WAL-MAC POOL LEAGUE
Player's Package and Rules (Revised December 11, 2024)

First Night of League Play: September 16, 2024
Christmas Break: December 19 to January 5, 2025
25th WCVNEA Championships: February 13 - 17, 2025 (River Cree)
Last Night of League Play: April 2, 2025
Year-End Tournament Edmonton Leagues: April 9 - 13, 2025 (River Cree)
Year-End Singles: April 10 - 11, 2025, (All Leagues, River Cree, 8 am to 5 pm)
Year-End Tournament All Other Leagues: TBA
45th VNEA Tournament Las Vegas: May 22 - 31, 2025

PURPOSE OF THIS BOOKLET

This booklet is intended to resolve problems during league play.

Rules infractions are not considered protests and shall be resolved using the VNEA Rules Booklet and the Wal-Mac Rules Supplement.

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.

By playing in Wal-Mac Pool League you agree to all the terms in the booklet.

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GENERAL INFORMATION

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
Role of Team Captains
- Communicate with your League Coordinator and the League office on behalf of your players.
- Check the Wal-Mac Pool League website and Facebook Group for additional information.
- should have their rule books at every match.
- Make sure your players are familiar with the rules.

Dispute Resolution
- Should a dispute arise, players may ask their respective opposing team captains for a ruling. The onus is on the PLAYERS and CAPTAINS to settle disputes.
- Check the Wal-Mac Pool League website and Facebook Group for additional information.
- Make sure your players are familiar with the rules.

Player Responsibilities
Rules
- Know the rules, the rules are available at Walmac.net/pool.

Play
- Players must be aware of their surroundings and able to hear what their opponent says (calling a shot or calling for a referee or clarifying a shot).
- either player can call a referee to witness any shot that they think is questionable before the shot is made. Play must stop until a referee arrives when called.
- If calling for a referee or asking for clarification of a shot, step to the table and state clearly what you are asking clarification for.
- If calling your shot, clearly indicate the pocket you are shooting at.

Teams
Clarification of Terms
- League: Defined as Open, Super Premier, etc.
- Division: Defined as Open 5, Super Premier 10, etc.

Regular Players
- All Wal-Mac players are considered 'regular' players: No designated "subs".

Deleting a player
- Deleting a Player: **THINK** before deleting a player. Once deleted, the player CANNOT sign up sign up with your team again but may join any other team in an eligible division. This also applies to players from folder teams.

Maximum Roster Size
- The maximum number of players on a roster is 2 times the team size, for 5 player matches the maximum number of players on a roster is 10, for 4 player matches then the maximum number of players on the roster allowed is 8.

Adding Existing Players
- Players already in the CompuSport system may be added to your team roster any time before the match starts. 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.

Adding New Players to Wal-Mac
- For players not registered with Wal-Mac please fill out the new player form at walmac.net at least 2 hours before game time and once verified they will be added to your roster.

Folding a Team
- If a team folds at the beginning of the year and a new team replaces them, the match is expected to be rescheduled and played. However, if the new team has more than 2 players from the folded team, the match is automatically forfeited. The new team is expected to pay their dues for the full season (28 weeks).

Players from a Folded Team
- Must request permission from the League Coordinator to play on a new team.
- If a team folds after the first week, players from the folded team cannot join another team until any outstanding dues are paid.

Drop Down Requests
- Please click on the link on the Wal-Mac website 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 for 2 years at the highest level you achieved. You ONLY get released if you play after you win your trip. NO EXCEPTIONS and **MUST** meet statistical requirements.
2. A player that has been released and subsequently wins again must wait a minimum of 3 years before requesting another drop-down.

Deactivating a Player for the Year-End Tournament
- If you are on the roster at the Year-End tournament and your team wins a wild card trip, you will be moved to the next level. Please click on the link on the Wal-Mac Web site
- 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.
- Once approved, it means that the player may NOT play at the Wal-Mac Year End Tournament.
- A player that has been deactivated for the tournament may NOT be reactivated for any reason.... **NO EXCEPTIONS.**
- 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 on the Wal-Mac website. If a Player will have 7 or fewer weeks of play at the end of the regular season you do not need to submit this form.
- 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.
- 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.

