

Lower Mainland 9-Ball League

Home Location Requirements

Each team's home location must be willing to provide two pool tables "**minimal charge**" to play on. The tables provided must be either 4 x 8 foot or 4 ½ x 9 foot in size, and have *Boston-Cut* pockets. In the case of coin-op tables, the tables must be opened so that the balls may be retrieved. The tables must be open no later than 6:30 p.m. on the night of play. A valid liquor license is NOT a requirement for the home locations.

Executive

The league executive shall consist of 3 senior members (The President, the Secretary/Treasurer and the Statistician) plus the Captain of each registered team. The senior members shall be elected by a majority vote of all players attending a "General Meeting". Team Captains may be chosen in any manner a team wishes.

Teams

Teams must consist of 5 members 16 years old or older, with a minimum of 1 player of each gender (4 and 1). Players must be able to provide proof of age should the establishment require I.D.

As many as four spares, (as of the old rules) may be substituted for regular players. This is to ensure that a full team can be fielded if regular players cannot play during the regular season. In the event there are team playoffs at the end of the regular season, only 2 spares may be used. If teams are playing in a family environment with no age restrictions/licensing (such as a billiard room), underage spares may be used. Spares are not required to be of the same sex as the person they are sparing for, if the required ratio of players is met in compliance with league rules.

****Remember, at least 1 players of each sex must be in attendance per team on every night of play in order to be valid.**

Team Captains

All team Captains must have a device that allows the transmission/communication of stats reports, score sheets, and other important league documentation. Suggested: A valid e-mail address and if possible... a fax machine/printer, as well as a phone. Bottom Line: The Captain must have access to league information/letters/updates and be able to transmit their team score sheets.

The Team Captain has the following duties and responsibilities:

1. To ensure all required members of the team are informed of the schedule and the rules, and that they are always providing the most current rulings/decisions to their respective teammates.
2. Complete all score sheets so they are clear and all information is accurate.
3. To collect all that evenings nightly dues of \$3.00 per player when playing at the Ballroom collect \$5.00 and pay \$2.00 per player to the Ballroom and ensure that the two top players receive their monies (for 1st \$17.00 / 2nd \$13.00).
4. Collect all dues and league registration fees and submit them into the bank on the dates agreed upon at the General Meeting.

5. There is a 5- point deduction from the following week's team stats as a penalty for a) late or incomplete score sheets; or b) late registration fees.
6. The Captains will receive scoresheets at the General Meeting for the number of weeks we are playing and when play is complete, each Captain will review and correct if required. Once the form has met each Captain's standard, they will each sign off at the bottom of the score sheet and they need to be submitted to the statistician by the end of the day each Thursday.
7. Captains are to attend "Executive Meetings as required" or arrange for the presence of a member of their team to substitute for them. There is a 2-point penalty for non-attendance of a scheduled Executive Meeting. A minimum of one week's notice is required when calling an Executive Meeting. In the unusual circumstance where a meeting must be called with less than one week's notice, all participants must be contacted by telephone.
8. The home team must provide both cue balls on the night of play if they are playing in a bar. Bring a standard size and weight cue ball (2 ¼ inches in diameter, 5.5 to 6 oz in weight) to all league matches.
9. Ensure all team members and regular spares read this handbook and are familiar with the TEXAS EXPRESS FLUKE 9-BALL RULES (Appendix A).

SPARES

Spares are a valuable part of a successful team. A spare is any player who substitutes for a full time player when the full time player is not available to play. The league will keep records on all spares that play, along with their shooting percentage, as long as they have played at least 50% of the season. If teams are competing in a family facility (such as a poolroom), underage players may be used as spares. Up to 4 players at a time may be used by a team during the course of the regular season.

RULES, PROCEDURES AND GUIDELINES

Team Competition

Each player will play 10 games a night... 2 games against each opponent. Each team will play 50 games per night if there are no forfeits. Each player will score a single point for each game won. All individual points are added up at the end of play, and the team scoring the most individual points (aka a win that evening) will receive 2 points for the team win. If both teams are tied on individual points, each team will receive 1 point as a result of the tie.

Coaching

Each player is allowed to specifically request up to one separate coach from any one member of their team during each individual game. In the event the rules are changed to allow two coaches per game, players may change coaches in the middle of a request for coaching, and a different player may be asked for advice and this will count as a 2nd coach for that game.

Unsolicited coaching or advice may be called a foul if the player uses that information.

Loud conversation concerning the game in progress (strategies/etc) will be considered unsolicited coaching. Please advise your team and opponents of this ahead of time and always use proper etiquette during matches to avoid being called on this issue and costing your player a foul.

Match Play Begins

All matches are to begin promptly at 7:00 pm.

If an entire team is late or a player is late, a 5-minute grace period is allowed. If the player does not show up within the 5-minute period, then the game is forfeited. If the entire team is late, one game on each table is lost for every 5 minutes that the team is late.

