



RULEBOOK

(Updated Mar. 2023)

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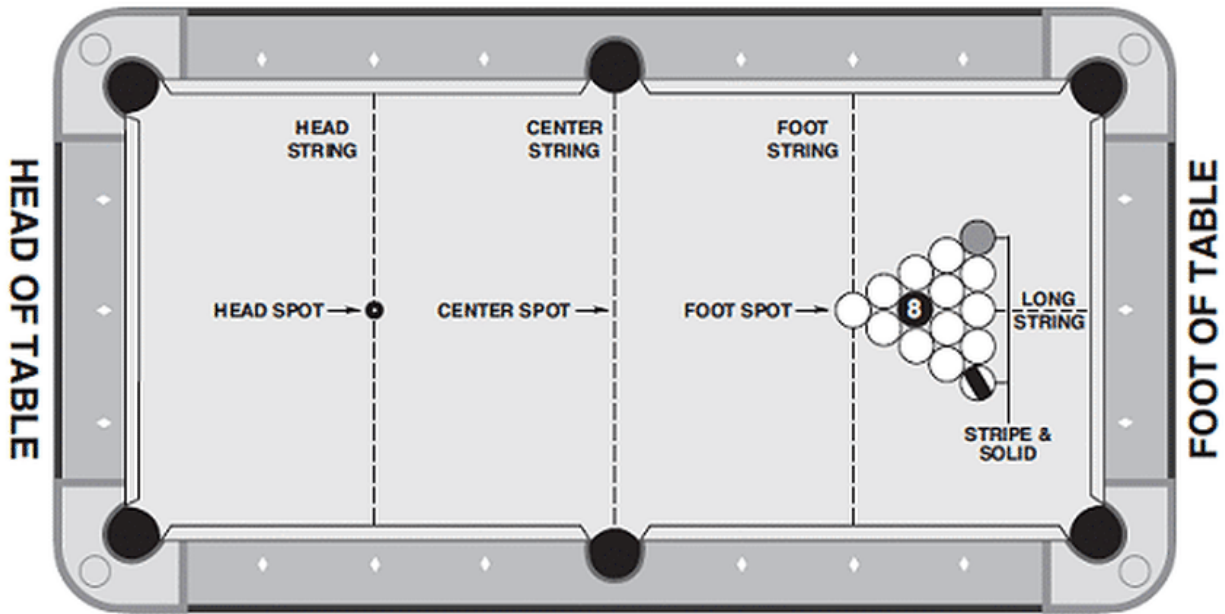
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I. LBPL PLAYING RULES 8-BALL

The Pocket Billiard Table



A - GENERAL

1. COSTS

Each player pays for their rack of balls. See pg. 31 for team dues.

2. PRACTICE TIME

The table should be made available to the visiting team for practice by 7:00 PM.

3. STARTING TIME

Matches must start no later than 7:30 PM

4. DISPUTES

Players must protest through their captain (see captains responsibilities section).

5. SUBSTITUTIONS

A team member may be substituted before the start of any game. The replaced player may re-enter only with the consent of the opposing captain.

Note: Each player may only play in one position per match. No player may play as a substitute for more than one player, nor may a replaced player be designated a substitute for another player.

6. FREEDOM OF MOVEMENT

In order to allow the maximum freedom of movement and to avoid the appearance of offering unsolicited advice, only the player who is shooting (or the appointed referees - to clearly view the making of a shot) is allowed at the table. Penalty for failure to adhere is loss of game in progress per rule *Unsportsmanlike Conduct*.

7. **UNSPORTSMANLIKE CONDUCT**

No player is allowed to engage in any activity that is unsportsmanlike in nature, embarrassing, disrupting or detrimental to any other player(s), referee(s), spectator(s), board member(s) at any Long Beach Pool League related activities (such as league-night, tournaments, fundraisers, qualifiers, playoffs, and/or West Coast Challenge). Unsportsmanlike conduct includes but is not limited to, the following:

Interference: Deliberate interference with a shooter on the part of an opposing player or team members(s), either verbally or by interfering with balls and /or equipment in use of play. Penalty: Loss of game in progress.

Harassment: Verbal, written or physical harassment of participants, including players, referees, sponsors, and spectators such as yelling, name calling or other aggressive and intimidating behavior, etc. Penalty: 2-week suspension.

Physical Violence: Any intentional physical violence which includes but is not limited to, the use of a weapon, shoving, hitting and/or throwing objects at someone, etc., will not be tolerated. Penalty: Mandatory expulsion for the remainder of the season (if the incident happens during post season play or at the West Coast Challenge the offending player will not be able to play the following season).

Note - see pg. 35, Section C-2-J for more information on penalties for unsportsmanlike conduct

8. **UNAUTHORIZED PLAYER**

Any team who knowingly deceives another team by the use of an unauthorized player posing as a player on the roster shall forfeit all games played by that player during the match. An additional penalty of three (3) games will be charged to of the team in violation, applied to the Captain's score.

NOTE: A three (3) game loss shall be applied by deducting three (3) wins from the Captain's total score in the league stats.

9. **FORFEITS**

- a) Minimum of one (1) and a maximum of six (6) players may be used during a team match. Failing to have a minimum at the appointed starting time of a match is a forfeit.
- b) Any player, who is not present at the start of their assigned game, shall forfeit said game and a loss recorded on the score sheet against that individual not present - there is no grace period. A loss of game resulting from this rule shall not disqualify any player from the remainder of the team match. If both players are not present at the start of any game, then both players shall forfeit said game, and a loss recorded for each player.

Example: If both players are not present, the home captain should mark neither a **V** nor an **H** on the score sheet for that game, but rather an **F** instead. This will indicate to the Statistician that both players forfeited the game, and a loss will be recorded for both players. If both of these players were present for their other three (3) games, and won all of them, then both players would finish with 3-1 for the match.

10. **COACHING**

This rule applies to team matches only - PLAYOFFS AND REGULAR SEASON PLAY.

- a) There is only one (1) conference allowed per player per game. Each conference is one (1) minute in duration. The conference must be called by the player and must be requested through the opposing captain or referee. The opposing captain or referee will then permit the team member whose advice is being requested to approach the table before starting the conference time. In refereed games, a mechanical device will be used to keep time and two (2) warnings will be issued at elapsed time of thirty (30) seconds and forty-five (45) seconds. The coach must leave the table immediately upon

instructions of the referee, and play is to resume. Failure to terminate the conference when instructed will be ruled a delay of game with a penalty of a foul.

- b) Players may seek advice only from their team members. Players must designate the team member to coach any single situation.
- c) In the event of ball in hand and a conference is called by a player, said player shall be the last person to position or touch the cue ball before play is resumed, otherwise it is a foul.
- d) Except in the process of a normal conference, the active player may not receive outside advice. This includes verbal and non-verbal hints, suggestions, etc. Result of such action is a foul. Subsequent violations may result in an unsportsmanship conduct charge.

11. **MATCH TIME, DATE AND LOCATION**

All matches must be played at the time, date, and location scheduled. Matches may only be changed at the direction of the BOG. The BOG may only change the scheduling of a match under extreme circumstances, including, but not limited to, natural disaster, civil unrest, or failure of the sponsor's business.

No LBPL fundraiser tournaments, regular season league games or playoff games shall be played on Saturday, Sunday or Monday during the following three day holiday weekends: Memorial Day and Labor Day.

12. **SCORING**

Each player's wins and losses count only toward that player's score. The team will be credited with a total of sixteen (16) games, with the actual games played by a given player being credited to that player only.

For example: If a player plays their first two (2) games and wins both, they will receive a score of 2-0 for the evening. If a substitute comes in and wins the last two (2) games, they will receive a 2-0. The replaced player will not receive a 4-0 score.

13. **OBJECT OF THE GAME**

Eight Ball is a call shot game played with a cue ball and fifteen (15) object balls, numbered 1 through 15. One (1) player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 thru 15 (stripes). **THE PLAYER POCKETING their GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME.**

14. **CALL SHOT**

In call shot, to legally pocket an object ball, the player is required to physically indicate by pointing or verbally calling, in advance of each shot, the object ball to be made and the pocket into which it will be made. When calling the shot, it is never necessary to indicate details such as cushions, banks, kisses, caroms, etc. Failure to call the pocket or failure to sink the object ball in the designated pocket is a loss of turn, not a foul. If the object ball is pocketed as called, then any other object ball(s) that is pocketed is legal and remains pocketed. If the called object ball is not legally pocketed and other object balls are pocketed, then they remain pocketed but result in a loss of turn - not a foul. 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 shot." Any player performing a break shot in 8-Ball may continue to shoot their next shot so long as they have legally pocketed any object ball on the break.

15. **HEAD STRING (DEFINED)**

The area behind the head string does not include the head string. Thus, an object ball that is dead center on the head string is playable when specific game rules require that a player

must shoot at a ball past the head string. Likewise, the cue ball when being put in play behind the head string (cue ball in hand behind the head string), may not be placed directly on the head string; it must be behind it.

16. **OPEN TABLE (DEFINED)**

The table is "open" when the choice of groups (stripes or solids) has not yet been determined. 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, but not the 8 ball on an open table, all illegally pocketed balls remain pocketed.

17. **TABLE RUN (DEFINED)**

A table run occurs when a player approaches the table for their first inning (turn at the table) and proceeds to run all object balls plus the 8-ball without a miss.

18. **SLOW PLAY**

If, at 9:30 p.m. or anytime thereafter, it is in the opinion of *either* team captain that a team or player is impeding the progress of the match with consistently slow play, the team captain can impose a maximum 1-minute time limit that applies to both players between shots. That is, both players are put on a *shot-clock*. If a 1-minute time limit is imposed and the player exceeds that limit, a foul will be called and the incoming player is rewarded with a cue ball in hand. A team captain cannot institute a shot-clock before 9:30 p.m., but may impose a time limit anytime thereafter. Once a time limit is instituted, all remaining games will be timed (all players are on a shot-clock for the remainder of the match).