- 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.

Match Forfeits
- Teams that forfeit a match will not receive any points. The forfeiting team receive zero points and no credit towards the Year End Tournament, WCVNEA or the VNEA World Championships in Las Vegas. The attending team receives their player averages for the forfeit match.

Multiple Forfeits
- Teams forfeiting 3 matches may be deleted from the league schedule, and all players on that team will be removed from all the teams they play on.

Players

Sanctioning
- All players who participate will be sanctioned at all VNEA events.

Weeks
- Players must have a minimum of 8 weeks of league with their team to compete at the Wal-Mac Championships. You cannot combine weeks with different teams.
- 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.
- NOTE: VNEA Championships in Las Vegas requires 12 weeks of league play.
- NOTE: WCVNEA Championships requires 8 weeks of league play.

Identification
- Players MUST produce a picture ID when requested or ZERO scores will be given (a player's picture on Compusport will be accepted as ID. Players may load their own portrait into compusport.

Illegal Players
- 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.

Playing for Multiple Teams
- 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), in DIFFERENT DIVISIONS.
- Players who compete in different Leagues (e.g., Wed Vegas and Tues Super Vegas) can particiapte in both tournament draws at the Championship Tournament.
- For regular season play, if you play on 2 teams in the same League but different Divisions, you can only play for 1 team during the entire tournament.
- You CANNOT play for different teams, including as a spare, in the same division (i.e. Super Premier 10) unless you are deleted from the roster of one of the teams. If you join another team before being removed from the roster of the old team you will receive zero points for the new team, be removed from the roster and receive no credit for those weeks

- If you have 8 or more weeks of play on a team, you cannot be deleted from that team.

Approval
- Before joining a team, the league coordinator must approve new players who have played in other provinces or leagues. Players of known ability may be restricted in the leagues they can play in. Team Captains **MUST** confirm a player's eligibility with the league coordinator before a player is added to their roster. If a player is found to be ineligible, then the team shall receive zero (0) points for each game the player has played, and the opponent shall receive ten (10) points.

Trip Winners
- If a player wins a trip in any division, they shall move up to the level above the division they win in regardless of CSR (same as previous years).

Player Status

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

Wal-Mac Status
- (E, O, SP, P, SV, V, I, A). 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.

Know your 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 for the team will be null and void and the opponents shall receive 10 points. **The onus is on the player to make sure they are playing at the correct level.**

Restrictions
- For Vegas and Women's league players, the maximum CSR for a player is 1650 (Wal-Mac levels still apply, see exception 5/6 below for Dropdowns).
- For Super Vegas level players, the maximum CSR for a player is 1700 (Wal-Mac levels still apply, see exception 4 below for Dropdowns).

Dropdowns

You are only allowed 1 ranked drop-down player on your team roster. A ranked player can only drop down 1 level.
- Elite -> Open
- Open -> Super Premier
- Super Premier -> Premier
- Premier -> Super Vegas or unranked player (CSR Less than 1750)
- Super Vegas -> Vegas or unranked player (CSR Less than 1700)
- Vegas -> Women's or unranked player (CSR Less than 1650)

Status Change
- To request a change in status a player must be below the maximum CSR threshold for the lower division and have not won a trip for at least 2 years. Exception elite players. If they

- Any player ranked Intermediate in VNEA is restricted to the following leagues:
  - Male - Super Premier or higher
  - Female - Premier or higher

Matches/Scorekeeping/Handicaps

Season Duration
- The Fall League is 28 weeks including the year-end tournament. The tournament only counts as a week of play for the VNEA Championships in Las Vegas.

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. As much as possible we will attempt to have teams play on 2 tables but schedules are generated based on one table per match.

Start Time
- League matches commence at the time shown on compusport 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.

Table Fees
- During the league season player pay for their games. Coin free play is only available during the year-end tournament.

