

# Las Vegas

# Pool Players Association

## LVPPA 9 Ball Single Foul Rules

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#### Important rules:

- Section 4 rule 2 – Cue frozen to the object ball
- Section 8 & Section 10

**Through the course of the season there will be situations arise that are not covered in this set of rules. More often the not these disputes can be settled by the team captains. If this is not possible then don't hesitate to call for a ruling.**

**We can be reached every night at:**

**Jim 218-7539**

## **Section 1 – Miscellaneous/The Basics**

1. Start time is 7:00. There is a 30 min grace period. Please start ASAP there is a lot of people working early in the mornings.
2. Home team has choice of cue ball. Ball cannot be a “novelty” ball.
3. Away team starts the match with the break.
4. Cue Ball fouls only.
5. One foot has to be on the floor when shooting.
6. You can move the cue ball after it has been set down by hand only.
7. Touching balls with hair, jewelry etc is not a foul.
8. No “marking” of tables to help lining up a shot.
9. No coaching other players while they are shooting.

## **Section 2 - Team Rosters and Player Eligibility (regular season).**

On the back of the weekly stat sheets you will find a list of all players that are eligible for the upcoming week's matches.

A player that is not on the roster may play provided the opposing team agrees AND on the score sheet next to the players name the opposing team captain signs. It would be a good idea to contact me or Jen before the match starts so we are aware also. This is to be done before the match begins. If a player that is not on the roster is “slipped” in and score sheet is not signed a protest can be made and all that players wins will become loses and the match will reflect the change in score.

1. Shall consist of 5 starting players and up to 4 alternates.
2. Your team roster is due by the end of the 3<sup>rd</sup> week. Please include roster sheet with the week #3 score sheet.
3. A player can only be on 1 team roster per division.
4. A Tavern owner may play without being on the roster of one of hers/his teams.
5. The on duty bartender at the home bar can in an emergency situation play for the home team without being on the roster.
6. A player not on the roster may play if agreed to by the opposing team PRIOR to starting the match and the team captains sign the score sheet.

## **Section 3 – The Break**

### **1. Racking and Breaking**

The numbered balls are racked in a diamond shape with the one (1) ball placed at the top of the diamond on the table's foot spot. The nine (9) ball is placed in the center of the diamond. The remaining seven balls are racked in random order surrounding the nine ball as tightly as possible.

### **2. Cue Ball Location During the Break**

Placement of the cue ball is anywhere behind the headstring, including being "frozen" to any rail within the headstring area. Any part of the cue ball including the “curvature” of the cue ball CANNOT be touching the headstring. It is the responsibility of the opponent to warn the player breaking (and the player must acknowledge the warning) that the cue ball is past the headstring prior to the break. Breaking with the cue ball past the headstring (after the warning and acknowledgement) constitutes a foul, (if a legal break occurs, refer to rule 4.9) the incoming player has the option to accept the table as it lies or return the shot to the opposing player.

### **3. Scratch on the Break**

After a scratch on the break the incoming player has ball in hand anywhere on the table not restricted to the kitchen (behind the headstring).

## **Section 4 – Push Out/Frozen Balls/Balls Off The Table/Bad Hits** **Not Hitting a Rail**

### **1. Push Out Option After the Break**

The player who executes a legal break and pockets a numbered ball has the option to push out (shoot the cue ball) on the **first shot after the legal break**. If no balls are legally pocketed on the break, the incoming player retains the option to push out.

After a legal push out, the incoming player has the option to accept the position of the cue ball and execute a shot, or pass (non-execute) the shot attempt and allow the opponent to shoot. During a push out, the player may shoot the cue ball to any area on the table. There is no requirement for the cue ball to strike a numbered ball or rail or to drive any ball to a rail. The push out must be declared, and the player attempting the push out must receive acknowledgement from the opponent.

### **2. Cue Ball and Object Ball Frozen Together**

If the balls are frozen together or within the width of a piece of caulk the cue ball must be shot at an angle in an attempt to eliminate the possibility of a push shot or double hit. This is done side to side, **NOT** by elevating the cue. It can be any angle 10, 23, 47, 12 or whatever. In other words the cue ball can't be hit in a direct line through the cue ball into the object ball.

