break).

Skill Shots/Good Hits

Our leagues are “call your pocket” which is also known as skill play or skill shots. Once a player has a particular category of balls or property has been determined, the first ball on the table that the cue ball strikes must be in that category. After that, a ball on the table (any ball) must contact a rail. Pocketing a ball also constitutes contacting a rail or a good hit.

If the cue ball strikes either the other category of balls or the 8-Ball first, or the cue ball fails to contact the player’s category of balls or the cue ball is pocketed, or a ball fails to hit a rail, this is a “bad hit.” A bad hit means a foul has been committed and the opponent comes to the table with cue ball-in-hand anywhere on the table (except during the break).

If the player pockets the called ball in a pocket other than the called pocket, that ball stays down and play passes to the opponent with the cue ball where it stopped.

If the player pockets the opponent’s ball without pocketing the called ball in the called pocket the opponent’s ball stays down and the opponent comes to the table with cue ball where it stopped. Anytime the 8-Ball is pocketed out of turn it is loss of game.

If a player pockets the called ball in the called pocket and also pockets any other balls, other than the 8-Ball or cue ball, the additional balls stay down.

A player successfully pocketing the called ball in the called pocket without committing a foul is considered to have completed their shot and continues shooting no matter how the ball arrives in the pocket. This means that the pocketed ball can “kiss” every ball on the table or hit every rail and if it still goes in the called pocket it is a good shot.

“Bank” Shots

Since this is a call ball and call pocket league it is not necessary to call bank shots. If the called ball drops into the called pocket without any other foul situation occurring, it counts as a skill shot. It does not matter how many rails the object ball strikes, as long as it drops into the called pocket. This stands with all forms of bank or kick shots.

Completing Multiple Balls In One Shot

If you call your ball and pocket and complete a skill shot, it is marked as a completed shot. When completing a skill shot, any other balls, regardless of whether they are “high-balls” or “low-balls,” that drop into a pocket stay down and need not be marked on your score sheet. If the situation occurs to call two balls in one shot they must be completed in order and be fully executed or it is considered a miss. This is not recommended. Note any 8-Ball going in a pocket out of turn is loss of game.

Shooting the 8-Ball

When shooting the 8-Ball, you must mark the pocket you are calling. As long as the 8-Ball goes in that marked pocket after a good hit, the player wins. Any form of a scratch on the 8-Ball is loss of game. Anyone can remind the shooter to mark the pocket without it being considered a time-out. If the marker is already at the intended pocket, regardless of how it got there, the shooter does not have to physically touch the marker. The pocket intended is the closest pocket to the marker. Shooting the 8-Ball out of turn or impeding the movement of a cue ball while it is still in motion results in a loss of game penalty.

Combination Shots

Combination shots are legal during league play. You must strike your category of balls first to execute a skill shot. The 8-Ball is never neutral, but can be used as part of a combination after the appropriate category of balls has first been hit. Any ball on the table can be used as part of the combination providing the cue ball strikes your category of balls first. If a category has not been determined, all balls are neutral with the exception of the 8-Ball as listed above.

Defensive Shots

A player must call a defensive (or safety) shot when not attempting to pocket an object ball. To execute a defensive shot the shooter must make a legal hit. Any ball pocketed after the hit stays down and the shooter surrenders their shot to their opponent where the cue ball rests. The opposing player has the right to ask the scorekeeper to record that shot as a defensive shot. Any disputes should be worked out by the players first and if necessary the League Director for the final say. Not noting a defense shot repeatedly is un-sportsman-like and disciplinary actions could be taken against that player. You can call defense down by pocketing your ball, however, your opponent now has command of the table where the cue ball rests. Defense down should also be called prior to the shot and marked on the score sheet as a (DEF) defensive shot.

Ball Frozen to the Rail

This occurs when an object ball is touching the rail and becomes part of the rail. The opponent must declare the ball frozen before the shot is executed. If the intended object ball is frozen the shooter must do one or all of the following: (1) have the

cue ball touch a rail after contacting the intended ball; (2) drive the intended ball to another rail; or (3) drive any other ball to a rail after contacting the intended ball. Remember, the match belongs to the two players. Teammates and coaches can be charged a time out for any assistance.

Stalemated Game

If both players agree they have reached a point in the game where progress towards completion is not and cannot be made, they have the option of mutually declaring a stalemated game and should re-rack and replay the game.

