



blueCube
billiards & lounge

Presents:

8-Ball & 9-Ball Pool Leagues

(Last Revised: January 10, 2007)

Welcome to Blue Cube's 8-Ball & 9-Ball Leagues. The purpose of our leagues is not only to play pool, but also to meet people, win prizes, and above all have FUN!

It is our hope that you will enjoy our leagues and continue playing year after year as well as introduce your friends and co-workers to the sport of pool and the excitement of our organized league play.

We encourage everyone to read through this packet at the beginning of every session since we are continually making changes in order to improve our leagues. For that reason, if you have any suggestions or recommendations, please bring them to our attention at any point throughout each session.

1. **Overview**

- 1 All matches are played at Blue Cube. There is never an 'away' game. Play starts at 7:30pm. Warm-up at 6:30pm.
- 2 Every player in the league is handicapped based on his or her skill level.
- 3 Green Fees paid by the leagues will be paid out to the top teams at the end of each session in the form of cash and prizes (less league operating costs).
- 4 Blue Cube in-house leagues do not specifically follow BCA or APA league rules, although many of the rules are similar.

2. **Schedules** – Each Blue Cube league session will last approximately 12-15 weeks and there will be 4 sessions per year. The first week of each session will be registration night and the last 2 weeks of each session will be devoted to playoffs. Specific schedules (team match-ups) for each session will be finalized and posted at Blue Cube by the third week of each league session. A copy will also be given to all team captains.

3. **Teams** – Each 8-ball team must consist of a minimum of 5 and a maximum of 7 players where only 5 players will compete per week. Each 9-ball team must consist of a minimum of 3 and maximum of 4 where only 3 players will compete per week. Teams may pick up new players until the 7th week of each session. After that, the team rosters will be frozen for the remainder of the session, including playoffs. If a team is missing players during playoffs and is unable to complete the match-ups, those matches will be forfeited.

3.1. **Team Captains** – Each team must select a Team Captain at the beginning of each session. All league communications will be distributed through the team captains only. The team captains will be responsible for passing information on to the rest of their team. The team captains are also responsible for making sure that at least 5 eligible players show up to play on league night. Together, the two captains will arrange the individual match-ups for each night.

4. **Handicaps** – The reason for handicapping is to *attempt* to make every match as fair as possible for both players. Every player in the league will receive a handicap based on their own personal skill level. Handicaps will range from 2 through 8, where 8s are the best players in the league. Handicaps are primarily based on win/loss records, player performance, ability, and experience.

However, the league director ultimately has the authority to raise or lower anyone's handicap as deemed appropriate at any point throughout the session, but not during a match as this could affect the handicap limits. (See section 4.2)

4.1. ***Handicapping New Players*** – Anyone who joins the Blue Cube pool leagues will be assigned a handicap by the league director. A player's BCA or APA handicap will often be used to determine their Blue Cube handicap. The handicap levels are described as follows:

2 = Beginner: This player is someone who is beginning to learn or has just learned the basics of pool. Their ability to hold a cue properly and stand in the correct position with proper alignment is just developing. They lack the ability to pocket balls with any consistency caused by lack of experience, and they are beginning to develop proper shot aiming techniques.

3 = Novice: This player has further learned the basics of proper stance, alignment, and holding the cue stick. They typically feel more comfortable at the table and are just beginning to develop a consistent "stroke" while addressing the cue ball. This player is also beginning to understand and develop the basics for controlling cue ball position.

4 = Intermediate: This player has further knowledge of the basics of pool and pockets balls more consistently than a level 3. They have developed some cue ball control but lack the ability to maneuver the cue ball effectively for position to continuously pocket balls. The player has difficulty seeing shot patterns and tends to make somewhat random shot selections, often creating or leaving more difficult shots.

5 = Skilled: This player has good execution of cue ball control. They can identify shot patterns more readily than a level 4, and have some understanding of the different types of strokes needed for effective cue ball control. Based on their experience and knowledge, this player can successfully run a rack of balls on occasion.

