



Southern Nevada 9 Ball

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

Rhonda 702.353.1932 / Jim 702.218.7539

WWW.SN9BALL.COM

Southern Nevada "9" Ball Rules and Regulations

Including 8 Ball – 10 Ball – Scotch Doubles

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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 team's fee's and score sheet to one of the drop points.
The sheets need to be turned in by 10:00 am 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
Rum Runner Bldr.	6658 Boulder Hwy.	702-451-7357
Dylan Double Deuce	3085 S Nellis	702-451-9221
The Plate	2396 S. Lamb Blvd	702-431-3334
The Blue Mule	3118 Las Vegas Blvd.	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

Section 1 – Rule and Procedure Changes

Captains: READ the Changes below for the Fall Season and let your players know what they are!

Sanctioning

1. All Divisions will be sanctioned BCAPL (\$15.00 per player).
2. Advanced Divisions (Diamond and Bears) will also be sanctioned ACS (additional \$10.00 per player).

BCAPL Sanctioning Fees.

All players that play more than 1 week in a season will need to pay the sanctioning fees for the BCAPL.

Player Sanctioning fees are due by the end of the 4th week with score sheet.

You only have to pay the sanctioning fee one time in Southern Nevada 9 Ball no matter how many nights a week you play.

Sanctioning fees paid in another BCAPL sanctioned league do NOT qualify you to play in SN9BALL. The Sanctioning fee still has to be paid to SN9BALL.

Sanctioning Fee is due only once per year. BCAPL Sanctioning season runs from June 1st till May 31st.

All delinquent sanctioning fees at the end of the season will be held out of team money AND be charged a \$5 per person late fee.

Rule Changes

1. Call 9 Ball in all Advanced Divisions (Diamond and Bears)
2. In call 9 the Pocket **MUST** be marked and opponent told. You can mark it with anything you wish except a piece of chalk.
3. Score sheets and money will be due by 10:00 am (not noon) the day following your match.
4. THERE ARE CHANGES TO THE “45 DEGREE” ANGLE RULE. See section 4 rule #15.

Post Season Changes – Top Shooters Tournaments

1. Turkey Shoots will take the top TWO players from each team except Diamond and Bears which will stay the same as it has been.
2. The Top Shooter in each Division will be responsible for running the Turkey Shoot. We will be there before tournament to distribute brackets, awards & answer questions.
3. In ALL Divisions INCLUDING Diamond and Bears a player has to play in AT LEAST 70% of regular season matches to be eligible to play in the Division Turkey Shoot.

Post Season Changes – Playoffs

1. Diamond Division will be separate from novice Divisions meaning that there will be an Advance State Champion and a Novice State Champion on Tuesday Night. The two Divisions will not play each other in the finals. If we get enough Bears Division teams on Wednesday Night it will be separated the same way.

Finances

1. Weekly fees are \$10.00 per week for Novice Divisions.
2. Weekly fees are \$11.00 per week for Advanced Divisions (Diamond and Bears).
3. The \$5.00 late fees will be enforced if sheets and money not in by 10:00 am the day following your match.

Section 2 – General Southern Nevada 9 Ball 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, 20 games for Adam and Eve and 8 Ball divisions and 18 games for Scotch Doubles divisions.
3. The Men’s divisions (8 Ball and 9 Ball) 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. Scotch Doubles Divisions shall consist of 6 players (3 Pairs) and be any combination of men & Women.
7. 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.
8. Under NO CIRCUMSTANCES do we accept player nicknames. We must have first and last names that correspond with player's ID card. However, you may nickname your team.
9. The opening break of the match will be decided by coin flip by home team player except for 8 Ball.
10. The winning team member of the previous game will break all subsequent games except for 8 Ball.
11. 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.
12. 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.
13. Teams not showing up for the first week may be replaced. This is to protect the other sponsors in the division.
14. 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.
15. A split hit is a good hit.
16. Only one (1) table is to be used for league play per match.
17. 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.
18. 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 3 – 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 player's 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 captains 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.