During the player's inning, the shot-clock starts when the previous shot ends, and runs until tip-to-ball contact begins the next shot. The time while the shot is in progress is not counted. If the player begins with a cue ball in hand, the shot clock begins when the shooter has control of the table (when the shooter begins to assess the table, not necessarily when they have possession of the cue ball). All racking or spotting must be finished before time is counted. If a legal conference is called, the shot-clock stops for duration of the conference. The clock continues where it left off as soon as the conference has ended (that is, if 15 seconds were remaining on the clock, that is the amount of time remaining for the shooter). A warning with the announcement of "time" or "ten" should be made ten seconds prior to the time limit being reached. If a shot-clock is started late on a shot due to neglect or oversight of the timekeeper, or a ten second warning is not given, the player receives the benefit of the late start.

Each player may call for one (1) extension per rack. Extension period is identical to the time limit imposed. In the event of a tie score with only one game remaining, each player may utilize two extensions. The player must ensure that the referee/time-keeper is aware when an extension is called.

B - THE BREAK

1. RACKING THE BALLS

The player designated as the breaking player (by match schedule or by lag) will rack their own balls. 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.

2. LEGAL BREAK SHOT (DEFINED)

To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a numbered ball, or (2) drive at least four numbered balls to the rail. If they fail to make a legal break, it is a foul, the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and shooting the opening break themselves. It is not necessary to hit the head ball (ball on the foot spot) to initiate a legal break in 8-ball.

3. DEFLECTING THE CUE BALL ON THE GAMES OPENING BREAK

On the break shot, stopping or deflecting the cue ball after it has crossed the head string and prior to hitting the racked balls is considered a foul and loss of turn. The opponent has the option of receiving the cue ball in hand behind the head string or passing the cue ball in hand behind the head string back to the offending player.

4. CUE BALL ON OPENING BREAK

The opening break shot is taken with a cue ball in hand behind the head string. The object balls are positioned according to #1 above.. On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip and crosses the head string.

5. SCRATCH ON A LEGAL BREAK

If a player scratches on a legal break shot, it is a foul. For any foul on a legal break shot all balls pocketed remain pocketed (exception, the 8-ball, the table is open) and the opposing player gets the cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string) with "cue ball in hand," the player may use their hand or any part of their cue to position the cue ball.

6. 8-BALL POCKETED ON THE BREAK

If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on break, the incoming player has the option of a re-rack or having the 8-ball spotted and begins shooting with the ball in hand.

7. FAILURE TO POCKET A BALL

If a player fails to pocket a ball on a legal shot, then the player's inning is over, and it is the opponent's turn at the table.

8. CHOICE OF GROUP

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.

9. LAG FOR BREAK

1. The following procedures are used for the lag for the opening break.

- (a) Each player should use balls of equal size and weight (preferably non-striped object balls).

- (b) With the ball in hand behind the head string, one player to the left and one to the right of the head spot, both players must hit their ball before the other ball reaches and makes contact with the foot cushion.
 - (c) The lagged ball must contact the foot of the table cushion at least once.
 - (d) Both balls should come back as close as possible to the head of the table cushion.
 - (e) The player whose ball is closest to the head of the table cushion wins the lag.
2. It is an automatic loss of the lag if:
- (a) the opponent's ball makes contact with the foot cushion before you make a legal hit on your ball,
 - (b) the ball crosses the long string of the table (into the opponent's half),
 - (c) the ball drops into a pocket,
 - (d) the ball jumps the table,
 - (e) the ball touches the long cushion (side rails),
 - (f) the ball rests within the corner pocket and past the nose of the head cushion,
 - (g) the ball contacts the Head of the Table cushion more than once.

<p>Note: If both players violate "Lag for Break" rules, or if the referee is unable to determine which ball is closer, the lag is deemed invalid and must be re-lagged.</p>

C - SHOOTING

1. LEGAL SHOT

Unless otherwise stated in a specific game rule, on all shots except a player must cause the cue ball to contact a legal object ball and then (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a cushion. Failure to meet these requirements is a foul.

NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting their object ball; however, after contact with their object ball, an object ball must be pocketed, OR the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

2. STRIKING CUE BALL

Legal shots require that the cue ball be struck only with the cue tip. Failure to meet this requirement is a foul.

3. "SAFETY" SHOT

For tactical reasons a player may choose to pocket an obvious object ball and also discontinue their 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, they must declare a "safety" to their opponent. Any ball pocketed on a safety shot remains pocketed.

4. POCKETED BALLS

A ball is considered pocketed if as a result of an otherwise legal shot; it drops off the bed of the table into the pocket and remains there. A ball that rebounds from a pocket back onto the table bed is not a pocketed ball.

5. POSITION OF BALLS

The position of a ball is judged by where its base (or center) rests.

6. FOOT ON FLOOR

It is a foul if a player shoots when at least one (1) foot is not in contact with the floor. Foot attire must be normal in regard to size, shape and manner in which it is worn.

7. SHOOTING WITH BALLS IN MOTION

It is a foul if a player shoots while the cue ball or any object ball is in motion (a spinning ball is in motion).

8. COMPLETION OF STROKE

A stroke is not complete (and therefore is not counted) until all balls on the table have become motionless after the stroke (a spinning ball is in motion).

9. SIMULTANEOUS HIT

When it is observed that the cue ball strikes a legal object ball and a non-legal object ball at approximately the same instant, and it cannot be determined which ball was hit first, the judgment will go in favor of the shooter.

10. CUE BALL FOULS ONLY

It is not a foul to accidentally touch a **stationary ball** with the cue, clothing, body, mechanical bridge, chalk shaft, etc. when the player is in the act of shooting. If an accident occurs, the player should allow the referee of the opposite team to restore **the ball** to its correct position. **If a ball** set in motion as a normal part of the shot touches such an **unrestored ball**, or passes partly into a region originally occupied by a **disturbed ball**, or if the accident causes **more than one ball to be disturbed**, the shot is a foul. (In short, if the accident has any effect on the outcome of the shot, it is a foul.) In any case, the referee/player from the opposing team must be called upon to restore the

position of **the disturbed ball** as soon as possible, but not during the shot. It is a foul to play another shot before the referee has restored **any accidentally moved ball**.

At the non-shooting player's option, the disturbed balls will be left in their positions. In this case, the balls are considered restored and subsequent contact on them is not a foul.

It is still a foul to make any contact with the cue ball whatsoever while it is in play, except for the normal tip-to-ball contact during a shot.

11. **CUE BALL SCRATCH**

It is a foul (scratch) if on a stroke, the cue ball is pocketed. If the cue ball touches an object ball that was already pocketed (for example, in a pocket full of object balls), the shot is a foul.

12. **FAILURE TO CONTACT OBJECT BALL**

It is a foul if on a stroke the cue ball fails to make contact with any legal object ball first. Playing away from a touching ball does not constitute having hit that ball.

13. **FOUL PENALTY**

Opposing player gets a cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string) With "cue ball in hand," the player may use their hand or any part of their cue to position the cue ball.

14. **FOUL BY PLACEMENT**

Touching any object ball with the cue ball while it is in hand is a foul.

15. **FOULS BY DOUBLE HITS**

If the cue stick strikes the cue ball more than once on a shot, the shot is foul.

Judging Double Hits

When the distance between the cue ball and the object ball is less than the width of a chalk cube, special attention from the referee/player is required. In such a situation, unless the referee can positively determine a legal shot has been performed, the following guidance may apply: if the cue ball follows through the object ball more than $\frac{1}{2}$ ball, it is a foul. It is not a foul if cue ball is struck at an angle of 45° or more, or drawn back away from the object ball by more than $\frac{1}{2}$ ball.

16. **PLAYER RESPONSIBILITY FOULS**

The player is responsible for chalk, bridges, files and any other items or equipment they bring to, use at, or cause to approximate the table. If they drop a piece of chalk, or knock off a mechanical bridge head, as examples, they are guilty of a foul should such an object make contact with any ball in play (or the cue ball only if no referee is presiding over the match).

17. **ILLEGAL JUMP SHOTS**

It is a foul if a player strikes the cue ball below center ("digs under" it) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such "jumps" are not to be considered fouls on their face; they may still be ruled foul strokes, if for example, the ferrule or cue shaft makes contact with the cue ball in the course of the shot.

18. **JUMP SHOTS**

Unless otherwise stated in rules for a specific game it is legal to cause the cue ball to rise off the bed of the table by striking the cue ball above center, and forcing the cue ball to rebound from the bed of the table.

19. **BALLS JUMPED OFF TABLE**

Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rail surface, floor, etc.) are considered jumped balls. Balls may bounce on the cushion tops

and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything not a part of the table. The table shall consist of the permanent part of the table proper. (Balls that strike or touch anything not a part of the table, such as the light fixture, chalk on the rails and cushion tops, etc., shall be considered jumped balls even though they might return to the bed of the table after contacting items, which are not parts of the table proper).

In all pocket billiard games when a stroke results in the cue ball or any object ball being a jumped ball off the table, the stroke is a foul. All jumped object balls are spotted (except in Nine Ball) when all balls have stopped moving. See specific game rules for putting the cue ball in play after a jumped cue ball foul.

20. **BALLS MOVING SPONTANEOUSLY**

If a ball shifts, settles, turns or otherwise moves "by itself," the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket "by itself" after being motionless for 5 seconds or longer shall be replaced as closely as possible to its position prior to falling, and play shall continue.

