

WAL-MAC POOL LEAGUE

Captain's Package and Rules (Revised August 2022)

LEAGUE OBJECTIVES

To promote sportsmanship, goodwill, and unity among league members. To offer rules, methods and procedures that enhance the sportsmanship of the game, so it may be played in an organized, competitive, and FUN manner. **ANY abuse, profanity, derogatory comments and/or yelling at any League Representative may result in expulsion from the League and/or further penalties.**

League members and individuals shall be entitled to the rights of, and be subject to, League rules and regulations as established by the League. Any misuse or manipulation of any rule or procedure, unbecoming conduct or poor sportsmanship may result in disciplinary action, penalty, or expulsion from the League.

CAPTAIN'S RESPONSIBILITIES

1. Have the RULES BOOKLET at all League matches.
2. Make sure players are familiar with all League rules.
3. Communicate with your League Representative and the League office on behalf of your players.
4. Attend Captain's Meetings or send a team representative.

League matches commence at 7:15pm and are scheduled to be played on ONE pool table. Once a match begins all matches must be played on the same table unless agreed to by both teams.

TEAM CAPTAINS

1. Read all information in this Captain's Package.
2. Know all rules in the Wal-Mac Rules Supplement and be sure your players know the rules. You must have access to the Wal-Mac Rules Supplement with you at every match (online or hard copy).
3. Check Wal-Mac Pool League website and Facebook Group for additional information.

TEAMS & PLAYERS

1. Players must have a minimum of 8 weeks of league with their team to compete at the Wal-Mac Championships. You cannot combine weeks.
2. Shorter league seasons may have different qualifying requirements. There will be **NO EXCEPTIONS** to the qualifying rule. Make sure all your players have the required weeks and know when the league championships are, so you can field a full and qualified team. Your share of the prize fund is based on your tournament result, so it is critical that you participate.
3. NOTE: VNEA Championships in Las Vegas requires 12 weeks of league play.
4. NOTE: WCVNEA Championships requires 8 weeks of league play.
5. All players who participate will be sanctioned at all VNEA events.
6. **Trip Packages will only be allotted to VNEA VEGAS.** Trip packages are won in the following ways - Divisional winners are won by the team with the most Total points no handicap, at the end of the season. Wild Card winners are determined by winning the appropriate brackets at the Year End Tournament.

7. This is an open league. All men and women are encouraged to play. (18 years or older)
8. Illegal Player Rule: Violations of team regulations will result in 0 points for any games played by the illegal player and 10 points for the opponent.
9. Players MUST produce picture ID when requested or ZERO scores will be given (player's picture on Compusport will be accepted as ID. Contact the league office for more info)

You are only allowed 1 ranked drop-down player on your team roster. A ranked player can only drop down 1 level.

1. Elite -> Open
2. Open -> Super Premier
3. Super Premier -> Premier
4. Premier -> Super Vegas
5. Super Vegas -> Vegas
6. Vegas -> Women's

If a player is found to be ineligible, then any points that player has gained at any time during the season will be lost and the opponents shall receive 10. Players are expected to know their status.

1. If you wish to add a new player to your roster and they have never played Wal-Mac Pool League before, please fill out the form online at <https://www.walmac.net> at least 2 hours before your scheduled match.
2. Tournament winnings are paid by check approximately 3 weeks after the end of the season. Checks will be sent to the designated member of the team at the address supplied. If a check is not received and it is not returned to the office, then the team will be assessed the bank charges for cancelling and re-issuing the check.

SCHEDULING

All league schedules are computer generated, and though every attempt will be made to have fifty percent of all matches at home (13 or 14 matches), you may not be at home every other week. **Matches must be played in their scheduled location**, unless relocated by the league office; matches that are not played in the scheduled location will be entered as 0 scores for both teams and players will not receive credit for the week. A warning will not be issued about playing at the wrong location.

Fall League is 28 weeks including the year end tournament. The tournament does not count as a week of play except for VNEA Championships in Las Vegas.

FORFEITS There is a 15 minute 'grace period' after which there must be 3 players present to start a match (Tournament is 2 players). Captains may choose to waive the 15-minute grace period due to extenuating circumstances. Absent players receive 0 points for each game in which they are absent (see note 4). **IMPORTANT:** Match Forfeits are not awarded full points for the team in attendance. Should a team forfeit a match, that team will receive 0 points for the match and no players from the forfeiting team will receive credit for the match towards the Year End Tournament or VNEA Las Vegas. The attending team will receive their player average for the forfeit match, as done with folded teams. Teams forfeiting 3 matches may be deleted from the league schedule. **ALL PLAYERS** registered on that team will be deleted from **ALL TEAMS THEY PLAY ON**.

1. Enter the attending team's players names, enter no names for the forfeiting team.
2. Enter the attending team's players averages (rounded).
3. Overwrite the forfeiting team's scores with zero, including the handicap totals at the

bottom.

