



Southern Nevada 9 Ball

"Setting The Standard in Tavern Pool Leagues For Over 40 Years"

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WWW.SN9BALL.COM

Single Foul 9 Ball Rules and Regulations

Table of Contents

Section #1.....	General Rules
Section #2.....	Team Rosters
Section #3.....	Fouls
Section #4.....	Game Play
Section #5.....	Miscellaneous
Section #6.....	Scoring Forfeits
Section #7.....	Rescheduling Matches
Section #8.....	Deductions for Missed Matches Explained
Section #9.....	Post Season Player Eligibility
Section #10.....	Finances and Penalties
Section #11.....	Player Awards

There are many situations that can arise during a pool match that are not covered in the rules. The league has the right to make an on the spot ruling with the interested parties, keeping in mind this will be done in all fairness to both teams.

Our contact numbers are: Rhonda 702.353.1932 / Jim 702.218.7539

Sheet and Weekly Fee "Drop Points"

The team's captain will be responsible for turning in their teams fee's and score sheet to one of the drop points. The sheets need to be turned in by 12:00 noon the following day of your match.

Eastside Drop Points

Bucks Tavern	1204 N. Nellis	702-452-3246
Mr.G's Pub	3342 S. Sandhill	702-463-0444
Shooters Bar	4465 E Sahara	702-933-0775
Rum Runner Bldr.	6658 Boulder Hwy.	702-451-7357
Blue Mule	3118 Las Vegas Blvd N.	702-644-2583

Central Drop Points

Office 6 Bar	2570 E. Tropicana	702-454-0770
Rum Runner Trop.	1801 E Tropicana	702-736-6366

Westside Drop Points

Torrey Pines Pub	6374 W. Lake Mead	702-648-7775
Front Row	4180 S. Jones	702-876-7667
Dealers Choice	4552 Spring Mountain	702-367-6798
Adrenaline Bar	3103 N. Rancho	702-645-4139

Section 1 – General Rules

1. Start time for all MEN'S divisions is 7:30 p.m and for all WOMEN'S and ADAM and EVE divisions start time is 7:00 p.m. There is a 15 minute grace period for all divisions.
2. A match consists of 25 games for Men's and Women's divisions and 20 games for Adam and Eve divisions.
3. The Men's divisions are open and shall consist of five (5) players over the age of 21. They may be all Men, all Women or Co-Ed.
4. The women's divisions shall consist of five (5) Females over the age of 21. Men may not play in the Women's divisions.
5. Adam and Eve divisions shall consist of four (4) players, usually this is 2 Men and 2 Women, however the team may consist of all Women but at no time more than 2 Men can play.
6. If a player is not 21 and this is brought to the attention of Southern Nevada 9 Ball all games said player had won will be forfeited to the opposing team. If a person is suspected of being under 21 they must provide a picture ID card to verify age restriction upon request. Also any person suspected of playing under an assumed name can be asked for a picture ID as well.
7. Under NO CIRCUMSTANCES do we accept player nicknames. We must have first and last names that correspond with players ID card. However you may nickname your team.
8. The opening break of the match will be decided by coin flip.
9. The winning team member of the previous game will break all subsequent games.
10. The player not breaking will rack the balls to the approval of the player that is going to break. The only requirements for the rack are that the 1 ball is on the spot, the 9 ball is in the middle and the remaining balls are racked as tight as possible.
11. All balls pocketed legally or illegally will stay down as with all balls leaving the playing surface. The only exception to this rule is the 9 Ball. Should the 9 Ball be pocketed illegally or leave the playing surface it is spotted and the game will continue. A player that pockets the 9 Ball legally wins the game.
12. **Teams not showing up for the first week may be replaced. This is to protect the other sponsors in the division.**
13. Use the score sheets that were issued at the start of each season. Do not use previous season's score sheets as each season's sheets are coded different.
14. A split hit is a good hit.
15. Only one (1) table is to be used for league play per match.
16. A team that calls in to forfeit will pay for that match. The team that did show for the match doesn't pay that night's league fees. It is not fair to the team you were to play OR the sponsor not to show for the match.
17. A team must play in the **last four (4) scheduled matches** to be eligible for any prize money, turkey shoots or state playoff tournaments.