Fouls:

A player committing a foul must relinquish his/her turn at the table. If a skill shot is correctly executed when the foul occurs, the shooter is awarded the shot but is penalized by having to give his/her opponent cue ball-in-hand. The following are examples of commonly occurring fouls:

Foot Foul – During any shot, a shooter must have one foot on the floor or they have fouled and the incoming player has cue ball-in-hand anywhere on the table. (NOTE: This rule does not apply to players who are physically impaired).

Bad Hit – If the first ball contacted by the cue ball is not of the player’s category, it is a bad hit and considered a foul. If the table is open and a ball does not hit a rail this is considered a foul. Your opponent would have cue ball-in-hand.

Scratch – If a player pockets the cue ball or drives the cue ball off the table, it is a foul. If you scratch and you are shooting the 8-Ball, it is loss of game. If a player executes a skill shot and then scratches, the shot is considered complete and the ball stays down, but the opponent is awarded cue ball-in-hand.

Failure to Drive a Ball to a Rail – A player must either legally pocket a ball or drive a ball to a rail after making a good hit or they have fouled. (NOTE: If the table is “open,” any ball except the 8-Ball may be struck and then any ball must subsequently be driven to a rail to constitute a good shot, unless a ball is pocketed during the execution of the shot).

Ball Off the Table – Should a player drive the cue ball off the table, they have scratched and their opponent is awarded cue ball-in-hand, except on the break, upon which the opponent gets cue ball-in-hand behind the line. If a player is shooting the 8-Ball and the cue ball, or the 8-Ball, is driven off the table, it is loss of game. If a player drives one of his own balls off the table, the ball is spotted and the opponent is awarded cue ball-in-hand. If a player drives on of his opponent’s balls off the table the ball stays down and the opponent is awarded cue ball-in-hand.

Push Shot – If the cue ball is frozen to the object ball, pushing through the cue ball is a legal hit. If there is separation between the two balls equal to or less than the width of a piece of chalk, the shooter must make an attempt to keep from double hitting the cue ball by elevating the cue stick to at least a 45 degree angle while executing the shot. As long as this attempt is made no foul can be called. If the distance between the two balls is greater than the width of a standard size piece of billiard chalk, a double hit of the cue ball is a ball-in-hand foul. When confronted with this situation, it is strongly recommended that a third party or referee be called to watch the hit to avoid controversy.

“Split Hits” – When a player contacts one of his or her balls and an opponent’s ball (or the 8-Ball) at the same time, this does not constitute a foul. If it is suspected that a

player may play a shot that might result in a “split hit,” the non-shooting player should ask that a league official, referee or another player observe the shot. In this instance, it would be that individual’s duty to watch, and if necessary, call the hit. In the absence of an observer, should a controversy over the hit arise, the call will go to the shooter.

Accidental Movement of a Ball – If a player moves the cue ball, in any way, prior to their shot it is a foul and results in ball-in-hand to the player’s opponent. However, should a player accidentally move any other ball(s) in preparing to shoot or in the execution of a shot, it is not a foul. The opposing player has the right to replace the ball(s) or leave them where they are. Should the shooter, by reflex action, attempt to replace the moved ball(s), this is not a foul, but the opposing player has the option of placing the ball(s) back to where they were originally resting or leaving them where they were moved to by the shooter. If a player touches any moving ball, moved as a result of the shot, it is a ball-in-hand foul for the opponent.

Coaching Foul – If the coach disrupts the balls or marks the table in any way, it is ball-in-hand to the player’s opponent. If the coach touches the table it is not a foul.

Slow Play – Slow play can result in a ball-in-hand foul to the shooting player’s opponent, if the player has been warned and continues to play slow. A 45-second shot rule exists and will be used as the benchmark for assessing slow play.

Payment of League Fees

All teams and individual players are responsible for the payment of league fees. Forfeited matches are no exception. The full amount agreed upon should be played at the end of play. Any team or player(s) owing any fees can result in that team or player(s) having match points deducted from their standings at any time, as well as losing the opportunity to participate in any event that the team or player(s) qualified for, regardless of the teams or divisions past, present or future time of qualification. This also includes annual memberships. (NOTE: Bye positions can vary by geographic location. Ask your League Director.)

