



# 8-BALL Team Captain Handbook



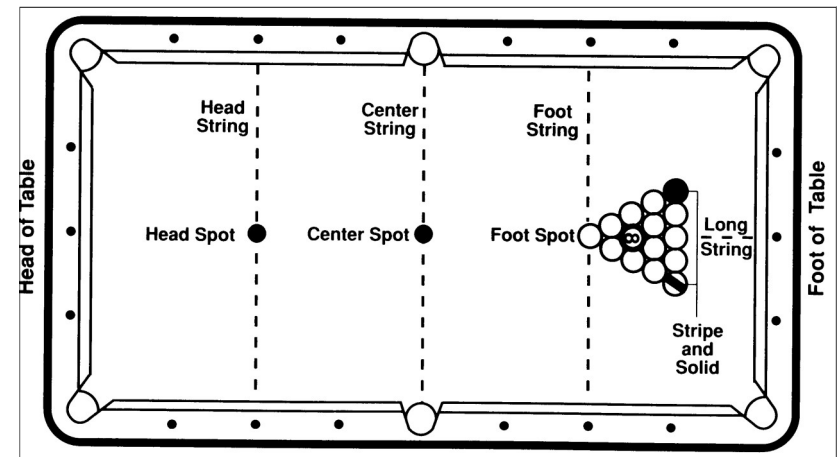
# FALL 2022

## LMC Pool League Office

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 (Revised 9/8/22) (rev.11)

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8-BALL TABLE DIAGRAM

## **8-Ball League Rules & Regulations**

- 1. TEAMS:** Teams will consist of a minimum of 4 and a maximum of 8 players. A Player may only play on one team in a season. ***If the number of players exceeds 8, the Team Captain may notify the League Office which player to remove from the roster. If the League Office is not notified, the League Office will remove a player who has played the least.*** The 4 players who have played in the most matches in a season will be considered the **REGULAR PLAYERS** on a team. ***If there is a 5th Player on the roster, they must have played at least two weeks to be considered a regular player. No new players may 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 CAPTAIN HANDBOOK AND HAVE AN AVERAGE EQUAL TO OR LOWER THAN THE REGULAR PLAYER THEY ARE PLAYING FOR.***
- 2. MATCHES:** Each match will be played using 4 players on each team. A match will consist of 4 rounds of 4 games per round or a total of 16 games. Each player will play the other players on the opposing team, as indicated on the League Score Sheet. A match may be played if there are at least 3 players available to play on each team. No player substitutes are allowed during a match for a player after he has played his first game. Matches will be played beginning at **8:00 PM**. Each team should try to be ready to play by 7:45 PM if possible.
- 3. SCORING:** Averages from the list in your packet shall be used for the first 3 matches (12 games) played by each player. If a new player is not listed, then 8 shall be used for men, and 6 for women. **The full name of each player must be recorded on the Score Sheet.** The player winning the game will receive 10 points. The losing player will receive 1 point for each ball made. When an individual game is forfeited, the forfeiting team receives 0 points for the game, and the team with the player present receives 10 points. A "10F" should be recorded on the score sheet for the player receiving the forfeit. No points or games will be given to any player unless the game is actually played. Each Score Sheet must be signed by the Team Captains, to be valid. Envelopes should be dropped in the League Slot in Lawson Music Company dart games (Galaxy II or Galaxy III) where possible. One point per round is awarded to the team with the highest total points, plus one point for the highest total points in the match. If a round is tied, each team receives 1/2 point. Team standings are based on Round Points.
- 4. HANDICAPPING:** In a handicapped match, the average of each player is added up for each team. The team with the lowest total receives the difference for each round, added to the total for the round. The average for new players is described in paragraph 3.
- 5. FORFEITS:** If at least 3 players on a team are not available to play by 8:15 PM on the night of play the opposing team with at least 3 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 1<sup>st</sup> or 2<sup>nd</sup> 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.