Grace Period
- There is a 15-minute grace period for teams\players to attend the match which captains may choose to waive at their discretion.

Minimum Number of players
- For 5-player teams there must be a minimum of 3 players present to start the match and for 4-player teams there must be a minimum of 2 players present to start the match. The minimum number of players must play all games in the match. If a player leaves at any time during the match and the player count drops below the minimum number of players, the match will stop, and the remainder of the match will be scored using player averages. The team that does not have the required number of players will get zero points and the opposition will get their averages for the remaining games. Any games played will remain as scored.

Refereeing a shot
- Team Captains act as referees only when asked by the competing players. The SHOOTERS team captain will make a ruling only after the player calls a foul.
- ONLY the players involved may call fouls.
- NOTE: The acting referee ONLY confirms the shot is a foul if called by the player.

Score Keeping

Scorekeepers

- Each team should have at least 2 designated scorekeepers on Compusport. All scoring is done on the Compusport App. Paper copies will be available for teams if needed on the Wal-Mac website.

Home Team Responsibility

- Unless otherwise agreed upon, it's the home team's responsibility to enter the score. Only one team member should enter the score on their own device, not multiple players.

Order of Players

- Players may be entered in any order except for the Vegas Division where they should be entered Lowest to highest. The exception to this is for players with no handicap playing their first match in the Vegas Division. These players can be entered anywhere in the lineup

Players Arriving Late

- 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 a player arrives once a round has started (after the 1st round), they shall receive zero points for the missed games in the previous rounds, and their opponent will receive 10 points for each missed game.
- If the player does not show up at all, remove their name and calculate their average by using the average of the remaining players. Adjust the opponent's scores against the missing player to their average. The missing player shall receive 0 (zero).
- A round is considered to start once the break occurs.

Performance Statistics

- Team and player performance statistics are formulated and posted on Compusport as soon as a scoresheet is approved.

Missing Player(s)

- If a team is missing a player(s), that spot should be left blank.
- The average for that spot is the average for the remaining players on the players' team.
- The opponent will receive their average points.
- The blank spot shall receive ZERO for each game.

Ineligible Player(s)

- 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.

Approval Process

- Scores should be entered the night of the match and approved by the opposing team by 6:00 pm the next day. Once the scoresheet is complete, it should be sent to the opposing team for approval.

Score Errors

- The approving team should reject the scoresheet and indicate the error in the notes.

Feats

- 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**.

Assumed Correct
- If the opposing team approves the score sheet, it's considered to be correct.

Late / missing / incomplete score sheets
- Score sheets MUST be entered online by your team's scorekeeper **BY 6 PM 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.

Forfeit Score Entry:
- Enter the attending team's players' names.
- Enter no names for the forfeiting team.
- Enter the attending team's player averages (rounded).
- Overwrite the forfeiting team's scores with zero, including the handicap total at the bottom.
- League Coordinator: The League Coordinator will accept and close the scoresheet.

Table Sharing Recommendations
- These are just recommendations; teams may come to different arrangements:
- Captain Discussions: Captains should discuss and come to an agreement on table sharing
- No Priority for Higher-Level Teams: Higher level teams do not get priority for the table.
- Set Time Limits: Each team gets the table for a set number of minutes (e.g., 45 minutes), then the next team takes over.
- This approach ensures fairness, as some leagues may play more games in the same amount of time.

Handicap Calculation and Guidelines
Initial Calculation
- Handicaps should be calculated for the first night of league play by taking the players' total score and dividing it by the number of games played. (Vegas division teams, round to 2 decimal places.)
    - If a player's handicap is 7.4, it rounds down to 7.
    - If a player's handicap is 7.5, it rounds up to 8.
    - The minimum handicap a player can have is 4.

New Players
- For new players added to the roster after the 1st week of play, the players' average is calculated by taking the average of their score that night and entering it in the AVG box on the score sheet.

Forfeits and Byes
- The attending team will receive their season averages for rounds and points which are calculated after the last night of league play.