If an object ball drops into a pocket "by itself" as a player shoots at it, so that the cue ball passes over the spot the ball had been on, unable to hit it, the cue ball and object ball are to be replaced to their positions prior to the stroke, and the player may shoot again. Any other object balls disturbed on the stroke are also to be replaced to their original positions before the shooter replays.

21. **ADDITIONAL POCKETED BALLS**

If extra balls are pocketed on a legal stroke, they are counted in accord with the rules for the particular game.

22. **ILLEGALLY POCKETED BALLS**

An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket. Illegally pocketed balls remain pocketed.

23. **NON-PLAYER INTERFERENCE**

If the balls are moved (or a player bumped such that play is directly affected) by a non-player during the match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. If the match is officiated, the referee shall replace the balls. This rule shall also apply to "act of God" interference, such as earthquakes, hurricanes, light fixture falling, power failure, etc. If the balls cannot be restored to their original positions, replay the game with the original player breaking.

24. **PLAY BY INNINGS**

During the course of play, players alternate turns (innings) at the table, with a player's inning ending when they either fail to legally pocket a ball, or fouls.

When an inning ends free of a foul, the incoming player accepts the table in position.

25. **OBJECT BALL FROZEN TO CUSHION OR CUE BALL**

When playing a shot where the object ball is frozen to the cushion, the cue ball must contact the frozen ball and then 1) pocket the frozen ball or any other ball, or 2) drive the frozen object ball to another cushion, or 3) drive the cue ball or another ball to any cushion. Failure to do so is a foul. When there is any doubt as to whether a ball is frozen to the cushion, the player should ask the referee for a ruling before shooting.

26. **CUE BALL IN HAND FOUL**

During cue ball in hand placement, the player may use their hand or any part of their cue to position the cue ball. *However, if the cue ball is pushed by the cue tip, resulting in*

forward motion of the cue ball (but not as in a shot), it is a foul. "Forward" means relative to the cue itself, along the long axis of the cue and away from the butt, and has no relevance to any part of the table or any relationship to the player or any part of their body.

27. **ILLEGAL MARKING**

If a player marks the table in any way to assist in executing the shot, whether by wetting the cloth, by placing a cube of chalk on the rail, or by any other means, they have fouled. If the player removes the mark prior to the shot, no penalty is imposed.

28. **USE OF EQUIPMENT**

Players may not use equipment or accessory items for purposes or in a manner other than those for which the items were intended. (for example: a cue ball, the triangle or any other width-measuring device may not be used to see if a cue ball or object ball would travel through a gap, etc.) Powder containers, chalk cubes, etc., may not be used to prop up a mechanical bridge (or natural hand bridge); no more than two mechanical bridges may be use at one time , nor may they be used to support anything other than the cue shaft. Extra or out-of-play balls may not be used by players to check clearances or for any other reason (except to lag for break).

29. **COMBINATION SHOTS**

Combination shots are allowed; however, the 8-ball cannot be used as a first ball in the combination.

30. **PLAYING THE 8-BALL**

When shooting at the 8-ball, a scratch or foul is not a loss of game if the 8-ball is not pocketed or jumped from the table. Incoming player has a cue ball in hand. Note: A combination shot can never be used to legally pocket the 8-ball.

When shooting at the 8-ball, the shooting player must clearly designate by verbally calling or physically pointing to the intended pocket, even if it appears to be obvious. If the opposing player or the referee is still not aware of where the shooter intends to pocket the 8-ball, they must ask the shooter before the shot is executed. It is the responsibility of the opposing player or designated referee to ask which pocket the shooter is intending to make, before the player shoots the 8-ball. If the shooting player pockets the 8-ball without designating the pocket, and the opposing player or designated referee fails to inquire about the intended pocket, the shooter wins the game.

31. **LOSS OF GAME**

A player loses the game if they commits any of the following infractions:

- a) Fouls when pocketing the 8-ball (exception: see rule 5.6 *8-Ball Pocketed On The Break*).
- b) Pockets the 8-ball on the same stroke as the last of their group of balls.
- c) Jump the 8-ball off the table at any time.
- d) Pockets the 8-ball in a pocket other than the one designated.
- e) Pockets the 8-ball when it is not the legal object ball.

NOTE: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

32. **STALEMATED GAME**

If in three (3) consecutive turns at the table by each player (6 turns total), they purposely foul or scratch, then the game will be considered a stalemate. Both players agree that attempting to pocket or move an object ball will result in immediate loss of game. The balls will be re-racked and the breaker of the stalemated game will break again.

NOTE: Three (3) consecutive fouls by one player is not a loss of game.

II. FUNDRAISERS

A - MANDATORY FUNDRAISERS

1. Each League member who attends a mandatory fundraiser, or who paid the fee for that fundraiser in advance, shall get credited four (4) wins added to their stat total.
 - a. Not to exceed 16 for a season.
 - b. Not to exceed 16 for a team for a given fundraiser.
2. If a member attends the first fundraiser, they would pay the fee for that fundraiser and then double the fees for the remaining three. (Ie. If fundraisers are \$7 each, then the total would be $\$7 + \$14 + \$14 + \$14 = \$49$).
3. If a member does not attend the first fundraiser but rather sends a representative in their place, they would pay double the fees for all four fundraisers (Ie. If fundraisers are \$7 each, then the total would be $4 \times \$14 = \56).
4. If a guest (or walk in) plays at a mandatory fundraiser and subsequently joins Long Beach Pool League, they will be given credit for the fundraiser and awarded four wins provided they pay \$7 plus any required table fees.

B - FRIENDS AND LOVERS TOURNAMENT RULES

1. This tournament is based on the “Scotch” or “Dutch” doubles method of play. Players do not have to be members of the Long Beach Pool League to participate.
2. All general rules of pocket billiards and 8-ball rules apply.
3. The game rapid fire is played the same way as eight-ball except, you play with a fifteen second shot clock from the beginning of the game and played as scotch doubles.. All league rules apply unless stated below.
4. The Fifteen (15) second shot clock will start after the break when all the balls have stopped moving.
 - a. The shot clock judge should always start the clock when all balls have stopped moving.
 - b. The players (team) who lost their games will be shot clock judges.
 - c. The shot clock judge will judge time only, unless asked to watch a shot by the players.
 - d. The shot clock judge will give a “five seconds” warning when there is only five (5) seconds remaining to make a shot.
 - e. If the player shooting fails to make a legal shot in fifteen (15) seconds the shot clock judge must call a foul. Incoming players will have the ball in hand.
 - f. Should an interference occur (other players in the way), the player must notify the shot clock judge to stop the clock. When the interference has been cleared the shot clock judge will inform the players how much time remains on the clock and play will resume. NO TIME will be added to the clock.

C - 9-BALL RULES

Except when clearly contradicted by these additional rules, the General Rules of Pocket Billiards apply.

1. **Object of the Game**

Nine Ball is played with nine (9) object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest-numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, they remain at the table for another shot, and continue until they miss, foul, or win the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table. Players are not required to call any shot. A match ends when one (1) of the players has won the required number of games.

2. **Racking the Balls**

The object balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot, the nine ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with a cue ball in hand behind the head string.

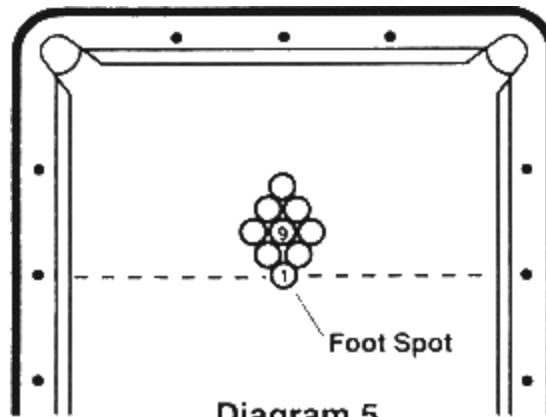


Diagram 5

Diamond Shaped Rack

1-Ball must be on the foot spot.
9-Ball must be in the center of the rack.

3. **Legal Break Shot**

The rules governing the break shot are the same as for other shots except:

The breaker must strike the 1-ball first and either pocket a ball or drive at least four (4) numbered balls to the rail.

If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, the incoming player has the cue ball in hand anywhere on the table.

If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has the cue ball in hand anywhere on the table. The object ball is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted).

4. **Continuing Play**

On the shot immediately following a legal break, the shooter may play a "push out." (See Rule 5). If the breaker pockets one or more balls on a legal break, they continue to shoot until they miss, foul, or win the game. If the player misses or fouls, the other player begins their inning and shoots until they miss, foul, or win. The game ends when the nine ball is pocketed on a legal shot, or the game is forfeited for a serious infraction of the rules.

5. **Push Shot**

The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce their intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed except the 9-ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. An illegal push out is penalized according to the type of foul committed. After a player scratches on the break shot, the incoming player cannot play a push out.

7. **Fouls**

When a player commits a foul, they must relinquish their run at the table and no balls pocketed on the foul shot are re-spotted (exception: if a pocketed ball is the 9-ball, it is re-spotted). The incoming player is awarded a ball in hand; prior to their first shot, they may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

8. **Bad Hit**

If the first object ball contacted by the cue ball is not the lowest- numbered ball on the table, the shot is foul.

9. **No Rail**

If no object ball is pocketed, failure to drive the cue ball or any numbered ball to a rail after the cue ball contacts the object ball on is a foul.

10. **In Hand**

When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. They may continue to adjust the position of the cue ball until they take a shot.

11. **Object Balls Jumped Off the Table**

An un-pocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not spotted (exception: if the object ball is the 9-ball, it is re-spotted) and play continues.

12. **Jump and Masse Shot Foul**

If a match is not refereed, it will be considered a cue ball foul if during an attempt to jump, curve or masse the cue ball over or around an impeding numbered ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

13. **Three Consecutive Fouls**

If a player fouls three (3) consecutive times on three (3) successive shots without making an intervening legal shot, they lose the game. The three (3) fouls must occur in one (1) game. The warning must be given between the second and third fouls.

