

Revised January 2017

VIRGINIA BILLIARDS ASSOCIATION



**Official
Rules**

**8 & 9 Ball
League &
Tournament
Play**

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revisions June 2015

General Rules

The intent of this manual is to present a guideline designed to govern League play on a regular basis. It is not possible to cover every conceivable situation, therefore please note that the League Administrator will have final say on all rules and policy decisions which are not clearly outlined in this manual.

Captains Responsibilities & Sharking

Honesty and integrity is the foundation of Virginia Billiards Association. *Any manipulation of team points or skill levels will not be tolerated.* Captains who engage in these practices will be removed as captain and prohibited from being captain in this league. Any points received by manipulation will be forfeited.

Sharking

Sharking is not permitted. Sharking is defined as any one of numerous tactics which unethical players employ to rattle or upset their opponent. Talking, making noise, standing too close to the table or in the shooters line of site and chalking your cue while your opponent is shooting are all considered sharking tactics. Anyone who continually practices sharking will have their membership to VBA terminated.

The League Administrator reserves the right to terminate any membership.

Team Organization

Each team will consist of no less than (5) players, no more than (10) players for 8 Ball & 9 Ball and (10) players for 8/9 Ball.. 8/9 Ball is one team playing both 8 Ball and 9 Ball simultaneous. Each match is played independent of the other and the scores are then added together. **All players must be current members of The Virginia Billiards Association in good standing. Membership must be paid no later than Feb 1.** The team may consist of any mixture of male and female players. Players may only play on one team per division per session. In 8/9 Ball players may only play one match at a time. Each team will have a team captain.

The Team Captain will be responsible for his/her team's adherence to all League rules and procedures at all times. The Team Captain will also be responsible for distribution of all League related information among his/her team members, as well as collecting and forwarding all dues and fees to the League office in a timely manner. **All communication between the League Administrators and individual teams will take place through the Team Captain.**

Fees

Each team will pay weekly dues of \$35 for each week of scheduled play and \$15 for Byes on Sundays and Thursdays. Tuesday dues are 28 for 8ball and 28 for 9ball and the Bye is 24. Dues may be paid with cash or check and must be turned in within 48 hours of scheduled play. Teams may not receive match points unless all dues are current. Although cash will be accepted for payment of weekly dues, the League Administration will not be held responsible for unsecured cash left at drop-off locations.

Age Requirements

All League participants must be at least 18 years of age unless expressly stated by the Virginia Billiards Association.

Team Roster

All teams will be required to turn in a completed Team Roster form listing basic information for all players, and the Home Location. Players may be added or removed from Team Rosters during the first four weeks of League play. Players may not be added after the fourth week of play without permission from the League Administrator.

After the First of February Players who are not paid up on their annual dues will not be allowed to play. New players must have their dues paid up when they play.

It is the Team Captain's responsibility to notify the opposing team of any roster changes prior to the beginning of the first match. The opposing Captain will have the choice of allowing any additional changes after the end of the first match.

New Players

All new players must turn in a Membership Application and \$25 yearly fee with the weekly score sheet in order to join an existing team. Teams will not receive points for players whose information and dues have not been turned in. All members will have a current, signed Membership Application on file with Virginia Billiards Association.

Skill Levels

All player skill levels will be initially determined through the following methods:

- Players who currently have an established handicap in another handicapping system will be ranked at a comparable handicap value. For example, an established player with a (6) handicap in another system may be ranked a 60.
- ***The League Administrator may establish or adjust a handicap ranking through known or observed ability.***
- In the absence of any other ranking options, new Male players will be ranked (50), and new Female players will be ranked (30).
- It is the captain's responsibility to make sure that all players are correctly ranked.

Once an initial skill level has been assigned, a player's ranking will increase or decrease based on their match performance. A match "Win" will result in an increase of (2) skill level points and a match "Loss" will result in a decrease of (2) skill level points. No player will be ranked lower than Skill Level 10, and there will be no maximum skill level.

The League Administrator reserves the right to adjust any players Skill Level at any time based on an unfair advantage obtained by any team through the use of an obviously under-ranked player.