- 6. MONEY PROCEDURE:** Each player shall give \$7.00 to his Team Captain before each match begins. The Visiting Team Captain shall give \$28.00 to the Home Team Captain, and sign the money envelope after verifying the amount inserted by the Home Team Captain and printing the amount credited to each team. The Home Team Captain shall make the money available to each of his players to pay for all games. The Home Team Captain shall place the remaining money in the League envelope. When time tables are used, The Home Team Captain shall put 1 hour of credit on each table being used at a time. When the time is up, an additional hour may be purchased, or the remaining games may be paid by the game. If any team becomes more than \$45.00 behind in Fees, the team may be forfeited from the league. A \$5.00 late fee may be charged against any team more than 2 weeks behind in League fees.
- 7. 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. Each player will receive a one year subscription to the VNEA Magazine, "8-Ball News & Views, 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.
- 8. TEAM AWARDS & TROPHIES:** All League Fees collected will be returned to each team based on Team Points as a percentage of the total points of all teams. League Fees not received will be deducted from the team's prize money, at the end of the season. Teams will receive Sponsor Trophies based on the ending number of teams in the league at the end of the season in the Trophy Schedule shown.

<b>TROPHY SCHEDULE</b>	
Less the 6 Teams:	1 <sup>st</sup> Place
7-10 Teams:	1 <sup>st</sup> - 2 <sup>nd</sup> Place
11-12 Teams:	1 <sup>st</sup> - 3 <sup>rd</sup> Place
- 9. PLAYER AWARDS & TROPHIES:** Players will receive trophies based on the ending number of teams in the division for Trophy Schedule shown. The Most Valuable Player, based on the highest **Average Net Points (ANP)** accumulated during the League, in each Division, will receive an

MVP plaque. In 9-Ball, MVP will be based on **TOTAL** wins. 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.** Other awards are shown in the awards table. To be eligible for any award, **a player must play all but 2 of the matches** available to be played.

**10. RULES:** Standard VNEA Rules of 8-Ball shall be used as follows:

### VNEA 8-Ball Official Rules of Play

#### A. BALLS AND RACKING

- 1 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, as the illustration on page 2 shows.
- 2 The object of the game is to make one group of numbered object balls, either stripes or solids, and then LEGALLY POCKET THE 8-BALL which then wins the game.

#### B. BREAK SHOT

- 1 Start of play - the home team breaks first and writes their line-up down first. The break will alternate thereafter.
- 2 If the breaker hits the racked balls with the cue ball driving four or more numbered balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls re-racked and shooting the break himself or have original breaker re-break.
- 3 Stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the head string.
- 4 When positioning the cue ball for the break shot, the base of the ball must be behind the head string (kitchen).
- 5 If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball), (2) it is a foul, (3) the table is open. **PLEASE NOTE:** Incoming player has cue ball in hand behind the headstring and may not shoot an object ball whose base is not outside the headstring, unless he/she first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring 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.
- 6 The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he/she must then reposition the cue ball.
- 7 During League play, making the 8-ball on the break is an automatic win for the player breaking. However, if the cue ball is scratched when making the 8-ball on the break, the opponent wins the game.

- 8 If the player **legally breaks** the racked balls **and** does not make any balls, his opponent then shoots, having an open table.
- 9 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.

#### C. OPEN TABLE

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. On an open table, all pocketed balls remain pocketed. 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.

#### D. GAME

Obvious balls and pockets do not have to be called. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Banks and combinations are not considered obvious and both the object ball and the pocket must be called **or it is a loss of turn.** 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 pocket." 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.

When a player has pocketed all of the balls in his group, he then shoots at the 8-ball, clearly calling the pocket. Markers do not have to be used, but may be used if desired.

#### E. PLAY

- 1 If a shooter inadvertently pockets his opponent's ball, it remains down, however, if the shooter does not legally pocket one of his own group, he loses his turn.
- 2 Each player continues to shoot so long as he legally pockets any of his object balls. Should a player fail to pocket his designated group ball, he shall lose his turn.
- 3 If a player fails to hit or make the 8-ball while shooting at it, the game continues. **\*If a player scratches the cue ball while shooting at the 8-ball, It is a foul, giving opponent ball in hand. \***
- 4 In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.
- 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 a loss of game. Any jumped object balls are spotted in numerical order.
- 6 SLOW PLAY RULE: Exaggerated slow play will be penalized. During any game, after a warning, either player at the table may initiate the **Slow Play Rule.**

After that point, any delay longer than ONE MINUTE between shots will be a foul. The third infraction will result in loss of game.

