AACTIVE POOL LEAGUE 2022/2023 RULEBOOK

29th**Great Season**

The League For All Players

AACTIVE POOL LEAGUES

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Policies & Procedures

A. **INTRODUCTION**

1. **This Player's Handbook has been compiled to make the season go as smoothly as possible. It contains the operational and playing rules of our leagues. Knowledge of the contents contained is necessary for all players. A complete understanding of the rules, policies and procedures of the league will allow you to shoot pool and have fun without worrying about the technicalities.**

B. **OBJECTIVES OF THE LEAGUE**

1. To offer players of all skill levels a league system that allows them to enjoy friendly competition against others of similar ability.

2. To offer rules, methods and procedures that enhances the sportsmanship of the game so it can be played in an organized, competitive and enjoyable manner.

3. To promote business and goodwill for participating establishments.

4. To promote the game of pool in our community.

C. **CAPTAIN'S DUTIES**

1. They shall be present at or send an acting captain to all league meetings. Any team not represented at a captain's meeting will forfeit all voting rights for that meeting.

2. The captain shall inform their players as to all league rules.

3. After the match has been completed, both captains shall ensure the score-sheets correctly and completely filled out and each captain has signed the score-sheet.

4. Team captains shall be responsible for ensuring the nightly fees for his/her team are put in the league envelope and given to a location representative at one of the designated money drop-off locations. The player will be given a receipt from the location representative (it is important to keep the receipts until the end of the season). Each team is responsible for their own money.Do not put both teams money in one envelope.

5. League fees are to be paid the week that teams play. Teams that are missing envelopes will have one week after they are contacted by league staff to account for all envelopes. Failure to do so will result in the suspension of the team from the league until the matter is dealt with.

6. Team captains are responsible for settling any disputes that may arise during a match and for the conduct of their team.

7. Team captains are responsible for collecting their team's weekly fees and any new member's sanction fees.

8. Captains are responsible for making sure that the score sheet is sent in or entered onto compusport by 12 Noon the day following the match.

D. **SCHEDULING/POSTPONED/FORFEITED MATCHES**

9. In the event of an emergency, any rescheduling of matches must be by mutual consent of both team captains and the League Coordinator.

   a) If a team gives at least 24 hours' notice that they will be unable to play their regularly scheduled match, the match will be played at a later date. Ideally, the match should be replayed within four weeks. **Continual abuse of the above will lead to expulsion**.

b) If a team gives less than 24 hours' notice that they will be unable to play their regularly scheduled match:

*   the match will NOT be made up.
*   the non-offending team will receive all the round points, all the balls and the players that would have played the match will receive their average points for and wins up until that point in the season.
*   the offending team will receive zero, round, ball or player points for the match.
*   both teams will be responsible for their portion of the leaguefees less table plugs.
*   In the case of emergencies, the league will determine the course of action and penalties.

10. Teams dropping out of the league will forfeit any funds they have paid.

11. In the event of forfeits near the end of the season that has an impact on the top finishers in a league, the league will decide the final remedy. The league would prefer that first place in leagues not be decided by forfeits.

D. PROTEST PROCEDURES

1. Only the team captain has the right to lodge a protest.

2. Protests must be presented in writing only and delivered to the League office within 48 hours.

3. All protests will be reviewed by the League Representatives.

4. Their decision will be final.

5. Protests during the play-offs must be accompanied by a $50 deposit.

6. If the protest is upheld the money will be returned, if the protest is lost the money is forfeited and will be donated to charity.

F. SPORTSMANSHIP

1. Tactics such as intimidation, harassment or poor sportsmanship are not permitted. Any members that repeatedly use this type of behaviour are subjectto expulsion from the league.

2. Flagrant violations must be documented and submitted to the League, who after review will take appropriate action.

3. Misuse or manipulation of any rule, procedure or unbecoming conduct may result in disciplinary action.

4. Any abuse, profanity, or yelling at League Representatives may result inexpulsion from the league or other penalties. (Spirited discussion is welcome!)

5. Anyone fighting during league matches will be suspended for the balance of the season and play-offs. A review of the incident will take place, with a final determination of the penalty (i.e. extenuating circumstances).

6. Anyone fighting at a National or International Tournament will be suspendedfor the remainder of that year and 1 year after.

F. TEAM MATCHES

1. Number of players:
   a) 16 game format - 4 players per team, each player plays 4 games
   b) 20 game format - 5 players per team, each player plays 4 games
   c) 25 game format - 5 players per team, each player plays 5 games

2. The home team captain will fill out their line-up first, then the visiting team captain will fill in their line-up.

3. The falsifying of names on the score-sheet will not be tolerated. If a team is caught in this situation the following will apply.

   a) The opposing team will receive a 10-0 forfeit win for each game the illegal player played in.
   b) Repeat violations will result in the team's expulsion from the league.
   c) In Playoffs: **The whole team will default out of the tournament.**

4. **Matches start at 7:30 PM (Vegas is 7 PM),** the grace period to start a match is15 minutes, with each player allowed five minutes to start an individual game.Teams must have a minimum of two players to start a four person match and three players to start a five player match. If a player(s) is missing, then the opposing team receives a 10-0 score for every game that the player misses.

5. **Teams that are short of players for a match are still responsible for the total team weekly fees**, as though all players had played. All teams contribute an equal amount to the prize-fund and have equal rights to the prize-fund in the play-offs. **TEAMS MUST PAY FOR FULL SEASON WHETHER ALL MATCHESARE PLAYED OR NOT.**
6. There are no substitutions allowed during regular season matches.