4. League Co-Ordinator will accept and close the scoresheet.
5. If a scheduled player arrives late, they may play the games in the following rounds if the next round has not started. If a player arrives during a round, they may play that round. If they arrive once a round has started (after the 1st round) then they shall receive zero points for the missed games in the previous rounds and their opponent will receive 10 pts. If the player does not show at all remove his name and calculate his average by using the average of the remaining players and adjust the opponents scores vs the missing player to their average. The missing player shall receive 0 (zero).

If a team is playing short a player(s), that spot should be left blank and the average for that spot is the average of the remaining players. The opponent will receive their average points and the blank spot shall receive ZERO for each game.

For new players added to the roster and after the 1st week of play the players handicap is calculated by taking the average of his score that night and entering it in the average box on the scoresheet.

For all forfeits and byes, the attending team will receive their season averages for rounds and points which are applied after the last night of league play.

If a team folds at the beginning of the year (week 1) and a new team replaces them then the match is expected to be rescheduled and played. If the new team has more than 2 (two) players from the folded team on it, then the match is automatically forfeited. The new team will be expected to pay dues for week.

Players from a folded team are to request permission to play on a new team from the League Coordinator. **If a team folds after the first week, players from the folded team cannot play on another team until any dues owing are paid.**

If you put a player's name on the scoresheet and that is not the player who played, then the team will receive zero points for that player and the opponents will receive 10 points. There is a remarkably effective system in place for adding players to your roster, there is no excuse for entering the wrong player.

Maximum handicaps are calculated on 3 points per player per round.

Maximum Handicaps

Super Premier, Premier, Super Vegas and Vegas Leagues maximum handicap is 15 points per round.

Women's, Fun and Cold Lake Leagues maximum handicap is 12 per round.

TEAM ROSTERS ALL Wal-Mac players are considered 'regular' players. There are no designated "subs". **THINK** before deleting a player. Once deleted, (this also applies to players from folded teams) that player **CANNOT** sign up with your team again but may sign up with any other team in any division they are eligible to play in.

For Clarification purposes a **League** is Defined as Open, Super Premier etc. **Division** is defined as Open 25, Super Premier 50 etc.

Players may play for more than one team in the **SAME LEAGUE on different nights** (e.g., One team for Tuesday Vegas, one team for Wednesday Vegas), **DIFFERENT DIVISION**. Players who compete in different Leagues (e.g., Wed Vegas and Tues Super Vegas) can participate in both tournament draws at the Championship Tournament. If you play on a Tues Vegas team and a Wed Vegas team, you can only compete on ONE team at the Championship Tournament UNLESS one team wins to put them into the VEGAS Draw and one team loses to put them into the CASH draw. You must select one Vegas team to play for and play for that Vegas team until it loses. For any other league, for regular season play, if you play on 2 teams in the same League but different Divisions, you can only play for 1 team for the entire year-end tournament. You CANNOT play for different teams including as a spare in the same Division (i.e. 2 teams in Tuesday premier 60) unless you are deleted from the roster of one of the teams. If you have 8 or more weeks of play on a team, you cannot be deleted from that team.

A player may not be removed from a roster if an amount equal to 2 weeks of league fees or more is owed by the team. Once any money owed has been paid, a player may be removed from a roster with the following exception - If you have 8 or more weeks of play on a team, you cannot be deleted from that team.

All leagues excluding Fun will have ONE playoff Tournament for trip(s) to the VNEA Championships. (Packages will vary. Specifics will be included in your trip winning package. **ALL** decisions regarding packages are the league's decisions and will be **FINAL**)

AT THE YEAR END TOURNAMENT, BLOCKING WILL BE LIMITED TO A MAXIMUM OF 3 PLAYERS PER MATCH PER TEAM. A player may only block for 2 teams during a round.

REGISTRATION FEES must be paid for all players BEFORE they play. Registration is to be paid for each player in each league they join. VNEA fees are paid once but the league registration portion (\$10) must be paid for every additional team joined.

DIVISIONAL TRIPS are awarded to the team with the MOST TOTAL POINTS (balls sunk without handicap). All other awards/placements are based on ROUND POINTS. Any player on a team that wins a divisional trip with 8 or more weeks of play will automatically be moved to the next level.

QUALIFYING WEEKS: A minimum 8 weeks of play with a team is required to compete with that team at the Wal-Mac Championships. Shorter season leagues may have different qualifying requirements. There will be NO EXCEPTIONS to the qualifying weeks rule. MAKE SURE all your players have the required weeks and know when the league championships are, so you can field a full and qualified team. Your team's share of the prize fund is based on your tournament result, so it is critical that you participate. *NOTE: for 2023 VNEA International Championships in Las Vegas requires 12 weeks of league play.*

If a player has 8 or more weeks of play and the team wins a divisional trip, then that player will automatically be moved up to the next division.