A player's inning begins when it is legal for them to take a shot and ends at the end of a shot on which they misses, fouls or wins, or when they foul between shots.

14. **End Of Game**

A game starts as soon as the cue ball crosses over the head string on the opening break. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot, which pockets the 9-ball; or when a player forfeits the game as the result of a foul.

D - SUDDEN DEATH RULES

1. Object of the Game

Sudden Death is a call shot game played with a cue ball and fifteen (15) object balls, numbered 1 through 15. Each player must pocket one object ball at every turn at the table. Any ball, including the 8-ball, may be pocketed at any time. **THE LAST PLAYER WITHOUT THREE STRIKES WINS THE GAME.**

2. Call Shot

In call shot, to legally pocket an object ball, the player is required to physically indicate by pointing or verbally calling, in advance of each shot, the object ball to be made and the pocket into which it will be made. When calling the shot, it is never necessary to indicate details such as cushions, banks, kisses, caroms, etc. Failure to call the pocket or failure to sink the object ball in the designated pocket is a loss of turn, not a foul. If the object ball is pocketed as called, then any other object ball(s) that is pocketed is legal and remains pocketed. If the called object ball is not legally pocketed and other object balls are pocketed, then they remain pocketed but result in a loss of turn - not a foul. 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 shot."

3. Racking the Balls

The balls are racked in a triangle at the foot of the table, in no particular order, the first ball of the rack on the foot spot.

4. Single Shot

Each player gets one shot at the table regardless of whether a ball is pocketed.

5. No Strike on Break

The break shot is a "free shot". The breaker cannot receive a strike for any reason.

6. Legal Break Shot (Defined)

To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. If they fail to make a legal break, it is not a foul. The balls will be re-racked and the same player will break again.

7. Scratch on a Legal Break

If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed, (2) it is not a foul. The incoming player has a cue ball in hand anywhere on the table.

8. Legal Shot (Defined)

On all shots, except on the break, the shooter must pocket the called object ball. Failure to do so is a strike, but not a foul.

9. Object Balls Jumped Off The Table

If any object ball is jumped off the table, it is a foul. Any jumped object balls are spotted in numerical order according to general spotting rules.

10. Foul Penalty

Player committing the foul receives a strike against them. Incoming player gets a cue ball in hand. This means that the player can place the cue ball anywhere on the table. With "cue ball in hand," the player may use their hand or any part of their cue to position the cue ball.

NOTE: All fouls must be called before another shot is taken, or else it will be deemed that no foul occurred.

11. **Strike (Defined)**

A strike will be given to a player who commits any of the following infractions, except on the break:

- a) Fails to complete a legal shot (See rule 6.2.9).
- b) Commits any foul.

12. **Loss**

Any player receiving three strikes has lost, and is removed from play. The last four players remaining on each table qualify for the final round.

E - “SCOTCH” OR “DUTCH” DOUBLES RULES

Both of these terms apply to the same game. This is a partner’s game where two players on the same team alternate after every shot.

The player who pockets the 8-ball cannot break the next game. Their partner must break.

All general rules of pocket billiards and 8-ball rules apply.

F - MINI 8-BALL RULES

1. This is a shorter, faster-paced version of the regular 8-ball game. The only difference in this game is that four stripes and four solids are used instead of seven of each. The balls are racked in the diamond shape similar to the game of 9-ball with the eight ball in the center of the rack.
 - a. All general rules of pocket billiards and 8-ball rules apply.
2. **WITH BROOMSTICK ADDITION RULES**
 - a. As the name implies, this tournament is played utilizing broomsticks for cues. Standard playing cues are not allowed. The broomsticks may not be altered in any way. For example, the stick cannot be shaped to resemble a cue and no tip may be applied.
 - b. All general rules of pocket billiards and 8-ball rules apply.
3. **WITH HIGH-HEEL ADDITION RULES**
 - a. All players participating in this tournament must play in “high-heel” shoes. Failure to do so will result in disqualification from the tournament.
 - b. All general rules of pocket billiards and 8-ball rules apply.

G - 3-BALL RULES

These are the complete rules for 3-Ball. No other BCA or LBPL rules apply.

1. **Object of the Game**

A game consists of two (2) racks of three (3) balls each, racked with the 1st ball on the foot spot, and the other two in a straight line behind it.

The first player breaks their rack and continues to shoot until all three (3) balls have been pocketed. After the balls are re-racked, the second player breaks and continues to shoot until all three (3) balls have been pocketed. The player who pockets their three balls in the fewest number of shots wins the game. In the event of a tie, the first player will win that game.

A 3-ball match consists of two (2) players competing to win two (2) out of three (3) games.

2. **Determining Who Plays First**

A coin toss at the start of the match determines who shoots first in the first game. Players will alternate shooting first in subsequent games.

3. **Counting Shots**

During play, it is the responsibility of the player not shooting to count the number of shots their opponent has taken. Count out loud after each shot to avoid mistakes.

4. **Calling Shots**

During play, it is not necessary to call your shots.

5. **Cue Ball Scratch**

It is a foul, if on a stroke, the cue ball is pocketed. The player resumes shooting with the cue ball in hand behind the head string, and may not shoot an object ball that is behind the head string, unless they first shoot the cue ball past the head string and cause the cue ball to come back behind the head string and hit the object ball.

6. **Balls Jumped off the Table**

A ball is considered to be driven off the table if it comes to rest other than on the bed of the table, or in a pocket. It is a foul to drive a ball off the table. Jumped object balls are re-spotted and play continues. If the cue ball is jumped, the player resumes shooting with cue ball in hand behind the head string, and may not shoot an object ball that is behind the head string, unless they first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

7. **Failure to Contact Object Ball**

It is a foul, if on a stroke; the cue ball fails to contact an object ball. The player resumes shooting with the cue ball remaining in the position in which it came to rest.

8. **Foul Penalties**

Each of the following fouls will result in a penalty of one shot being added to the player's total:

- 1) Pocketing the cue ball.
- 2) Causing any ball to leave the table.
- 3) Failing to make contact with any object ball on the tab

H - Joey Reda & Friends Memorial Tournament

The Joey Reda & Friends Memorial Tournament is to remember our friends from the Long Beach Pool League who have passed over the years. This tournament is played as follows:

1. Before the tournament starts, we gather as a whole and have a moment of silence in remembrance of those who've passed.
2. Tournament is basic LBPL 8-ball rules.
3. Race TBD by Tournament Director based on number of players.
4. Single flip for the break.
5. First place will have their individual portion of their team's dues paid by the league the following season.

III. PLAYOFFS

A - ORDER OF PLAY

1. Team Playoffs must be played before all other playoffs.
2. The Open Individuals playoff tournament and Women's Individuals playoff tournament must follow the team playoffs, but does not need to be played in any particular order. (Women may not participate in both the Open Individuals and Women's Individuals, and must notify the Board in which playoffs they will participate before the semi-final play begins.)
3. Hi-Lo Playoffs must be played after all other playoffs have been completed.

B - ELIGIBILITY & PLAYING

1. Team Playoffs

- A. Eligibility will be determined by each team's total winning percentage.
- B. The top four (4) teams from each division are eligible.
- C. All players must have attended at least four (4) mandatory fund-raisers during the course of the season. If an individual was unable to attend (i.e. work or emergency), then a donation of \$14.00 for each missed fundraiser, not to exceed \$56.00, will be asked of that individual. *NOTE: Individuals must pay any donation required at the last league meeting. Failure to pay will make that player ineligible to participate in the playoffs. NOTE: Individuals must pay any donation required at the last league meeting. Failure to pay will make that player ineligible to participate in the playoffs.*
- D. Individuals must have played a minimum of 25% of the regular season scheduled games (games awarded from fund-raisers are not included) to participate in team playoffs.
- E. A team is disqualified if no member is present at the designated starting time, and predetermined location, as indicated on the team regular season playoff schedule.
- F. The bracket shall be seeded 1-8 and the team with the best record will maintain visitor designation throughout the tournament.
- G. If a tie of 8-8 occurs, teams will be given a 5 minute time out after game 16 before tiebreak play resumes. A lag determines the break on the 17th game.

2. Semi Finals Open Individuals

- A. Open Individuals are open to all players.
- B. Eligibility will be determined by total winning percentage.
- C. The top twelve (12) individuals automatically qualify for the Open Individuals Final Round. Players in positions 13 - 20 compete in the Open Individuals Semi-final Round for the additional four (4) positions in the Open Individuals Final Round.
- D. Individuals must have played a minimum of 60% of the regular season scheduled games (games awarded from fund-raisers are not included).
- E. All players must have attended at least four (4) mandatory fund-raisers during the course of the season. If an individual was unable to attend (i.e. work or emergency), then a donation of \$14.00 for each missed fundraiser, not to exceed \$28.00, will be asked of that individual.
NOTE: Individuals must pay any donation required at the last league meeting. Failure to pay will make that player ineligible to participate in the playoffs.
- F. Members of the first place team and/or the WCC team shall not participate in the semi-finals or Open Individual Playoffs.

- G. Players not present at the designated starting time will be disqualified. There is no grace period.
- H. Players are advanced based on the winner of matches consisting of 2 out of 3 games.
- I. Semi-finals lag for break.
- J. There is a one (1) hour time limit for all matches. If the time limit is exceeded, a one-minute time limit per shot will be enforced until the match ends. A foul will be called on the offending player if the one-minute time limit is exceeded.
- K. The four (4) highest players that did not advance to the finals will be ranked as alternates to open individuals finals, based on finish at semi-finals. Ties will be determined by a one game playoff.