H. TEAM & INDIVIDUAL SCORING

6. The point (ball count) system will be used to determine the winner of a game.

7. The team scoring the most points in a round including handicaps will win that round.

8. Points will be scored in this manner:

   a) One point for every object ball sunk and 3 points for the 8-Ball.

    b) Both players count all balls they have off the table, with the winner of thegame always receiving 10 points.

    c) For forfeited games, the opposing team receives 10 points.

G. TIED MATCHES

In the event of a tie, the team with the most wins in the tied round will win the round point. Note: If still tied (16 game format), each team will receive 1/2 around point (.5). In the event teams are tied in overall points at the end of amatch, the first tiebreaker is games won, if still tied (16 and 20 game format)each team will receive 1/2 a round point (.5).

H. ROSTERS

1. Rosters must include the name and cell number of all players on the team. Captain's must include their cell number and email address. Captains may call the office to get players added to their roster.

2. Teams may use an unlimited amount of players during the regular season.

3. Teams may add players at any point during the season, however, players added with less than 8 weeks left in a season will not be eligible to play in league play-offs or the Las Vegas tournament.

4. Exceptions to (3) are for shorter seasons like the summer/winter league.

5. All league players must be 18 years of age or older (except Junior League).**Under no circumstances may a minor play in the adult leagues.**

6. Players may play for more than one team in the Aactive Pool League; however, they may only play for one team in the same division during the playoffs. Example – A player may play on a Super Vegas team and a Vegas team but not on two Vegas teams.

7. If a team folds, the players may be picked up by other teams.

8. If a player plays for two leagues ie. Fun and Cash, we will do our best to have the matches played as close to one another as possible to accommodate the teams. While the league tries to avoid conflicts, be aware that there will be no rescheduling of matches. Please be considerate.

I. SANCTION FEES

Regular Player
Defined as a player who will play more than once for the same team. The sanction fee for regular players is, Cash Plus and lower $30 (VNEA Sanctioned Only). For Vegas and higher the sanction fee is $50 (VNEA & BCA Sanctioned).Players that start play in the month of September must pay their sanction fees by September 30th. **Players won't be able to view their individual stats until they pay their Sanction Fee.**

Aactive Spare
Defined as a player who will spare for 1 night only.**.**

J. LOCATIONS/TABLES

1. Teams should choose their home locations carefully. It is very disruptive when teams want to change locations during the season. Reasons for changing such as lower drink prices, free shirts, etc. will not be considered.

2. In the event there are extenuating circumstances, this will be dealt with between the team captain, the location owner and the League.

3. **Teams may only use one pool table for a match, unless the teams are playing a double header.**

K. LOCAL PLAY-OFF ELIGIBILITY & PLAY-OFF RULES

1. All teams must play and pay for all scheduled matches. **All teams MUST pay for a FULL SEASON (28 matches for the Fall League) whether they played all matches or not.** If a team joins late or is missing matches, the matches must be made up and paid for.

2. Monies owed by players and/or teams are the **team's responsibility** and must be paid to compete in the play-offs.

3. For the Fall 28 week season, on 4 player teams, 3 players must have played at least 12 weeks and 1 player may have played no fewer than 8 weeks. On a 5 player teams, 4 players must have played at least 12 weeks and 1 player may have played no fewer than 8 weeks. All SV & Premier players must play 14 weeks.

4. In a match only 1 player with less than 12 but not less than 8 weeks can play at one time. These players can be substituted in and out.

5. The previous does not apply to shorter seasons like the Summer, Winter, o rMowat Cup League which have their own qualifying standards.

6. Players must be able to provide picture I.D. if asked to by the Tournament Director, referee or any designated staff.

7. A team may substitute a player during a match if the following criteria are met.

   a) The opposing captain must be notified before the start of the round in which the substitution is made and the outgoing player MUST sit out an entire round before they may re-enter the match.

   b) A substitute player is not allowed to play the same opposing player more than once.

8. All qualifying weeks must be on the team you are playing for in the play-offs.

8-Ball Official Rules Of Play

The following rules will govern play in the Aactive Pool Leagues. These rules will apply equally to all Leagues.

A. BALLS AND RACKING
The balls are racked in a triangle at the foot of the table with the 8-ball in the center, the first ball of the rack on the footspot, a stripe in one corner of the rack and a solid on the other corner of the rack. **We will be using Rack Your Own.**

B. BREAK SHOT

1. The home team breaks first in the first round, with the teams then alternating according to the score-sheet. During league play-offs or International play (Las Vegas), the teams flip a coin to determine the home team.

2. If the breaker hits the racked balls with the cue ball causing four or more numbered balls to hit a cushion or pockets an **object ball**, it is considered a legal break, and the game has started.

3. If the breaker fails to make a legal break it is loss of turn, then the opponent has the option of: (1) accepting the table in the position it sits and shooting or (2) have the balls re-racked and breaking themselves or (3) having the original breaker re-break.

4. If the shooter stops or deflects the cue ball prior to hitting the racked balls it is considered a foul and loss of turn. The opponent will receive cue ball in hand behind the head-string.

When positioning the cue ball for the break shot, the base of the ball must be behind the head-string

5. When positioning the cue ball for the break shot, the base of the ball must be behind the head-string.

6. If a player scratches on a legal break shot, all balls remain pocketed (except 8ball), it is a foul, the table is open, with the cue ball in hand behind the head-string.
Note: The incoming player may not shoot an object ball that is behind the head-string, unless they first shoot the cue ball past the head-string and causes the cue ball to come back and hit the object ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent.

