



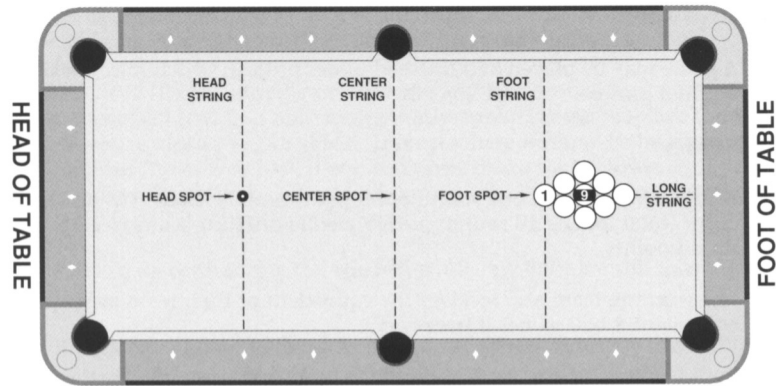
**9-BALL
Team Captain
Handbook
SPRING 2023**

LMC Pool League Office

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(Revised 4/16/23) R7

TABLE OF CONTENTS

| | |
|--|---------------|
| <i>9-Ball Table Diagram</i> | <i>Page 2</i> |
| <i>9-Ball Official Rules of Play</i> | <i>Page 3</i> |
| <i>League Rules & Regulations</i> | <i>Page 5</i> |
| <i>Trophy Schedule & Sanction Fees</i> | <i>Page 6</i> |
| <i>Sponsor List & Notes</i> | <i>Page 7</i> |



9-BALL TABLE DIAGRAM

SPONSOR LIST

| | | |
|---------------------|------------------------------|----------|
| APPLE LOUNGE | 2803 Recker Hwy. | 291-0340 |
| BREW HOUNDS | 318 Havendale Blvd. | 967-2739 |
| ONE MORE ROUND | 404 Eaker St., Auburndale | 875-5718 |
| LA's MIDWAY SALOON | 1672 Lynchburg Rd | 875-7966 |
| MOOSE LODGE | 2305 Havendale Blvd. | 294-1727 |
| OFFICE PUB | 1243 1st Street | 293-4767 |
| OLD MAN FRANK'S | 1005 Lake Howard Dr. | 294-9179 |
| FIRESIDE LOUNGE | 43356 US-27, Davenport | 420-0100 |
| LONGSHOTS BILLIARDS | 9350 US-192 #105, Clermont | 353-7411 |
| DESPERADOS SALOON | 1035 N. Broadway Ave, Bartow | 588-0599 |

NOTE: All phone numbers are (863) area code. Unless noted.

NOTE: *Weekly standings are available anytime on our website at www.lmcpool.com. Website updates are generally done on Tuesday and Fridays.*

NOTE: This Team Captains Handbook is also online at www.lmcpool.com. The online copy is always the most recent and up to date copy. Any printed copy is superseded by the online copy. The date and revision number are located on page 2.

NOTES:

S. PLAYER AWARDS & TROPHIES: Players will receive trophies based on the ending number of teams in the division based on the Trophy Schedule shown. The Most Valuable Player, MVP will be based on **TOTAL** wins accumulated during the League, in each Division. The MVP will receive an MVP plaque. In 9-Ball, If two or more ladies play in the League, a Ladies MVP will also be awarded. In the event of a tie, **a playoff of 5-7 games will be held to determine MVP.**

T. SANCTION FEES: Each Player shall be responsible for an annual \$15.00 Valley National 8-Ball League Association Player Sanction Fee. This fee is only due once per year, no matter how many VNEA Sanctioned Leagues the player plays in. The Sanction Fee will be deducted from the Team Prize Money, at the end of the season. a Sanction Card, Member Patch and eligibility for all State, Regional and National Tournaments. The VNEA Player is sanctioned from October through September of the next year.

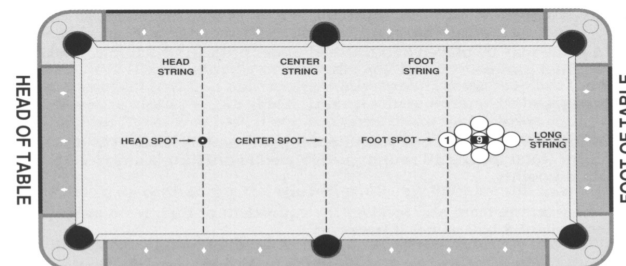
TROPHY SCHEDULE NO SPLIT

| | |
|--------------------|---|
| Less than 5 Teams: | 1 st Place |
| 5-8 Teams: | 1 st - 2 nd Place |
| 9-12 Teams: | 1 st - 3 rd Place |
| 13 or more Teams: | 1 st - 4 th Place |

TROPHY SCHEDULE FOR SPLIT DIVISIONS

| | |
|-------------------|--|
| 8-11 Teams: | 1 st Place for both divisions |
| 12-14 Teams: | 1 st - 2 nd Place for both divisions |
| 15 or more Teams: | 1 st - 3 rd Place for both divisions |