Coaching

A player is allowed to receive coaching from a fellow teammate who has been designated as the coach prior to the start of each match. Only one coach may be designated for each player’s match and may not be changed during that match unless approved by the opposing team. The player or team coach for each team is entitled to call two (2) “time-outs” per game, lasting no more than one-minute each. Once a time out has been called both players can communicate to their coach during that time out. Players with a two (2) level handicap, receive two (2) one (1) minute time outs and unlimited assistance with their coach. Any other assistance has to be within a 45-second shot clock. (NOTE: You should remember that the game belongs to the player and the player can refuse any time out).

During a time-out, the coach may not disrupt any balls on the table or mark the playing area of the table. Doing so constitutes a foul and the opponent is entitled to cue ball-in-hand. Touching the table is not a foul.

After the time-out, coaches must cease communication with their players, and the player must execute his or her shot in a timely fashion. (NOTE: An outside player on the team can talk to the coach, who can then relay that information to the player during a present time-out within the time limit. If the (1) minute time limit is exceeded and called by the opposing team, the player can take an additional (1) minute at the cost of a time-out, if they have a time-out remaining. (NOTE: The link to the player is through the coach. No other passages to that player are allowed).

Interference and “Side-Line” Coaching

Any person who interferes with the course of the match by offering advice, distracting a player or otherwise disturbing play, can subject their player to a foul. In this instance, the match referee must warn the individual involved and that player’s Team Captain/Coach and player. After the warning, any reoccurrence of the offensive behavior results in an escalating series of fouls which could result in the loss of game or match. Anyone on the team can announce to a player to mark their pocket for the 8-Ball. As a team player on the sideline, we encourage you to support your player. However, you are responsible to do so in a sportsmanlike manner.

NOTE: While in regular team play your Licensee may relax restrictions on conversation between players involved in a match with their teammates. However, when teams are involved in National events or other major tournaments, no conversation will be allowed between shooting players and other members of their team. Only the designated coach can communicate with the shooting player during an official time-out called by either team. Violations of this rule may result in ball-in-hand for the opposing player. It is our suggestion that all teams follow this rule at all times while participating in TAP league play.

Slow Play

It is important for every player in the league to ensure that his or her league match progresses in a timely fashion. A 45-second shot rule exists and will be used as the benchmark for assessing slow play. If a player is taking a significantly long amount of time to execute a shot, the opposing player or coach has the right to ask a league official or the players coach to administer a slow play warning. If, after being warned, the player continues to play slowly, the opponent will receive cue ball-in-hand. In all matters concerning slow play, the decision of the League Director or referee will be final. (NOTE: Most of our leagues are played at night and it is important for the matches to be completed in a timely fashion. All players should note that after a match has been completed, a team has five (5) minutes to field another player, or the match may be subject to forfeit). This also stands true when picking your player for the next match. Please do so in a timely manner. A player should be picked and ready to shoot no later than five (5) minutes after each match.

Shot Clock

All sports have a time limit and billiards is no exception. In our leagues, there is a 45-second time limit to your shot. The time limit commences after your opponent’s shot ends and all the balls come to rest. If a time-out commences in the middle of your decision-making process, the time remaining on the clock is still in use. (NOTE: Depending on your area, an official clock might not be in use, but shot times will be monitored as closely as possible).

Time-Outs

A player with a handicap of 3-4-5-6-7 is entitled to two (2) time-outs per game. Each time-out is one (1) minute in duration. A player at a 2-handicap level has two (2) one (1) minute time outs and unlimited coaching within the 45-second time limit. See the section marked “Coaching” for additional information.

Protests and Disputes

In our league the match belongs to the two players at the table. With this comes the responsibility of paying attention to your match whether you or your opponent is on the table. You have the right to protest a situation. Just remember, protests need proof in order to be evaluated. If your protest cannot be substantiated with proof, you could lose your match point for a false protest. If you and your opponent are paying

attention and sportsmanship/common sense are utilized, there will be no reason for protests or disputes.

Fielding a Team – The “25 Rule”

Team Total Handicap Rules/Criteria (The “25 Rule”)

To field a legitimate five (5) player team, the sum total of the shooting player’s handicaps may not exceed twenty-five (25). A team can play their players in any order they choose as long as the “25 Rule” is not violated.