Note: If a team wins a Divisional Trip and not enough members on the team have 8 weeks of play, then all members of the team with 6 or more weeks will be advanced to the next level or if in the Elite Division, remain at that level.

Any player in the Elite Division who has 8 or more weeks of play and fail to win a trip will be automatically dropped to Open Status. You must have 8 or more weeks of play.

LATE / MISSING / INCOMPLETE SCORE SHEETS: Score sheets MUST be entered online by your team's score keeper **BY 6PM THE NEXT DAY**. THIS IS BOTH TEAMS RESPONSIBILITY! Should the home team not enter the score sheet, it will be up to the visiting team to enter it. If the score sheet is not submitted within a reasonable time frame, BOTH teams may get ZERO scores.

RESCHEDULED MATCHES: We understand life happens. Except in the case of an emergency, at least 8 hours' notice should be provided if a team cannot make a match. If 8 hours' notice is not given, the opponent is not required to accept the request and the match will be marked as a Forfeit. The team requesting the match to be rescheduled should be given at least 3 alternate dates by their opponent and the date of the rescheduled match should be provided to the League Coordinator. **The match should be played as soon as possible at the original location unless approved by the league coordinator.** Failure to play at the original location WILL result in both teams receiving ZERO Points and no credit for the week played. No matches can be rescheduled to play after the final night of league play. If a match that is scheduled to play before Jan 27 is rescheduled, to get credit for Westerns it should be played before Jan 27 otherwise it has to be played before the end of the season. No matches can be rescheduled to be played after the last night of the season.

Note: The league would prefer that every attempt is made to reschedule a match. WE EXPECT RESCHEDULED MATCHES TO BE PLAYED.

LEAGUE DUES

1. League dues must be paid by the Friday of each week of play. Weekly fees vary between leagues. Weekly fees are comprised of 3 elements. Green fees, match fees and an admin fee (see Wal-Mac 100% Guarantee below). All league payouts are 100% deep. This means every team in the Wal-Mac Pool League receives trips or cash. Payout amounts will be determined by tournament placement. **REMEMBER:** Teams must compete at the Championship Tournament to win money. Tournament placement determines each team's portion of prize payout. Forfeiting the Championship Tournament will result in forfeiting all prize monies including any divisional winnings (this applies to Summer League also).
2. **Short/Missed Payments:** Team accounts must be in good standing. If a team is not in good standing, they will not qualify to play at the WCVNEA, the Wal-Mac Year End Championships or at any VNEA/BCA/CCS sanctioned event (including Las Vegas). Statements will be sent out weekly.
3. Weekly fees are due by Friday each week. Teams will be assessed a fee of \$5 per week for each missed payment.
4. **For those teams paying by Direct Debit if a payment is declined you will be assessed an admin fee of \$25 for each payment declined. After 2 missed payments, you may automatically be moved to the eTransfer method of payment.**

By playing in Wal-Mac Pool League you agree to these terms.

Weekly Dues Payment Options:

The following is required information when transferring money to the League

Email: finance@walmac.net

Question: The Team Name

Answer 4661702

1. No other question or answer will be accepted, if the correct information is not supplied the e-transfer will be rejected.
2. In the notes, please indicate what week or player the e-transfer is for. This allows for any errors or omissions to be found easily.

Option 1 Payment in full — 4% Discount Terms:

1. one payment (28 x weekly dues) less 4%
2. registration for regular members (4 or 5) must be paid up
3. additional player registration fee due by e-transfer noon Friday, week of addition

Option 2 Pre-Authorized Debit (PAD) — 2% Discount Terms:

1. 28 weeks
2. registration for regular members (4 or 5) must be paid up
3. additional player registration fee due by e-transfer Friday noon, week of addition
4. discount applied to last payment when 27 weeks PAD are successful

Option 3 Weekly e-transfer Terms:

1. must be received by Friday noon each week of play. You must keep up to date with transfers. You can pay ahead but cannot fall behind in payments.
2. registration for regular members (4 or 5) must be paid up
3. additional player registration fee due Friday noon, week of addition
4. For each option, one payment is made per team and cannot be split up per player.

PRIZE FUND

Each league has a separate prize fund - Women's, Fun, Vegas, etc.

Teams compete in their respective league for the full league season and in the Championship Tournament. Trips, Prizing and Cash Pay-outs for all teams in that league come from their own prize fund. Each League Prize Fund is paid back 100%.

The Wal-Mac 100% Guarantee

A \$1 admin fee and \$2 green fee are deducted from each players fees each week. This allows the tables at the Wal-Mac Year End Championships to be plug free.

100% of the teams in your league will receive money (teams must compete at the Wal-Mac Year End Championships to receive a portion of the prize money)!

TEAM CAPTAINS ONLY will be issued a cheque for their team's portion of the prize money. If someone other than the captain will be issued the cheque, please inform the league office.