Match Start Time

Scheduled match play will begin at 7:00pm Monday thru Thursday and 5:00pm on Sunday. Teams will be given a minimum 15 minute grace period prior to total forfeit. Any team will begin match play with one player present. No team will be forfeited without approval from the League Administrator.

Order of Play

Home team has the choice to put up or allow the visiting team to put up to play the first match. Teams will alternate declaring players from that point. .

Sharing of Table Costs

Teams will equally share the cost of all table time associated with match play. The cost of coin operated tables will be split between the two players. In the event a match is being played on a rented table, or a table that has been “opened” by the hosting establishment, the Home Team may not charge the Visiting Team more than half the cost of the table. If the table is provided for “free” by the establishment, the Visiting Team will not be required to pay table time to the Home Team.

Additional Match Tables

In the event a second table is available for match play teams must elect to play additional matches at the same time. Teams cannot stall playing a second table because they don't like the table or they are waiting on an additional player. Play may begin on a second table no earlier than the second match or 1 hrs after start time, whichever comes first unless both teams agree.

In the event a third table is available for match in 8-9 Ball it must be used as soon as possible. Additional matches should start as soon as possible.

Coaching and Time-Outs

Coaching shall be defined as giving a teammate match related advice during his/her turn. A player's turn shall begin upon completion of an opposing players turn. A player's turn shall be deemed complete when the player has failed to pocket a ball and has moved away from the table with no shooting options. Talking with a player when it is not his/her turn shall not be considered coaching, provided it does not interfere with the player's opponent. Non-specific comments such as “Nice shot” shall also not be considered coaching. Any communication from teammates during players turn, weather verbal or non-verbal, is considered a time-out. Standing close to the table and talking loud to another teammate is not allowed.

Coaching may only take place during a designated “Time-Out”. Anyone on the shooter's team may call time out, and any teammate may coach a player. Player's may not be coached by anyone other than individuals on the team's current roster. Coaches may give any manner of advice, however may not mark the playing surface in any way and must have moved away from the playing area prior to a shot being taken. “Time-Outs” are limited to ***two minutes or less***.

Coaches may place the cue ball for a player in a “ball-in-hand” situation.

Players with a Skill Level of 40 or higher may receive (1) time-out per game.

Players with a Skill Level below 40 may receive (2) time-outs per game.

Rules Questions During Match Play

A player may ask a question regarding a particular rule at any point during his/her turn. Players should ask the question to the opponent, or opposing Team Captain. In the event the question cannot be answered by the opposing Team, the player may consult his team. No advice may be given concerning how to play a particular shot, only clarification of a rule. In the event a rules question cannot be answered by either team,

please consult the League Administrator. The League Administrator will have final say on any rules questions or disputes.

Byes

Although League Management will make every effort available to eliminate “Byes”, some situations may require teams to have them in their schedule. Teams will be awarded (3) match points for all scheduled byes and weekly dues will be reduced to \$15. Match points will not be awarded until dues have been paid.

Forfeits

Every effort must be taken to reschedule the match. No team will be forfeited without approval from the League Administrator. Teams will be awarded (3) match points for the forfeit and the weekly dues will remain at \$35. Match points will not be awarded until dues have been paid.

Skill Level Maximums

Whereas there will be no maximum on the overall total of skill level points played in one match, there will be guidelines as follows:

Teams may not play more than two players ranked at skill level 70 or higher.

Teams must play at least one player ranked below skill level 40.

In the event a team does not have a player ranked below skill level 40 present, the lowest ranked available player must play, as the under 40 player, in a predetermined race. If there are no dedicated under 40 races then the last match of the game will be the dedicated under 40 race. The lowest available player left must now play, as the under 40 player. If the dedicated under 40 player wins they will receive ½ point. If the dedicated under 40 player loses there is no penalty.

Additional penalties may be assessed by the League for excessive violation of this rule. The intent of this rule is to stop stacking of a team and is not to penalize low players that play good, win and increase to over 40.

Scoring

Each “Match” will consist of five individual head-to-head contests between players from each team’s established roster. Individual contest races will be determined by each player’s skill level as well as the difference between their skill levels. Please see the section titled “Determining Contest Races” for more information.

