



Southern Nevada “9” Ball Rules and Regulations

Including: Handicapped 8 Ball – 8/9 Combo – Scotch Doubles

BE AWARE THAT THERE IS A NEW AWAY TEAM GAME ROTATION

(See new score sheets)

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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

BCAPL / ACS Sanctioning

All divisions will be sanctioned BCAPL. Diamond division will continue to be dual sanctioned with the ACS.

Sanctioning Fees

BCAPL Sanctioning fee is \$15.00/player per BCAPL league year. BCAPL year is from June 1st thru May 31st.
ACS Sanctioning fee is \$10.00/player per ACS league year. ACS year is June 1st thru May 31st.

For BCAPL that works out to \$1.25 per month - \$0.28 per week or \$0.04 per day.

Sanctioning fees are due each June 1st.

BCAPL sanctioning fees paid to another league other than SN9BALL are NOT transferable.

Per BCAPL rules you must pay sanctioning fee or each different league you are in.

However, you can play as many nights a week as you wish in SN9BALL with paid \$15.00 membership

Why are we sanctioning?

The biggest reason for sanctioning is to classify players in the league. With the use of a players Fargo Rating we will be able to make an "A" player list that is fair and accurate. Everyone who plays in league has a rating.

(for more information about the Fargo Rate System and to check your rating go to www.FARGORATE.COM)

This will enable us to build fair teams and competitive divisions.

Also, this will help in handicapping future SN9BALL tournaments.

In addition to the above, BCAPL League members enjoy other benefits that include:

1. Members are eligible for the BCAPL World Championships. (tournament entry fees required)
The BCAPL World Championships are in July each year at the Rio Hotel & Casino in Las Vegas. The event features approximately 5,500 players from around the globe, 700+ mini-tournaments, 300+ Diamond pool tables, 50+ exhibitors, 30+ divisions for players of all skill levels, and Fargo Rate as the official rating system. It has earned the title of, "The Greatest Pool Tournament in the World!"
2. Members are eligible for BCAPL state and regional events.
3. Members receive personalized BCAPL league membership cards.
4. Exclusive membership discounts – including car rental, billiard supplies etc.
5. League credibility - "Be Part of Something Bigger!"

Rules and Procedures for Advance Division's Call 9

Our objective when implementing "call 9" is to take the slop wins out of the advanced divisions.

Making the 9 Ball in a pocket not called is NOT BALL IN HAND, it is a Loss of Turn.

9 Ball on the break does not have to be called.

The pocket the 9 Ball is to be made MUST be called on any shot that involves a Bank, Combination or Carom.

The pocket doesn't need to be marked however, you must tell opponent the pocket the 9 Ball is intended to go and get acknowledgment from opponent they know where you intend the 9 Ball before the shot is made.

The ONLY Exception to NOT calling the 9 ball is when it is the only ball left and it is an obvious, straight in, non-bank shot for the win.

If you pocket the 9 Ball illegally (without calling pocket) and no other legal object ball is pocketed it is NOT a Ball in Hand Foul. However, it is loss of turn and your opponent's turn at table. Spot the 9 Ball and continue play.

If you pocket the 9 Ball illegally after a legal hit on an object ball and pocket an object ball legally it is NOT loss of turn. Spot the 9 Ball and shooter continues play.

Section 2 – Rule Changes

Captains: READ for rule changes in the upcoming season and let your players know what they are!

BE AWARE THAT THERE IS A NEW AWAY TEAM GAME ROTATION

(See new score sheets)

1. THERE ARE CHANGES TO THE “45 DEGREE” ANGLE RULE. See section 5 rule #15 under fouls in game rules that are in each team folder.

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.

Section 3 – General Southern Nevada 9 Ball Rules

1. Player weekly fees are \$10.00 per player per night with the exception of the Advanced divisions which is \$11.00 per player per night. 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 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. Start time for all divisions is 7:30 p.m. except for the WOMEN’S and ADAM and EVE divisions where the start time is 7:00 p.m. There is a 15-minute grace period for all divisions.
3. A match consists of 25 games for 9 Ball & 8/9 Combo divisions, 20 games for Adam and Eve and 8 Ball divisions and 18 games for Scotch Doubles divisions.
4. 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.
5. The women’s divisions shall consist of five (5) females over the age of 21. Men may not play in the Women’s divisions.
6. 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.
7. Scotch Doubles Divisions shall consist of 6 players (3 Pairs) and be any combination of men & Women.
8. 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.
9. 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.
10. The opening break of the match will be decided by coin flip by home team player.
11. The winning team member of the previous game will break all subsequent games.
12. 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.
13. 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.
14. Teams not showing up for the first week may be replaced. This is to protect the other sponsors in the division.
15. 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.
16. A split hit is a good hit.
17. Only one (1) table is to be used for league play per match.
18. 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.