Violation of the “25 Rule”

If a Team Captain cannot field a legitimate five (5) player team according to the “25 Rule,” he or she must then field their team accordingly:

Total handicap for four (4) player teams cannot exceed 21

Total handicap for three (3) player teams cannot exceed 18

Failure to Field a Legitimate Team

If a Team Captain cannot field a legitimate team in accordance with the criteria set forth above, they will forfeit ONLY those matches that are in violation of the rule. (NOTE: It is the well-rounded team that stays the strongest throughout the league session, so choose your players wisely.) Lower level players play a big part in allowing your higher- level player(s) to remain active on your team.

Adding and Dropping Players

Generally speaking, no team should have more than eight (8) players on its roster. There may be circumstances that are unique where a team would have more than eight (8) players. In this case, old team members have not yet been dropped from the team’s roster.

A team may add a player to its roster at any time during the league session as long as there are enough weeks remaining in the current session for that player to complete the six (6) matches required to make him or her a legitimate member of that team.

Playoffs and forfeited matches do not apply towards any player’s required matches.

Teams competing in events they qualified for during the session are to use their team roster of players from that session. **There are no substitutions.** When choosing your team, make sure your teammates understand they are expected to complete the session and session events. When players come in too late in the session, that team could lose all points contributed by that player and the team could lose their qualification from session events. Choosing the team is your responsibility, not the League Director’s. There are no refunds for any league events a team might have qualified for due to their inability to field that team or be present at the events in which they qualified.

The “Known Player” Rule

A player that is brought into the league that has, or does not have a previous handicap or league experience may be assigned a handicap by the League Director or other league official if his or her skill level is known.

Professional Players

Individuals who hold current membership in a men’s or women’s professional billiards association are not allowed to compete in The Association for P.O.O.L., Inc.’s handicapped league events. Our leagues are intended strictly for the amateur player.

Although we have all skill levels of players in our Association, we still need to provide a comfortable level of protection for the recreational player. This is where our first concern lies. We also need to protect the prize funds to which our players contribute so that everyone has a fair chance of winning. Taking all of this into consideration, if you hold a pro card in any of the current professional associations, you will not be allowed to compete in any of our handicapped league events.

Make-up Matches

Some operators allow make-up matches and some do not. For those teams wishing to make matches up, it is important that the match be noted on your score sheet so that the credit can be applied to the correct team. Also, make-up matches must be agreed upon by both teams and have approval by the League Director before they are considered official. All make-up matches should be completed within two (2) weeks of the date of the scheduled match. No matches can be made up within the last two weeks of league play. When a new division is starting, the League Director may offer a new team make-ups or what is referred to as position rounds to allow that team to catch up. (NOTE: All make-ups are at the sole discretion of the League Director.)

Forfeits

League matches can be forfeited. The following circumstances are some examples:

A scheduled team match does not commence within fifteen (15) minutes of the scheduled match time. Five (5) points will be awarded to the team present with no less than five (5) players.

A team is unable to field a player whose handicap is appropriate for the given match, as described by the criteria set forth under the “Team Total Handicap Rules/Criteria” clause. If you do not post a player within the required time frame, that match can be forfeited.

Un-sportsmanlike conduct can result in a match being forfeited.

A match can be forfeited if the player shooting the match is not current with league fees, or submits wrong data or involves himself in any form of cheating.

All forfeits should be properly marked on the score sheets. For a team to claim a forfeit, it must identify a player to use for statistical purposes or “Open Stats.” All forfeited matches assigned to a player will not count as one of their six (6) required matches. (NOTE: Your league fees for the forfeited match are still due regardless of whether the match was played or not.)

It is impossible to document all cases where forfeitures may apply. We recommend that you stay within the guidelines of the rules and play within the spirit and intent of the rules as good sportsmen should. (NOTE: There will always be players who, for whatever reason, try to test the system and manipulate the rules to their advantage. League Directors and officials easily come to recognize these people, and will take the appropriate steps necessary to control their behavior. Matches taken from a team or forfeited can be applied. These teams or players may be disbanded from the league or tournaments at any time.)

Concession

If a player concedes, he loses the match. The unscrewing of a jointed cue stick, except to change a shaft, is considered to be a concession. A player must notify their opponent if they plan to change the shaft or the match is considered a forfeit.