Each team will be awarded one match point for each player that wins their individual contest, provided at least one player below skill level 40 played. One half of a point penalty will exist for any team that cannot meet this guideline. See above Skill Level Maximums for details.

Match points will be added week to week to form a cumulative total. Teams will be ranked from highest match total to lowest match total over the course of each 16 week session. At the end of session payouts will be determined by this ranking. See “Cash Payouts for Qualifying Teams” for more information.

Equipment

Players may use any equipment that is specifically intended for Billiards use, with a few exceptions. Players may not use any laser or other aiming devices. Jump shots are legal if performed correctly, using a

regulation jump cue, or a cue that “breaks down for jump shots. Players may use different cues for breaking and shooting, and may switch back and forth as many times as necessary. Bridges and Cue Extenders are also legal.

Team starting after session has Started

A team that wants to join the league after the session has started may do so. The team will start with the number of points equal to the lesser of, the total number of bye points (ie 3 weeks times 3 bye points = 9 points) or the number of points of the last place team. The team will pay \$ 5.00 per point to go directly into the prize pool.

Lagging

Players will “lag” at the beginning of each match to determine who will break the first rack. The winner of the lag is the player whose ball comes to rest closest to the bottom rail after striking the top rail.

- Players may lag with any ball except the cue ball.
- A player will lose the lag automatically if the ball is pocketed or hits any side rail in the course of its natural roll.
- A player will lose the lag automatically if he/she alters the natural roll of the ball in any way.
- A “tie” will result in both players lagging again.
- Players must make a reasonable effort to lag at the same time as their opponent.

Split Shots

If the cue ball strikes a legal object ball and a non-legal object ball at about the same instant, and it cannot be clearly determined which ball was hit first, the judgment will go in favor of the shooter.

Pocketed Balls

Any pocketed balls will remain off the table until completion of the game. A ball must remain in the pocket in order to be considered “pocketed”. A ball that goes in a pocket and jumps back out on to the playing surface will not be considered pocketed. A player may continue his/her turn each time they legally pocket a ball of their category.

Make-up Matches

Any and all Make-up Matches as well as Bye’s must be played & paid prior to the end of the session.

Jump Shots

Jump shots are legal if properly performed, using approved equipment. The cue ball must be struck in the top 50% of its sphere with a downward motion in order to be considered legal. Hitting below the 50% mark or “scooping” the cue ball will not be considered legal and will result in a foul. Any contact with the impeding ball by the cue in the course of a jump shot will result in a foul.

Cash Payouts for Qualifying Teams

Qualifying Teams must be in good standing, with no money due, in order to receive payouts.

At the end of each 16 week session teams will be ranked in order of their cumulative match scores. . The payout for qualifying teams will be based on 50% of the number of teams in each division, with a “Wild Card Draw” payout for last place money.

In the event that there is a payout party, at least one member of the team must be present to receive the wild card payout. If there is no payout party, payout will be done at a time and place determined by Virginia Billiards Association

Payouts will be paid to the Team Captain of each qualifying team at the end of each session. Every effort will be made for teams to receive any payouts within forty days of the end of the session. Each division will have no less than 4 teams. It is our goal to limit divisions to a maximum of 12 teams. The following is a list of payouts for qualifying teams in divisions ranging from 4 to 12 teams. The Actual payout will always be used based on the percentage of the Actual Money Received.

	4 Teams	6 Teams	8 Teams	10 Teams	12 Teams
1 st	56.25%	58.33%	51.56%	47.50%	43.75%
2 nd	31.25%	33.33%	25.00%	22.50%	20.83%
3 rd	12.50%	8.33%	17.19%	14.38%	14.58%
4 th			6.25%	10.63%	9.38%
5 th				5.00%	7.29%
6 th					4.17%

Any team or team members may be disqualified from receiving payouts for violation of rules or conduct policies, or any other reason, at the discretion of The Virginia Billiards Association. It is the responsibility of each Team Captain to distribute all payouts to team members.