7. **The opposing player must inform the breaking player of improper positioning of the cue ball before the break is made.** If the opposing player fails to do so the break is considered legal. If the player is told of the improper positioning of the cue ball, they **MUST** reposition the cue ball. If a player positions the cue-ball completely and obviously outside the kitchen**(one ball width)** and shoots the cue ball, it is a foul if called by the opponent. If the breaker scratches, the opposing player receives cue ball in hand behind the head-string, failure to place the cue ball and shoot from behind the head-string is a foul.

8. The base of an object ball in relation to the head-string determines whether or not a ball is playable with cue ball in hand **behind** the head-string. The **base** of the object ball must be outside the head-string to be playable.

9. 8-Ball On The Break - In all leagues, if an 8-ball is made on the break, the breaker may ask for a re-rack or spot the 8-ball on the foot spot and will continue shooting; and "buy's back the 8-ball" (ask the location to get the 8-ball out of the table) and is credited with an 8BB feat. If the breaker scratched on the 8-ball break, then the incoming player has the same options as above and the 8BB is **NOT** awarded to the breaker. The game is continued on and is scored in the regular manner (no longer an automatic10-0 win). A game **CANNOT** be won or lost on an "8-ball on the break". If the breaker who made the 8-ball on the break (without scratching) loses the game, they still get credit for the 8-ball break feat.

10. If the player **legally** breaks the racked balls and does not make any balls, the opponent then shoots, having an open table.

11. 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 as it sits and shooting or (2) taking the cue ball in hand behind the head-string and shooting. In either of the above cases the object ball jumped off the table must be re- spotted on the footspot.

12. If the 8-ball is jumped off the table on the break it is loss of game.

13. The table is always **"open"** after the break shot.

C. OPEN TABLE

The table is always open immediately following the break shot. The table is open when the choice of groups (stripes or solids) has not been determined. When the table is open, it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing any called stripe or solid. The choice of stripes or solids is not determined on the break even if balls are made from only one group or both groups. The choice of stripes or solids is only decided after a player legally pockets an object ball after the break.

D. CALL POCKET

League play is Call/Ball, Call/Pocket. Obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if they are unsure of what the shooter is attempting. Banks and combination shots are not considered obvious, and must be called (let the opponent know) which object ball and the intended pocket, or it is loss of turn. When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc., but only which ball is going in what pocket. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

E. THE 8-BALL PATCH

When a player has pocketed all of the balls in their group, they then shoot at the 8-ball. The player must mark the pocket where they are intending to sink the 8-ballwith the patch.

1. **The patch must be placed on the table completely within the second diamond, on either side of the intended pocket, without the patch touching either second diamond.**

2. The player does not have to touch or move the patch if it is already at the intended pocket.

3. If the player misses pocketing the 8-ball and on their next turn, wants to shoot the 8-ball into a different pocket than is marked, they must move the patch to the new pocket that they want to sink the 8-ball in.

4. The patch can touch the chrome part of the pocket or overhang the pocket or cushion, but if the patch is knocked off the table during the shot and the 8-ball is made it will be loss of game.

5. The patch must be in place before the shot is taken, and cannot be moved after the cue ball is struck. i.e. while the 8-ball is moving.

F. PLAY

1. If the shooter inadvertently pockets their opponent's ball on a legal shot, it remains down, however, if the shooter doesn't legally pocket one of their own balls, they lose their turn.

2. If a player fails to hit the 8-ball while shooting at it, it is a foul and the game continues. **When the 8-ball is the legal object ball, a scratch or foul is not a loss of game if the 8-ball is NOT pocketed or jumped off the table.**

3. In the event the cue ball or any other ball stops on the edge of a pocket and then falls in because of vibrations, fanning, or stomping of feet etc., it shall be replaced on the edge of the pocket as near as possible to its original position before the interference.

4. Three consecutive fouls by one player is **NOT** a loss of game.

5. 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 loss of game. Any balls jumped off the table will be re-spotted on the foot spot in numerical order.

6. **STALEMATED GAME:** If, in 3 consecutive turns at the table by each player (6 turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked and the breaker of the stalemated game will break again.

G. LOSS OF GAME

1. Pocketing the 8-ball when it is not the legal object ball, except on the opening break.

2. Pocketing the 8-ball on the same stroke as the last of your group of balls.

3. Jumping or knocking the 8-ball off the table at any time.

4. Pocketing the 8-ball in any other pocket than the one marked with the patch.

5. Fouling while pocketing the 8-ball in the designated pocket.

6. Third infraction of the slow play rule.

7. Not correctly marking the pocket while pocketing the 8-Ball.

8. If the 8-Ball was sunk during (accidently and out of turn) and no one notices until the end of the game, the game will be replayed.

9. In the event that a player does any action that results in a loss of game, only the opponent may call loss of game. This must be done before the next shot is taken.In the event that nobody calls the loss of game, the game will continue on.

H. LEGAL SHOTS

Unless otherwise stated in a specific game rule, a player must cause the cue ball to contact a legal object ball and then either (1) pocket a numbered ball, or (2) cause the cue ball or **any ball on the table** to contact a cushion. If you are coming off acushion to hit your object ball, you still must; (1) pocket a numbered ball, or (2)cause the cue ball or **any ball on the table** to contact a cushion **after** contact withyour object ball.

I. FOULS - BALL IN HAND

1. With cue ball in hand, touching any object ball with the cue ball or your handwhile placing the cue ball is a foul.

2. When placing the cue ball in position, any forward stroke motion contacting the cue ball with the cue tip will be a foul, if not a legal shot.

3. **Intentionally** moving or palming an object ball to gain an advantage.

