

VBC 8 Ball League Policies

The Villages 8 Ball League is a social and competitive handicapped league for men and women. Team members play a singles race based on skill levels at various recreation centers in The Villages.

All league players must belong to the Villages Billiards Club. Club membership is \$10 per year and League fees are \$20 per session.

This league plays three sessions per year on Friday mornings with Final 4 and Championship matches played on a Saturday morning – matches begin at 9AM. Each session is followed by individual and team tournaments.

Each Friday two teams will meet to play a match where five team members play games individually. The number of racks each player must win in order to win his/her match is based on each player's skill level. Refer to the Race Chart to determine how many racks each player must win in order to win the match.

League Structure

League Coordinator

Organizes sessions including recruiting players / maintaining an Available Player Draft List. Prepares for the end of session tournaments, Captain's Meetings and banquets. Presides over all meetings and distributes league information

League Representatives

Assist Coordinator in all aspects of league activities
Coordinate as necessary in the absence of the League Coordinator.

Captains Responsibilities- each team will elect a captain and co-captain.

Know and apply all rules and policies
Make sure all team members display good sportsmanship
Distribute information to team members, collect session fees
Assign, verify and complete score sheets weekly
Maintain a viable team
Recruit replacement players as needed
Have sole responsibility for conflict resolution at the playing site.

Player Responsibilities

Know and follow our rules and policies
Learn and follow correct score keeping method
Adhere to game etiquette and practice good sportsmanship
Inform captain of any league absences as early as possible

General Procedures

Warm Up Period – between 8:30 and 9:00 tables are open for warm up only – no playing games.

No playing or practicing allowed after matches until all league play has ended.

Team Roster – shall be between 5 and 8 players.

Roster Changes – through Week 4 of each session or LC discretion for changes later into session if survival of the team is in jeopardy (which will be defined as having a minimum of 5 players).

Rule of 23 – the sum of the five players SLs in a match may not exceed 23.

Forfeits – if a team either doesn't have five players on the day of match or the sum exceeds 23, that team must forfeit one game for each missing player or player for which the sum exceeds 23.

The non-forfeiting team must have a player present for the game in question that does not cause the team to exceed the 23 Rule.

If a team finds it necessary to forfeit games due to a shortage of players, the forfeit(s) must be the last game(s) of the day. If a team knows they will be short of players, they cannot choose which individual game to forfeit.

The non-forfeiting team must enter the name of a player that is present for the match and keeps the team within the Rule of 23. The forfeiting team must enter the name of any player not present that keeps the team within the Rule of 23. The forfeiting team will write FORFEIT after the player's name. The forfeit will only affect the team score and will not affect either of the players individual stats.

If a team names a player during the selection process and that player is not available to play when it becomes their turn to start a game, the team whose player is not available will forfeit that game. No substitutions can be made after the selection process is completed.

Cue Sticks – no specialty cue sticks allowed.

Cue Extensions – those that attach to the butt or middle of the cue may be used. Roller bridges are allowed.

Sandbagging – purposely losing racks to maintain skill level will result in ineligibility of post session play. If Captain is determined to have been knowledgeable of such actions, the team will be ineligible for post session play and all monetary awards will be forfeited.

Pre-Played Match

Captains cannot refuse to schedule an early match. However, requests should be made at least 6 days prior to the scheduled match date. In the event requests are made on shorter notice and as a consequence a pre-played match cannot be scheduled, then the team who is unable to field a player on the scheduled match day gets the forfeit.

Captains are responsible for coordinating the makeup time and place.

Score keepers must be present for the match.

League coordinator must be informed of match location and time.

All matches that are pre-played before the scheduled date must be listed on the master sheet as the top matches. After pre-played matches are entered on the master sheet, a coin flip will determine the next Captain to pick a player. The scoresheet must reflect that the Rule of 23 has been adhered to. A player that played a pre-played match cannot also play on the scheduled date.

Handicaps – skill levels (SL) range from 2 to 7.

New players to the league will enter with a Skill Level 3.