8-Ball Rules

8-Ball is described as a game in which a player must pocket either all of the solid balls (not including the 8-Ball) or all of the striped balls and then legally pocket the 8-Ball for the win. Choice of balls to be pocketed will be determined by a player legally pocketing the first ball of the game. Each player will continue to

shoot until the game is over, or the player fails to pocket a ball of their category during his/her turn. The first player to pocket all seven balls in their category, followed by legally pocketing the 8-Ball, wins the game.

Racking

The loser of the lag will rack the first rack. The loser of each game will rack all subsequent racks until the end of the match. The balls will be racked in a triangle with the first ball on the foot spot and the 8-Ball in the center of the rack. The bottom five balls of the triangle must run horizontally with the bottom rail. Players may place balls in the rack in any order they would like as long as the 8-Ball is in the center. Balls will be racked as tightly as possible. Players may ask for and receive a re-rack at any time prior to breaking.

Breaking

The following will constitute a legal break –

- The player must break from behind the head string.
- The rack must be struck at the first or second balls.
- At least four numbered balls must strike a rail, or a ball must be pocketed.

Any deviation from these rules will result in an illegal break. If an illegal break occurs, the balls will be re-racked and the opponent will have the option of deciding who breaks.

If a foul occurs after a legal break, the opponent will have ball in hand behind the head stringer.

Game Play After the Break

After the Break, play will continue with players alternating turns until completion of the game. A player will continue to shoot during his/her turn until the game is over or the player fails to pocket a ball and has no other shooting options. The MAXIMUM time allowed for a shot is no more than 2 min.

Determining Stripes or Solids

The following rules will apply regarding a player's category of balls –

- Each player's category will be determined by either player legally pocketing the first ball.
- If one or more balls of both categories are pocketed on a legal break, the breaking player may shoot at either category. A ball must be pocketed on the next shot in order to claim that category.
- If one or more balls of only one category are pocketed on a legal break, the breaking player must continue to play that category.
- If no balls are pocketed during the break, the opposing player may shoot at either category of balls.
- Players may not change categories once they have been determined.
- Balls in each category may be pocketed in any order, but all seven balls in their category must be pocketed prior to the player pocketing the 8-Ball.

Balls on the Floor

Any ball (other than the 8-Ball or the cue ball) that is knocked off the playing surface will be spotted on the foot spot. If the ball cannot be spotted on the foot spot it will be placed as closely as possible directly behind the foot spot. If more than one ball is knocked off the table, the lowest numbered ball will be spotted first with the next ball frozen to it, directly behind.

Knocking a ball other than the cue ball off the playing surface will not be considered a foul. If a ball was

legally pocketed at the same time it will continue to be the shooter's turn.
Knocking the 8-Ball off the table at ANY time will be considered loss of game.

Call Pocket Rule

There will be a "Call Pocket" rule in effect for all players with skill levels of 40 and above. The shooting player will call the ball & pocket for each shot during his/her turn. It is not necessary to call obvious shots but it is a good habit to call all shots. It is not necessary to call details of the shot such as caroms, kisses, rails, etc., only the intended ball & pocket. The opposing player will have the right to ask what pocket the shooter intends, but must do so prior to the player addressing the shot. Asking which pocket during a player's stroke will be considered "sharking", and will not be allowed.

Honesty and integrity are an important part of this rule. In the event of a dispute it will be the shooter's call whether the ball was legally played in the intended pocket.

This rule will not apply to players with skill levels below 40. A ball made in any pocket, intended or not, will be considered legally pocketed and the player will continue their turn.

Combination Shots

Combination shots are legal as long as the shooter's category of balls is struck first, unless the table is open. A player may use any combination of balls, including the 8-Ball, in an effort to legally pocket a ball in their category. The 8-Ball may never be used first in a combination.

Fouls

Honesty and integrity is the foundation of Virginia Billiards Association. A foul may be called by any member of either team. In the name of good sportsmanship the shooter should concede all known fouls. Any illegal shot will be considered a foul and will result in "ball in hand" anywhere on the table with the exception of the break. A foul committed on the break will result in "ball in hand" behind the head string.