3. **Semi Finals Women's Individuals**

- A. Women's Individuals are open to all who identify as female from the start of the season and play the entire season as such.
- B. Eligibility will be determined by total winning percentage.
- C. The twelve (12) individuals automatically qualify for the Open Individuals Final Round. Players in positions 13 - 20 compete in the Open Individuals Semi-final Round for the additional four (4) positions in the Open Individuals Final Round.
- D. Individuals must have played a minimum of 60% of the scheduled games (games awarded at fund-raisers are not included).
- E. All players must have attended at least four (4) mandatory fund-raisers during the course of the season. If an individual was unable to attend (i.e. work or emergency), then a donation of \$14.00 for each missed fundraiser, not to exceed \$28.00, will be asked of that individual.

NOTE: Individuals must pay any donation required at the last league meeting. Failure to pay will make that player ineligible to participate in the playoffs.

- F. Members of the first place team and/or the WCC team shall not participate in the Semi Finals or Women's Individual Playoffs.
- G. Players not present at the designated starting time will be disqualified. There is no grace period.
- H. Players advanced based on the winner of matches consisting of 2 out of 3 games.
- I. Semi-finals lag for break.
- J. There is a one (1) hour time limit for all matches. If the time limit is exceeded, a one-minute time limit per shot will be enforced until the match ends. A foul will be called on the offending player if the one-minute time limit is exceeded.
- K. The four (4) highest players that did not advance to the finals will be ranked as alternates to women's individuals finals, based on finish at semi-finals. Ties will be determined by a one game playoff.

4. **Open Individual Playoffs**

- A. Open Individuals are open to all players.
- B. Eligibility will be determined by total winning percentage.
- C. The top twelve (12) individuals automatically qualify for the Open Individuals Final Round. Players in positions 13 - 20 compete in the Open Individuals Semi-final Round for the additional four (4) positions in the Open Individuals Final Round.
- D. Individuals must have played a minimum of 60% of the scheduled games (games awarded at fund-raisers are not included).
- E. All players must have attended at least four (4) mandatory fund-raisers during the course of the season. If an individual was unable to attend (i.e. work or emergency), then a donation of \$14.00 for each missed fundraiser, not to exceed \$28.00, will be asked of that individual.

- NOTE: Individuals must pay any donation required at the last league meeting. Failure to pay will make that player ineligible to participate in the playoffs.
- F. Members of the first place team and/or the WCC team shall not participate in the Open Individual Playoffs.
 - G. Players not present at the designated starting time will be disqualified. There is no grace period.
 - H. If the field is not filled at the designated start time, the bye will go to the highest ranked seed.
 - I. If a player is not present at the beginning of a match during the tournament, the match is forfeited. There is no grace period.
 - J. There is a one (1) hour time limit for all matches. If the time limit is exceeded, a one-minute time limit per shot will be enforced until the match ends. A foul will be called on the offending player if the one-minute time limit is exceeded.
 - K. The four (4) highest ranked players that did not advance to the WCC Open Individuals will be ranked as alternates to the WCC Open individuals, based on finish at Open Individual playoffs. Ties will be determined by a one game playoff.
 - L. At the discretion of the tournament director and with the approval of more than 50% of participating players, time outs may be allowed during playoffs. Each player will be allowed one five-minute time out per match. A player is only allowed to take a time out between sets or games. During a time out, a sign should be placed on the table by the referee or tournament official, and no practice will be allowed on that table.

5. **Women's Individual Playoffs**

- A. Women's Individuals are open to all who identify as female from the start of the season and play the entire season as such.
- B. Eligibility will be determined by total winning percentage.
- C. The top twelve (12) women automatically qualify for the Women's Individuals Final Round. Players in positions 13 - 20 compete in the Women's Individuals Semi-final Round for the additional four (4) positions in the Women's Individuals Final Round.
- D. Individuals must have played a minimum of 60% of the scheduled games (games awarded at fund-raisers are not included).
- E. All players must have attended at least four (4) mandatory fund-raisers during the course of the season. If an individual was unable to attend (i.e. work or emergency), then a donation of \$14.00 for each missed fundraiser, not to exceed \$28.00, will be asked of that individual.

NOTE: Individuals must pay any donation required at the last league meeting. Failure to pay will make that player ineligible to participate in the playoffs.

- F. Members of the first place team and/or the WCC team shall not participate in the Women's Individual Playoffs.
- G. Players not present at the designated starting time will be disqualified. There is no grace period.
- H. If the field is not filled at the designated start time, the bye will go to the highest ranked seed.
- I. If a player is not present at the beginning of a match during the tournament, the match is forfeited. There is no grace period.
- J. There is a one (1) hour time limit for all matches. If the time limit is exceeded, a one-minute time limit per shot will be enforced until the match ends. A foul will be called on the offending player if the one-minute time limit is exceeded.

- K. The four (4) highest ranked players that did not advance to the WCC Women's Individuals will be ranked as alternates to the WCC Women's Individuals, based on finish at Women's Individuals playoffs. Ties will be determined by a one game playoff.
- L. At the discretion of the tournament director and with the approval of more than 50% of participating players, time outs may be allowed during playoffs. Each player will be allowed one five-minute time out per match. A player is only allowed to take a time out between sets or games. During a time out, a sign should be placed on the table by the referee or tournament official, and no practice will be allowed on that table.

6. Hi-Lo Playoffs

- A. Individuals must have played a minimum of 60% of the scheduled games (games awarded at fund-raisers are not included).
 - B. All players must have attended at least four (4) mandatory fund-raisers during the course of the season. If an individual was unable to attend (i.e. work or emergency), then a donation of \$14.00 for each missed fundraiser, not to exceed \$28.00, will be asked of that individual.
- NOTE: Individuals must pay any donation required at the last league meeting. Failure to pay will make that player ineligible to participate in the playoffs.
- C. All members already qualified as a WCC player delegation are ineligible for the Hi-Lo Playoffs
 - D. Players/Teams not present at the designated starting time will be disqualified. There is no grace period.
 - E. Team seeding will be determined by random draw, therefore byes are also random.
 - F. There is a one (1) hour time limit for all matches. If the time limit is exceeded, a one-minute time limit per shot will be enforced until the match ends. A foul will be called on the offending player if the one-minute time limit is exceeded.
 - G. The highest ranked team will advance to the WCC.
 - H. The players act as one player, each able to handle and place the cue ball for the other.
 - I. They will alternate shots including rotation into the next game, i.e. the player who shoots the eight ball must have their partner shoot the break shot on the next game, if applicable.
 - J. Each team will be allowed one five-minute time out per match. A team is only allowed to take a time out between sets or games. During a time out, a sign should be placed on the table by the referee or tournament official, and no practice will be allowed on that table.

C - ELIGIBILITY TIE BREAKERS (In Order Of Priority)

1. Team Playoffs

- A. If all teams have played each other during the regular season, then the winner of the regular season match(es) qualifies.
- B. For teams in the same division, total wins within that division.
- C. For team's assured of a playoff berth, a coin toss will be used.
- D. A tiebreaker playoff.

2. Open Individual Playoffs

- A. If all individuals have played each other during the regular season, then the winner of the regular season match(es) qualifies.
- B. For individuals in the same division, total wins within that division.
- C. For individuals assured of a playoff berth, a coin toss will be used.
- D. A tiebreaker playoff match may have to be played.

3. **Women's Individual Playoffs**
 - A. If all individuals have played each other during the regular season, then the winner of the regular season match(es) qualifies.
 - B. For individuals in the same division, total wins within that division.
 - C. For individuals assured of a playoff berth, a coin toss will be used.
 - D. A tiebreaker playoff match may have to be played.
4. **Hi-Lo Playoffs**
 - A. If all individuals have played each other during the regular season, then the winner of the regular season match(es) determines ranking.
 - B. For individuals in the same division, total wins within that division.
 - E. A coin toss will be used.
 - C. If a player commits to playing in the Hi-Lo tournament and drops out, leaving their partner unable to continue playing, they will not be eligible to play in the following season's Hi-Lo tournament.

D - SEEDING, ADVANCING AND LOCATION

1. **Team Playoffs**
 - A. Teams will be seeded based on total winning percentages. The bracket shall be seeded 1-8 and the team with the best record will maintain visitor designation throughout the tournament.
 - B. Playing locations shall be randomly drawn from all current bar sponsors. No matches on the opening night of team playoffs will be played in either the home or visitors sponsor location to remove team advantage. All remaining nights will be a random draw of locations regardless if a team plays at their home location. *i.e. Y2 plays G1 on the first night, Y2 and G1 will not be scheduled to play in their home locations/bars.*
 - C. Teams will advance based on the first team to win nine (9) games. In the case of an 8-8 tie, the team that wins a 17th game advances. (Each team may choose which member plays game 17.)
 - D. The board shall provide all team captains, players and sponsors at the last scheduled meeting a playoff bracket with dates, times and locations of all team matches. .
 - E. If a playoff team cannot field four (4) players by the end of regular season play due to player(s) not allowed (86'd) into the seeded location, special circumstances may apply and the board may relocate the match to another location without dislocating other seeded teams.
2. **Open Individual Playoffs**
 - A. The top twelve (12) individuals go to the playoff finals.
 - B. The next eight (8) individuals go to the playoff semi-finals. The top four (4) individuals from the semi-finals will advance to the finals.
 - C. Individuals advance based on the winner of matches consisting of three (3) out of five (5) games.
 - D. Open Individuals will be played at a location chosen by the BOG.
3. **Women's Individual Playoffs**
 - A. The top twelve (12) individuals go to the playoff finals.
 - B. The next eight (8) individuals go to the playoff semi-finals. The top four individuals from the semi-finals will advance to the finals.
 - C. Individuals advance based on the winner of matches consisting of three (3) out of five (5) games.