Section 2 – Team Rosters

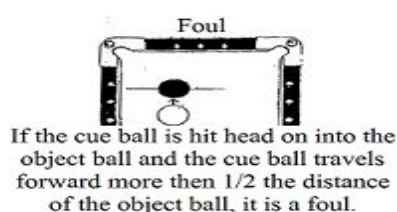
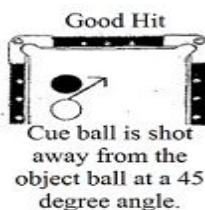
1. A roster sheet is provided with your team folder. This roster sheet must be turned in no later than the end of the 4th week of play. Teams not turning in the roster sheet by the 4th week will be fined \$10.00.
2. Men's and Women's teams can carry up to ten (10) players on their team roster.
3. Adam and Eve teams can carry up to eight (8) players on their team roster.
4. Men's divisions and Adam and Eve divisions are allowed two (2) "A" players on their roster. Women's divisions are allowed one (1) "A" player on their roster.
5. Captains MUST turn in Adam and Eve partners the first night to avoid penalties. If Adam and Eve partners are not turned in by the 4th week of play, they will not be eligible to win division top shooters.
6. If a team has a full roster a player may be added only by dropping a player off your roster. Captains, be sure to keep up with your roster. Current team rosters are on the back of the weekly stat sheets. In Adam and Eve if you change partners after season starts the person coming in will have a .125% deduction from their average for each week they missed or weren't your original partner. Partners must shoot in 50% of the season matches together to be eligible to shoot in the turkey shoot.
7. Once the rosters have been turned in after the 4th week of play it is the captain's responsibility to add / drop players for the following week. If a team's roster is turned in late only the players on the back of the week #5 stat sheet are eligible to play until the captain has added or dropped the appropriate players.
8. After the 4th week of play a new player must be on the roster a one (1) full week prior to the match they are to play in.
9. A player can only be listed on one (1) roster on a given night. A player may only play on one (1) team per night. No player shall be allowed to play on two (2) teams per night. The only exception is a sponsor. This includes the first 4 weeks of the season.
10. If a player is not on the team's roster one (1) week in advance of a match, the only way they may play is if the captain of the opposing team agrees BEFORE the match begins. Both captains have to initial that

players name on the score sheet for that player to be eligible to play that match. Players that have been initialed will NOT be added to your roster unless they are added on the front of the score sheet in the add/drop box. Both captain need to check lineups for rostered players BEFORE the coin flip. After the coin flip to start the match there can be no protest concerning ineligible players. If a rostered player is in question you must contact Rhonda or Jim prior to the coin flip. At that time if we cannot positively determine that the player in question is on a roster, they will be allowed to play the match. If upon further investigation it is found that the player is not on the roster, their games will be disallowed.

11. A sponsor doesn't need to be on a roster to be eligible to play. They may play on any of their teams if necessary, the only exception is a male sponsor cannot play on a Women's division team.
12. Definition of a sponsor is a person that is a "Key Employee" a Key employee is one that is on the Gaming and Liquor license of the Tavern they are playing for.
13. No player shall be eligible to play the final four (4) week of the season unless they are on the team's roster prior to the final four (4) weeks.
14. When a team replaces a team that has dropped out, it will assume the record of the team dropping out and will have two (2) weeks to get its roster turned in.