Byes

In some leagues, there will be an uneven number of teams competing during a league session. When this happens, a BYE will be written into the schedule to even out the schedule. On a night when a team is scheduled to receive a "BYE," it will be credited three (3) points for that match. In the event of a team dropping out of a session, the BYE will come in the next week of play. Teams, dropping out of a session, are uncontrollable and can happen. When it does, it creates a problem for the teams scheduled to play. Because of a team dropping later in the session the remaining teams must now take a BYE instead of having the opportunity to play for maximum points. This is out of our control as a league. We hope you will do your best as a team to complete your session.

Handicapping

League handicaps are based on raw data taken from your score sheets for each league match. Complete, clear and accurately marked score sheets are a must. Players, Team Captains, League Representatives, League Directors or Licensees do not have the right to change any data on the official roster. There is always the possibility that an error has been made when posting data. If this seems to be in question, the matter should be called to the attention of the League Director, who will be responsible for addressing the matter. If you question your League Director's response, please feel free to contact the corporate office through our website @ www.tableleague.com, or call our toll-free number, 1-800-984-7556. Falsifying a roster is a serious issue that will be addressed.

New Players

A player joining the league who has not had a previously established a handicap will play a "Race-to-3" and will be counted as a "3" for purposes of the "25 Rule" (unless he or she is brought in under the "Known Player" Rule, in which case, he or she will shoot under the handicapped race grid.) When a player with an established handicap plays a new player, his or her established handicap will be counted towards the "25 Rule." After this match, the new player's handicap will be subject to the same criteria as all other players, and will be evaluated based on his or her performance in subsequent league matches. (NOTE: The handicapping formula developed by The Association for P.O.O.L., Inc. is copyrighted, and as such, is proprietary property belonging to The Association. While players are entitled to an explanation of how the system works, under no circumstances will they be provided with documentation of the Association's proprietary computer algorithms.) You may request a handicap review of any player on our website, www.tableleague.com, or fax your request to 703-478-9010. Our handicaps range from two (2) through seven (7). A seven (7) handicap is the highest level.

Score Keeping

A league score sheet must be fully completed for every match played. As this is the vehicle that determines your handicap, it is extremely important that these forms be completed accurately and neatly. Make sure either the Team Captain or a team player reviews or compares the sheets before leaving. Once the sheets have left the league location, they are final. As a rule, each team should assign a score keeper, however, there are cases where one person keeps score for both teams. In this case, these are the scores that will be used for accounting purposes without dispute. It is a matter of courtesy during league play that a player never keeps his or her own score because of their need to be able to concentrate on the game. However, after a player shoots, it is suggested that they keep score for the next team player. (NOTE: Your league report sheets are the result of your paperwork. If there are make-up matches or players to add/drop from your team they should be noted on the report sheet. If there are players with no "Player ID #'s" write it out in a note to the league office and put it in your team folder/packet so it can be properly taken care of. Make sure you have first and last names, along with the player(s) handicap, and their "race to" number on the sheet. This allows us to cross-reference the player if needed.

Score Sheet Categories

The following categories are noted on your score sheet:

COMPLETE (A Completed Skill Shot)

Every time a player completes a skill shot, it should be marked in his or her side or column of the score sheet as a "COMPLETE." If the player completes the skill shot and scratches, it is still marked as a "COMPLETE." If a player completes a skill shot and other balls go in, either the players or the opponents balls, it is still recorded as one (1) "COMPLETE." It is the score keepers responsibility to make sure the total "COMPLETES" are correct and legible in the appropriate areas for data entry. (NOTE: There are eight (8) completes needed to win a game. There are variables in our system for multiple balls being pocketed, 8-Ball on the break, or an early 8-Ball. This, along with the balls left on the table (LOT) is a count system. If a player wins three (3) games with eight completes and the incorrect number of LOTs, you could be flagged for improper scoring which is a form of cheating in our league.

MISS (A Shot Not Completed)

Every time a player misses a shot, it is recorded as a "MISS." If a player misses and pockets one of his or her opponent's balls, it is still marked as a "MISS" and the opponent's ball(s) stay down. If the player misses and pockets one of his or her balls, it stays down and is marked as a "MISS." See NOTE under the "COMPLETE" field. All score keeping responsibilities also apply for misses.