4. Shooting without at least one foot on the floor (Junior League exception).

5. **Accidentally moving or touching any ball is not a foul unless: 1) the moved ball is the cue ball or 2) a moved ball makes contact with the cue ball or 3) a moved ball that is jumped off the table or pocketed or causes any ball to be jumped off the table or pocketed. (EXCEPTION TO #3: If the 8-ball is jumped off the table or pocketed it is a loss of game if called by the opponent before the next shot is taken). Only the opponent may replace the ball moved, as closely as possible to its original position, or leave it whereit rests. If the shooter replaces the moved ball, it is a foul. However, if you accidently move an object ball during a shot and it makes contact with the cue ball it is considered a foul.**

6. **Coaching is a foul**. Any member of a team called for coaching will result in a foul on the team member shooting. While the shooter is shooting, the opponent may converse with their team-mates, but as soon as it is their turn to shoot they must return to the table. **Players may only ask the opposing captain about rule clarifications.**

7. Obvious and verifiable coaching from spectators.

8. Shooting the cue ball into a pocket or off the table.

9. It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls. The incoming player receives cue ball in hand behindthe headstring.

10. Failure to execute a legal shot as defined in other sections of this book.

11. Shooting a jump shot over another ball by intentionally scooping the cue stick under the cue ball. Unintentional scooping as a result of a miss-cue is not a foul. A jump shot executed by striking the cue ball above centre is legal.

12. If a ball is frozen to a cushion, (the opposing player must notify the player shooting before the shot) the player must contact the frozen ball and then: (1)pocket the frozen ball, or any other object ball, (2) cause the cue ball to contact a cushion, or (3) drive the frozen ball to another cushion attached to a separate rail, or (4) cause another object ball to contact a cushion. Failure to accomplishone of the four above is a foul.

13. Picking up or shooting the cue ball while any balls are still moving.

14. When the slow play rule is enforced taking longer than one minute between shots.

15. Knocking object balls off the table.

16. Shooting obviously (one ball width) outside the head-string after a scratched or jumped cue ball on the break. The opponent is under **NO** obligation to inform the shooter that they must shoot from behind the headstring.

17. Using an illegal cue. Cues must be at least 40 inches long, with a maximum tip width of 15 mm.

18. If your opponent commits a foul, you must ensure that you receive his or her acknowledgement of the foul prior to touching the cue ball, or you have committed a foul.(exception: scratching)

   Note: If you foul, admit it! This rule is not meant for you to get a ball in hand when you fouled and an opponent forgets to ask you. The intent of this rule is to prevent opponents from just arbitrarily picking up the cueball and calling a foul.

J. PROCEDURES FOR CALLING FOULS

1. Only the opponent can call fouls. If any other player calls the foul, it is considered coaching, which is a foul.

2. A player shall stop shooting when a foul is called.

3. Players should be aware that if the shooter is about to take a shot that theopponent thinks will be a foul, they should ask the shooter to stop and request the captains from both teams to observe the shot and **the captains** will make the call as to whether it is a foul or not. Referee's will replace captain's inplayoffs.

K. PENALTY FOR FOULING

In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. This means the player can place the cue ball anywhere on the table, and shoot in any direction, except on the break when it must be behind the headstring.

General Definitions OfPocket Billiards

1. **Striking The Cue Ball.** Legal shots require that the cue ball be hit with the cue tip, failure to do so is a foul.

2. **Pocketed Balls.** A ball is considered as pocketed, if after a legal shot it drops off the bed of the table into the pocket and remains there.

3. **Position Of Balls.** The position of a ball is judged by where its base (centre) rests.

4. **Foot On The Floor.** It is a foul if a player shoots when at least one foot is not in contact with the floor when the cue ball is struck.

5. **Kitchen Defined.** The headstring is part of the kitchen. If the base of an object ball is dead centre on the headstring, the ball is not playable. This will apply on a scratched cue ball on the break. Also, the cue ball

when being put in play from the kitchen (cue ball behind the headstring), may not be placed directly on the head-string, it must be behind it.

6. **Fouls By Double Hits.** If the cue ball and object ball are 1 inch or less apart, the shooter must elevate the butt of the cue 45 degrees up or 45 degrees away and shoot, failure to do so is a foul. Anything over one (1") inch apart, the shooter may shoot with a normal stroke, (with no exaggerated follow through) and the shot will be considered a legal shot. **Note:** The opponent must inform the shooter of the above situation before the shooter takes their shot or it will be considered a legal shot during league play. During tournament play, referees will be available to make judgements on these calls. Referee's **MUST** be called before shot taken.

7. **Push Shots.** If the cue ball and object ball are touching or nearly touching, the shooter must shoot with the butt of the cue raised at least 45 degrees **or** at least 45 degrees to the right, or 45 degrees to the left of centre from the straight line of the two balls. Failure to do so is a foul. **Note:** The opponent must inform the shooter of the above situation before the shooter takes their shot or it will be considered a legalshot.

8. **Jumped Cue Ball.** When a stroke results in the cue ball leaving the playing surface and landing on the floor, the stroke is a foul. The cue ball may leave the playing surface and return, which is not considered a foul.

9. **Illegal Jumping Of Ball.** Shooting a jump shot over another ball by intentionally scooping the cue stick under the cue ball is a foul. Scooping as a result of an unintentional miss-cue is not a foul, unless the ferrule or cue shaft makes contact with the cue ball in the course of the shot. A jump shot executed by striking the cueball above centre is legal.