Maximum Handicap
- Calculated at 3 points per player per round.
- For 5 player leagues, the maximum handicap is 15 points per round.
- For 4 player leagues, the maximum handicap is 12 points per round.

Manipulating a Scoresheet
- If a team is found to be manipulating a scoresheet, then they shall receive zero points for the match and their opponent will receive their average.
- For Open and Elite Divisions no player on the team will be eligible for individual awards.

Rescheduling Matches

Reschedule Request
- The rescheduled match should be made at least 8 hours before the match date (exception examples family emergency weather)

Pick a Date and time
- By the end of the week, select a date and time that is as close as possible to the original match date and is agreeable to both teams.

Fill out the online form
- Fill out the form at walmac.net/pool. Either team can submit the form.

Requesting Team Responsibility

Call the Location
- inform them of the new match date.

Text/message/email
- Let the League Coordinator know of the rescheduled match who will update CompuSport to reflect the change.

Changes
- Further Changes: Must be approved by the league coordinator.

Deadline
- Matches can only be rescheduled before March 30th, 2025.

Rescheduled Match Limit
- Teams cannot have more than 2 outstanding rescheduled matches at any time.

Location
- Rescheduled matches will occur at the original venue unless the league coordinator approves a change. If the match is not played at the original venue, both teams will be awarded zero points and will not receive credit for that week.

Expectations
- Once a match has been rescheduled, it is expected to commence at the time and date specified on the form. Should either team be absent at the designated time or date, they will forfeit the match unless both teams have agreed before the match and a new form has been submitted.

Fees/Payment Options

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.
- First Team: $40 per player.
- Each Additional Team: $10 per player.

League Fees
- This means every team in the Wal-Mac Pool League receives trips or cash. Payout amounts will be determined by tournament placement.
- Teams must compete at the Championship Tournament to win money.
- Tournament placement determines each team's portion of the prize payout.
- Forfeiting the Championship Tournament will result in forfeiting all prize monies including any divisional winnings (this applies to Summer League also).

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 sanctioned event (including Las Vegas). Statements will be sent out weekly.

Financial Obligations
- A player may not be added or removed from a roster if an amount equal to 3 * league fees + $10 is owed by the team.
- Once any money owed has been paid, a player may be removed from a roster, unless they have 8 weeks of play with the team

Weekly Fees
- Weekly fees are due on Friday each week. Teams may be assessed a fee of $5 per week for each missed payment.
- 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.
- All teams will pay for 28 weeks of play regardless of any forfeited matches.
- Weekly fees are comprised of 3 elements. Green fees, match fees, and an admin fee

Division	Per Player	Weekly Fee
Elite	$22	$110
Open	$17	$85
Super Premier	$16	$80
Premier	$15	$75
Super Vegas	$14	$70
Vegas	$13	$65
Women's	$15	$60
Cold Lake, Camrose Vegas, Lloydminster, St Paul, Wainwright	$16	$64
Camrose Fun	$13	$52

Option 1 Payment in full Terms
- one payment (28 x weekly dues) less 4%
- additional player registration fee due by e-transfer noon Friday, week of addition

Division	Reg Amt	With 4% Discount
Elite	$3080	$2957
Open	$2380	$2285
Super Premier	$2240	$2150
Premier	$2100	$2016
Super Vegas	$1960	$1882
Vegas	$1820	$1748
Women's	$1680	$1613
Cold Lake, Camrose Vegas, Lloydminster, St Paul, Wainwright	$1792	$1720
Camrose Fun	$1456	$1398

Option 2 Pre-Authorized Debit (PAD) 2% Discount Terms
1. Preauthorized deductions for 28 weeks

2. registration for regular members (4 or 5) must be paid in full
- additional player registration fee due by e-transfer Friday noon, week of addition
- discount applied to winnings check at the end of the season
- The form at Walmac.net/pool must be completed each year.