DEF (Defense)

When a player announces that he or she is playing a defensive shot, which is required, it is marked as such on the score sheet as a "DEF." If this player does not successfully execute the shot, it is still marked as a defensive shot. A player may also call "DEFENSE DOWN" by pocketing their ball on a good hit. In this case, their opponent takes command of the table where the cue ball rests. This is also marked as a defensive shot. The opponent has the final say whether it is a defensive shot. See NOTE under the "COMPLETE" field. All score keeping responsibilities also apply to defensive shots, also known as a safety shot.

MOB (Made on Break)

This is the number of balls made on the break at the beginning of each game. Mark the appropriate number in this area on the score sheet. If a player does not make any balls on the break, nothing is marked. Do not mark a "COMPLETE" or "MISS" for the break shot. If a player makes the 8-Ball on the break, LOTs need to be marked for both players. See NOTE under the "COMPLETE" field. All score keeping responsibilities also apply to Made on Break.

LOT (Left On Table)

This column refers to the number of balls that a player has left on the table after his or her opponent has won the game. After each game, the person that lost, in most cases, has balls of their category left on the table. Add the number of balls and mark it in this column. (NOTE: IF a game has an early 8-Ball, there will be balls left on the table for both the winner and the loser.) See NOTE under the "COMPLETE" field. All score keeping responsibilities also apply to Left On Table.

GAMES

This column refers to the number of games each player has won (one (1) through nine (9)). After each game, mark whether each player won or lost that game. NOTE: On your League Score Sheet this is listed as (WON) and (LOST). See NOTE

under the “COMPLETE” field. All score keeping responsibilities also applies to the GAMES column.

MATCH

After the appropriate number of games have been played for the match, the number of games won and the number of games lost need to be marked with the totals in the appropriate areas of the score sheet. Also note the Winner and Loser of the match. See NOTE under the “COMPLETE” field. All score keeping responsibilities also apply to the MATCH column.

TIME-OUTS

Time-outs can be marked on the score sheet in any area that does not have an assigned purpose. It may be helpful to cross out the game number as each game ends to minimize confusion over whether a marked time-out is from the current game or a previous game. See NOTE under the “COMPLETE” field. All score keeping responsibilities also apply to TIME-OUTS.

RACE

Use the Handicap Race Grid to determine the number of games you need to win the match. This varies, depending upon the skill level of the players involved. Simply mark the handicap and number of games needed to win in the appropriate area on the score sheet. See NOTE under the “COMPLETE” field. All score keeping responsibilities also apply to the RACE column.

NAME

On your score sheet, please clearly print your player’s first and last name as well as their Player ID#. See NOTE under the “COMPLETE” field. All score keeping responsibilities also apply to the NAME column.

League Session/Playoffs

A league session consists of a specified number of weeks, meeting on a designated night and consisting of two opposing teams playing a specified number of consecutive matches. The winner of these matches will be awarded one (1) point for each match. Points accumulate over the course of the league session with the top teams qualifying to play in the Titleholders Event. There are different playoff formats. Ask your League Director for the format used in your local area. The Association for P.O.O.L., Inc. corporate office does have the final say on how a playoff runs, allowing no disruptions for the main event. If you do not feel your finals are within our format at a local level, please feel free to contact the corporate offices.

Slop Shots

All slop shots stay down and are marked as a MISS on the score sheet. The player’s opponent has command of the table where the cue ball comes to rest.

Glossary of Common Pool Terms

English – A term used to refer to spin placed on the cue ball by striking the cue ball to the right or left side of the cue ball’s vertical axis.

Follow Stroke – A stroke executed by striking the cue ball above its center line in an effort to impart forward spin on the ball so that it move forward after striking the object ball. This stroke is usually executed for purposes of position play.

Follow Through – Accelerating the cue stick “through” the cue ball after actual contact in an effort to ensure that the cue ball follows a true course of roll.

Foot Spot – A point marked on the playing surface centered between the side rails and two diamonds from the foot rail.

Foul – An infraction of the rules, which can terminate a player’s turn at the table.

“Frozen” – Balls that are touching each other on the table, or touching a cushion, are said to be “frozen.”

“Getting Shape” – This is acquiring good position on the next ball to be shot.

Going in Clean – The pocketed object ball drops into the pocket without touching another ball.

Head Spot – A point marked on the playing surface centered between the side rails and two diamonds from the head rail.

