



Treasure Coast ACS  
8-Ball League  
Monday Night  
By-Laws, General Rules & Modifications



1. **Player/Team Information:** Please provide a team roster consisting of players (Name, address, phone, email address). There are no age restrictions with the exception of what is dictated by host locations. Clothing and smoking restrictions may apply.
2. **Format:** The format for 8-ball is a 3-person team, round robin play. This means that each team plays three rounds or matches, and each player will play twice in each round. For example, in the first round player 1 on team A plays player 4 on team B twice each person breaking once.. Player 2 on Team A plays player 5 on Team B, and so forth until all players have played once. The team with the most points wins the first round.

In the second round, the lineup rotates so that player 1 on Team A plays player 5 on Team B. Player 2 on Team A plays player 6 on Team B, and so forth.

3. **Scoring:** The player who wins receives 10 points. The losing player gets one point for each ball pocketed. At the end of each round ("match"), the team with the most points wins. If there is a "tie" each team will be awarded a half point. At the end of the night, the team with the highest total points WITH HANDICAP wins a fourth round. Power averages are in effect. Your averages will be based not only on a win but how many balls are left on the table by your opponent.
4. **Fees & Dues:** The league is sanctioned. Proper application forms must be filled out by non-sanctioned player and a \$15 fee must be paid by the third week of play. A new player/sub may be sanctioned at any time during the league (except for position nights).

League dues will be \$8.00 per night/per person or \$24.00 per team. Place league dues (totaling \$48.00) and a completed score sheet inside the envelope and have both captains verify the amount before sealing the envelope. \$6.00 green fees per team (\$2.00 per person or \$12.00 total) will be given outside the envelope to the bartender after completing league play. All fees and dues, including green fees are due each night of league play and it is the responsibility of the team (not league management) to collect the dues from any missing player. Any forfeits or "byes" require league dues but not greens fees unless the host location requires them. Secretarial fees will be \$1.00 per team per night.

5. **Handicaps:** LEAGUE OFFICIALS RESERVE THE RIGHT TO ADJUST HANDICAPS TO PREVENT "SANDBAGGING". A handicap system will be used for the league. League officials will assign starting handicaps. Adjustments will be based on averages thereafter. . Power averages are in effect. Your averages will be based not only on a win but how many balls are left on the table by your opponent.

6. **Substitutes:** Each team must have two original players to constitute a legal roster. Only one sanctioned substitute may be used per night. The opposing team may select an original team member to play twice. That person will be placed in the third position only and those individual points will not be added to that players individual statistics. All points will be awarded for the team. No new substitutes may participate in playoffs or position nights.
7. **Score Sheets:** The away team will fill out the score sheet first. The “B” beside the number player determines break. If it is not a legal break (see rules) the opponent has the option to break.
8. **Start time:** League starts at 7:30 pm. If a team has not filled in the score sheet and begun play by 8:00 pm they forfeit the first round. If play has not begun by 8:30 pm entire match will be forfeited. Individual average points will be given to the players present. Make-up matches are permitted. Please inform Secretary (Amy) of the postponement prior to the scheduled night of play.
9. **Coaching/Time Outs:**
  - a. Players with a 7 handicap and below are permitted one time-out per game.
  - b. Only the shooting player or their coach can initiate a time-out.
  - c. Time-outs may last a maximum of 2 minutes.
  - d. Only one person may act as coach to the shooting player.
  - e. Only the player may touch the cue ball. Any touching of the cue ball by the coach is a foul and the incoming player is awarded ball in hand.
10. **Jump Shots:** Jump shots are permitted. Jump shots are defined as any intentional attempt to shoot the cue ball over another ball or group of balls. “Scooping” or jumping the cue ball by striking the cue ball below the center is a foul. Miscues of this nature are not a foul.
11. **Push shots and Double Hits:** If the cue ball is within one chalk-width of the object ball, the player must use a 45-degree angle (either to the side or downward) to make it a legal hit. Other obvious push shots and double hits are considered a foul. Players may agree to have a neutral party judge a hit to determine if a foul has been committed. The opinion of this judge is binding. If no judge is present, it is the opinion of the shooter that is binding. Do not hesitate to call a neutral judge for any questionable shot.

**Standardized Rule 6.7(1):** If the cue stick contacts the cue ball more than once on a shot, the shot is a foul. If the cue ball is close to but not touching an object ball and the cue tip is still on the cue ball when the cue ball contacts that object ball, the shot is a foul. If the cue ball is frozen to a legal object ball, it is legal to shoot toward the object ball provided you use an otherwise legal stroke and no other foul is committed. Both players must confirm the two balls are frozen, prior to making shot. Playing away from a frozen ball does not constitute having hit that ball unless specified in the rules of the game.

You cannot mark the table in any way to assist in making a shot. If you do so, it is a foul.

12. **Making of the 8-Ball:** A scratch while attempting to pocket the 8-ball **is not a loss** as long as the 8-ball remains on the table. A scratch while making the 8-ball is a loss.

13. **Moving Cue ball:** If you believe the cue ball is going to scratch do not touch it. Allow the cue ball to fall in the pocket. If there is a foul, do not stop a rolling cue ball.

The cue ball must be hit. Example: A player may not pick up the cue ball and hand it to the incoming player without attempting to hit the cue ball.

14. **Stalemated Game:** If, after 3 consecutive turns at the table by each player (6 turns total), the referee judges (or if no referee, both players agree) that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may only be used when there are only one or two object balls and the 8-ball remaining on the table. PLEASE NOTE: Three consecutive fouls by one player is not a loss of game.

15. **Unsportsmanlike Conduct:** During league play, players of each team have the right and obligation to ensure that no player engages in any activity which, in their judgment, is unsportsmanlike in nature, embarrassing, disruptive or detrimental to other players, tournament officials or hosts, or the sport in general. Any player observing inappropriate behavior should immediately bring it to the attention of their captain or the officials present. If the situation is not addressed and remedied immediately, the League operator should be contacted and he or she shall have the right to penalize, suspend or disqualify, with or without warning, any player who acts in an unsportsmanlike manner. The following are a few examples of actions considered to be unsportsmanlike:

1. Verbal harassment of any player in a match or patron of the host
2. Physical contact of a violent nature, whether or not it was in defense.
3. Argumentative behavior that interferes with the progress of a game or match.
4. Repeated hindrance of a shooting player's ability to comfortably address the table.
5. Purposely shooting below one's ability to manipulate their handicap. (Sandbagging)

Worlds standardized Rules

<http://www.americancuesports.org/DNN/Leagues/WorldStandardizedRules/EightBallWorldStandardizedRules/tabid/131/Default.aspx>

with the following exceptions:

- a. Rack your own
- b. The break is determined by the shaded area of the score sheet not a lag.
- c. If a scratch occurs on the break ~ it is NOT cue ball in hand. If no balls are struck incoming player has the option to break with the cue ball in the kitchen or allow original player to break again.
- d. When the table is "open", the cue ball may strike either category first including the eight ball.
- e. Bridges may be left unattended briefly but not used as a measuring device.
- f. No electronic devices may be used by a player during his or her game. I.e.: ipods, phones, computers, etc. Hearing aides do not apply.