10. **Player Responsibility Fouls.** The player is responsible for chalk, bridges, files or any other items or equipment they bring to, uses at, or causes to approximate the table. If the player drops a piece of chalk or knocks off a mechanical bridge head, as examples, they are guilty of a foul should such an object make contact with the cue ball.

11. **Balls Jumped Off The Table.** Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rail surface, etc.) are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything not part of the table. Balls that strike anything not part ofthe table, such as light fixtures, chalk on the rails and cushion tops, etc., shall be considered jumped balls even though they might return to the bed of the table after contacting items which are not part of the table proper. When a stroke results in the cue ball or any object ball jumped off the table, the stroke is a foul. All jumped object balls are spotted on the footspot in ascending numerical order.

12. **Balls Moving Spontaneously.** If a ball shifts, settles, turns or otherwise moves "by itself", the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket "by itself", after being motionless for **three seconds** or longer shall be placed as closely as possible to its position prior to falling and play shall continue.

13. **Spotting Balls.** A single ball is placed on the foot spot, if more than one ball is to be spotted, they are placed on the long string beginning on the foot spot and advancing toward the foot rail in ascending numerical order.

14. **Jawed Balls.** If two or more balls are locked between the jaws or side of the pocket with one suspended in air, the referee shall inspect the balls in position and follow this procedure; they shall visually or physically project each ball directly downward from it's locked position; any ball that, in the referee's judgement, would fall in thepocket, if so moved directly downward, is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed. The balls are then placed according to the referee's assessment, and play continues.

15. **Non-Player Interference.** If the balls are moved (player bumped) such that play is directly affected, by a non-player during the match, the balls moved shall be replaced as near as possible to their original positions prior to the interference, and play will resume with no penalty to the player affected. If the match is being

officiated, the referee will replace the balls. The above also applies to "act of God" interference such as earthquake, hurricane, light fixture falling, etc.

16. **Object Ball Frozen To The Cushion.** If a ball is frozen to a cushion, **(the opposing player must notify the player shooting before the shot)**, the player must contact the frozen ball and then: (1) pocket the frozen ball or any other object ball, (2) cause the cue ball to contact a cushion, (3) drive the frozen ball toanother cushion or (4) cause another object ball to contact a cushion. Failure to accomplish one of the four above is a foul.

17. **Playing From Behind The String.** When a player has the cue ball in hand behind the string (in the kitchen), they must drive the cue ball to a point outside the kitchen before it contacts either a cushion or an object ball. Failure to do so is a foul.

18. **Slow Play Rule.** Exaggerated slow play will be penalized. Certain times during a game may require extra thought or concentration. However, taking 1 to 3 minutes between shots on a continual basis is not acceptable. If an opponent **abuses** this rule, stop play. The team captains will assign a player to time your opponent for the rest of the match. After a player has started to be timed, they will be allowed one warning, after that any longer than **ONE MINUTE** between shots will be a foul. The third infraction after the warning will be loss of game.

19. **Scratch.** Cue ball pocketed or knocked off the table.

20. **Safety Shot.** For tactical reasons a player may choose to pocket an obvious object ball and also discontinue their 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 ball, then **prior** to the shot they must declare a "safety" to their opponent. If this is not done and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. The shooter must insure that the opponents aware that they are playing a safety. You may call a safety and declare your set of balls on an open table.

Unusual Situations

Q. Player A accidently shoots their opponents ball and sinks it and the opponent allows the shooter to continue to shoot until they're on the 8-ball and then calls a foul, what's the call?
A. The opponent can call a foul at any time in this situation. Each time Player A sinks one of his opponents balls it is a foul.

Q. A player breaks the balls and sinks 7 solids on the break. Can the player then shoot the 8-ball and win the game or do they have to shoot stripes.
A. The player has made a legal break and should not be penalized by being made to shoot stripes. They are free to attempt to sink the 8-ball and win the game.

Q. A player is shooting the 8-ball and sinks it and an opponent's ball, is it a loss,or win and what's the score?
A. The shooter wins the game and the opponent gets credit for all their balls down including the ball knocked down by the shooter.

Scoring Definitions

1ST (TABLE RUN)   This is accomplished when the breaker does not win the game off the break and the opponent shoots for the **first** time and sinks all of their seven balls and the 8-ball with l**ess than all 15 balls** on the table when they begin shooting. (i.e. the breaker makes a ball on the break and then misses their first shot).

ERO   The only time a player may achieve an ERO (eight ball run out) is on their **first** approach to the table, including the break, with all 15 balls on the table. If the

breaker runs out and wins the game from the break, it is an ERO. These games are normally scored 10-0, however, in the case of say, sinking a solid on the break and choosing the stripes as your object balls your opponent will still receive 1 point for every ball inadvertently potted. Another situation that occurs is one where you accidentally sink an opponent's ball during the same shot as potting one of your own. An ERO is still available in situations like this, however, your opponent receives 1 (one) point for every one of their balls potted regardless of whether they have actually shot in this game.

8BB The 8-ball made on the break is a feat (not a win) and is marked on the score-sheet. A game CANNOT be won or lost on an "8-ball on the break". The game is continued on and is scored in the regular manner. If the breaker who made the 8-ball on the break (without scratching) loses the game they still get credit for the 8-ball break feat. (See Page 9).

BRO If the breaker does not sink any balls off the break and the opponent comes to the table for the **first** time and runs out all seven of their balls and the 8-ball, it is also an BRO.

In terms of ranking, the ERO is the highest, 1st Attempts second and 8BK third. When marking the above on score-sheets, there must be only one of the above. You can't have an ERO and a 1st Attempt at the same time.

Exception: When a players makes an 8-ball on the break and then carries onto run out the table (either through re-rack or taking the table as it lies), they would mark both an 8BK and an ERO.