Option 3 Weekly e-transfer Terms
- 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.
- registration for regular members (4 or 5) must be paid in full.
- additional player registration fee due Friday noon, week of addition.
- The following is required information when transferring money to the League.
- Email: finance@walmac.net
- Question: The Team Name
- Answer 4661702
- Accepted Days: Etransfers are only accepted from Monday to Thursday.
- Pending Transfers: If you have sent a transfer that hasn't been accepted yet, you don't need to contact me. Once finance processes it and I enter it into the system, you'll receive a new statement with the updated balance.
- Bank Notification: You should receive a notification from the bank once it has been processed.

Option 4 Online payments
- You can pay online by credit or debit card at Walmac.net/pool.
- 3% service fee for paying online
- must be received by Friday noon each week of play. You must keep up to date with payments. You can pay ahead but cannot fall behind in payments.

Divisional and Trip Winner's Criteria for Each League
Edmonton Leagues
- Women's League: Handicapped 4-player, 16-game format
- Vegas League: Handicapped 5-player, 20-game format
- Super Vegas, Premier, Super Premier: Handicapped 25-game format
- Open, Elite: No handicap, 25-game format
- Trip Winners: Team with the most points, excluding handicaps.
- Division Winners: Teams with the most round wins (excluding Open and Elite for tournament seeding).

Cold Lake
- Cold Lake Monday League: No handicap, 4-player, 20-game format
- Cold Lake Wednesday League: Handicapped 4-player, 20-game format
- Trip Winners: Team with the most points, excluding handicaps.
- Division Winners: Teams with the most round wins (Excluding Cold Lake Monday, for tournament seeding).

St Paul, Lloydminster & Wainwright
- 4-player, Handicapped, 20-game format
- Trip Winners: Teams with the most points, including handicaps.
- Division Winners: Teams with the most round wins (for tournament seeding).

Camrose
- Fun League: Handicapped 4-player, 16-game format (No Trips awarded).
- Vegas League: Handicapped 4-player, 20-game format.

- Division Winners: teams with the most round wins (for tournament seeding).
- The number of teams in the Vegas league in Camrose will determine whether divisional and wild card trip winners will be awarded.
- Wild Card Trips will be awarded at the year-end tournaments. The number of wild-card trips awarded is dependent on the number of teams in each league.

Admin and Green Fees
- A $2 admin fee and $2 green fee are deducted from each player's fees each week. (NO GREEN FEE for Cold Lake, Lloydminster, Camrose, Wainwright, or St. Paul leagues currently). This allows the tables at the Wal-Mac Year End Championships to be coin-free.

Prize Money Distribution
- 100% of the teams in your league will receive money, provided they compete at the Wal-Mac Year End Championships. Team Captains only will be issued a cheque for their team's portion of the prize money.
- Pay-outs for all teams in that league come from their own prize fund.

Tournament Winnings
- Paid by check approximately 3 weeks after the end of the season.
- Checks will be sent to the designated team member at the address provided.
- Captains will be asked to confirm their address during the last month of the season
- If a check is not received and it is not returned to the office, the team will be assessed the bank charges for canceling and re-issuing the check.

Year End Tournament
All leagues excluding Fun will have ONE playoff Tournament for trip(s) to the VNEA Championships in Las Vegas. (Packages will vary. Specifics will be included in your trip-winning package). The number of trips awarded and how they are won is based on the number of teams in the Division and ALL decisions regarding packages are the league's decisions and will be FINAL).

WAL-MAC VNEA LEAGUE RULES SUPPLEMENT
First Night of League Play
For the 1st night of league play all teams 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. This method should also be used to calculate a player's handicap the first night they play.
Substitutions
- Substitutions are not allowed in regular league play.
Patch
- No longer used in Wal-Mac. It may still be used in VNEA tournaments.
Unsportsmanlike Conduct
Unsportsmanlike conduct is any intentional behavior that brings disrepute to the sport, or which disrupts or changes the game to the extent that it cannot be played fairly. It includes:
- distracting the opponent.
- changing the position of the balls in play other than by a shot.
- playing a shot by intentionally miscuing.
- continuing to play after a foul has been called or play has been suspended.