6 = Advanced: This player is experienced and has solid knowledge of the game. They also have very good cue ball control and consistency. A more in depth understanding of shot selection patterns allows this player to make wise choices during a game, thereby pocketing balls frequently and often running the table.

7 = Expert: This player has a thorough understanding of cue ball control as well as all aspects of the game. They execute very well and are much more consistent than a level 6. Position play is nearly flawless, and they are able to recognize and execute more difficult shot patterns. Performance at the table will generally be very consistent, and will combine both offensive and defensive strategies against opponents. A more in-depth knowledge of the table and of all of the different strokes required for position play sets this player apart from the preceding levels.

8 = Semi-pro: The main difference between a level 8 and level 7 is consistency. This player demonstrates extremely precise cue ball control along with precision shot-making. This is an extremely knowledgeable and consistent player in all aspects of the game. They are nearing the professional level of play.

Depending on how players perform during match play, handicaps may be adjusted throughout the course of the league.

- 4.2. ***Team Handicap Limits*** – The total team handicap (the sum total of all player handicaps playing on a particular night) cannot exceed 25. All players must race to the designated number of games as indicated by the match-up grid on the score sheet.
5. ***Team Match-Ups*** – Every week, each team will play another team according to a pre-determined schedule where one team will be designated as the ‘home’ team for that night. The home team selects 5 players first.
6. ***Individual Match-Ups*** – First, the home team selects 5 players that they intend to play that night and they list them on their score sheet in the order they will play the first round. The home team’s captain then hands their score sheet over to the opposing team’s captain who will then list the 5 players from their team that they will be playing that night. They then copy all the names onto their own score sheet and return the original score sheet to the other team’s captain.
7. ***Fees*** – The registration fee of \$25 per person must be paid no later than the second week of the league play. Beyond these deadlines, players will not be able to play until their registration fee is paid. In addition to registration, weekly dues of \$8 per player will be due with before the start of match play on each night. No weekly dues will be collected during the two weeks of playoffs.

8. ***Practice Time*** – All league members can get free practice time beginning one hour prior to their scheduled match start time. In addition, a practice table(s) will be available for teams to share during the night.
9. ***Start Times*** – All matches must start promptly at their scheduled start times. It is not fair for the teams who show up on time to have to wait for teams that show up late. **Any player who is more than 20 minutes late for his/her match will automatically forfeit their match. No exceptions.**
10. ***9-Ball Format & Handicapping*** – A team must race to the sum of player handicaps multiplied by ten. For example, if Team A has players ranked as a 7, 5, & 3, the race is to 150 points.) 160 is the maximum team handicap. Numbered balls 1 thru 4 & 6 thru 8 are each worth 1 point. The 5-ball is worth 2 points. The 9-ball is worth 5 points. Team captains must choose who will shoot first. Those two players will lag for the break. The winner of the lag plays each player of the opposing team. The last person to sink the 9-ball breaks next rack (or the next team member to play). Once everyone has had a chance to play one another the rotation must continue until points have been reached.

10.1. ***Timeouts: 8-ball & 9-ball*** – 6's, 7's, & 8's: No timeouts. 4 & 5's: One timeout. 2 & 3's: Two timeouts. The team captain must designate a player who will give advice during timeouts and identify this person to the League Director before the first game is played. The basic rule is that only one person can be the “coach” during a match. Other players may opt to give advice as well, but only through the designated coach.

11. ***Sportsmanship*** – Once again, the main purpose of this league is to have **FUN!** As we all know, pool can get quite frustrating at times, but please use your better judgment *before* things get out of hand. Aside from being respectful of the equipment and the club, all players are expected to be courteous to the other players, the league director and above all, the staff of Blue Cube.