PERFORMANCE STATISTICS

1. Team and player performance statistics are formulated and posted on Compusport as soon as a scoresheet is approved.
2. The league office will provide score sheets on the league website for the teams to

download as required. It is imperative that teams enter score sheets into the Compusport system. You can either do it at your match on a device or you can write out a paper copy and input the scores after the match. The scorekeeper will put in the score sheet either during the match or right after the match each night. **EITHER TEAM CAN ENTER THE SCORESHEET. Ensure both teams agree on the scores before leaving the bar after the conclusion of the match.**

3. Scores should be entered the night of the match and approved by the opposing team by 6:00 pm the next day. If you do not enter a score sheet, both teams may receive zero points.
4. If a player accomplishes a feat (ERO or an 8 on the break), that achievement must be marked at the time of occurrence by filling in the correct area on the score sheet. ERO's or 8BBK's that are not recorded on the night of play **will not be adjusted at the Wal-Mac office.**

PLAYER STATUS

Players are Ranked in Wal-Mac based on their previous record playing in the league. There are 3 types of status a player can have:

Wal-Mac Status (E, O, SP, P, SV, V). These affect your Westerns Status but have no effect when playing in Vegas.

Westerns Status (Intermediate, Advanced, Master). These are affected BY your Wal-Mac Status but DO NOT affect your Wal-Mac Status. For example, you may be ranked Intermediate in Westerns but have no ranking in Wal-Mac. An intermediate player, for example, is not considered a drop down in Wal-Mac.

VNEA Vegas Status. Only gained when you win in Vegas, these have no effect on Wal-Mac Status.

The league does its best to make sure that everyone is at the correct level. Mistakes happen. Players know at what level they have won trips and what their correct level of play is. If a team signs up a player and that player is playing at too low a level, **any** games that player has played at for the team will be null and void. **The onus is on the player to make sure they are playing at the correct level**

DEACTIVATION INFORMATION Please click on link on the Wal-Mac Web site to complete the form.

1. If you are on the roster at the Year-End tournament and you team wins a wild card trip, you will be moved to the next level.
2. 'Request for Player Deactivation' will need to be completed and approved by the league. You will be removed from the roster at the year-end tournament.
3. Once approved, it means that the player may NOT play at the Wal-Mac Year End Tournament.
4. A player that has been deactivated for the tournament may NOT be reactivated for any reason.... **NO EXCEPTIONS.**
5. Being deactivated at the Wal-Mac level will not affect your ability to play at the VNEA tournament - it will only affect your ability to play at the Wal-Mac Year End Tournament. The form and all pertinent information will be available online at the Wal-Mac website. If a Player will have 7 or less weeks of play at the end of the regular season you do not need to submit this form.
6. A player may NOT be deactivated if the team wins a Divisional Trip and they have 8 or more weeks of regular season play, regardless of when the form is submitted. Deactivations will be done at the end of regular season play and before the Wal-Mac

Year End Tournament.

7. Once the form is submitted and approved by the league (regardless of when the form is submitted), the player named will be considered deactivated after the season ends and before the year end tournament.
8. The player named requesting to be deactivated (after the deactivation is confirmed by the league office) will **NOT** be eligible to play at the End of Year Tournament **REGARDLESS of CIRCUMSTANCES**. There will be **NO EXCEPTIONS** to this rule.
9. *Please ensure that you will have the required number of players at the Year End Tournament, as a deactivated player cannot be re-instated regardless of circumstances. If a player has 12* or more weeks of play, the player will still be eligible to play at the VNEA Championships in Las Vegas regardless of whether they have been deactivated. This Deactivation applies only to the Wal-Mac Year End Tournament.*

**In Vegas, a team may have a player with only 8 weeks of play, all other team members must have 12 weeks of play. For singles events, players must have 12 weeks of play.*

DROP DOWN REQUESTS Please click on link on the Wal-Mac Web site to complete the form. Drop down requests are only accepted between July 1 and August 31 each year
Criteria for drop down eligibility:

1. **MUST** play 2 years at the highest level you achieved. You **ONLY** get released if you play after you win your trip. **NO EXCEPTIONS**
2. **MUST** meet statistic requirements as set out by drop down committee.
3. A player that has been released and subsequently wins again, must wait a minimum of 3 years before requesting another drop down.