### **3. Object Ball Frozen to a Rail**

If the lowest numbered object ball is frozen to a rail, the player must 1) drive that object ball to another rail, or 2) drive another numbered ball to the rail resulting from a hit initiated by the lowest numbered ball struck, or 3) drive the cue ball to another rail after contact with the object ball, or 4) legally pocket a numbered ball. Failure to do any of these resulting from an object ball being frozen to the rail results in a cue ball-in-hand foul. The frozen object ball must be declared and the opponent must acknowledge prior to the shot.

### **4. Bad Hit**

If the first ball struck by the cue ball is not the lowest numbered object ball on the table, it will be considered a cue ball-in-hand foul (except for a player using the Push Out Option described in rule 4.11). In the case of a split hit, the judgment favors the shooter.

### **5. No Rail**

After the cue ball makes legal contact with an object ball either the cue ball, object ball or another ball **MUST** hit a rail. If a rail is not hit or ball pocketed it is a foul.

### **6. Balls off the Table**

All numbered balls stay down except the 9 ball, which is the only ball to be spotted in the event that they leave the table. Any action (accidental or intentional movement other than a legal shot) causing a numbered ball to be pocketed results in a cue ball-in-hand foul. Numbered ball or balls are not spotted. Intentional movement may be a flagrant foul. If during the course of a legal shot a numbered ball is determined to have fallen into a pocket "by itself," it will be replaced in its original position. If that ball is the lowest numbered ball, it will be re-spotted in its original position and all other disturbed numbered balls will be returned to their original position. Any time the cue ball is driven off the table (except during an illegal break) the opponent receives cue ball-in-hand. Any action that causes a ball to strike a foreign object (light, bridge, chalk, cue, etc.), even if the ball comes to rest on the playing surface, results in a cue ball-in-hand foul.

## Section 5 – Touching Balls/Moving Balls/Balls in Motion

### 1. Touching Balls on the Table/Balls Moving

A player shooting while any ball is moving or spinning is a foul. If a foul occurs, the opponent receives cue ball-in-hand. A ball inadvertently settling "by itself" is not considered a moving ball.

### 2. The Cue Ball in Motion

The cue ball may not be touched or picked up until all balls have come to rest or have been pocketed. If the cue ball is picked up or touched while it is in motion, regardless of the intent by the player or the path of the cue ball, the penalty is cue ball-in-hand for the opponent.

### 3. Touching the Cue Ball

Touching by any means or causing the cue ball to move, (other than by means of a legally struck shot) is a foul. If a foul occurs, the opponent receives cue ball-in-hand.

### 4. Touching Moving Balls

It is a foul to touch any moving ball, or to allow ball or balls to strike any foreign object. If a foul occurs, opponent receives cue ball-in-hand.

### 5. Touching or Moving Numbered Balls at Rest (Prior to a Shot)

If a ball is accidentally touched by clothing, jewelry, hair etc it **IS NOT A FOUL**. If the ball touched **IS MOVED** it is to be replaced into its original position **BY YOUR OPPONANT** (or they must agree with the spot) and play continues.

## Section 6 – Late Players, Shooting Around Players & Players Shooting Out

### Late Players & Shooting Around Players

The match starts as usual with the visiting team breaking. When the players turn that is missing comes up, skip that player and the next players in line then shoot their match. This match will follow as though it is these two players turn. I.e. The winning teams player will break.

If the missing player is not there for the 2<sup>nd</sup> game that they are scheduled to play the 1<sup>st</sup> game that was missed now becomes a forfeit. If they are not present for the 3<sup>rd</sup> game that they are scheduled to play the 2<sup>nd</sup> becomes a forfeit and so on. If the match is concluded (the last two players that are present have played) the match is over and the missing player forfeits all games.

### Shooting Out

If a player needs to shoot out they will rack all games. After they are finished it is required to leave the Tavern within 15 minutes

**Please don't shoot out unless absolutely necessary!**

## Section 7 - Scoring Forfeits – (Matches)

The team that forfeits is required to pay for their players for that match (\$40.00).  
The team receiving the forfeit does not pay.