9-Ball Official Rules of Play



- A. 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 he misses, fouls, or wins 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 place the cue ball anywhere on the table. Players are not required to call any shot.
- B. RACKING THE BALLS.** The object balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot, the nine 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.
- C. START OF PLAY.** The home team breaks first and writes their line-up down first. The break alternates thereafter. A game starts as soon as the cue ball crosses over the head string on the opening break.
- D. LEGAL BREAK SHOT.** The rules governing the break shot are the same as for other shots except:
1. The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to a rail, failure to do so is a foul. Incoming player accepts table the way it lies with ball in hand or requests a re-rack with cue ball behind the head string.
 2. 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.
 3. 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 respotted.
 4. Making the nine ball on the break is an automatic win for the player breaking. However, if the cue ball is scratched when making the nine ball, the nine ball is respotted. (Using another stripe from tray)

- E. CONTINUING PLAY.** On the shot immediately following a legal break, the shooter may play a "push out." 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 his turn and shoots until he misses, fouls, or wins. The game ends when the nine ball is pocketed on a legal shot.
- F. 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 his 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 for the nine 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 is violated. An illegal push out is penalized according to the type of foul committed.
- G. FOULS.** When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are spotted, except the nine ball. 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.
1. All fouls must be called and acknowledged before the next shot is taken.
 2. Touching or moving the cue ball is a foul.
 3. Coaching is a foul.
 4. Shooting the cue ball into a pocket or off the table is a foul.
 5. If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is a foul.
 6. If no object ball is pocketed, failure to drive the cue ball or any object ball to a rail after the cue ball contacts the object ball is a foul.
 7. Pocketing the nine ball and the cue ball with the same stroke is a foul.
 8. Shooting without at least one foot on the floor is a foul.
 9. 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 not spotted and play Continues.
- When the cue ball is in hand, the player may place the Cue ball any where on the bed of the table, except in contact with an object ball. He may continue to adjust the position of the Cue ball until he takes a shot.
- H. AT THE END.** When there are only two object balls on the table and a player scratches while pocketing the ball before the nine - it shall be brought up and placed on the footspot. (*Using another ball from the tray.*)
- I. END OF GAME.** The game ends at the end of a legal shot which pockets the 9- Ball

- I. THE TEAM**
1. Three regular players and up to three subs for a combined total of six players constitute a team.
 2. Any team with only 2 players available for the match will receive 0 points for each game the player is absent. The opposing team player will receive a win and credit for the games. If the 3rd player arrives late, he/she may play the remaining games not already bypassed.
 3. A team must have at least 2 players to make a match.
 4. **No new players my play the last week of the season. The Two SCHEDULED WEEKS PRIOR TO THE LAST WEEK OF THE SEASON, ANY PLAYER NOT ON THE TEAM ROSTER MUST BE LISTED IN THE TEAM CAPTAINS HANDBOOK AND HAVE AN AVERAGE EQUAL TO OR LOWER THAN THE LOWEST REGULAR PLAYER NOT PLAYING IN THE MATCH.**
- J. TEAM FORMAT**
1. One team match consists of 3 rounds of 9 games, a total of 27 games played.
- K. HANDICAPPING:** In a handicapped match, the average of each player is added up for each team. The team with the lowest total receives the amount listed on the back of scoresheet for each round, added to the total for the round. The average for new players is described in on handicap matrix list on back of scoresheet.
- L. FORFEITS:** If at least 2 players on a team are not available to play by :15 min after the start time on league night, the opposing team with at least 2 players present may declare a forfeit. The forfeiting team will receive total match games played with 0 points, and will owe the **CURRENT** per player league fee. The team forfeited against will receive a bye, and will not owe the league fee, unless the team makes up the forfeited game. If a forfeited game is made up, the actual score of the make-up game will be substituted for the forfeit score. A reasonable effort should be made by both team captains to make up the match. However, the final decision on whether to make up a match is the responsibility of the Team Captain of the team forfeited against, except as otherwise provided for in this section. Every effort should be made to play each match on the scheduled night of play. If a match is forfeited because of an unforeseeable hardship, or in the last 2 weeks of the season for any reason, and the outcome of the match could effect the ranking of 1st or 2nd place of any team, the match must be made up no later than one week after the end of the last match of the season, and shall be scheduled by the League Office. Any team not showing for a makeup game, at the appointed time and place designated by the League Office, shall be forfeited out of the League, and shall not be eligible for prize money or trophies.
- P. TIME OF PLAY**
- Each match shall begin at or before 7 PM on league night. The opposing team captains may reschedule any match to a mutually agreeable time by notifying the League office.
- R. UNSPORTSMANLIKE CONDUCT**
1. Unsportsmanlike conduct is cause for automatic disqualification.
 2. Two basic types:
 - a. One warning before disqualification.
 - b. Immediate disqualification.