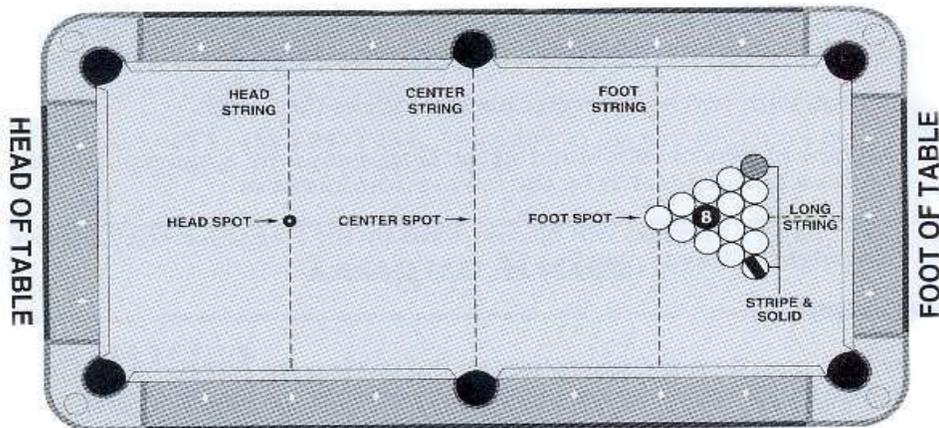
WAL-MAC POOL LEAGUE LEAGUE RULES, GUIDELINES AND RULES SUPPLEMENT

8-Ball Official Rules of Play

PRACTICE is NOT ALLOWED during a match either in League or Tournament play.

A. BALLS AND RACKING

The Pocket Billiard Table



1. The game is played with one cue ball and 15 numbered object balls.
2. 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 in the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner, as the above illustration shows.
3. The object of the game is to make one group of numbered object balls, either stripes or solids, and then legally pocket the 8-ball which then wins the game.

B. BREAK SHOT

1. Start of play-the home team breaks first and writes their line-up down first. The break will alternate thereafter.
2. If the breaker hits the racked balls with the cue ball driving four or more numbered balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls re-racked and shooting the break himself or have original breaker rebreak.
3. Stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the headstring.
4. When positioning the cue ball for the break shot, the base of the ball must be behind the headstring (kitchen).
5. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8- ball), (2) it is a foul, (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the headstring and may not shoot an object ball whose base is not outside the headstring, unless he/she first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball. If a player

positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent.

6. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he/she must then reposition the cue ball.

7. Making the 8-Ball on The Break: The breaker may ask for a rerack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8-ball and shooting from behind the headstring or re-racking and assuming the break. The game cannot be won or lost with an 8-ball on the break, regardless of what is pocketed in the same shot.

8. If the player legally breaks the racked balls and does not make any balls, his opponent then shoots, having an open table.

9. If a player jumps an object ball off the table in the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the headstring and shooting. Any jumped balls are spotted in numerical order.

C. OPEN TABLE

The table is “open” when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice versa. Note: 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. On an open table, all pocketed balls remain pocketed. 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.

D. GAME

In Call Pocket, obvious balls and pockets do not have to be indicated. It is the opponents right to ask which ball and pocket if he is unsure of the shot. Banks and combinations are not considered obvious and both the object balls and the pocket must be called, or it is a loss of turn. When calling the shot, it is never necessary to indicate details such as number of cushions, banks, kisses, caroms, etc. 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 pocket.” Any player performing a break shot in 8-ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.

When a player has pocketed all the balls in his group, he then shoots at the 8-ball, physically designating his pocket with a pocket marker. The marker is to be placed on the table completely within the first **two diamonds** on either side of the pocket. The entire area between the diamonds included. You do not have to touch or move the marker if it is already at your intended pocket.

E. PLAY

1. If a shooter inadvertently pockets his opponents’ ball, it remains down, however, if the shooter does not legally pocket one of his own group, he loses his turn.

2. Each player continues to shoot so long as he legally pockets any of his object balls (Exception: calling a safety). Should a player fail to pocket his designated group ball, he shall

lose his turn.

3. If a player fails to hit the 8-ball while shooting at it, it is a foul and the game continues. When the 8-ball is the legal object ball, a scratch or foul is not a loss of game if the 8-ball is not pocketed or jumped off the table. Incoming player has cue ball in hand.

4. In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.

5. If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are spotted in numerical order.

6. SLOW PLAY RULE: Exaggerated slow play will be penalized. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in loss of game. During National competition, referee's judgment will prevail, and both players will be timed.

7. STALEMATED GAME: If in 3 consecutive turns at the table by each player (6 turns in total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked, and the breaker of the stalemated game will break again. PLEASE NOTE: Three consecutive fouls by one player is not a loss of game.

F. LOSS OF GAME

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.

2. Pocketing the 8-ball on the same stroke as the last of his group of balls.

3. Jumping or knocking the 8-ball off the table at any time.

4. Pocketing the 8-ball in a pocket other than the one designated.

5. Fouling while (pocketing) the 8-ball in the designated pocket.

6. Third infraction of the slow play rule.

7. Not correctly marking the pocket while pocketing the 8-ball. Note: All infractions above must be called before the next shot is taken. Only the players involved may call an infraction.

