
8-Ball League

Captain's Handbook

The Brass Ring

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"The game of billiards has destroyed my naturally sweet disposition", Mark Twain

For one half hour before the start of matches you will be permitted to warm up free of charge, the policy concerning warm-up tables is as follows: The tables will be reserved by the staff and available for play before league. Each team is allowed one league table that will be given 1/2 of hour of free warm up time before the match begins (if table space is limited, this may not always be possible for later matches, however, teams can certainly agree to take some warm-up time before they begin play). Any additional tables used by league players will be charged normal rates.

The League Director will distribute the scoresheets for the matches. Usually to the home team captain and tell the visiting team where they play.

Two teams will be asked to reduce down from two tables to one at 8pm, and since this is an inaugural season, we will learn more about this as it progresses.

Length of the Season

The league will be of a length determined by the League Director based on the number of teams and availability of time, and give every player a chance to play one another.

Fees for the league

This league works best when all teams participate and work towards playing regularly. For this reason, the league now has the following policy:

All league payments (currently \$125) are due before the start of the second week of play. If you are unable to pay by the start of the third week of play, your team will be dropped from the

league. Until such time as this payment is made, there will be no free drink tickets given and they will not be given for weeks missed after the league fee has been paid.

Handicapping

The handicapping system will use a point-based system where each ball is worth a point and the 8-Ball is worth three. In this system every game won is worth 10 points and the opponent gets credit for any balls pocketed during the game.

An 8-ball match is played by two players “racing” to their handicap number. They continue to play and keep score while still keeping track of where their score is in relation to their handicap. When one or the other of the players reaches their handicap number, they will let the other player know and this will be the final game played. At the end of this game, whichever player has exceeded their handicap number by a larger number, will win the match.

If there is a tie, the player that won the final game will be declared the winner.

League Benefits

Players registered for the league will be extended the following benefits for the duration of the season. Players will be allowed one half hour of warm up time before each match and will be given a “drink card” which is redeemable for a free drink (Three cards may be used for a pitcher).

Coaching and Etiquette

Etiquette: the following etiquette will be enforced.

Please take your seat when the opposing player is shooting.

Teams will refrain from any actions which are distracting to the shooting player. This includes talking too loud, talking to the shooting player, or hovering over the other player during their turn.

Please do not set drinks on the table.

Coaching: (Also covered in Captain's Duties) Any player may call one time out in each game and ask the captain, and only the captain advice, on any shot or other matter. The Captain may NOT call a time out independently to give advice.

Forfeits, Byes and Other Bothersome Issues

Any team that does not arrive, in its entirety (or at least two members) at 6:30 pm is risking forfeiting the match. The captain of the team that is present must declare a forfeit to the league director which declares they are there in their entirety and prepared to play. Affirming this means that this team may take a forfeit if they wish or if they are unable to determine a time for a make-up match with the opposing team by the league deadline. Any matches that are ruled neutral, by virtue of neither team being present at the deadline will be scored as forfeits for both teams if a make-up match is not played by the deadline.

This forfeit will not affect the handicaps of the winning or losing team's individuals, however, it will impact the score in the team statistics as follows: The team that is present and was intending to play the forfeiting team will receive a match win and the rounds will be left untouched. The forfeiting team will receive a loss and the rounds will be left untouched. The exception to this is if the two team captains can come to an agreement about a makeup date, or if some of the players are present, with the others to arrive before their turn would come up.

If a team only has two players and wishes to forfeit the missing players scores, that is an acceptable decision.

If a team forfeits to the point of dropping from the league, it is at the discretion of the League Director how this situation will be handled dependent on the circumstances. It is within the rights of this league to "zero out" a team that unexpectedly drops and return any prize fund money to a team that has played a team that becomes "zeroed out".

Substitutes

You are not allowed to use any more than eight different individuals on a team, these players should be registered with the League Director before or during roster sign-up. You may use any of these players in any number of matches.

Captain's Roles:

Make certain their team plays the proper team on the correct tables in the correct order. Make certain that all of the players on their team follow the rules of etiquette.

Both Team Captain's should try to resolve any rule disputes calmly and reasonably. Each player may call one time out in the game to ask the Captain a question of any nature. Either Captain may call over the league director to make a ruling on a given shot. In the event the League Director is not present, the Captains may agree on a temporary referee, or to find the ruling as designated by the BCA.

Declare a forfeit (or a possibility of forfeit to League Director), or to arrange a make-up with the opposing team if one is intended to be played.

Responsible for filling out the scoresheet fully, checking scores and signing the scoresheet to affirm its validity.

Settle disputes within games based on a knowledge of the rules, if they can't solve a dispute, both captains should come to the League Director and present their case - the league director's decision is final and binding.

Miscellaneous

If a team comes in to play a match and their opponent does not show, they are welcome to receive one hour of free time.