Section 3 – Fouls

1. You MUST call your fouls. If you foul let your opponent know, treat your opponent with courtesy and respect.
2. A scratch shot is a foul.
3. If a player deliberately throws, slap or grabs any ball or any other equipment in an unsportsmanlike manner it is an automatic loss of game. The enforcement of this rule will discourage bad sportsmanship.
4. If the 9 Ball is deliberately shot into a pocket out of rotation IT IS A FOUL.
5. In ALL divisions after contacting the object ball, the cue ball, the object ball or any other ball must hit a rail.
6. In ALL divisions, if the object ball is frozen to a rail, in order to make a legal shot the player must
 - (a) Hit the object ball and drive the cue ball to the rail.
 - (b) Hit the object ball and have it or the cue ball drive another ball to the rail.
 - (c) Hit the object ball and have it hit a rail other than the one it was frozen to.
7. If any ball is frozen to a rail, including the cue ball, the rail it is frozen to is a dead rail for that ball and can't be used to constitute a legal shot. If a ball is frozen to the rail it must be called before the shot is made or the ball will NOT be considered frozen.
8. One foot must be in contact with the floor when shooting. Failure to do so constitutes a foul.
9. Any balls knocked off the table constitute a foul. Refer to rule #12 under General.
10. Jump shots are illegal if struck below center of the cue ball. If struck center or above center of the cue ball, they are legal. If a player miscues and jumps the cue ball it is not a foul. Masse shots are legal regardless of the elevation of the cue.
11. Coaching by team members is NOT allowed. The captain must warn the offending team one (1) time, if it continues it is a foul.
12. The two players playing the game will call the fouls on each other and themselves. If an upcoming shot looks like it could be a questionable hit, the players should have one individual from either team watch the shot and make the call.
13. If a player doesn't make a ball on the break and continues to shoot, the balls are replaced as close as possible to their original position and the incoming player will shoot from there.
14. If a player doesn't make a ball on the break and continues to shoot, the balls are replaced as close as possible to their original position and the incoming player will shoot from there.
15. PUSH SHOT - is a shot which the cue tip maintains contact with the cue ball beyond the split second allowed for a normally and legally struck cue ball. If the cue ball and object ball are frozen together or up to the width of a cue chalk apart. The cue ball must be hit away from the object ball in a 45 degree angle.



16. BAD HIT - If the first ball contacted by the cue ball is not the lowest numbered ball on the table, it is a foul.
17. NO RAIL - If no object ball is pocketed, failure to drive the cue ball or any number ball to a rail after the cue ball contacts the object ball is a foul.
18. OBJECT BALL OFF THE TABLE - An unpocketed ball is considered to be driven off the table if it comes to rest anywhere other than on the bed of the table. All balls driven off the table and stay down and not respotted with the exception of the 9 Ball.

19. JUMP/MASSE SHOT FOUL - It will be considered a foul if, during the attempt to jump, masse or curve the cue ball over or around an impending numbered ball, the impending number ball moves (regardless of whether it was moved by hand, cue stick, follow through or bridge).