G. LEGAL SHOTS

On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket any group ball, or (2) cause the cue ball or any other ball to contact a rail. (There are two groups of balls: stripes and solids)

PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, any group ball must be pocketed, or the cue ball or any other ball must contact a rail.

“SAFETY” SHOT: For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue his 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, he must declare a safety to his opponent. If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any balls pocketed on a safety shot remain pocketed.

H. FOULING

All fouls must be called and acknowledged before next shot is taken. (exception: scratching) The following results in fouls:

1. Failure to make a legal shot as noted above.
2. Shooting the cue ball into the pocket or off table.

3. It is a foul when a player scratches on the break or deflects the cue ball prior to hitting the racked balls. The incoming player receives (cue ball in hand behind the headstring).
4. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
5. Shooting without at least one foot touching the floor.
6. Coaching is a foul. Any member of a team called for coaching will result in a foul on the team member shooting.
7. Object Ball Frozen to Cushion or Cue Ball. This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either:
 - a) A ball being pocketed, or.
 - b) The cue ball contacting a cushion, or.
 - c) The frozen ball being caused to contact a cushion attached to a separate rail, or.
 - d) Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of those four requirements is a foul.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

8. ACCIDENTALLY moving or touching any ball is not a foul unless: 1) the moved ball is the cue ball or 2) a moved ball contacts the cue ball or 3) **a moved ball that is jumped off the table or pocketed or causes any ball to be jumped or pocketed**. (exception to #3: If the 8-ball is jumped off the table or pocketed it is loss of game if called by the opponent before the next shot is taken). Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul. See supplemental rules regarding **BALL IN HAND**

9. Picking up or shooting the cue ball while any balls are still in motion is a foul.
10. Push shots and or double hits will be considered fouls.
11. With cue ball in hand, touching any object ball with the cue ball is a foul or touching any object ball with your hand while touching the cue ball is a foul.
12. When the slow play rule is enforced taking longer than ONE MINUTE between shots is a foul.
13. Jumping object balls off the table.
14. After a scratch on a legal break, if a player positions the cue ball completely and obviously outside the kitchen and shoots it is a foul.
15. If your opponent commits a foul and you do not receive his/her acknowledgement of such foul prior to touching the cue ball, you have committed a foul. (Exception: scratching). If the cue ball is scratched and the player removes the cue ball from the pocket, it is a foul. The cue ball must be allowed to travel through the table
16. Illegal jumping of ball.

I. PENALTY FOR FOULING

1. Only the players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the headstring except on opening break or immediately after a foul on the break).
2. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.

J. PROTEST PROCEDURE

Protest situations should be handled at the location between the two team captains. They should calmly and intelligently discuss the problem privately, come up with an agreement and play the match. Any captain that does not afford the other the opportunity for rational discussion of the problem will lose any protest filed against them

1. Only the team captain has the authority to protest.
2. A protest must be given to the League Coordinator by email within 48 hours after the match, a \$20 fee also must be sent by e-transfer to the office within the same deadline.
3. The League president has the right to disregard any protest not properly presented, such as phone call or personal contact before the protest is presented by email.
4. A game may be played and finished under protest, which may alleviate the original protest.

This booklet is intended to resolve problems during league play. If not resolved, a protest may be made to the league of office for clarification or corrective action in resolving an infraction.

Wal-Mac will review appropriate protests and their decision is final. Rules infractions are not considered protests and shall be resolved using the VNEA Rules Booklet and the Wal-Mac Rules Supplement.

All protests must be submitted the eve of the infraction. They must be emailed in. A \$20 protest fee will be required. This fee will be refunded if judgment is found in your favor. If not in your favor, the money will be placed in the general league account.

NOTE: Unless they obviously go against a set rule dealing with illegal players, format changes etc., the league office will not overrule any agreement made between the two captains.

K. FORFEITS

1. There will be a 15-minute grace period allowed after which there must be 2 players present to start a league match. This may be extended ONLY if both team captains agree.
2. IMPORTANT: Random forfeits will not be awarded full points for the team in attendance. Should a team random forfeit a match, that team will receive 0 points for the match and the attending players/team will receive their average points for the forfeit match (as done in folded team adjustments).

UNSPORTSMANLIKE CONDUCT

1. Unsportsmanlike conduct is automatic disqualification.
2. Two basic types:
 - A. One warning before disqualification.
 - B. Immediate disqualification.

GENERAL DEFINITIONS OF POCKET BILLIARDS

STRIKING CUE BALL. Legal shots require that the cue ball be struck only with the cue tip.

POCKETED BALLS. A ball is considered as a pocketed ball 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 is not a pocketed ball.

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

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

KITCHEN DEFINED. The headstring is part of the kitchen. If the base of an object ball is dead center on the headstring, the ball is not playable. This will apply on a scratched cue ball on the break. Likewise, the cue ball when being put on the headstring; it must be behind it.