Handicapping and Scoring

8-BALL: 16, 20 and 25 GAME FORMAT

The Aactive Pool League system for handicapping and scoring is the simplest, mostaccurate and easiest understood of all such systems. It's similar to those systems usedin bowling, golf and dart leagues, in that, it is based upon averages.

RANKING WEIGHTED AVERAGES:	Ranking Weight (RW)		
FORMAT	20 & 25 GAME FORMAT		16 GAME FORMAT
Total Points For (excluding any spot or handicap) number of balls sunk per game including 3 for the eight ball	1	per ball	1
Total Games number of games actually played	-9	per game	-9
Total Games Won number of games actually won	3	per game won	3
ERO Eight Ball Run Out number of ERO's actually accomplished	7	per ERO	7
8BK Eight Ball Breaks number of 8BK actually accomplished	2	per 8BK	2
BRO	9	per BRO	9

Number of ERO actually accomplished
against you

1ST 1st Attempts
number of 1st's actually accomplished not
including ERO's or 8BK's   5   per 1st   5

SCORING:

In scoring, each player receives one point for each of their group of balls (stripes or solids) legally pocketed, plus three points when the eight ball is legally pocketed. This makes a total of ten points per game. A player is always credited with ten points when they win a game. If the shooter pockets the 8-ball before it is legal to do so or if the shooter scratches on the 8-ball, the opponent automatically receives 10 points. The loser always receives one point for every one of their balls sunk during that game. The loser cannot score more than seven points in a game.

RANKING WEIGHTED AVERAGES:

The league's software package adds up the preceding "FEATS" and divides them bythe total amount of games played throughout the entire season. Your weighted averagecan change from one week to the next. The following examples will show you just how itworks. Lisa wins three out of four games in her first night of league play. The scoreswere 10-6, 10-6, 7-10 and 10-6.

Lisa Has scored 37 Total Points during this season	37	x	1	=	37
Lisa Has played 4 Total Games during this season	4	x	-9	=	-36
Lisa Has scored 3 Total Wins during this season	3	x	3	=	9
			Total	=	10

10 divided by 4 games = **2.50 Ranking Weighted Average**

The next week Lisa plays her four games. This week she only wins her third game. Herscores on this night were 5-10, 6-10, 10-7 and 7-10. The computer will now add her last weeks performance to this weeks and determine a new Ranking Weighted Average.

Lisa Has scored 65 Total Points during this season	65	x	1	=	65
Lisa Has played 8 Total Games during this season	8	x	-9	=	-72
Lisa Has scored 4 Total Wins during this season	4	x	3	=	12
			Total	=	5

5 divided by 8 games = **.625 Ranking Weighted Average**

After every weeks play, the software (commonly called Compusport), will calculate all player's Ranking Weighted Average (R.W.A.) in order of the highest to the lowest R.W.A. It will then assign the top 25% of the players on this list a 0 (zero) handicap.
The next 25% of the players will be assigned a 1 (one) handicap, followed by the next
25% receiving a 2 (two) handicap and the remaining 25% of the players it will assign a 3
(three) handicap.

HANDICAPS:

As explained previously, Compusport will calculate your Ranking Weighted Average weekly in order to compute your current Handicap. Handicaps are used in the Aactive Pool League to help "even the score" and allow all teams to play competitively amongst themselves.

On the first night of league play, no one will have a handicap established yet, so, all players will use a 0 (zero) handicap. Consequently, any time during the season that you sign up a new player, or use a spare for the **first time**, they must start their first week with a 0 (zero) handicap.

Handicaps are assigned to players on an individual basis, however, for scoring purposes you will combine the handicaps of the 4 (four) players, if playing the 16 game format, or 5 (five) players if playing the 20 or 25 game format in your line up on any particular night, and use this as your **team's** handicap.

League Night Procedure

The location your team is scheduled to play out of will make the pool table available to teams at 7:00 PM. **Players are advised to show up for your match no later than 7:15 PM. League matches must start by 7:30 PM.**

League matches are to be played on **1 (one) pool table** regardless of how many tables are available that particular night. Your team may practise on as many tables as are available for use, but all league play is limited to one table only **(except double header matches).**

Each team captain is responsible for collecting the nightly fees from their players. The captain will collect the fees, purchase their share of the plugs (loonies) for the match. The balance of the funds will be placed in an envelope, then sealed and dropped at an authorized league drop-off location. Any shortages in envelopes will be the teams responsibility. **DO NOT PUT BOTH TEAM'S MONEY IN ONE ENVELOPE.** Each team will drop off a separate envelope. Remember to keep the receipt you receive when you drop the envelope off at a drop location. For drop- off locations, please see the captain's package.

If you are paying sanction fees, mark on the back of the envelope as to whose fees you are paying.

Filling In The Score-sheet

Once you have filled out the date, league number, home and visiting team numbers you are ready to determine your line up.

The home team must list their line up first, allowing the visiting team to match as they feel fit. As the home team captain, you must decide who will play the first game of each round and list their first name, last initial and handicap (you will look this up on the statsboard) in the space provided just above and to the right of the H1 PLAYER ID. The player playing the second game of each round will be placed above the H2 PLAYER ID and so on for the third, fourth and if necessary the fifth player.