A shot will be deemed illegal if any of the following occur –

- The shooter fails to make contact with a ball in his/her category first.
- The cue ball is pocketed, or knocked off the playing surface.
- Failure to hit a rail after contact with the object ball. A ball must be pocketed or make contact with a rail after the cue ball initially makes legal contact with an object ball. Any ball may make contact with a rail, including the cue ball or any other ball struck after the object ball.
- The cue ball is contacted or course altered by any means after initial contact. The cue ball must come to a complete stop before the next shot can be taken.

Other situations that could result in an illegal shot, or foul—

- An object ball that is frozen to a rail shall not be considered to have hit the rail after it has been struck. The object ball, cue ball, or any other ball must still strike a rail after the frozen ball has been contacted. In order for a ball to be considered frozen it must be declared by either shooter prior to the shot.
- The cue ball is ALWAYS live. If a player causes the cue ball to move in any way other than striking it with the tip of the cue during a stroke it will be considered a foul.
- If a player touches another ball, with the cue ball while placing the cue ball, in a ball in hand situation it will be considered a foul. *NOTE:* a player with ball in hand may move the cue ball in any manner necessary, including adjusting the cue ball with their stick, prior to actually performing a shot.
- A player with ball in hand drops the cue ball while holding it will result in a foul, regardless of where the cue ball lands. It will not be considered a foul if the player catches the cue ball prior to it striking anything.
- If the cue ball and the object ball are close together (i.e. within a chalk's width) the shot must be taken at a 45 degree angle, either vertically or horizontally. This is to eliminate any double kiss foul.
- If the cue ball and object ball are frozen you can shoot straight through without a foul.
- If you alter the course of the eight ball or the cue ball in a game losing situation it is loss of game.
- Any balls moved accidentally must be replaced by the opponent, with the mutual consent of both players. Any ball moved or touched on purpose (i.e. using any ball as a bridge or shooting object ball instead of cue ball) is a foul.

Winning

A player will have won the game when he/she has successfully pocketed all seven balls in their category and made the 8-Ball in a properly called pocket. It is the shooter's responsibility to insure their opponent is aware of any pocket called in an attempt to pocket the 8-Ball.

Exception: Making the 8-Ball on a legal break will result in a win. It is not necessary to call a pocket in this situation.

Losing

The following occurrences will result in loss of game –

- The 8-Ball is pocketed out of turn.
- The 8-Ball is knocked off the table at any time.
- The 8-Ball is made in the wrong pocket, or the pocket is not properly called.
- Any scratch when shooting the 8-Ball is loss of game.
- Pocketing the 8-Ball on the break, and scratching or knocking the cue ball off the table.

Determining Contest Races

Individual Contest Races will be determined by a combination of two factors. The first factor is the combined skill level score of both players. The second factor is the difference between the skill levels of both players.

The combined skill level score of both players will establish which chart will be used to determine the race (see charts below). For example, two players with a combined skill level score of 84 would use chart “B” to determine their race.

The difference between the skill levels of both players will determine the race. By using the above example

of 84 we know that we are using chart “B”. If the two players are ranked 50 and 34 respectively we see that the difference in the two skill levels is 16 points. This difference would lead to a 3 to 2 race, with the higher skill level needing 3 games to win the match.

Race Charts

Chart A - Players with a combined skill level of 60 points or less

0 – 8 point difference = 2 to 2 race 10 – 18 point difference = 3 to 2 race

20 – 28 point difference = 4 to 2 race 30+ point difference = 5 to 2 race

Chart B - Players with a combined skill level of 62 to 86 points

0 – 8 point difference = 3 to 3 race 10 – 18 point difference = 3 to 2 race

20 – 28 point difference = 4 to 2 race 30 – 58 point difference = 5 to 2 race

60+ point difference = 5 to 1 race

Chart C - Players with a combined skill level of 88 to 110 points

0 – 8 point difference = 4 to 4 race 10 – 18 point difference = 4 to 3 race

20 – 28 point difference = 4 to 2 race 30 – 58 point difference = 5 to 2 race

60+ point difference = 5 to 1 race

Chart D - Players with a combined skill level of 112 points or more.