Team score will be 15 – 10

Individual score will be 3 – 2 for the team that receives the forfeit.

No games given to the team players that forfeits

## Section 8 – Finances (Weekly fees)/Player \$1.00 per Game Won

Weekly fees for the full season are \$8.00 per player per week. (\$40.00 per team per week)

**Whether or not a team plays with all their players the weekly team fee is due. If a team plays with a person short, that player's fee needs to be paid.**

Each player will be paid their \$1.00 per game on the night that they shoot. This money will be deducted from the team's weekly fees of \$40.00 each week. Below is an example:

Each team's fees are \$40.00 per night. At the end of the match the captain or responsible party will deduct their teams total wins from the \$40.00. That will be what the team owes for the week. Let's say your team wins 15-10. From the \$40.00 deduct \$1.00 for each of the 15 wins leaving \$25.00. That is what your teams fee's are for that week. How you decide to disburse this is up to you. It can be paid each night to the player, save it till the end of the season or however you please. Doing it this way all will insure the team money will be paid up to date after the last match of the season.

Below is the worksheet for the weekly team money. It is found on the top right corner of the score sheet

### Weekly Finances

Weekly Team Fees:	<u>\$40.00</u>
Minus Team Wins:	<u>15</u>
Team Amount Due:	<u>\$25.00</u>
(Amount team owes this week)	

### Important Warning:

With **NO EXCEPTION!** By the end of the season ALL team money MUST be current and up to date. If your team is behind after the 14<sup>th</sup> week we will send an invoice and reminder. This money will be due with your score sheet for week 15. If not paid your team and **ALL** players forfeit all rights to participate in **ANY** and **ALL** post season tournaments, playoffs etc. This is **NOT** an individual policy but a **TEAM** policy including sponsor fee's meaning even if an individual is current they still forfeit **ALL** rights if the **TEAM** is behind.

## Section 9 – Post Season Special Rules, Play Off Format & Shooters Tournament.

Playoff seeding is determined by:

1. Win/lose record
2. Playoff in case of a tie

\*\*Note: Games won is only to determine site of any playoffs not standings or awards

**#1 seed will play #4 seed and #2 seed will play #3 seed**

All regular season rules apply.

The home team racks the 1<sup>st</sup> game of the match.

The playoffs are a race to 16.

In case of a tie 15 to 15 end of 6 rounds a 7<sup>th</sup> round will be played and is a race to 3.

## **Section 10 – Post Season Player Eligibility**

1. The end of season shooters tournament will be held at the division's top shooters Tavern and the top 2 players from each team will be invited. Format will be race to 3 on the winner's side and a race to 2 on the loser's side. We will alternate breaks.
2. A player must compete in 75% (12) of regular season matches to be eligible to play in the shooters tournament.
3. To be eligible to participate in the Playoffs a player must have competed in 4 regular season matches and be on the team's roster.
4. The on duty bartender at the home team's tavern is NOT eligible to play in the playoffs unless they are on the team's roster. However the Tavern owner is allowed.
5. If a player is late, the regular season rules concerning late players apply.

## **Section 11 - LVPPA Season Awards**

All players will receive \$1.00 per game won (**see Section 8 for procedure**)

### **“League” Championships – 1 champion each night of play**

(5 Trophies per team – Additional Trophies/Shirts can be ordered at cost)

League Champions – Trophy

League Runner-Up - Trophy

Top League Shooter - \$100.00 (if a tie there will be a playoff)

League Top Shooter Runner-Up - \$50.00 (if a tie there will be a playoff)

### **Division Team & Individual Awards**

(5 Trophies per team – Additional Trophies can be ordered at cost)

Division Winners – Trophy (if a tie there will be a playoff)

Division Runner-Up – Trophy (if a tie there will be a playoff)

Division Top Shooter – Trophy and \$100.00 (if a tie there will be a playoff)

Division Top Shooter Runner-Up - \$50.00 (if a tie there will be a playoff)

Top Team Shooter - Resin (1 per team)

### **Top shooters tournament hosted by the division top shooters bar.**

Top 2 Players from Each Team – (**All team finances must be in order to be eligible**)

1st place – \$100.00

2nd place - \$50.00

3rd place - \$25.00