AACTIVE POOL LEAGUE — 16 GAME SCORESHEET

LEAGUE ID. #: 0 1 0   Date: 09/01/2016

Home Team ID. #: 0 1 1 — ROUNDS WON: 4 — GAMES WON: 9 — TOTAL POINTS (less handicaps): 123
TEAM NAME: AACTIVE8TERS

Visitor Team ID. #: 0 1 2 — ROUNDS WON: 1 — GAMES WON: 7 — TOTAL POINTS (less handicaps): 115
TEAM NAME: APL HOTSHOTS

Home Players

PLAYER H1 ID#	1 1 0 1	NAME: LISA	HANDICAP 2
GAME 1 vs. V1: 10	GAME 2 vs. V2: 10	GAME 3 vs. V3: 10	GAME 4 vs. V4: 7
PLAYER H1 TOTAL POINTS: 37			
GAMES WON: GAME 1 ●, GAME 2 ●, GAME 3 ○, GAME 4 ●			

PLAYER H2 ID#	1 1 0 2	NAME: BOB	HANDICAP 0
GAME 1 vs. V2: 4	GAME 2 vs. V3: 10	GAME 3 vs. V4: 10	GAME 4 vs. V1: 1
PLAYER H2 TOTAL POINTS: 31			
GAMES WON: GAME 1 ○, GAME 2 ●, GAME 3 ●, GAME 4 ○			

PLAYER H3 ID#	1 1 0 3	NAME: PAUL	HANDICAP 3
GAME 1 vs. V3: 4	GAME 2 vs. V4: 10	GAME 3 vs. V1: 10	GAME 4 vs. V2: 1
PLAYER H3 TOTAL POINTS: 25			
GAMES WON: GAME 1 ○, GAME 2 ●, GAME 3 ●, GAME 4 ○			

PLAYER H4 ID#	1 1 0 4	NAME: JOHN	HANDICAP 1
GAME 1 vs. V4: 10	GAME 2 vs. V1: 5	GAME 3 vs. V2: 5	GAME 4 vs. V3: 10
PLAYER H4 TOTAL POINTS: 30			
GAMES WON: GAME 1 ●, GAME 2 ○, GAME 3 ○, GAME 4 ●			

Visitor Players

PLAYER V1 ID#	2 1 2 0	NAME: TED	HANDICAP 1
GAME 1 vs. H1: 6	GAME 2 vs. H4: 10	GAME 3 vs. H3: 7	GAME 4 vs. H2: 10
PLAYER V1 TOTAL POINTS: 33			
GAMES WON: GAME 1 ○, GAME 2 ○, GAME 3 ○, GAME 4 ○			

PLAYER V2 ID#	2 3 1 7	NAME: DIETER	HANDICAP 0
GAME 1 vs. H2: 10	GAME 2 vs. H1: 6	GAME 3 vs. H4: 10	GAME 4 vs. H3: 10
PLAYER V2 TOTAL POINTS: 36			
GAMES WON: GAME 1 ●, GAME 2 ○, GAME 3 ●, GAME 4 ●			

PLAYER V3 ID#	2 1 2 8	NAME: SCOTT	HANDICAP 1
GAME 1 vs. H3: 10	GAME 2 vs. H2: 6	GAME 3 vs. H1: 10	GAME 4 vs. H4: 5
PLAYER V3 TOTAL POINTS: 31			
GAMES WON: GAME 1 ●, GAME 2 ○, GAME 3 ●, GAME 4 ○			

PLAYER V4 ID#	2 1 4 6	NAME: RICHARD	HANDICAP 3
GAME 1 vs. H4: 2	GAME 2 vs. H3: 2	GAME 3 vs. H2: 5	GAME 4 vs. H1: 6
PLAYER V4 TOTAL POINTS: 15			
GAMES WON: GAME 1 ○, GAME 2 ○, GAME 3 ○, GAME 4 ○			

TEAM/ROUND TOTALS (Home)

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	MATCH
TOTAL PLAYER POINTS	28	35	32	28	123
ADD TEAM HANDICAP	6	6	6	6	24
TOTAL TEAM POINTS	34	41	38	34	147

For tied rounds, each team receives .5 or ½ of a round point

TEAM/ROUND TOTALS (Visitor)

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	MATCH
TOTAL PLAYER POINTS	28	24	32	31	115
ADD TEAM HANDICAP	5	5	5	5	20
TOTAL TEAM POINTS	32	29	37	36	135

The Team With The Most Points Including Player Handicaps Wins The 5th Bonus Round Point.

(CIRCLE THE WINNER OF EACH ROUND)

HOME TEAM FAXES THIS SHEET TO 233-8329 BY NOON THE DAY FOLLOWING THE MATCH

X _Scott_ — OPPOSING TEAM CAPTAIN'S SIGNATURE

X _Lisa_ — OPPOSING TEAM CAPTAIN'S SIGNATURE

(example taken from a 16 game format score-sheet)

Once you have filled out all four (16 game format) or five (20 and 25 game format) of your players names, handicaps and ID numbers, you are ready.

You will also need to add up all four (using the 16 game format) or five (using the 20 and 25 game format) of your players individual handicaps and enter these in the small boxes marked "HANDICAP" on the work sheet for each of the rounds.

The home team captain will then give the score-sheet to the visiting team captain where they will follow the previous instructions. It is a good idea for the visiting team and home team captain to keep score separately, so the visiting team captain should keep the bottom copy of the score-sheet and return the top copy to the home team captain.

On page 21 is an example of a completed 16 game match scoresheet.

1. **ROUND #1.**
   - In the first round H1 (Lisa) plays V1 (Scott) and wins this game, leaving Scott with only one ball left on the table. This game is scored 10-6.
   - The next game has H2 (Chris) playing V2 (Ted) and again the home team wins this game leaving Ted with 0 balls still on the table, so this game will be scored 10-7.