Section 4 – Game Play

1. OBJECT OF THE GAME - 9 Ball is played with 9 numbered (object) balls numbered 1 - 9 and a cue ball. On each shot, the first ball the cue ball must hit is the lowest numbered object ball on the table, but the balls need not be pocketed in order. If a player pockets any ball with a legal shot they remain on the table for another shot and will continue until they miss a shot, commit a foul, or win the game by legally pocketing the 9 Ball. After a miss, the incoming player must shoot from the position left by the previous player unless a foul was committed in which case the incoming player has ball in hand and the cue can be placed anywhere on the table.
2. Players are NOT required to call any shot.
3. RACKING THE BALLS – The object balls are racked in a diamond shape with the one (1) ball at the top of the diamond and on the foot spot, the 9 Ball in the center and all other balls in random order, racked as tightly as possible. Game begins with a break from anywhere behind the head string.
4. LEGAL BREAK SHOT – The rules governing the break shot are the same as for other shot except:
 - (a) The breaker must hit the one (1) ball first and either pocket a ball or drive one (1) numbered ball to a rail. If no numbered ball is driven to a rail, it is a foul and cue ball in hand goes to incoming player. There is NO re-rack
 - (b) If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul.
 - (c) If the breaker causes an object ball to jump off the table it is a foul. The object ball it is NOT spotted and stays down unless it is the 9 Ball, which is spotted.
5. CONTINUING PLAY – On the shot immediately following the break, the shooter may play a “push out” (see rule #6). If the breaker pockets one or more balls on a legal break, they continue to shot until they miss, foul or win the game. If a player misses or fouls, the other player starts their inning and shoots until they miss, commit a foul or win the game. The game ends when the 9 Ball is pocketed on a legal shot or the game is forfeited due at a serious infraction of the rules.
6. THE ”PUSH OUT” – The player that shoots the shot immediately after the break may play a “push out” in the 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 or any rail but all other foul rules apply. The player MUST announce the intention of playing a push out BEFORE the shot or it is considered to be a normal shot. Any ball pocketed on a push out does not count and stays down with the exception of the 9 Ball which is spotted. Following a push out, the incoming player has the option of shooting the ball from that position or passing the shot back to the player that pushed out. A push out is not considered a foul as long as no rule (except rule #7 and #8) is violated. An illegal push out is penalized according to the type of foul that was committed. If the player scratches on the break, the incoming player can NOT play a push out.
7. BAD HIT – If the first ball contacted by the cue is not the lowest numbered ball, it is a foul.
8. NO RAIL – If no object ball is pocketed, failure to drive the cue ball or any numbered ball to the rail AFTER the cue ball contacts the object ball, it is a foul.
9. FOULS – When a player commits a foul, they must relinquish their run on the table and no balls pocketed on the foul shot are respotted with the exception of the 9 Ball. The incoming player is awarded ball in hand. Prior to their first shot they may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.
10. IN HAND – When you have the cue ball in hand, you may place the cue ball anywhere on the table except in contact with any object ball. The player may adjust the position of the cue ball until shooting. Cue ball fouls only.
11. OBJECT BALL OF THE TABLE – An unpocketed object ball is considered to be driven off the table if it comes to rest anywhere other than on the bed of the table. All object balls driven off the table are dropped and not respotted with the exception of the 9 Ball which is spotted.
12. JUMP/MASSE SHOT FOUL – It will be considered a cue ball foul if during an attempt to jump, curve or masse the cue ball over or around an impending number ball and the impending number ball moves, regardless if it was moved by hand, cue stick, follow through or bridge.
13. END OF GAME – On the opening break, the game has considered to have commenced when the cue ball has been struck by the cue tip. The one (1) ball must be legally contacted on the break shot. The game ends at the end of a legal shot that pockets the 9 Ball.

Section 5 – Miscellaneous

1. **PROTESTS** – To file a protest, the team captain must notify the opposing team captain immediately. This means if a captain decides to protest a decision at any point in the match, they must do so before the next shot is made. If a situation arises during a game, the league must be notified BEFORE the next shot. Call Rhonda or Jim ASAP. A protest will be disallowed if play continues before the league is notified. A detailed description of the reason for the protest must be written on the back of the score sheet and signed by both team captains before the match continues.
2. **LATE PLAYERS** – Players that are late for the match will forfeit all games they missed – BUT may play their remaining games. (UNLESS BOTH CAPTAINS have agreed before the match starts that they would shoot around the late player(s), and agree that player can make up the games when they arrive). If both captains agree to play around a player, specify how long you will wait before the player receives a loss, put it in writing on the back of the score sheet and both captains must sign to avoid a possible disagreement later. The league does not endorse playing out or letting players make up game but if both captains agree the rules are as follows:
 - (a) Players arriving late must rack all games they missed.
 - (b) Players following the missing person, prior to their arrival, the break will be determined by the outcome (win/loss) of the game immediately before the missing player was to play.
3. **SHOOTING OUT** – When a player needs to shoot out, that player will rack all games and must leave immediately after their last game. PLEASE don't shoot out unless absolutely necessary. The break for the games following a player that has shot out is determined by the outcome of the games (won/lost) of the player that shot out.
4. **SHOOTING OUT OF TURN** – If player shoots out of turn the following procedure applies:
 - (a) If the two players have NOT played each other yet but will later on in the match, the game stands and the result will be applied to the appropriate frame.
 - (b) If the two players have already played, the two (2) correct players will play with no penalty to either team.
5. **HANGING BALL THAT FALLS INTO A POCKET** – If a ball hangs in the pocket and after 5 seconds or longer, falls in the pocket by itself, the ball will be replaces as close as possible to its original position prior to falling in and play continues. This includes the 9 Ball.
6. **EQUIPMENT** – All equipment must be in reasonable good condition for league matches. Any protest concerning equipment shall be handled in the usual manner as described in rule #1 under miscellaneous
7. A team that knowingly allows a player to participate under an assumed name will automatically forfeit the match when knowledge of this matter is brought to the attention of the league.
8. A team must have a minimum of three (3) players present to play a match.