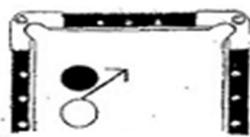
12. Definition of a sponsor is a person that is a “Key Employee” a Key employee is one that is on the Gaming and Liquor license of the Tavern they are playing for.
13. No player shall be eligible to play the final four (4) week of the season unless they are on the team’s roster prior to the final four (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 4 – Fouls

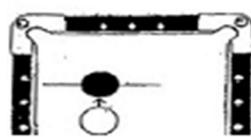
1. You **MUST** call your fouls. If you foul let your opponent know, treat your opponent with courtesy and respect.
2. A scratch shot is a foul.
3. If a player deliberately throws, slap or grabs any ball or any other equipment in an unsportsmanlike manner it is an automatic loss of game. The enforcement 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 a different 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 at an angle. This can be 15 degrees, 20 degrees or **ANY** angle as to not double hit the cue ball. If the balls are within a cue chalk width and the balls are hit in a straight line then the cue ball **CANNOT** travel forward more the $\frac{1}{2}$ the distance past the object ball. see illustrations below.

If the cue ball and object ball are closer then the width of chalk

Good Hit



**Cue ball is shot at any angle as not to double hit the cue ball
No longer 45 Degrees**



If the cue ball is hit head on into the object ball and the cue ball travels forward more then $\frac{1}{2}$ the distance of the object ball, it is a foul.

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 5 – 9 Ball & Adam and Eve

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 shoot 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 to 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 is 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 6 – 8 Ball Specific Rules

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. 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 if he is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

** The opening break is not a called shot. Any player performing a break shot in 8 Ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.

3. **Racking the Balls.** The balls are racked in a triangle at the foot of the table with the 8 ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner.

4. **A Legal Break.** To execute a legal break, the breaker with the cue ball behind the head string, must either 1, pocket a ball, or 2, drive at least one numbered balls to the rail. If he fails to make a legal break, it is a foul, and the incoming player has ball in hand.

5. **Scratch on a legal break.** If a player scratches on a legal break shot, 1- all balls pocketed remain pocketed, exception, the 8 ball which is spotted, it is a foul and the table is open. PLEASE NOTE, after the break only the incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

6. **OBJECT 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.

7. **8 BALL POCKETED ON THE BREAK.** If the 8-ball is pocketed on the break the 8-ball is spotted and continue shooting. If the breaker scratches while pocketing the 8 ball on the break the 8-ball is spotted and incoming player has ball in hand behind headstring.

8. **OPEN TABLE.** Defined. The table is open when the choice of groups stripes or solids, has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. Note: The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe or the 8-ball 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, no stripe or solid may be scored in favor of the shooter. The shooter loses his turn and 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.

9. **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.

10. **LEGAL SHOT.** Defined. On all shots except on the break and when the table is open, the shooter must hit one of his group of balls first and 1, pocket a numbered ball, or 2, cause the cue ball or any numbered ball to contact a rail.

PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting 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.

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

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

13. **FOUL PENALTY.** Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table, and does not have to be behind the head string except on opening break. This rule prevents a player from making intentional fouls which would put his opponent at a disadvantage. With cue ball in hand, the player may use his hand or any part of his cue including the tip to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot. Also see Rule 39 in the General Rules of Pocket Billiards.

14. **COMBINATION SHOTS.** Combination shots are allowed. However, the 8 ball cannot be used as a first ball in the combination except when the table is open.

15. **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.

16. **OBJECT BALLS JUMPED OFF THE TABLE.** If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8 ball, which is a loss of game. Any jumped object balls are dropped.

17. **PLAYING THE 8 BALL.** When shooting at the 8 ball, a scratch or foul is not loss of game if the 8 ball is not pocketed or jumped from the table. Incoming player has cue ball in hand. Note, A combination shot can never be used to legally pocket the 8-ball.

18. **LOSS OF GAME.** A player loses the game if he commits any of the following infractions:

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

Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

19. **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.

Scoring and Handicap System

1. Winning player get 10 points and the losing player gets 1 point for each ball legally pocketed.
2. Players handicaps are determined by players total points (balls) divided by games played.
3. Current handicaps are on the back of the stat sheet each week. You will need current handicaps to play each match.
4. There is a sample score sheet in your folder to further explain the use of handicaps.