FOULS BY DOUBLE HITS. It is a foul if the cue ball is struck more than once on a shot by the cue tip (such shots are usually referred to as double hits). If, in the referee's judgment, the cue ball has left initial contact with the cue tip and then is struck a second time during the same shot, it shall be a foul. (note: this can be a difficult call in officiating, because on shots where the distance between the cue ball and the object ball is very short, the referee must judge whether the cue ball had time to move out of contact with the cue tip prior to being impeded and then propelled again by the follow through of the stroke. Nonetheless, if it is judged by virtue of sound, ball position and action and stroke used that there were two separate contacts of the cue ball by the cue tip on the stroke, the stroke is a foul and must be so called.

PUSH SHOT FOULS. It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such shots are usually referred to as push shots). With a cue ball and object ball frozen, shooting the shot from any angle other than at least 45 degrees above, or at least 45 degrees to the right or at least 45 degrees to the left of center from the straight line of the frozen balls is a foul and must be so called.

JUMPED CUE BALL. When a stroke results in the cue ball being a jumped ball, meaning jumped completely off the pool table on the floor, the stroke is a foul. The cue ball may leave the playing surface and return, which is not considered a foul.

ILLEGAL JUMPING OF BALL. 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 considered fouls on their face; they may still be ruled foul strokes, if for example the ferrule or cue shaft contacts the cue ball during the shot.

PLAYER RESPONSIBILITY FOULS. The player is responsible for chalk, bridges, files and any other item or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such item contact a cue ball.

BALLS JUMPED OFF THE 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 ball 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, call pocket disc,

chalk on the rails and chalk on the wood cushions tops, 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).

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 three seconds or longer shall be placed as closely as possible to its position prior to falling and play shall continue.

SPOTTING BALLS. A single ball is placed on the foot spot; if more than one ball is spotted, they are placed on the long string beginning on the foot spot and advancing toward the foot rail.

JAWED BALLS. If two or more balls are locked between the jaws or side of the pocket, with one or more suspended in air, the referee shall inspect the balls in position and follow this procedure; he shall visually (or physically if he desires) project each ball directly downward from its locked position; any ball that, in his judgment, would fall in the pocket if so moved directly downward is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed. The balls are then placed according to the referee’s assessment, and play continues according to specific game rules as if no locking or jawing of balls had occurred.

NON-PLAYER INTERFERENCE. If the balls are moved (or a player is bumped such that play is directly affected) by a non-player during a 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, referee shall replace the balls. This rule shall also apply to “act of God” interference, such as earthquake, hurricane, light fixture falling, power failure, etc.

PLAY BY INNINGS. Players alternate turns (innings) at the table, with a player’s inning ending when he either fails to legally pocket a ball, or fouls. When an inning ends free of foul, the incoming player accepts the table in position.

OBJECT BALL FROZEN TO CUSHION OR CUE BALL. This applies to any shot where the cue ball’s first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either:

- a) A ball being pocketed, or.
- b) The cue ball contacting a cushion, or.
- c) The frozen ball being caused to contact a cushion attached to a separate rail, or.
- d) Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of those four requirements is a foul.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

PLAYING FROM BEHIND THE STRING. When a player has the cue ball in hand behind the string (in the kitchen), he must drive the cue ball to a point outside the kitchen before it contacts either a cushion or an object ball. Failure to do so is a foul.

SLOW PLAY RULE. Exaggerated slow play will be penalized. Certain moments during a game or type of game may require extra thought or concentration. However, continuously taking 1 to 3 minutes between shots is not acceptable. When your opponent abuses this rule, stop play. The team captains will assign a player to time your opponent for the rest of the match. After a warning, any longer than ONE MINUTE between shots will be a foul. The third

infraction will result in a loss of game.

SCRATCH. Cue ball pocketed or knocked off the table.

EIGHT BALL RUN OUT. The ONLY time a player may achieve an ERO is in his FIRST approach, with ALL 15 balls on the table. If the breaker runs out and wins the game from the break, it is an ERO. If the breaker does NOT make any balls, his opponent will have a shot at an ERO. He MUST pocket his 7 object balls and the 8-ball WITHOUT a miss.

WAL-MAC VNEA LEAGUE RULES SUPPLEMENT

For the 1st night of league play all players except Open and Elite will calculate their handicaps based on the score for the match/number of games played. This will then be entered in the handicap field by the scorekeeper. After the 1st week of play handicaps are automatically calculated by compusport.

NEW PLAYERS registered with Wal-Mac may be added to your team roster any time prior to the match starting. Send registration fee by etransfer with player's name. After the 1st night of league play (week #1), new players will receive the average of their score for their first match.

FOR PLAYERS NOT REGISTERED WITH WAL-MAC PLEASE CONTACT THE LEAGUE COORDINATOR AT LEAST 2 HOURS BEFORE GAME TIME AND THEY WILL BE ADDED TO THE SYSTEM

SUBSTITUTIONS are not allowed in regular league play. Substitution rule only applies in Championship Tournament play when no averages or feat tracking is used.