0 – 8 point difference = 5 to 5 race 10 – 18 point difference = 5 to 4 race

20 – 28 point difference = 5 to 3 race 30 – 58 point difference = 5 to 2 race

60+ point difference = 5 to 1 race

9-Ball Rules

9-Ball is described as a rotational game in which players must pocket balls in numerical order beginning with the one-ball and continuing through the nine-ball. Players must pocket or contact the lowest numbered ball on the table first with each shot. The first player to legally pocket the 9-Ball is the winner. The 9-Ball may be pocketed in order of rotation, or may be pocketed at any time during the game provided the lowest numbered ball on the table was struck first. Each player will continue to shoot until the game is over, or the player fails to legally pocket a ball during his/her turn.

Racking

The loser of the lag will rack the first rack. The loser of each game will rack all subsequent racks until the end of the match. The balls will be racked in a diamond shape with the one-ball on the foot spot and the 9-Ball in the center of the rack. **The 1 & 9 balls in the diamond must run parallel with the side rail.** Players may place all other balls in the rack in any order they would like. Balls will be racked as tightly as possible. Players may ask for and receive a re-rack at any time prior to breaking.

Breaking

The following will constitute a legal break.

- The player must break from behind the head string.
- The cue must contact the One Ball first.
- At least four numbered balls must strike a rail, or a ball must be pocketed.

Any deviation from these rules will result in an illegal break. If an illegal break occurs, the balls will be re-racked and the opponent will have the option of deciding who breaks.

If a foul occurs after a legal break, the opponent will have ball in hand anywhere on the table.

“Push” Rule

Players will be allowed to “push” on the first shot after the break. This shot will be available to the breaking player if a ball is pocketed or to the opponent if a ball is not pocketed. In the event the player does not have a playable shot immediately following the break, the cue ball may be “pushed” anywhere on the table without a foul being committed. It is not necessary to contact a rail or to contact the lowest numbered ball on the table on this shot. The opposing player will have the option of taking the next shot as it lies, or returning the shot to the original player. Play will resume normally upon completion of the “push”. NOTE: The “push” shot must be called before it is performed. It is acceptable to contact any other ball on the table or pocket any ball on the table when performing a “push”. All pocketed balls will remain pocketed other than the 9-Ball. Pocketing the cue ball will result in ball in hand for the opponent.

Game Play After the Break

After the Break, play will continue with players alternating turns until completion of the game. A player will continue to shoot during his/her turn until the game is over or the player fails to pocket a ball and has no other shooting options.

Combination Shots

Combination shots are legal as long as the lowest numbered ball on the table is struck first. A player may use any combination of balls, including the 9-Ball, in an effort to legally pocket a ball.

Balls on the Floor

Any ball (other than the cue ball) that is knocked off the playing surface will be spotted on the foot spot. If the ball cannot be spotted on the foot spot it will be placed as closely as possible directly behind the foot spot. If more than one ball is knocked off the table, the lowest numbered ball will be spotted first with the next ball frozen to it, directly behind.

Knocking a ball other than the cue ball off the playing surface will not be considered a foul. If a ball was legally pocketed at the same time it will continue to be the shooter's turn.

Fouls

Honesty and integrity is the foundation of Virginia Billiards Association. A foul may be called by any member of either team. In the name of good sportsmanship the shooter should concede all known fouls. Any illegal shot will be considered a foul and will result in "ball in hand" anywhere on the table including the break.

A shot will be deemed illegal if any of the following occur –

- The shooter fails to make contact with the lowest ball on the table first.
- The cue ball is pocketed, or knocked off the playing surface.
- Failure to hit a rail after contact with the object ball. A ball must be pocketed or make contact with a rail after the cue ball initially makes legal contact with an object ball. Any ball may make contact with a rail, including the cue ball or any other ball struck after the object ball.
- The cue ball is contacted or course altered by any means after initial contact. The cue ball must come to a complete stop before the next shot can be taken.