- In the remaining 2 games of the first round the visiting team wins both games 10-7 and 10-5.
- Once this round is completed you must add up each teams scores and enterthem in the box marked "TOTAL PLAYER POINTS", in this case the home teamsadded up to 32 and the visiting teams to 33. These figures are then added to theteams totalled handicap to determine who wins the round. The visiting team winsthis round point 40 - 38.

2. **ROUND #2.**
   - In the second round, H1 now plays V2 and as you can see H1 wins this game sothe score is marked 10-6.
   - In the 2nd game, H2 is playing V3. Chris loses the game 10-7.
   - In the third game, Maurice wins this game against V4 Gerard 10-4.
   - In the fourth game, Shirleen loses to V1 Scott 10-6.
   - After adding up each teams scores and handicaps, you will see the home teamwins this round 39 - 37.

3. **ROUNDS #3 & #4.**
   - The visiting team wins the 3rd round 44-34.
   - In the fourth round the home team wins 40-38.

4. **BONUS ROUND.**
   - After completing all four rounds the team with the highest "TOTAL MATCHPOINTS" combined receives a 5th bonus round point.
   - In this case the visiting team wins the bonus "Round Point" with a combined totalof 159 to 151 "TOTAL MATCH POINTS".
   - In the event that both teams are tied after adding up the total "TOTAL POINTS",the bonus point is decided by games won. If still tied teams will be awarded ½ around point.

After Your Match

Once your match is over, the home team captain will transfer both the teams andindividual totals to the appropriate boxes provided.

1. **GAMES WON.** Add up the total games won by both teams and enter theseamounts in the "GAMES WON" boxes provided. In the preceding example the homeand visiting teams each won 7 and 9 games respectively.

2. **ROUNDS WON.** Add up the total rounds won by each team including the bonusround and enter this in the "ROUNDS WON" boxes. In the example the home teamwon rounds #2 and #4 and will receive 2 round points won. The visiting team wonrounds #1, #3 and the 5th bonus round, so they will receive 3 round points.

3. **TOTAL POINTS.** Now you must add up the player game points achieved in all 4rounds (**do not include handicaps in this total),** and enter this amount in the"TOTAL POINTS" boxes. The home team had rounds of 32, 33, 28 and 34 pointstotalling 127 Total Points. The visiting team had rounds of 33, 30, 37 and 31 pointstotalling 131 Total Points.

4. **TOTAL POINTS FOR.** Add up the "Total Points For" that each player has scored(not including their handicaps) and write this in the boxes marked "TOTAL POINTS".In the example Lisa (H1) has scores of 10, 10, 7 and 10 equalling 37 "Total Points".

5. **FILLING IN THE DOTS.** Next fill in the dots corresponding to each player for theirWINS. Example: Lisa won games 1, 2 and 4, so the dots corresponding to thosegames are filled in.

6. **CIRCLING FEATS.** When a player accomplishes a "Feat" like in the score-sheetexample, player H3 Maurice got an 8-Ball Break in the 3rd round, you circle the featas it is in the example. This is the same for all feats.

At the bottom of the score-sheet, you will find a spot for both team captains signature.Your score-sheet is now completed. **The HOME TEAM is responsible to fax the top(white) copy of the score-sheet or deliver it to the Aactive Pool Leagues, by noonthe morning following yourmatch.**

League Champions

Regular season will be determined in the following manner:

- The team winning the most round points will be League champions.
- In the event that two or more teams have won the same number of round points,the team winning the highest number of games will be League champions. In the event the teams also tie for most games won, total points will decide the champion.

League Awards

To qualify for individual awards, all players must play a minimum of **60%** of the total games available. For team awards you must play **40%** of the total games.

Prize Fund Pay Back
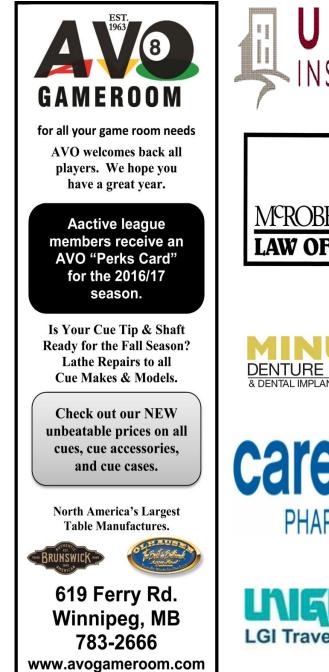
FUN & CASH 1, 2 & 3 LEAGUE - POINT PAYBACK

The Aactive Pool League uses a ball count /ball point system to determine which team will win each round. The League will pay all players playing in the Fun and Cash 1, 2 & 3 leagues (Not Cash Plus League) who have accumulated 200 or more points, $ .05(five cents) per point at the end of the regular season. Only after the regular season isfinished, will the league pay individual players back. Your team **MUST** complete season to collect. Proof of ID is mandatory.

ALL LEAGUES - LEAGUE CHAMPIONSHIPS

At the end of the regular season, all teams will be given the opportunity to compete in their league's play-offs providing each team has met the proper requirements outlined previously under the section named LOCAL PLAY-OFF ELIGIBILITY. League play-offs will not use handicaps and will follow International Championship rules and eligibility as outlined in the Aactive Pool League's 2022/23 rule book. **Teams must compete in the play-offs to receive prize monies.**

PRIZE FUND PAYBACK DEADLINE:

For this upcoming 2022/23 Fall and Winter season, players and teams must pick up monies won in the league by September 30, 2023. Any monies owed to players or teams from the previous Fall/Winter/Summer seasons must be picked up by September 30, 2022.