Head String – An imaginary line on the playing surface connecting the side rails at the position of the two diamonds from the head rail.

High Balls – The set of balls in 8-Ball consisting of the nine (9) through fifteen (15). See “Stripes.”

“Kick” – Shooting the cue ball into one or more rails in order to contact or pocket a specific object ball.

“Kiss” – When the object ball or cue ball makes contact with a ball to deflect its trajectory during a shot.

Lagging – A procedure for determining who shoots first in any match. To lag, each player places a ball behind the head string and banks it off the foot rail. The player whose ball stops closest to the head rail can elect to break NOTE: Contacting the head rail is legal.

Low Balls – These are the set of balls in 8-Ball consisting of the one (1) through seven (7). See “Solids.”

Miscue – This occurs when the tip of a cue stick slides off the cue ball because of inadequate chalking, a defective tip, or misapplication of “English.” A miscue could lead to a ball-in-hand situation for your opponent, especially if the miscue causes the cue ball to jump over any balls on the table.

Miss – Any shot that is not successfully completed.

Object Ball – The object ball is the ball that the shooter is attempting to hit, or any other ball that is of the player’s category. In 8-Ball, “low-balls” are the type numbered one (1) through seven (7), and “high-balls” are the type numbered nine (9) through fifteen (15).

Position – Intentional placement of the cue ball after a shot.

Rack – A device used to arrange balls on the foot spot to begin a new game.

Rail – The cushion of the table.

Run – A series of consecutive shots that have been successfully completed.

Safety – A defensive move in which the shooter attempts to prevent his or her opponent from having a high percentage shot.

“Sandbagging” (Cheating) – When a player is playing well below his or her ability in order to lower their handicap, they are said to be “sandbagging.” This is a form of cheating and is not allowed in The Association.

“Scratch” – This is pocketing the cue ball, or the cue ball leaving the playing area.

Snooker – A pocket game played on a six (6) by twelve (12) foot table with a cue ball, fifteen red balls and seven colored object balls.

“Solids” – The set of balls in 8-Ball consisting of the one (1) through seven (7). See Low Balls.

“Spotting” – Returning the balls to the table as specified by the rules of the game. The ball in question is returned to the “foot” spot.

Stop Shot – A shot executed with the intent of bring the cue ball to a complete stop immediately upon striking the object ball.

“Stripes” – The set of balls in 8-Ball consisting of the nine (9) through fifteen (15). See High Balls.

Table Diagram

The line next to the cue ball is referred to as the “head string” or “behind the line.” You might also hear a player say “You’re in the kitchen” or “Getting your feet wet.” The line next to the rack of balls is referred to as the “foot string” or the spot area.

Most Frequently Asked Questions About League Play

Q – Am I good enough to play in a league?

A – It has often been said, “If you know the color of the cue ball you’re good enough to play in a league.” Here’s why. Each team of up to eight players must play five of those players each league night. The total of handicaps of those five players must not exceed 25. Therefore, it is very important for each team to have some lower handicapped players in order to be able to shoot their higher handicapped players. All of the teams your team plays will also have some lower handicapped players against whom you will be very competitive even at your lower skill level.

Q – Will I become a better pool player if I join a league?

A – Your skills will improve because in game situations you will have a coach who can use time-outs to help you with deciding which shot to take and explain why. If your skill level is two (2) the coach can give you unlimited assistance throughout your match. In addition, many teams practice together at other times and you will constantly receive help with your game from the best players on your team. After all, your teammates have an investment in you and want to help you improve your skills.

Q – Do I have to show up every night the league plays?

A – Because your team consists of eight (8) players and only five (5) play each league session, it will not be necessary for you to be present for every match. You should communicate with your team captain in order for him to plan who will play in each session.

Q – Who determines my handicap?

A – All TAP handicaps are done by computer in the TAP Corporate Office. Your handicap is based on all the stats entered into a computer from score sheets from all of your matches played. Each calculation is composed of 80 algorithms and your handicap is an average of all TAP players in the USA and Canada.

Q – What if I think my handicap is wrong?

A – You should ask your League Director to request an audit from the Corporate Office. When we receive a request for audit from players or Licensees, we will review all information posted in the computer against the actual score sheets to check the accuracy of the posted stats. Should we find errors in stat postings, those errors will be corrected and the computer may or may not change your handicap.