REFEREE: Team Captains act as referee only when asked by the competing players. **The SHOOTER'S team captain will make a ruling only after the player calls a foul.** *ONLY the players involved may call foul.* It is the opposing player's responsibility to call a referee to witness any shot that he/she thinks is questionable before the shot is made. Play must stop until a referee arrives when called. **NOTE: The acting referee ONLY confirms the shot is a foul if called by the player.**

Whether shooting or watching their opponent shoot, both players must be aware of their surroundings and able to hear what their opponent says (calling a shot or calling for a referee or clarification of a shot). If calling for a referee or asking for clarification of a shot, step to the table and state what you are asking for. If calling your shot, clearly indicate the pocket you are shooting at.

PATCH: If the patch is not being used both teams must agree. In this case the player must CLEARLY indicate the pocket he is shooting at either verbally or by pointing directly at the pocket with his cue. Waving your cue in the general direction of the table or pocket is not an indication of where you are shooting the 8 ball. If the opponent is not sure where the player is shooting, they should ask for clarification. There are no obvious shots on the 8 ball. If there is no patch on the table at the start of a game, then it is assumed that the patch is not being used and there will be no foul for not using the patch. This applies to both league and tournament play

UNSPORTSMANLIKE CONDUCT & COACHING are difficult to call. Avoid direct & indirect coaching (hand signals, body language etc.) chatting with team members during your game etc. Wal-Mac league play encourages FUN, competitive play and exemplifies good

sportsmanship. Abuse of opponents will not be tolerated and may result in suspension from the league.

SAFETY: When the table is open a player can call a safety make a ball and it is a legal shot. The player will have also established the table.

DELIBERATELY HITTING OBJECT BALL AND NOT THE CUE BALL

Player A is at the table and after reviewing the table decides the best shot is to deliberately hit an object ball towards another ball. The player doesn't use the cue ball to do this, he just hits the object ball.

The ruling in this case is a warning for both teams. The balls are replaced by Player B and Player B gets ball in hand. If either team plays a shot like that again by any player on either team during the match or tournament, then it's an unsportsmanlike call on the offending team (in a tournament) and loss of match by the offending team (in a tournament or league play).

Note: Once the offending player is warned because of the nature of the shot, both teams are covered by the warning.

BALL IN HAND

1. While having ball in hand Player A accidentally drops the cue ball into a pocket or onto the floor. If the ball does not hit any object balls it is not a foul.
2. Player A has ball in hand and places the cue ball onto the table and moves it with the cue, during the course of moving the cue ball with his cue it falls into a pocket. Since the game will not restart until he strokes the ball, unless the cue ball came in contact with an object ball then it is not a foul.

In both circumstances Player A still has ball in hand

MANIPULATING A SCORESHEET

If any teams are found to be manipulating a scoresheet, then no player on that team shall be eligible for any personal awards at the end of the season (Open and Elite Divisions)

RULING PROCEDURE During League play, a player may only ask his opponent for clarification. Should a dispute arise, the players may ask their respective opposing team captains for a ruling. Be advised that the onus is on the PLAYERS and CAPTAINS to settle disputes. TEAM CAPTAINS **MUST** HAVE THEIR RULE BOOKS AT **EVERY MATCH**.

FORFEITS In League play there is a 15 minute 'grace period' after which there must be 3 players present to start a match (for tournament play 2 players and there is no 15-minute grace period). Captains may choose to extend the 15-minute grace period due to extenuating circumstances.

If a team is playing short player(s), that spot(s) should be left blank and the average for that spot(s) is the average of the remaining players. This spot can be used later to enter a player who needs a week of play. The opponent will receive points EQUAL to their PLAYER AVERAGE and the blank spot shall receive ZERO for each game (in Tournament play the opponent receives 10 points).

If a scheduled player arrives late, they may play the games in the following rounds if the next round has not started. If a player arrives during a round, they may play that round. If they arrive once a round has started (after the 1st round) then they shall receive zero points for the missed games in the previous rounds and their opponent will receive 10 pts.

If the scheduled player does not show at all remove his name and calculate his average by using the average of the remaining players and adjust the opponents scores vs the missing player to reflect their average.

IMPORTANT: Full points are not awarded for the team in attendance. Should a team forfeit a match, that team will receive 0 points for the match and all the name spots should be left blank and the attending team will receive their player average for the forfeit match, as done with folded teams. Teams that forfeit more than 3 matches may be deleted from the league schedule. ALL PLAYERS registered will be deleted from ALL TEAMS THEY PLAY ON and may only be reinstated by the league coordinator.

At the end of the season any Forfeit or Bye matches are adjusted to reflect the average points and rounds for the team over the whole season.