Exception: Players with a skill level higher than a 3 based on known play will enter with that higher skill level. If a captain allows a player to start at a lower handicap than known to them from previous play, the player's handicap will be immediately adjusted.

A player can never drop more than 2 SLs from the highest skill level attained in this league. Exceptions can be made by the League Coordination Team based on medical issues.

Play-Off Tournament Eligibility

Best of the Best - New players must participate in a minimum of 8 matches and Existing players must participate in a minimum of 4 matches.

Team Tournament - Session Rankings will be used to determine play off participants.

Ties will be broken by Racks Won/Loss Average and then by coin toss.

Exceptions to these rules can be made by the League Coordination team.

End of Session Player Reassignment

No team raiding – it is considered unethical to recruit a player from another team's roster

Captain may request a player be removed from the team by showing just cause to the League Coordinator – skill level is not just cause. If League Coordinator accepts the reason the LC will notify the player that he or she has been removed from the team and placed on the Available Player Draft List.

The Player may contact League Coordinator and ask to be dropped from their current team roster at end of session. Their name will be added to the Available Player Draft List for the next session so they are available to be picked up by another team.

Scoring – Player and Team Rankings

The Rankings are determined based on the Score which is the average of games won multiplied by 1000. In the event of a tie in the Score, the rankings are determined based on the average of the racks won. If there is still a tie at the end of the Session, a coin toss will be used to break the tie.

Scoring – Skill Levels

Skill Levels are adjusted weekly using the algorithm that the League purchased from a service known as Playpool at the end of the League's association with that service. All adjustments are determined by this computer-based algorithm.

Game Rules

General

- Lag for 1st break. Winner of lag must break. Opponent must rack.
- Remaining racks: Winner always breaks and Opponent always racks.
- Rack: 1 ball in front, 8 ball in center and other numbered balls are alternated as much as possible.
- Pace of play should be kept to 30 seconds for normal shots and up to 45 seconds when shot is critical. Captains are responsible for warning a player who repeatedly plays slower.

Legal Break

- Cue ball starts behind head string. A ball is pocketed or 4+ numbered balls make contact with rails. If the break isn't legal and no other foul is committed, the opponent reracks the balls and shooter continues to break until a legal break is executed.
- Cue ball scratches without contacting any other ball, same player will again attempt to make a legal break.
- Cue ball scratches after contact with numbered balls: Opponent gets ball in hand in the kitchen (behind the head string) and table is open.
- Cue ball scratches after contact with numbered balls and one or more numbered balls are pocketed: Opponent gets ball in hand in the kitchen (behind the head string) and table is open.
- Cue ball driven off the table – Opponent gets ball in hand in the kitchen.

- Shot from kitchen – cue ball must hit a ball outside the kitchen or hit a rail outside the kitchen before contacting another ball.
- Shooter interferes with the path of the cue ball: original breaker racks and opponent breaks.
- Ball(s) driven off table on break: ball or balls are pocketed and Opponent shoots with cue ball as is.
- Ball(s) driven off table and ball(s) are pocketed on break: ball(s) off table are pocketed and Shooter continues to shoot.

“8 Ball” Specific Rules

- Pocketed on break – breaker wins rack.
- Pocketed on break and cue ball scratches – breaker loses rack.
- Driven off table – shooter loses rack.
- Eight Ball pocketed before ball group pocketed – loss of rack.
- Whether the 8 ball is pocketed or not, if the cue ball scratches – loss of rack.
- Pocketed in uncalled pocket – loss of rack.
- Interference with path of 8 Ball at any time during game – loss of rack.
- Interference with path of cue ball while on the 8 ball – loss of rack.

Ball Group Determination

- Legally pocketed ball on break – player must continue to play same group.
- Legally pocketed balls from each group – table is open.
- Pocketed ball on mixed combination shot will determine the ball group.

Legal Shot

All play is slop except the 8 ball.

Shooter must continue play after any legally pocketed ball.

The Cue ball must make contact with the player's ball group and then object ball, any numbered ball, or cue ball must hit a rail.