***** These are just some of the basic considerations:**

1. No cell phone calls during a match.
2. Back away from the table while your opponent is shooting.
3. Do not walk in front of your opponent while they are shooting.
4. Do not unscrew your cue before the end of a match. (This is a forfeit)
5. No sandbagging, hustling or what ever you want to call it.
6. If there is a questions about a particular ruling, stop the game and ask the league director.

11.1. **Sandbagging** – Sandbagging (deliberately throwing matches in an attempt to keep their handicaps down) is considered cheating and will be highly frowned upon. Anyone caught sandbagging will be dealt with as follows:

- 1 First offense – verbal warning.
- 2 Second offense – handicap raised two handicap points.
- 3 Third offense – banned from playing in the league.

12. **Playoffs** – At the end of each session, the 3 teams with the best overall win/loss record in each league will automatically qualify for playoffs. In the event of a tie, the team with the most points prevails. Only those team members who have played 4 or more matches during the regular season will be eligible to compete in playoffs. In the first week of playoffs, the second and third place teams will play off against one another and the first place team will play the wildcard team. The winning teams will then return the following week to compete for first place.

12.1. **Wildcard Draw** – After the top 3 teams automatically qualify for playoffs, the remaining teams will all have an equal opportunity to qualify for playoffs by means of drawing the “**Wildcard**”. The wildcard team will be chosen at random on the last night of regular season play. For any team to be eligible for the Wildcard drawing, their team must be paid in full and have turned in *all* of their score sheets for the entire season. **Therefore, EVERY team in the league has a chance to get into the playoffs.**

13. **Prizes** – Cash and trophies will be awarded to the top two teams. Cash prizes will be distributed as follows: 65% to first place and 35% to second place. There will also be bonus prizes given to league players during our league sponsors raffle nights.
(Past bonus prizes have included a TV/DVD combo and a Mountain Bike.)

14. **League Director** – All questions and or disputes pertaining to the league or league play must be directed toward Blue Cube's League Director: Mike Jackson (203) 671-0554.

Blue Cube Official League 8-Ball Rules

1. OBJECT OF THE GAME:

Eight Ball is a call shot game played with a cue ball and 15 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 through 15 (stripes). The player pocketing either group first, and then legally pocketing the 8-ball wins the game.

2. CALL SHOT:

In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket 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 so long as any object ball is legally pocketed 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. ORDER OF BREAK:

Winner of the lag has the option to break. The winner of each game breaks in the next. The following are common options that may be designated by tournament officials in advance:

- (a) Players alternate break.
- (b) Loser breaks.
- (c) Player trailing in game count breaks the next game.

5. LEGAL BREAK SHOT:

(Defined) 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 four numbered balls to the rail. When the breaker fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and having the option of shooting the opening break or allowing the offending player to re-break.

6. SCRATCH ON A LEGAL BREAK:

If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball: see rule 8, (2) it is a foul, (3) the table is open. Please Note: 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.

7. OBJECT BALLS JUMPED OFF 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.

8. 8-BALL POCKETED ON THE BREAK:

If the 8-ball is pocketed on the break, breaker wins that game. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a re-rack or having the 8-ball spotted and begin shooting with ball in hand behind the head string.

9. OPEN TABLE:

(Defined) The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. Note: The table is always open immediately after the break shot. When the table is open, it is legal to hit any solid or stripe first in the process of pocketing the called stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, it is a foul and no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; the incoming player is awarded cue ball in hand; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

10. CHOICE OF GROUP:

The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups, because 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.

11. 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 the object ball; however, after contact with the object ball, an object ball must be pocketed, or the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

12. "SAFETY" SHOT:

For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue a 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, the shooter must declare a "safety" to the opponent. It is the shooter's responsibility to make the opponent aware of the intended safety shot. If this is not done, and one of the shooter's object balls is pocketed, the shooter will not be able to shoot again. Any ball pocketed on a safety shot remains pocketed.