Section 7 – 10 Ball Specific Rules

10-Ball is a call shot game played with a cue ball and ten object balls numbered 1 through 10. You shoot the balls in ascending numerical order. The 10-ball is the game winning ball. The object of the game is to pocket the 10-ball on any legal shot after the break.

Racking the Balls. The balls are racked in a triangle shape with the 1-ball as the apex ball on the foot spot.

The 10-ball is in the middle of the row of three balls.

The 2-ball and 3-ball are placed on the ends of the last row (left/right orientation does not matter).

The remaining balls are placed at random.

Break Requirements. You begin the break with ball in hand behind the head string. The break is not a called shot, and you may not call a ball on the break. The cue ball must contact the 1-ball before any other ball or cushion, or it is a foul. You must either legally pocket a ball or cause at least one object ball has to contact one or more cushions, or it is a foul.

After the Break. If you legally pocket a ball, you continue to shoot. Your inning ends if you do not legally pocket a ball or if you foul.

If you legally pocket the 10-ball on the break, it is spotted and your inning continues.

Jumped object balls other than the 10-ball are not returned to the table. If the 10-ball is jumped, it is spotted.

Push-out After the Break. If there was no foul on the break, the player taking the first shot after the break has the option to shoot a push-out.
On a push-out you must notify your opponent before the shot and your opponent must acknowledge your intention.
The cue ball is not required to contact the lowest numbered ball first, or any object ball at all and no ball is required to contact a cushion.
All other rules and fouls still apply.
Any object balls except the 10-ball that are pocketed on a push-out remain pocketed.
If the 10-ball is pocketed it is spotted.
After a push-out without a foul, your opponent may accept the table in position and shoot or require you to shoot again with the table in position. If you push-out and foul, your opponent receives ball in hand.

Illegally Pocketed Balls. A ball is illegally pocketed if it is the called ball and is pocketed in other than the called pocket.
Not the called ball and is pocketed on a shot in which the called ball is not legally pocketed.
If the 10-ball is illegally pocketed it is spotted. All other illegally pocketed balls remain pocketed.

Illegally Pocketed Balls Opponent's Option. If you illegally pocket any ball, your opponent has the option to either accept the table in position or require you to shoot again.

There is No stalemate or 3 foul rule in league play

Section 8 – Scotch Doubles Specific Rules

Round #1 - #3 - #5 are 9 Ball / Rounds #2 - #4 - #6 are 8 Ball

Scotch doubles 9 Ball. is played like league 9 Ball with the exception of:

1. Teammates rotate turns after each shot.

Scotch Doubles 8 Ball. is played like league 8 Ball with the exception of:

2. Teammates rotate turns after each shot.
3. Games are not handicapped
4. Winning team receives a win and losers receive a loss. Not Points.

Section 9 – 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 replaced 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 10 – 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 11 – 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 12 – 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 13 – Post Season Player Eligibility

1. **Turkey Shoots** – The top two shooters from each team are eligible to play in the end of season turkey shoot. This tournament is at the tavern of the top shooter in each division.
2. THE DIVISION TOP SHOOTER IS RESPONSIBLE FOR RUNNING THE DIVISION TURKEY SHOOT. We will deliver the brackets, top shooters and tournament money to the bar the evening of the Turkey Shoot.
3. To be eligible the team's finances must be current.
4. FOR ALL DIVISIONS, a player must have played in at least 70% of the season matches to be eligible.
5. 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.
6. 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.
7. Top division shooter must have played in 70% of the season's regular season matches to be eligible for the top shooter money.

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 14 – Finances and Penalties

1. Player weekly fees are \$10.00 per player per night with the exception of the Diamond and the Bears division which is \$11.00 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 10:00 am the day following 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 checks will be accepted for weekly player fees.

Section 15 – Awards Eligibility

1. All the team's 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 four (4) regular season matches to be eligible for ANY post season events including any prize money, turkey shoots or tournaments.

Southern Nevada 9 Ball