- practicing during a match.
- marking the table.
- delay of the game.
- using equipment inappropriately.

Avoid direct and 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 and make a ball, and it is a legal shot. The player will have also established the table. The player must declare safety before the shot is made.

Deliberately Hitting the 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 the 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

- 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.
- Player A has ball in hand and places the cue ball onto the table and moves it with the cue; while 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 comes in contact with an object ball then it is not a foul.

In both circumstances, Player A still has ball in hand.

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.

- Only the team captain has the authority to protest.
- A protest must be sent to the League Coordinator by email within 48 hours after the match, a $50 fee also must be sent by e-transfer to the office within the same deadline.
- 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.
- A game may be played and finished under protest, which may alleviate the original protest.

Blocking (Year-End Tournament Only)

- At the year-end tournament, blocking will be limited to a maximum of 3 players per match per team. A player may only block 2 teams during a round.

Cell Phones

- In the event a referee is called to the table cell phones may be used to record the shot and assist with the call.

Headphones/Earbuds
- There is currently no rule banning the use of headphones or earbuds

What happens if you play an opponent out of order?
- If you discover the error before the game has finished, stop playing and restart the game with the correct players.
- If the game has finished, enter the score in the round where the game should have taken place. No breaks are changed in future rounds.

What happens if the wrong player breaks?
- If you discover the error before the game has finished, stop playing and restart the game with the correct player breaking.
- If the game has finished, enter the score. No breaks are changed in future rounds.

VNEA RULES and GUIDELINES

TABLE
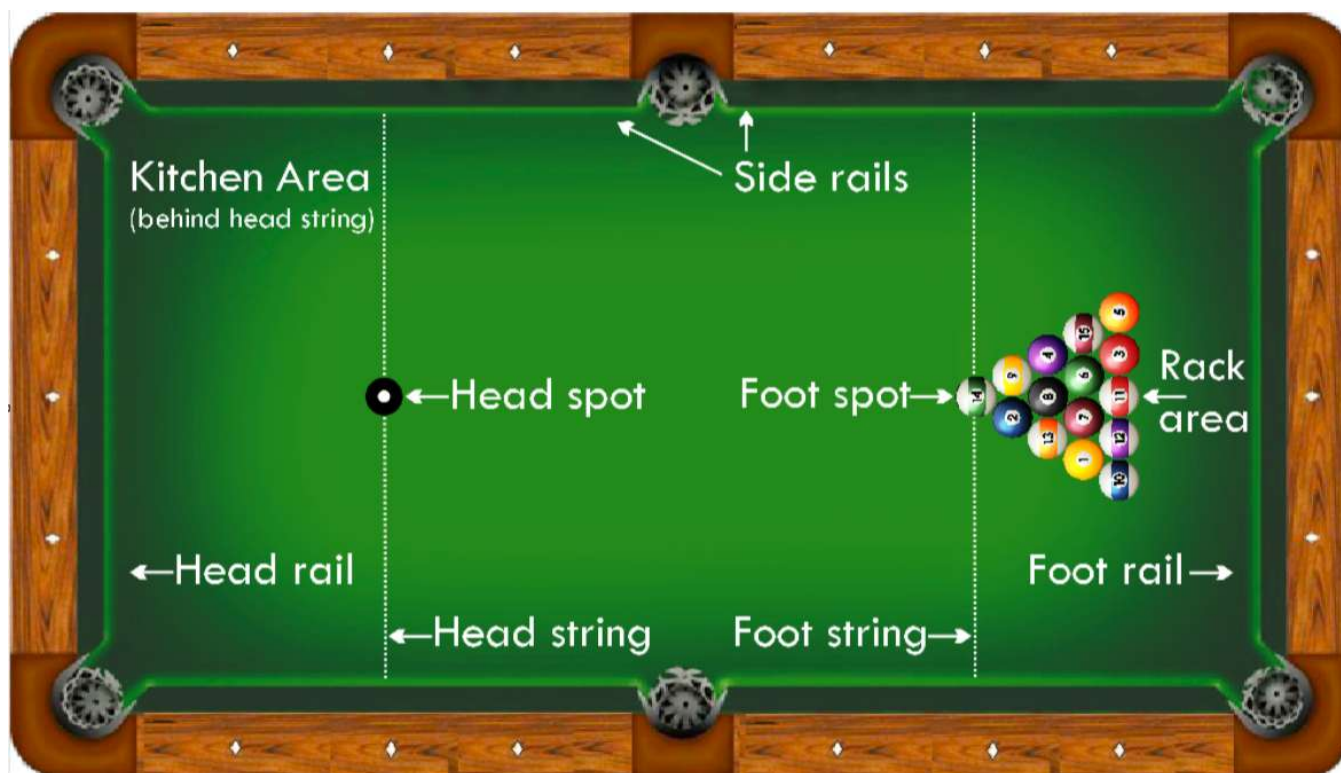
Balls And Racking
1. The game is played with one cue ball and 15 numbered object balls.
2. The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack in the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner, as the above illustration shows.
3. The objective 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.