If the entire first round is lost due to a team not showing up on time, the team that is present wins and they receive credit for the win. In the event of a complete forfeit, both teams are still responsible to pay for their full dues to the League for that evening.

Equipment

All teams must have a standard size, standard weight cue ball to play their matches. Teams must purchase their own cue ball if no member (or venue) can supply one for that night of play. All cue balls must first comply with the League specified standard (*See 7. above in the Captain's Responsibilities for Cue Ball Standards*).

Note: All matches will be played according to the TEXAS EXPRESS FLUKE 9-BALL RULES. The complete rules are listed in Appendix "A".

Adopt BCAPL rules of play while keeping the LM 9 Ball specific rules. This would mean rules such as split shots, push shots and other gray areas not covered by LM 9 Ball specific rules then the BCAPL rules to apply.

Under Extraordinary circumstances the executive can alter specification on a case by case basis.

Postponements

It is possible that some emergencies may come up during the season. A Team Captain may phone the opposing Captain and ask for a postponement of that match. The match should then be re-scheduled and played within a week of the cancelled night's play if possible. If the reason for postponement is a lack of players, the League Executive will do it's best to maintain a list of spares for such occasions. Please be courteous and attempt to contact all involved persons to advise them of the need for a spare and possible options for rescheduling if necessary.

Byes

Every attempt will be made to start the season with an equal number of teams. If a season must start with an unequal number of teams which causes "Byes" in the schedule...then every effort will be made to pick up a team. If teams are allowed to join late, a new schedule will be issued.

Qualifying for Events

Regular players on each team must play a minimum of 50% of the season to qualify for the playoffs or any tournaments. Players who have not played for 50% of the season will not qualify for any singles tournaments, period! There will be no exceptions.

A new player on a team who has not played the full 50% will be allowed to play as a regular player in team playoffs, if there are any, only if they have been accepted by the League as an emergency replacement.

Otherwise, they must be listed as a spare. Confirmation must be obtained from the League Executive in order for the new player to play as a regular player, and the opposing team must be notified prior to the match.

PRIZES AND AWARDS

Trophies

9 Ball Breaks Trophy

The player with the most 9 Ball breaks will have their name placed on the floating trophy, if there are ties all names will be on the trophy.

Most Sportsmanlike Player

The most Sportsmanlike player will be voted on by all the players. Votes should be for a player team other than your own.

Cash Prizes

The format and nature of season-ending tournaments and awards will be determined as the season progresses.

Nightly Cash Prizes

Each night the top 2 shooters from each nightly match of the two teams, will split the \$30.00 prize money. The night's prize money is split \$17.00 for 1st place and \$ 13.00 for 2nd place unless otherwise agreed upon by the 2 players. In the event of a tie for the top position by points, the players will determine the distribution of the prize money by playing a single "knockout" mini tournament or verbal agreement (and so noted on that evening's score sheet).

Mini Tournament Format *

Each match in the mini tournament should be a race to two, unless otherwise agreed upon by the two opponents. Opponents will flip for the first break, then the winning player will break succeeding games.

APPENDIX "A"

Texas Express Fluke 9-Ball Rules

Object of the Game:

The game is played with the cue ball and nine object balls numbered 1 thru 9. The player at the table must strike the lowest numbered ball on the table first. The player may sink any ball in any manner (providing a ball is pocketed as a result, in order to continue play) as it is not necessary to "call" either the ball being made or the pocket into which it is going. The player pocketing the 9-ball legally on any shot, wins the game.

Cue Ball Fouls Only

*Agreed upon by vote on first night of play 2009.

The Rack

The balls will be racked by the player who will break them. The balls are to be racked in a diamond shape with the "1" ball as the "head" ball or top of the rack and the "9" ball in the center position only. The "1" ball at the top is to be centered on the "foot spot" aka "dot". All the other balls may be placed randomly within the diamond shape (no set order other than the 1 and 9 balls.)

9-Ball Pocketed on the Break

Making the 9-ball on the break will win the game provided no foul was committed on the shot. Please note that making another ball (except the cue ball) with the 9-ball is not a foul.

Opening Break

The player from the home team breaks the opening game of each match and the "visitor" player breaks on the 2nd game.

The "Push Out" Shot

Immediately after the opening break only... regardless of whether or not the lowest ball on the table is clearly visible, the shooting player may call a "push out or push shot". Either the player who broke the balls, or, if no balls were pocketed on the break, the incoming player may play this shot. After calling the "push-out", the player executing the shot may freely shoot at and pocket, if they choose, ANY ball on the table, without penalty. If a ball is sunk on the "push-out" shot, it is not re-spotted unless it is the 9-ball, in which case, it is a re-spot on or as close as possible to the foot spot (dot). After the "push out" has been executed, the incoming player may now shoot from where the cue ball lies or may demand that the player that executed the "push-out" to continue shooting. Updated – June 2015

Legal Break Shot

To execute a legal break, the shooter (with the cue ball behind the head-string) must strike the "1-ball" first AND either (1) pocket a ball or (2) drive four numbered balls to the rail. If the player fails to make a legal break, it is not a foul, however, the opponent has the option of (1) accepting the table in position and then shooting or (2) having the balls re-racked and shooting the opening break.