13. SCORING:

A player is entitled to continue shooting until failing to legally pocket a ball of his group. After a player has legally pocketed his entire group of balls, he shoots to pocket the 8-ball.

14. FOUL PENALTY:

Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (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 an opponent at a disadvantage. With "cue ball in hand," the player may use a hand or any part of a cue (excluding 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.

15. COMBINATION SHOTS:

Combination shots are allowed; however, the 8-ball can't be used as a first ball in the combination unless it is the shooter's only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-ball, it is a foul.

16. 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 and are scored in favor of the shooter controlling that specific group of balls, solids or stripes.

17. 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 not re-spotted.

18. JUMP SHOT FOUL:

While "cue ball fouls only" is the rule of play when a match is not presided over by a referee, a player should be aware that it will be considered a cue ball foul if during an attempt to jump, the cue ball over an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

19. PLAYING THE 8-BALL:

When the 8-ball is the legal object ball, a scratch is a loss of game. Note: A combination shot can never be used to legally pocket the 8-ball, except when the 8-ball is the first ball contacted in the shot sequence.

20. LOSS OF GAME:

A player loses the game by committing any of the following infractions:

1. Scratches when pocketing the 8-ball (exception: see 8-Ball Pocketed On The Break).
2. Pockets the 8-ball on the same stroke as the last of his group of balls.
3. Jumps the 8-ball off the table at any time.
4. Pockets the 8-ball in a pocket other than the one designated.
5. 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.

21. STALEMATED GAME:

If, after 3 consecutive turns at the table by each player (6 turns total), the referee judges that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may be applied regardless of the number of balls on the table. Please Note: Three consecutive fouls by one player in 8-ball is not a loss of game.

Blue Cube Official League 9-Ball Rules

1. OBJECT OF THE GAME

Nine-Ball is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until missing, committing a foul, or winning the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but

after any foul the incoming player may start with the cue ball anywhere on the table. Players are not required to call any shot. A match ends when one of the players has won the required number of games.

2. RACKING THE BALLS

The object balls are racked in a diamond shape, with the 1-ball at the top of the diamond and on the foot spot, the 9-ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.

3. ORDER OF BREAK

Winner of the lag has the option to break. In 9-Ball, the winner of each game breaks in the next, unless otherwise specified by the tournament organizer. The following are common options that may be designated by tournament officials in advance:

- (b) Players alternate break.
- (b) Loser breaks.
- (c) Player trailing in game count breaks the next game.

4. LEGAL BREAK SHOT

The rules governing the break shot are the same as for other shots except:

- a. The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to the rail.
- 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, and the incoming player has cue ball in hand anywhere on the table.
- c. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted).

5. CONTINUING PLAY

On the shot immediately following a legal break, the shooter may play a "push out." (See Rule 6). If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins an inning and shoots until missing, committing a foul, or winning. The game ends when the 9-ball is pocketed on a legal shot, or the game is forfeited for a serious infraction of the rules.

6. PUSH OUT

The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce the intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed except the 9-ball.

Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule (except rules 8 & 9) is violated. An illegal push out is penalized according to the type of foul committed. After a player scratches on the break shot, the incoming player cannot play a push out.

7. FOULS

When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the

foul shot are re-spotted (exception: if a pocketed ball is the 9-ball, it is re-spotted). The incoming player is awarded ball in hand; prior to his first shot he 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.

8. BAD HIT

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

9. NO RAIL

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

10. IN HAND

When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. The player may continue to adjust the position of the cue ball until shooting.

11. OBJECT BALLS JUMPED OFF THE TABLE

An un-pocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is re-spotted (exception: if the object ball is the 9-ball, it is re-spotted) and play continues.

12. JUMP SHOT FOUL

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

13. THREE CONSECUTIVE FOULS

There is no three consecutive foul rule.

14. END OF GAME

On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot which pockets the 9-ball, or when a player forfeits the game as the result of a foul.