Break Shot – The game is not considered started until

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 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.

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.

Game
In Call Pocket, obvious balls and pockets do not have to be indicated. It is the opponent's 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.

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 the 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.

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.

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.

Fouling

1. All fouls must be called and acknowledged before the next shot is taken. (Exception: scratching) The following results in fouls:
2. Failure to make a legal shot as noted above.
3. Shooting the cue ball into the pocket or off table.
4. 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).
5. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
6. Shooting without at least one foot touching the floor.
7. Coaching is a foul. Any member of a team called for coaching will result in a foul on the team member shooting.
8. 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.
   e. 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.
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.

Accidentally Moving or Touching A Ball

A. This is not a foul unless:
- the moved ball is the cue ball or
- a moved ball contacts the cue ball or
- 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 the 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

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.

Unsportsmanlike Conduct

1. Unsportsmanlike conduct can be 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 call be struck only with the cue tip.

Pocketed Balls

A ball is considered 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 normal and legally stroked shot. (Such shots are usually referred to as push shots).

Jumped Cue Ball

When a stroke results in the cue ball being a jumped ball, meaning jumping 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 if it does so without hitting anything

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 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 an 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, the 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 ball being pocketed, or.

The cue ball contacting a cushion, or.

The frozen ball being caused to contact a cushion attached to a separate rail, or.

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 playing. 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

The cue ball pocketed or knocked off the table.

Eight Ball Run Out (Ero)

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.

Table Run
A players first time at the table and they run out and win but all 15 balls do not need to be on the table when their turn begins.

POOL ETIQUETTE

Table Availability
- You only get 1 guaranteed table to play on. If you get 2, that's great, but don't expect the bar staff to clear the area just because you have a pool cue. Bars need to make money, and more people in the bar means more revenue.

Respect for Staff
- Playing in a league doesn't give you the right to be rude to the staff. They're working hard, and being a difficult guest makes their job harder. This goes for both sides of the interaction.

Change for Tables
While tables cost money and bars usually have plenty of change, they might run out of change. The bar's not responsible for providing you with change, though they do their best to accommodate.

Sharking
- Give your opponent their space and step away from the table. Avoid grabbing chalk or hovering near the pool table when it's your opponent's turn. Once you are seated, stay seated. It's distracting when you suddenly get up to "move" out of a player's line of view.

Stay Away from the Table
- If you're not involved in the current game, stay away from the table. Avoid standing in your opponent's line of sight and twitching, which can break their concentration.

Speak Softly
- Control your language and temper. Respect those around you by lowering your voice and avoiding aggressive behavior.

Play with Grace
- Win with grace, lose with dignity. Do not be rude at any point during the game.

Respect the Equipment
- Treat the tables like you would treat your table at home. Avoid spilling drinks or food on the tables.

Mind Your Attire
- Dress comfortably and appropriately for bending over the pool table. Avoid clothing that may be distracting or inappropriate.