Section 4 – 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 5 – 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.

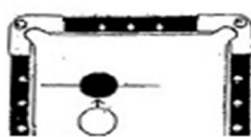
11. Coaching by team members is NOT allowed. The captain must warn the offending team one (1) time, if it continues it is a foul.
12. The two players playing the game will call the fouls on each other and themselves. If an upcoming shot looks like it could be a questionable hit, the players should have 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 ½ 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 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 6 – General Rules, 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 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 7 – Handicapped 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.**

1. 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.

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

3. **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.

4. **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.

5. **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.

6. 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.

7. 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.

8. 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.

9. 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.

10. 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.

11. 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.

12. 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.

13. 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.

14. 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.

15. 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.

16. 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.

17. 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.

18. 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 8 – 8/9 Combo Specific Rules

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

8/9 Combo 9 Ball. is played under SN9BALL 9 Ball rules.

8/9 Combo 8 Ball. is played like SN9BALL 9 Ball rules with the exception of:

1. 8 Ball on the break is NOT a win. It gets spotted and play continues.
2. 8 Ball MUST be Called
3. Scratch on the 8 is a LOSS.
4. Your “Group” of balls (stripes or solids) is not determined until the first ball after the break is made. The table is open after the break no matter which or how many balls are made on the break.

For all intents and purposes 8 ball is played very similar to 9 Ball in this game. All fouls concerning not hitting object ball, no ball hitting the rail, balls off the table etc. are the same as 9 Ball

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.

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 pocket the 8-ball on the break, it is spotted and your inning continues.

8 Ball on break DOES NOT Win

Jumped object balls other than the 8-ball are not returned to the table. If the 8-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 pocketed on a push-out remain pocketed.

If the 8-ball is pocketed it is LOSE OF GAME.

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.

Section 9 – 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 10 – 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 a 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 11 – 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 12 – 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 13 – 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 14 – Post Season Player Eligibility and Awards

1. All the team’s money must be current to be eligible for end of season awards including: players \$1.00/\$2.00 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.
3. The top 2 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.
4. 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.
5. A player must have played in at least 70% of the season matches to be eligible for Turkey shoot.
6. 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.
7. 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.
8. 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. Breakdown is 20-week season – 6 weeks / 21-week season – 7 weeks
 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.

Southern Nevada 9 Ball Award Schedule

Awards based on minimum of 80 teams in league

Awards for Advanced Divisions - BCAPL / ACS Sanctioned

Players receive \$2.00 per game won throughout the season.

Team Top Shooter	\$25.00		
Division Top Shooter	\$100.00	Division Top Shooter Runner Up	\$50.00
Turkey Shoot (Tournament) at end of season – Prize Fund Depends on # of teams in division (\$50 per team) (all players invited. However, you must have played in 70% of season matches).			

The Following is based on a minimum of 10 teams on a given night (entire league night not just Division).

State Champions (Team)	\$1000.00	State Runner Up	\$500.00
If only 8 teams - State Champions (Team)	\$800.00	State Runner Up	\$400.00
If only 6 teams - State Champions (Team)	\$600.00	State Runner Up	\$300.00

Awards for Novice Divisions (Except Thursday Women’s)

Players receive \$1.00 per game won throughout the season.

Team Top Shooter	\$25.00		
Division Top Shooter	\$100.00	Division Top Shooter Runner Up	\$50.00
Turkey Shoot (Tournament) at end of season – 1 st / \$100.00 – 2 nd / \$50.00 – 3 rd / \$25.00			
Division Champions (Team)	Trophy	Division Runner Up (Team)	Trophy
(One per player – 5 Per Team (4 for Adam and Eve) – Extra trophies available at cost.)			

The Following is based on a minimum of 10 teams on a given night (entire league night not just Division).

State Champions (Team)	\$1000.00	State Runner Up	\$500.00
State Champions (Team Adam & Eve)	\$800.00	State Runner Up	\$400.00
If only 8 teams - State Champions (Team)	\$800.00	State Runner Up	\$400.00
(Team Adam & Eve)	\$700.00	State Runner Up	\$300.00
If only 6 teams - State Champions (Team)	\$600.00	State Runner Up	\$300.00
(Team Adam & Eve)	\$500.00	State Runner Up	\$200.00

End of season awards party with food and BUY IN / blind draw - Scotch DBLS tournament
 And a few surprise’s each year!