- 7 **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. *PLEASE NOTE:* Three consecutive fouls by one player is not a loss of game.

#### F. LOSS OF GAME

- 1 Pocketing the 8-ball when it is not the legal object ball except on an opening break.
- 2 Pocketing the 8-ball on the same stroke as the last of his group of balls.
- 3 Jumping or knocking the 8-ball off the table at any time.
- 4 Pocketing the 8-ball in a pocket other than the one designated.
- 5 Third infraction of the slow play rule.
- 6 Pocketing the 8-ball and the cue ball on the break stroke.
- 7 Not calling the pocket before pocketing the 8-ball.

Note: All infractions above must be called before the next shot is taken. **Only the players involved may call an infraction.**

#### G. LEGAL SHOTS

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 any group ball, or (2) cause the cue ball or any other ball to contact a rail. \* (There are two groups of balls: stripes and solids)

*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, any group ball must be pocketed, OR the cue ball or any other ball must contact a rail.

"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.

#### H. FOULING

**All fouls must be called and acknowledged before next shot is taken.** (exception: scratching)

The following results in fouls:

- 1 Failure to make a legal shot as noted above.
- 2 Shooting the cue ball into a pocket or off table.
- 3 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 behind the head string).
- 4 When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
- 5 Shooting without at least one foot touching the floor.
- 6 Coaching is a foul. Any member of a team called for coaching will result in a foul on the team member shooting. Coaching is defined as a team member making **Unsolicited** suggestions to the shooter.
- 7 If a ball is frozen on 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, or (4) cause another object ball to contact a cushion. Failure is a foul.
- 8 **ACCIDENTALLY** moving or touching any ball is not a foul unless the ball is the cue ball (cue ball only fouls). Only opponent may replace the ball moved as closely as possible to the original position, or leave it where it rests. If the shooter replaces the moved ball; it will be considered a foul. However, if you accidentally move a ball during a shot and it makes contact with the cue ball it is considered a foul.
- 9 Picking up or shooting the cue ball while any balls are still in motion is a foul.
- 10 Push shots and or double hits will be considered fouls. With cue ball in hand, touching any object ball with the cue ball is a foul **or touching any object ball with your hand while touching the cue ball is a foul.**
- 11 When the slow play rule is invoked by either player, taking longer than ONE MINUTE between shots is a foul.
- 12 Jumping object balls off the table is a foul.
- 13 After a scratch on a legal break, if a player positions the cue ball completely and obviously outside the kitchen and shoots it is a foul.
- 14 If your opponent commits a foul and you do not receive his/her acknowledgement of such foul prior to touching the cue ball you have committed a foul. (exception: scratching)
- 15 Illegal jumping of ball (lifting) is a foul.

#### I. PENALTY FOR FOULING

- 1 **Only the players involved may call a foul.** In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the head string except on opening break or immediately after a foul on the break).
- 2 A player must stop shooting when a foul is called. If a player refuses to yield to a



## SPONSOR LIST

APPLE LOUNGE	2803 Recker Hwy.	291-0340
BREW HOUNDS	418 Arrianna, Auburndale	967-2739
ONE MORE ROUND	404 Eaker St., Auburndale	808-7301
MOOSE LODGE	2305 Havendale Blvd.	294-1727
OFFICE PUB	1243 1st Street	293-4767
OLD MAN FRANK'S	1005 Lake Howard Dr.	294-9179
DESPERADOS SALOON	1035 N Broadway Ave, Bartow	588-0599
FIRESIDE LOUNGE	43356 US-27, Davenport	420-0100
LONGSHOTS BILLIARDS	9350 US-192 #105, Clermont	353-7411

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

**NOTE:** *Weekly standings are available anytime on our website at [www.lmcpool.com](http://www.lmcpool.com). Website updates are generally done on Tuesday and Fridays.*

**NOTE:** This Team Captains Handbook is also online at [www.lmcpool.com](http://www.lmcpool.com). The online copy is always the most recent and up to date copy. It supersedes any printed copy. The revision date and number are located on page 2.