D. Women's Individuals will be played at a location chosen by the BOG.

4. **Hi-Lo Playoffs**

- A. Hi-Lo teams will be assigned by matching the player with the highest winning percentage with the player with the lowest winning percentage. The next team will be the player with the next highest winning percentage teamed with the player with the next lowest winning percentage, and so on. Individuals advance based on the winner of matches consisting of three (3) out of five (5) games.
- B. Should there be an odd number of players (hence unable to match a player to a pair) the player who showed up last to register for the tournament shall be removed.

2. **Team Playoffs**

- A. Teams will break according to the score sheet.
- B. If a seventeenth (17th) game is required, teams will lag for break of that game.
- C. No practice is allowed during a match.
 - 1. One warning will be issued.
 - 2. Second offense of practicing during a team's playoff match and/or hi-lo match is a loss of the upcoming player's game.
 - 3. Second offense of practicing during open and women's tournaments is a loss of the current or upcoming match.
 - 4. Third violations will result in complete forfeit of players/teams from the tournament.

3. **Open Individual Playoffs**

- A. Individuals will lag for break
- B. Breaking will alternate after the first game

4. **Women's Individual Playoffs**

- A. Individuals will lag for break
- B. Breaking will alternate after the first game

5. **Hi-Lo Playoffs**

- A. One player from each team will lag for break
- B. Breaking will alternate after the first game

6. **Playoff Tournament Charts**

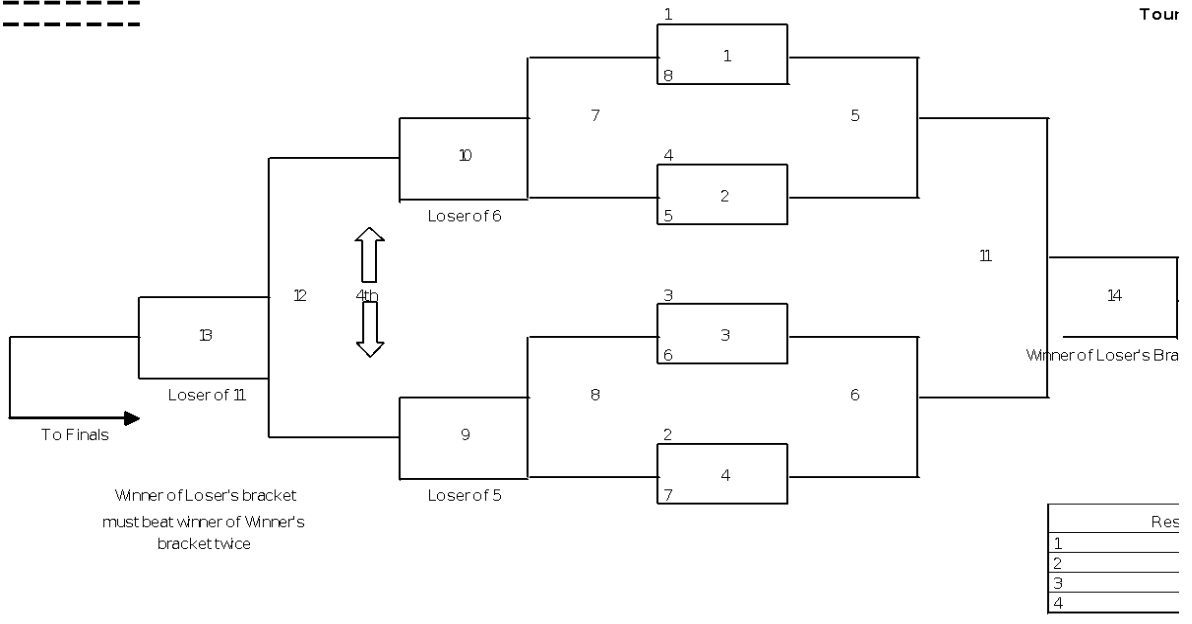
The eight (8) player field chart is used for Team Playoffs, Open Individuals Semi-finals and Women's semi-finals. It shows seeding and the order matches should be played.

E - APPOINTED OFFICIAL REFEREES SHALL

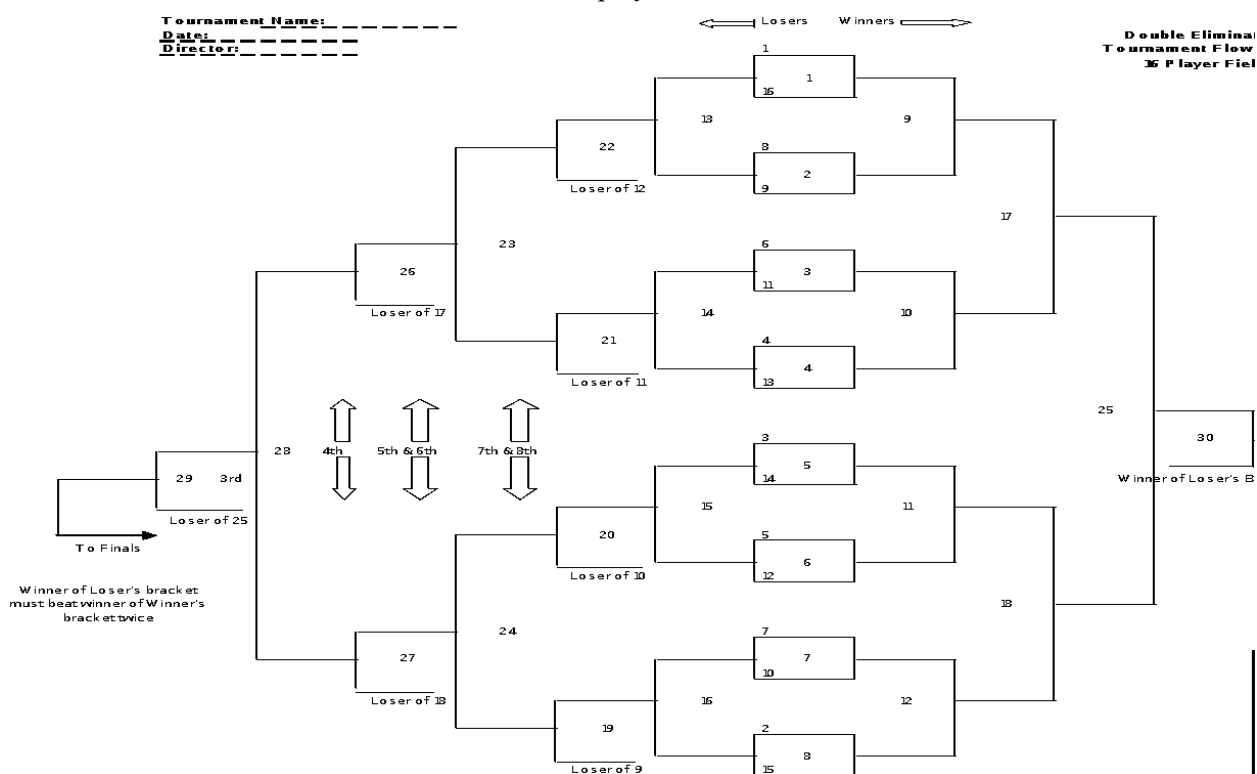
- 1. Have final say in judgment calls.
- 2. Repeat all calls by the player.
- 3. Assist when needed in WCC tournaments.

Director:

Tour



This sixteen (16) player field chart is used for Open Individuals, Women's Individual Finals, and Hi-Lo finals, and the Joey Reda & Friends Memorial Tournament. It shows seeding and the order the matches should be played.



G - WEST COAST CHALLENGE

Regarding the participation of the Long Beach Pool League in the West Coast Challenge (hereafter referred to as "WCC"), the following will apply:

1. The #1 team is expected to represent Long Beach in the WCC--players on this team may not participate in other WCC seeded events. The 2nd, 3rd and 4th place teams may be asked to participate in the WCC should the #1 team finds it impossible to do so.
2. The top eight (8) Open Individuals and top four (4) Women Individuals of the league are expected to represent Long Beach in the WCC. Should any of these players not be able to attend, the next player(s) seeded will be asked to represent the league in the WCC.
3. The #1 Hi-Lo team is expected to represent Long Beach in the WCC. If either of the two (2) players are not able to attend, the next Hi-Lo team seeded will be asked to represent the league in the WCC.
4. West Coast Challenge Participants shall be present for opening and closing West Coast Challenge ceremonies. An exception is allowed with Board approval only. If not in attendance, participants will not be eligible to play in the following season's West Coast Challenge.

H - DISPUTES

All disputes resulting from play of any game (for example: if the wrong person was designated to break, wrong players were designated to play the game, etc.), must be resolved before the start of

the next game. Failure to do so will result in the decision of the disputed game standing as originally played.

I - PROTESTS

Protests will be allowed only if based on an incorrect application of the playing rules. The protested game should be circled on the score sheet with a brief explanation by both team captains on the back of the score sheet.

IV. BYLAWS

The Long Beach Pool League (P.O. Box 20459, Long Beach, Ca. 90801) is an unincorporated social and recreational organization. This organization does not contemplate pecuniary gain or profit to the members and is organized for nonprofit purposes. Our Federal Tax ID Number is 33-0242053.

Neutral pronouns have been utilized throughout this rulebook. Such references apply to any player or teams of players.