8 Ball must be called on a separate legal shot. The Player must mark with a personal item (cannot be house chalk) the intended pocket for the 8 Ball. Failure to mark the pocket is loss of rack. Reminder to player to mark the pocket is not considered a timeout or coaching.

Ball(s) driven off table - that ball(s) is pocketed and Opponent shoots cue ball as is.

Ball(s) driven off table plus legally pocketed ball(s): ball(s) off table are pocketed and Shooter continues to shoot.

Cue ball driven off the table: Opponent gets ball in hand.

Stalemates

A game is stalemated when neither player can or wants to make use of ball in hand. It is also considered a stalemate when both players have taken 3 turns and no advancement of the object ball has occurred.

Same breaker will break again.

No data from stalemate rack will be recorded.

Cue Ball Fouls - all cue ball fouls result in ball in hand to opponent.

Double hits

Push shot

Any cue ball contact by hand, chalk, cue stick or bridge.

When placing cue ball on table in a ball in hand situation any contact with any other ball with cue ball or hand is a foul: Opponent gets ball in hand.

Interference with Balls Falling into a Pocket

You may not interfere with any ball that is falling into a pocket or place your hand into a pocket while any ball in play is in motion. If it is an object ball, the opponent may (1) have ball placed near pocket, (2) consider the ball as pocketed, or (3) leave the ball in its current position. If it is the cue ball, it is a ball in hand foul to the opponent. If this foul occurs while the player is playing the game winning ball, it is loss of game.

Interference from outside source

Accidental bumps to the shooter: players put balls back as close as possible to their prior position and shooter continues play.

Interference of Balls in Motion

Interference of any ball with bridge, cue or by shooter while balls are moving is a ball in hand foul.

Interference of 8 ball path at any time: loss of rack

Interference of cue ball path when on the 8 Ball: loss of rack

Unintentional movement of numbered ball(s)

Movement of 1 ball. The ball must be put back as best both players can determine. If a ball is moved prior to the shot, it must be replaced before the shot is taken.

Movement of 2 or more balls. The balls stay in their current positions, and it is a ball in hand foul to the opponent.

Jump Shots – not allowed – if taken opponent gets cue ball as is.

Questionable Shots

Someone other than match players should be called to observe. The decision of the observer is final. If no observer is called, the call goes in favor of the shooter.

Simultaneous and / or split shots are legal shots.

Sideline Coaching

Sideline coaching is permitted in a hushed tone so as not to interfere with opponent's turn at the table.

Sideline coaching must end immediately when the shooter steps away from the table or it will be counted as a time out.

Persistent illegal coaching will be addressed by the League Coordination Team and may result in team penalties.

Timeouts – one minute

Skill level 3 or below – 2 times outs per rack

Skill level 4 and above – 1 time out per rack

Shooter or team member may request a timeout. The Shooter may decline a timeout called by others but must do so immediately.

Only team members may coach – each timeout can involve a different coach.

Only the coach may come to the table during the timeout. Coach may place the cue ball on the table in a ball in hand situation, may place chalk on the rail to indicate aiming point, and may use cue stick to demonstrate the shot.

Reminding players of the ball group they are shooting, that they have ball in hand, or that they need to mark the pocket on the 8 Ball is not considered a timeout or coaching.

VBC 8 Ball League Etiquette

Equipment and Recreation Billiards Rooms

Use equipment and treat tables as if they were your own

Don't place chalk upside-down on the rails

Replace furniture that has been moved during play, cue sticks, break sticks and clear any trash

Give your opponent a good rack.

Be Honest: Inform your opponent when you foul and verbally state "ball in hand"

Keep your conversation with other teammates in a hushed tone so as not to distract your opponent when they are at the table. Keep your distance from the table and out of the field of vision as best you can.

Be mindful of other players still competing in the room after your match has been completed.

Chalk your cue before you shoot, not after.

All team members and guests will be expected to turn cell phones off or place in silent mode.

Please leave the room before placing a phone call.