Scratch on a Legal Break

If a player scratches on a legal break shot, (1) all balls pocketed remain down, and (2) it is a foul. The incoming player has cue ball in hand, "anywhere" on the table.

No Head-String Foul

If the player places the cue ball in front of the head-string on the break, the opponent must ask the player to move the cue ball behind the head-string. No foul will be committed if they comply with the request and/ or if no request has been made. The base of the cue ball (the point of the ball touching the table) determines whether it is within or out of the head-string.

Legal Shot

On all shots (including on the break), the shooter must first hit the lowest numbered ball on the table and (1) pocket an object ball or (2) cause the cue ball or any object ball to contact a rail. It is okay for the shooter to bank the cue ball off a rail before contacting the object ball, however, after contact with the object ball, any ball must be pocketed or the cue ball or any other ball must contact a rail.

Scoring

A player is entitled to continue shooting until the player fails to legally pocket a ball. If any ball is pocketed on the shot, as long as the lowest numbered ball is struck first, the shooter continues to shoot.

Fouls

The following infractions result in a "foul":

1. Failure to execute a legal shot as defined in the "Texas Express Fluke 9-Ball Rules".
2. A scratch shot (shooting the cue ball into a pocket or off the table).
3. Shooting without at least one foot on the floor. *exception-medical condition cleared thru executive.
4. If a ball has accidentally been moved and has caused a change in the lay of the table (by moving one or more balls) and cannot be returned properly to its original position.
5. Failing to hit the lowest numbered ball first.
6. Shooting while any ball is moving or spinning is a foul.
7. Push Shots: If the cue ball is touching or very near the object ball prior to the shot, the player may shoot toward it. **There is no push shot foul.
8. Double Stroke: When the cue ball is close to but not touching the object ball, a player may not call a foul if they "hear" the ball strike the object ball twice. A double stroke foul may only be called if the shooting player visibly moves the cue ball with the cue, then strikes the cue ball again to execute the shot.
9. Touching any object ball with the cue ball while the cue ball is in hand.
10. If a player deliberately jumps the cue ball over another ball or obstruction by scooping underneath the cue ball, it is a foul. Legal jump shots may only be executed by shooting at the cue ball above the center point.
11. If the non-shooting player attempts to distract the other player, moves any ball, or interferes with play, that is a foul.
12. If a player shoots out of turn, that is a foul.
13. Using any device in an uncustomary manner in lining up or executing a shot is a foul. Updated – June 2015
14. While in progress, practice or play on another table by either competing player is not allowed. Taking a shot on another table, that is not a part of the game, is a foul.
15. There is a 60 second discretionary time limit per shot. If a player is consistently taking too long with shots. Inform your team Captain. The two team Captains will discuss the matter, and the offending player will be asked to speed up the game. If it is determined that the play remains unacceptably

- slow, the slower player will receive a ball in hand penalty. This is not to say that you cannot occasionally take longer to execute a particularly hard shot.
16. If a player concedes, the game is immediately forfeited. The unscrewing of a jointed cue except to replace a shaft, or to create a shorter cue in order to execute a difficult shot, is considered to be a concession of that game.
 17. When playing a shot where the object ball is frozen on a cushion, the cue ball must contact the frozen ball and then pocket the frozen ball or any other object ball, or drive the frozen object ball to another cushion or drive the cue ball or another ball to any cushion. Failure to do so is a foul. When there is any doubt whether the object ball is frozen to a cushion the player should ask for a third party ruling before shooting.
 18. All object balls jumped off the table will remain down, and it is a foul.
 19. If a penalty is committed during the same shot as when the 9-ball is pocketed, such as failing to strike the lowest numbered ball on the table first, or having the cue ball leave the table completely, it is a foul. In all such cases, the 9-ball shall be re-spotted on or as near as possible to the foot spot, and play continues with the 'ball in hand' penalty.
 20. Stick handling is allowed. See BCA ruling you cannot use the tip of your cue or any chalk surface of your cue stick. If you use the tip of your cue to adjust the cue ball it will be a ball in hand foul.

Foul Penalty

Opposing player gets the cue ball in hand anywhere on the table, including on the break. All fouls, must be called by the players involved in the match. A foul cannot be called after a coaching.

Loss of Game

Any player who deliberately sinks the 9-ball during the course of a game with any object, other than a cue tip, while executing a shot, will forfeit the game.

Three consecutive fouls (amended April 16, 2013) is defined as YOU... YOU... YOU. The opponent must give warning after the second foul. If the warning is not called then the foul is not valid.