Scoring/Standings

Matches

Matches are won by the team which wins two rounds. Remember that individual stats and rankings will be affected by every round of play, even if it does not impact on the match being played at the time. It is also crucial that every game is played to the fullest by each player because some tie-breaking methods look at overall play comparisons.

Ties

Any match that ends in a tie will be won by the player who has won the final game (the game in which someone reached their handicap threshold).

Standings:

The standings will be determined by the following system: match winning percentage, round winning percentage, head to head competition, (If all these are identical, the award for place will be split).

Ten-o's/ERO's

If a player makes a ball on the break and proceeds to run out from this point, it is scored 10-0, regardless of any balls pocketed from the opponents group. If a player does not make a ball on the break and their opponent proceeds to run out from this point, it is scored 10-0, regardless of any balls pocketed from the opponents group. Please mark these occurrences on the scoresheets.

Incidental balls made by winner:

Scoring is done by counting all balls on the table at the conclusion of the match. This means any balls not on the table are scored as points for the losing player, whether or not they are responsible for pocketing them.

Other Issues

Time Outs:

A player may call a time out for advice from the captain once, however, if they believe that there is a rule that is about to be violated by the opposite team they may call a time out to call a referee over.

Breaking:

The home team breaks in the first and third rounds.

WORLD-STANDARDIZED RULES – 8-BALL

4.1 OBJECT OF THE GAME

Eight-Ball is a call shot game played with a cue ball and 15 object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). The player pocketing either group first, and then legally pocketing the 8-ball wins the game.

4.2 CALL SHOT

In Call Shot, 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. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is never necessary to indicate details such as the 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 shot." Any player performing a break shot in 8-Ball may continue to shoot so long as any object ball is legally pocketed on the break.

4.3 RACKING THE BALLS

The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner.

4.4 ORDER OF BREAK

Winner of the lag has the option to break. The winner of each game breaks in the next. The following are common options that may be designated by tournament officials in advance:

1. (a) Players alternate break.
2. (b) Loser breaks.
3. (c) Player trailing in game count breaks the next game.

4.5 LEGAL BREAK SHOT

(Defined) To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. When the breaker fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table

in position and shooting, or (2) having the balls re-racked and having the option of shooting the opening break or allowing the offending player to re-break.

4.6 SCRATCH ON A LEGAL BREAK

If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball: see rule 4.8), (2) it is a foul, (3) the table is open. Please Note: The incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

4.7 OBJECT BALLS JUMPED OFF TABLE ON THE BREAK

If a player jumps an object ball off the table on 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 head string and shooting.

4.8 8-BALL POCKETED ON THE BREAK

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

4.9 OPEN TABLE

(Defined) 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 first in the process of pocketing the called stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, it is a foul and no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; the incoming player is awarded cue ball in hand; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

4.10 CHOICE OF GROUP

The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups, because 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.

If the groups have been determined and the player mistakenly shoots at and pockets a ball of the group, the opponent must call a foul on him before he takes his next shot. If he fails to do so, the player automatically takes over the group of balls (solids or stripes) at which he has been shooting during this inning.

4.11 LEGAL SHOT

(Defined) 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 a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail. Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the object ball, an object ball must be pocketed, or the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

4.12 “SAFETY” SHOT

For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue a 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, the shooter must declare a “safety” to the opponent. It is the shooter’s responsibility to make the opponent aware of the intended safety shot. If this is not done, and one of the shooter’s object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

4.13 SCORING

A player is entitled to continue shooting until failing to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball.

4.14 FOUL PENALTY

Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the headstring except on opening break). This rule prevents a player from making intentional fouls which would put an opponent at a disadvantage. With “cue ball in hand,” the player may use a hand or any part of a cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot. (Also see Rule 3.39.)

4.15 COMBINATION SHOTS

Combination shots are allowed; however, the 8-ball can’t be used as a first

ball in the combination unless it is the shooter's only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-ball, it is a foul.

4.16 ILLEGALLY POCKETED BALLS

An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed and are scored in favor of the shooter controlling that specific group of balls, solids or stripes.

4.17 OBJECT BALLS JUMPED OFF THE TABLE

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 not re-spotted.

4.18 JUMP AND MASSÉ SHOT FOUL

While "cue ball fouls only" is the rule of play when a match is not presided over by a referee, a player should be aware that it will be considered a cue ball foul if during an attempt to jump, curve or massé the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

4.19 PLAYING THE 8-BALL

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

4.20 LOSS OF GAME

A player loses the game by committing any of the following infractions:

- 1.
2. 3. 4. 5.

Fouls when pocketing the 8-ball (exception: see 8-Ball Pocketed On The Break).

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

Jumps the 8-ball off the table at any time.

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

Pockets the 8-ball when it is not the legal object ball.

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

STALEMATED GAME

If, after 3 consecutive turns at the table by each player (6 turns total), the referee judges that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may be applied regard-less of the number of balls on the table. Please Note: Three consecutive fouls by one player in 8-ball is not a loss of game.