Section 6 – Scoring Forfeits

1. Matches won by forfeit will NOT count on individual records.
2. Men's and Women's teams winning by forfeit will be given a 15-10 win. Adam and Eve teams will receive a 12 – 8 win.
3. When a team is involved in a forfeit, the winning team must turn in their score sheet informing the league of a forfeit. Score sheets are to be left at a drop point in compliance with the drop procedures.

Section 7 – Rescheduling Matches

1. All matches not played on originally scheduled dates need to be made up as follows:
 - (a) In a 10 team division, the makeup match needs to be played before the next position night. Matches missed between week #1 and week #9 need to be made up before week #10 scheduled matches.
 - (b) Matches missed between week #10 and week #19 need to be made up before week #20 scheduled matches.
 - (c) All other division need to make up their matches as soon as possible and before week #15.

Section 8 – Player Deductions for Missed Matches

1. The following are the percentage point deductions for missing matches applied to the players score in determining the top shooters. :
 - (a) Men's – 0.25% per night missed / Women's – 0.25% per night missed
Adam and Eve – 0.125% per night missed (per partner that misses)
 - (b) Win percentage points are used to determine division top shooters.

Section 9 – Post Season Player Eligibility

1. **Turkey Shoots** – The top TWO (2) shooter's from each team is eligible to play in the end of season turkey shoot. This tournament is at the tavern of the top shooter in each division.
 - (a) To be eligible the team's finances must be current.
 - (b) Must have played in at least 70% of the season matches.
 - (c) A team may send someone besides the top shooter's as long as that player is on the roster and has competed in at least 70% of the season matches.
 - (d) Adam and Eve turkey shoot, top team couples or their substitutes must play with the partner they have played with all season unless all other couples at the turkey shoot agree that they may use another partner for the turkey shoot.
 - (e) Top division shooter must have played in 70% of the season's regular season matches to be eligible for the top shooter money.
2. **State Playoffs** – For a player to be qualified for the playoffs they must have played in 30% of their team's regular season matches. If your team qualifies for the State Tournament but for some reason can NOT participate, PLEASE call us before the State Playoff draw and let us know. That way we can invite the team behind you to play. Any team that does not notify the league, and is a no show for the playoffs, will forfeit all their team money for that season.

Section 10 – Finances and Penalties

1. Player weekly fees are \$9.00 per player per night with the exception of the Diamond and the Bears division which is \$10.00 per player per night. The team's captain will be responsible for turning in their teams fee's and score sheet to one of the drop points. The sheets are to be turned in by 12:00 noon the following day of your match. Failure to do so will result in a \$5.00 penalty and will be deducted from the team's money at the end of the season.
2. There is a \$5.00 "replacement" fee for lost folders.
3. No check will be accepted for weekly player fees.
4. Sponsor fees are due after week #4 or on demand from the league.

Section 11 – Awards

1. All the teams' money must be current to be eligible for end of season awards including: players \$1.00 per game won, turkey shoots and state playoffs.
2. A team must play in the last three (3) regular season matches to be eligible for ANY post season events including any prize money, turkey shoots or tournaments.
3. **The cash awards schedule is as follows:**
 - (a) All players receive \$1.00 per game won in prize money at the end of the season (Diamond and Bears divisions receive \$2.00 per game won in prize money at the end of the season).
 - (b) Division top shooter - \$100.00 / Runner up - \$50.00
4. **The Trophy award schedule is as follows:**
 - (a) Sponsor..... Plaque
 - (b) 1st Place Division Trophy or Plaque
 - (c) 2nd Place Division..... Trophy or Plaque
 - (d) Top Division Shooter..... Trophy or Plaque
 - (e) Top Team Shooter..... Trophy or Plaque
 - (f) State Champions Trophy
 - (g) State Runner Up Trophy