A - TEAMS AND SPONSORS

1. **Sponsors**
 - A. Each bar sponsor may have a maximum of two (2) teams per table.
 - B. Cost for sponsors is \$140.00 per team. Half (\$70) is due by the registration deadline, the other half is due by the 4th captains' meeting.
2. **Teams and Members**
 - A. A team will consist of a minimum of four (4) members and a maximum of six (6) members.
 - B. Each team will have a player designated as captain.
 - C. A team will submit the names (first and last), phone numbers and emails (optional) of its captain and players at the Registration meeting.
 - D. Cost is \$390 per Team. Half of team dues (\$195) are due by the first Captains Meeting of the season, and the full amount is due by the first Captains Meeting of the following calendar year.
 - E. All members of the Long Beach Pool League (LBPL) must be at least twenty-one (21) years of age.
3. **Eligibility, Forfeiture, and Withdrawal**
 - A. Provisions in this section can be overruled by a two-thirds majority of the Board of Governors (BOG) due to special circumstances.
 - B. All members of the LBPL are not eligible to participate in any other team or league that is affiliated with the West Coast Challenge (WCC) during the current season.
 - C. There shall be no roster changes after the third (3) night of play without BOG approval. The first fundraiser of the season is considered a night of play. Requests for team roster changes must be in writing (back of the scoresheet, email, text) and sent to the statistician. The player will become eligible once the BOG approves. A Board Member will contact the captain regarding the approval of the roster change.
 - D. Prior season teams will be considered withdrawn from the league at the registration meeting if they fail to have a captain or appointed representative in attendance.
 - E. Any team that withdraws from the league, and/or forfeits their entire match on any four (4) nights of play, and/or forfeits 20% of available games during the current season (whichever happens first) will have their scores voided. All games played against the withdrawn team will be removed from the stats, which will be recalculated as if the opposing team had a bye instead. All future scheduled matches involving the withdrawn team will become a bye on the schedule.
 1. Exceptions will be granted in case of medical issues & emergencies by BOG
 2. The number of forfeits for each player will be shown on weekly stats

- F. Every participant of the LBPL will be required to sign a liability release form. All forms must be turned in to the statistician by the third (3rd) week of play. Failure to sign the release form will result in a player or players being dropped from the LBPL.

B - CAPTAINS

1. General Duties of Captains

- A. Captains, or a member of the Captain's team, shall be present at all Captain's/League Member's meetings. Failure to attend will be a three (3) game loss applied to the captain.
- B. *Note: A three (3) game loss shall be applied by deducting three (3) wins from the Captain's total score in the league stats.*
- C. Team Captains will designate a member from their team in their absence. If the designator is a no show, losses will be applied to the designated captain..
- D. Must inform the league statistician of any changes in the team roster (see rules 1.1.2 C and 1.1.3 C).
- E. Approve any changes in the bylaws and rules (see rule 1.5).
- F. Approve any expenditure from the general fund that is not:
 - a. Specifically essential to the operation of the league.
 - b. Previously voted upon or specifically mentioned in these bylaws.
- G. Failure of a team captain or a member from their team, to attend at least two (2) scheduled meetings during a season will result in the captain being removed from the captain's position, regardless if a designated captain was a no show. The removal shall commence the beginning of the following season and be in effect for no longer than one (1) season.

2. Captains' Duties on Night of Play

Home captains will:

- A. Ensure that the table is clean and the necessary supplies and table equipment are available to both teams (i.e. chalk, bridges, same size cue ball, etc.).
- B. Complete the Home Team information including player line-up on the score sheet first, and ensure the visiting team captain completes Visiting Team information and player line-up.
- C. Keep score during the match.
- D. Ensure the substitute's play is clearly indicated as specified on the score sheet, and that the substitute's name is clearly entered in the appropriate box on the score sheet. Ensure that all table runs are clearly noted on the score sheet.
- E. Email a photocopy of the score sheet to (lbplscoresheets@gmail.com) the statistician Monday night once play is complete. The statistician must receive all score sheets no later than 8am the following day. Failure to follow will result in delay of the weekly stats delivery via email, facebook and league website. Captains responsible for the delay will be penalized three (3) games or designator.

Both captains will:

- A. Designate a referee for the game and inform the opposing captain.
- B. Strictly follow all instructions on the score sheet
- C. Resolve all disputes using the following:
 - 1. If neither referee saw the play in question, the call goes to the shooter.
 - 2. If either of the designated referees disagree on a call, the following procedure will be used:
 - a. A reasonable discussion (which may include asking other players for information about the shot) between the designated referees. If they reach an agreement, play continues.
 - b. If no resolution can be reached through reasonable discussion, the call will be decided by a flip of a coin, and play then continues. The active shooter will call heads or tails while a representative of the other team flips the coin.

C - BOARD OF GOVERNORS

1. Number of Governors

There shall be five (5) elected members, each with one (1) vote, unless such member(s) is disqualified by reason of conflict of interest.

2. Election and Term of Office

An election committee composed of one (1) Board Member and two (2) league members are (preferably Captains if possible) to be formed for the collection and tabulation of votes. The committee is to coordinate its activities in connection with the bylaws of the LBPL and ensure a 50.01% vote of all regular season LBPL members to make the election valid. Otherwise, a re-vote of the same will be necessary.

- A. Nominations for the Board of Governors shall be open to all league members in good standing for a minimum of two (2) weeks prior to the elections.
- B. The President, Vice President, and 3 at-large board members shall be elected at the end of a season. The President and Vice President will be elected separately on their own ballots, while the 3 at-large members will be the top 3 voted for by group ballot.
- C. There shall always be five (5) Board Members in office.
- D. Term of office shall be one (1) year, culminating with the West Coast Challenge.
- E. The Board may temporarily fill any vacancy in the event of resignation or failure to serve. Such a temporary position will be filled with a permanent Board Member at the next regularly scheduled election of the Board. The BOG meeting minutes shall report who the temporary replacement is, who they are replacing, and which duties they will be performing. The temporary replacement shall also be announced at the following captain's meeting. Should there be any objection, a motion may be made for a vote by the captains approving or disapproving the temporary replacement. Should the replacement be disapproved by the captains, the process of filling the vacancy shall begin again.
- F. BOG Ballot Nominees shall be listed in alphabetical order by first name.
- G. Absentee Ballot: All members who pay for all mandatory fundraisers will receive two (2) envelopes upon payment at the first fundraiser. After nominations close two (2) weeks prior to the election, the Vice President shall text and or email all pre-paid members a copy of the election ballot. The members can then place the filled out ballot in the first envelope, then place this sealed, unmarked envelope into the 2nd envelope. This envelope with their name on it can then be given to their captain at the game the week prior to the election or mailed to the PO. Box. All envelopes collected counted towards the election. The member names will be checked off, outer envelope opened and inner, sealed envelope placed into the ballot box. At which time the ballots are tabulated, the inner envelopes may be opened and tabulated as well.

3. Duties of the Board of Governors

- A. Appoint a Secretary.
- B. Nominate the positions of Treasurer, Statistician, Webmaster, Tournament Director, Associate Tournament Director, and the members of the Rules Committee, subject to approval by the captains of the league. These offices are not voting members of the board though may be asked to attend board meetings and *must* attend captains meetings.
- C. Meet at the request of the President, or two (2) Board Members, or two (2) Captains.
 - 1) If an unscheduled meeting of the Board of Governors is called, Board Members and Captains shall receive reasonable advance notice, but not less than 24 hours.

- 2) Notice shall be provided by telephone call, voicemail, email, or text message. Email or Text message shall only be acceptable if the recipient confirms receipt.
- D. Take necessary action essential for organization and operation of the pool league season, unless otherwise restricted herein.
- E. Approve new sponsors. When responding to a “request” or a “need” for a new sponsor/location, at least three (3) league members (2- board members and 1- team representative) should physically examine the location (preferably on a Monday night), have a conversation with the management/owner and then report back to the board before the board votes.
- F. Inspect and approve all playing facilities and pool tables prior to the beginning of each league season.
- G. Review rule changes and investigate protests.
- H. Schedule the regular season playoffs, authorized tournaments, and provide referees when necessary.
- I. Determine the location of the league Awards Banquet, with accommodations and price as the major consideration.
- J. Take appropriate action with respect to teams or individuals who violate league rules or whose conduct is deemed detrimental to the league. Should an individual be suspended from seasonal play three (3) times, the final third suspension will equal permanent expulsion from the league. The suspended member has the right to appeal the decision at the next captain’s meeting for final ruling. In extreme cases: the board has recourse to permanently expel an individual from the league membership if they have been found to willingly commit grievous misconduct such as, but not limited to, fraud and physical violence. Any suspensions prior to the beginning of the Fall 2010 season will not count.
- K. Shall approve all agreements regarding the West Coast Challenge.
- L. Shall ensure that all extra league activities or agreements are in the best interest of the league before authorizing or sanctioning said agreements or activities.
- M. Shall be totally responsible for accuracy of all financial statements and their supporting documentation.
- N. Shall be custodians of the Long Beach Pool League ATM Visa debit card.
 - 1) President responsibilities - ATM Visa card is to be used for Hotel and Airfare for West Coast Challenge’s Only (no exceptions). The President shall be the only board member to use the card and to have possession of the card. It is the responsibility of the President to keep in a safe place, if lost, notify the bank immediately to cancel the card with the bank and notify Board of Governors. When the President leaves office they will transfer the log and sign over the ATM Visa card to the Incoming President.
 - 2) Treasurer responsibilities – Treasurer will check status of the ATM Visa card every month and verify that no unauthorized activity has occurred. Treasurer will sign and date verification sheets (Yellow Form) and bring all findings to the Board of Governors. Treasurer will keep a log of the President, check out log and witness transfer log with signature. This log will be kept with the verifying log.
 - 3) If the President or Treasurer does not follow these procedures they will be immediately removed from office. Any person that misuses or uses an ATM Visa card for anything other than Hotel and Airfare for WCC will be immediately removed from office and permanently banned from Long Beach Pool League. They also must repay the Long Beach Pool League for the money that was taken or will be prosecuted to the fullest extent of the law.
- O. Shall review and approve all expenditures and all committee recommendations.
- P. Shall purchase and present awards as follows:

- 1) Top eight (8) individuals; top four (4) women, top three (3) Hi-Lo teams and top four (4) teams.
 - 2) Awards for top three (3) winners for authorized tournaments.
 - 3) Top three (3) improved players from prior seasons. Improvement shall be measured by stats from.
 - 4) Team sportsmanship trophy. The trophy will be awarded to the team that receives the most votes from the league members. All league members will have one (1) vote each. The last mandatory fundraiser of the season will be the day to vote for the team they think showed the best sportsmanship during the season. In the event of a tie between two (2) teams, both teams will be awarded trophies. In the event of a tie between three (3) or more teams, a revote will be taken on the tied teams. Only league members who voted in the first vote may vote in the revote.
- Q. Perpetual trophies to be awarded for:
- 1) Open Individuals
 - 2) Women Individuals
 - 3) Team – to be awarded to the winning team’s sponsor
 - 4) Joey Reda and Friends Memorial Tournament
 - 5) A sportsmanship trophy for unusual dedication and/or sportsmanship to the league may be presented to an individual or team as voted by the Board.
- R. Conduct the team registration at the start of each season, coordinating the following:
- 1) The collection of all registration sheets.
 - 2) The drawing for team and divisional slots at the registration meeting. (In an effort to maintain balance between the divisions, the first and third place teams from the past regular season shall automatically be placed in one division, and the second and fourth place teams from the previous season in the other.)
 - 3) Coordinate season's schedule of play.
 - 4) The organization and distribution of the packets to the captains well before regularly scheduled play begins. Season rulebooks and inserts will be available for download and reference on the Long Beach Pool League website. Hardcopies of season rulebooks and inserts will be given out by request of a league member only.
- S. Shall make policy not otherwise prohibited herein.
- T. Have the authority to create committees.
- U. Failure of a BOG Member to attend at least two (2) scheduled meetings during a season will result in the BOG Member being removed from the BOG. The removal shall commence at the beginning of the following season and be in effect for no longer than one (1) season.
- V. Malfeasance and Nonfeasance – In the event that any individual has evidence that a Board member is guilty of malfeasance or nonfeasance in office they may ask for a full hearing of the Board of Governors (BOG). A motion stating the charge must be presented to the BOG. Malfeasance shall be defined as wrongdoing or misconduct or the commission of an illegal act that is detrimental to the league. Nonfeasance shall be defined as failure to perform duties as defined by league rules.
- 1) A motion stating the charge must be presented to the BOG. Malfeasance shall be defined as wrongdoing or misconduct or the commission of an illegal act that is detrimental to the league. Nonfeasance shall be defined as failure to perform duties as defined by league rules.
 - 2) In the event that a motion carried by a three-fourths majority of the BOG, the members shall be removed and Section C-2-E shall apply.

- 3) Should a board member be removed or otherwise leave the board due to malfeasance or nonfeasance, they will no longer be considered a member in good standing of the league, until such time as a majority of captains affirm their status.

NOTE: Due to the seriousness of removing a member of the board, a simple majority will not be enough. Three-fourths majority may be calculated using the example as follows: Excluding the accused member by conflict of interest; with six (6) members, five (5) votes will be needed, with five (5) members, four (4) votes will be needed, etc. The suspended member has the right to appeal the decision at the next Captain's member Meeting or Emergency Captain's Meeting for a final ruling.

D - LEAGUE OFFICERS' DUTIES

I. The President Shall:

- A. Coordinate the activities of the Board of Governors, its officers and all committees.
- B. Be a cosignatory on all bank accounts.
- C. Call, provide an agenda for, and preside over regularly scheduled Board meetings.
- D. Schedule, provide an agenda for, and preside over all Captains/League Members meetings.
- E. Preside over the WCC when hosted by Long Beach, including the following
 1. Solicit bids for the facility to host the tournament.
 2. Appoint a local WCC committee to coordinate activities.
- F. Coordinate travel arrangements for Board Members and players whenever the WCC is not in Long Beach.
- G. Maintain all league records, and pass those records to the next president.
- H. Comply with all bylaws not covered in these duties.
- I. Ensure that all board members have the opportunity to participate in all matters presented to the board by including each board member to participate in the deliberation and voting process. Before action is taken, the president will make every attempt to acquire a clear vote from each board member such as "yes (agree)", "no (disagree)" or "abstain", unless such member(s) is disqualified by conflict of interest.

II. The Vice President Shall:

- A. Act on-behalf of the league president when requested or when the president is out of town.
- B. Be a cosignatory on all bank accounts.
- C. Preside over all elections.
- D. Maintain records for BOG members' terms in office.
- E. Create referee committees.
- F. Comply with all bylaws not covered in these duties.

III. The Secretary Shall:

- A. Record the minutes of the Board of Governors and Captains'/League Members' meetings.
- B. Present in a timely manner a written copy of the minutes of all Board and Captains'/League Members' meetings to all Board Members and all team captains.
- C. Handle general correspondence, as necessary, with the Board Members, league members, WCC cities and other organizations.
- D. Send written notification of all events to all sponsors at the start of each season.
- E. Send additional written notification of events scheduled after the start of the season to the affected sponsor in a prompt manner.
- F. Send thank-you notes to persons, sponsors or organizations as deemed necessary by the Board.
- G. Comply with all bylaws not covered in these duties.

IV. The Treasurer Shall:

- A. Keep accurate financial records of income and expenditures in an acceptable accounting procedure.
- B. Be cosignatory on all bank accounts.
- C. Deposit all money collected within three (3) working days of receipt and furnish documentation upon request.
- D. Report all monies collected to the Statistician.
- E. Be responsible for notifying sponsors and/or players of overdue fees, and collection of checks returned unpaid.
- F. Write checks paying league obligations in a timely manner for the following:
 1. Seasonal Banquet
 2. Trophies
 3. West Coast Challenge
 4. All other expenditures as directed by the Board unless otherwise restricted by these bylaws.
- G. Prepare the following:
 1. A financial statement for all Board Members and Captains at all scheduled Captains'/League Members' Meetings.
 2. A financial report for each scheduled Board meeting.
 3. A financial statement upon proper request from any league member or governmental entity. A proper request must be submitted, in writing, to the league President one (1) week in advance.
 4. All necessary documents for annual reporting of the league's "tax-exempt" status (presently a 501(c)7).
- H. Comply with all bylaws not covered in these duties.

V. The Statistician Shall:

- A. Send weekly stats by 11:59 pm the Wednesday following play to the webmaster
- B. Report, in a timely manner, all protests to the Board. Protest to be sent by team captains only in a separate email to lbplschoresheets@gmail.com with "Protest" written in subject line.
- C. Notify the Treasurer of fees due (i.e. league fees, sponsor fees, BCA dues, etc.)
- D. Produce and distribute the league's weekly standings consisting of team and individual scores on a cumulative basis.
- E. Keep an accurate record of all personnel and address changes of each team.
- F. Present each Board Member the names, addresses, emails and telephone numbers of all players and captains.
- G. Supply the BOG any information needed for the playoffs.
- H. Comply with all bylaws not covered in these duties.

VI. The Tournament Director Shall:

- A. Conduct all fund-raisers, authorized tournaments, and playoffs, and/or authorize the Associate Tournament Director to do so.
 1. Ensure that the rules of play are explained for each event.
 2. Enforce said rules.
- B. Supply all paraphernalia necessary for the event.
- C. Solicit voluntary help for each event, when required.
- D. Serve on the Rulebook Committee.
- E. Oversee league compliance with bylaws and rules.
- F. Attend all captains' meetings, and attend board meetings when requested by the board.
- G. Comply with all bylaws not covered in these duties.

VII. The Associate Tournament Director Shall:

- A. Perform all the above duties of the Tournament Director if the Tournament Director is unable to.
- B. Assist the Tournament Director in their duties as needed.
- C. Attend captains' meetings and/or board meetings, or other league functions in place of the Tournament Director if necessary.
- D. Comply with all bylaws not covered in these duties.

VIII. The Members of the Board At-Large Shall:

- A. Attend all Board and Captains' meetings.
- B. Serve as the liaisons between membership and the board.
- C. Serve on committees as needed.
- D. Comply with all bylaws not covered in these duties.

IX. The Rulebook Committee Shall:

- A. Consist of the Tournament Director and a minimum of two (2) other league members, at least one of which must be a captain.
- B. Review the rulebook for errors (clarification, spelling, typographical, etc.).
- C. Insert all new or revised rules as approved by the captains into the rulebook. Any rules rewritten for grammatical reasons shall be presented to the captains in writing for verification prior to inserting in the rulebook.

X. The Webmaster Shall:

- A. Post weekly stats by 11:59 pm the Friday following play.
- B. Post Board Meeting/Captains' Meeting minutes within 10 days of the meeting.
- C. Keep the calendar current.
- D. Post WCC stats within 10 days of the tournament.
- E. Create and maintain an operation manual including host site information, keys, usernames or passwords along with instructions that would be needed to continue operation of the site. A current copy shall be kept with the secretary in case of emergencies at the beginning of each season or when there is a change.
- F. Acknowledge that the LBPL Website and the information within is property of the LBPL and will be turned over to the BOG upon written request within one (1) week.
- G. Keep all sections current.

E - AMENDMENTS / PROPOSALS

League captains and all active players may submit proposals for new rules and/or amend current rules and bylaws as follows:

1. Proposed new rules or amended current rule changes must be submitted in writing to all league captains at least two (2) weeks prior to voting.
2. Vote at a Captains' Meeting, must pass by a 2/3 majority of Captain's. If a quorum of 60% is met, a 2/3 majority of captains present must vote in favor of a proposal in order for it to pass.
3. New rules or amended rules will go into effect in the upcoming season.

Note: A minimum of 60% of captains must be present at the meeting in order for voting to take place.