Other situations that could result in an illegal shot –

- An object ball that is frozen to a rail shall not be considered to have hit the rail after it has been struck. The object ball, cue ball, or any other ball must still strike a rail after the frozen ball has been contacted. In order for a ball to be considered frozen it must be declared by either shooter prior to the shot.
- The cue ball is ALWAYS live. If a player causes the cue ball to move in any way other than striking it with the tip of the cue during a stroke it will be considered a foul.
- If a player touches another ball with the cue ball while placing the cue in a ball in hand situation it will be considered a foul. *NOTE:* a player with ball in hand may move the cue ball in any manner necessary, including adjusting the cue ball with their stick, prior to actually performing a shot.
- A player with ball in hand drops the cue ball while holding it will result in a foul, regardless of where the cue ball lands. It will not be considered a foul if the player catches the cue ball prior to it striking anything.
- If the cue ball and the object ball are close together (i.e. within a chalk's width) the shot must be taken at a 45 degree angle, either vertically or horizontally. This is to eliminate any double kiss foul.
- If the cue ball and object ball are frozen you can shoot straight through without a foul.
- Any balls moved accidentally must be replaced by the opponent, with the mutual consent of both players. **Any ball moved or touched on purpose (i.e. using any ball as a bridge or shooting object ball instead of cue ball) is a foul.**

Three Consecutive Fouls

Three consecutive fouls in a row by the same player results in loss of game. The player must be notified by the opponent that they have two fouls prior to shooting third shot. This rule does not apply to any match where one or both players are under 40 skill level.

Winning

A player will have won the game when he/she has successfully pocketed all Nine balls in rotation, including the 9-Ball. A player will also have won the game when he/she successfully pockets the 9-Ball after contacting the lowest ball on the table first.

NOTE: Players must call the pocket when legally pocketing the 9-Ball. The 9-Ball will be spotted on the foot spot if pocketed without being properly called. This will not be considered a foul, and will not result in ball in hand for the opponent, unless the course of the cue ball has been altered. It is the shooter's responsibility to insure their opponent is aware of any pocket called in an attempt to pocket the 9-Ball.

Exception: Making the 9-Ball on a legal break will result in a win. It is not necessary to call a pocket in this situation.

Losing

The following occurrences will result in loss of game –

- Your opponent legally pockets the 9-Ball after contacting the lowest numbered ball on the table first.

NOTE: Any foul that occurs while pocketing the 9-Ball will not result in the loss of game. The 9-Ball will be spotted on the foot spot and ball in hand will be awarded to the opponent.

Determining Contest Races

Individual Contest Races will be determined by a combination of two factors. The first factor is the combined skill level score of both players. The second factor is the difference between the skill levels of both players.

The combined skill level score of both players will establish which chart will be used to determine the race (see charts below). For example, two players with a combined skill level score of 84 would use chart "C" to determine their race.

The difference between the skill levels of both players will determine the race. By using the above example

of 84 we know that we are using chart “C”. If the two players are ranked 50 and 34 respectively we see that the difference in the two skill levels is 16 points. This difference would lead to a 5 to 4 race, with the higher skill level needing 5 games to win the match.

Race Charts

Chart A - Players with a combined skill level of 60 points or less

0 – 8 point difference = 3 to 3 race 10 – 18 point difference = 3 to 2 race

20 – 28 point difference = 4 to 2 race 30+ point difference = 5 to 2 race

Chart B - Players with a combined skill level of 62 to 80 points

0 – 8 point difference = 4 to 4 race 10 – 18 point difference = 4 to 3 race

20 – 28 point difference = 4 to 2 race 30 – 58 point difference = 5 to 2 race

60 + point difference = 6 to 2 race

Chart C - Players with a combined skill level of 80 to 100 points

0 – 8 point difference = 5 to 5 race 10 – 18 point difference = 5 to 4 race

20 – 28 point difference = 5 to 3 race 30 – 58 point difference = 5 to 2 race

60+ point difference = 6 to 2 race

Chart D - Players with a combined skill level of 102 to 126 points

0 – 8 point difference = 6 to 6 race 10 – 18 point difference = 6 to 5 race

20 – 28 point difference = 6 to 4 race 30 – 58 point difference = 6 to 3 race

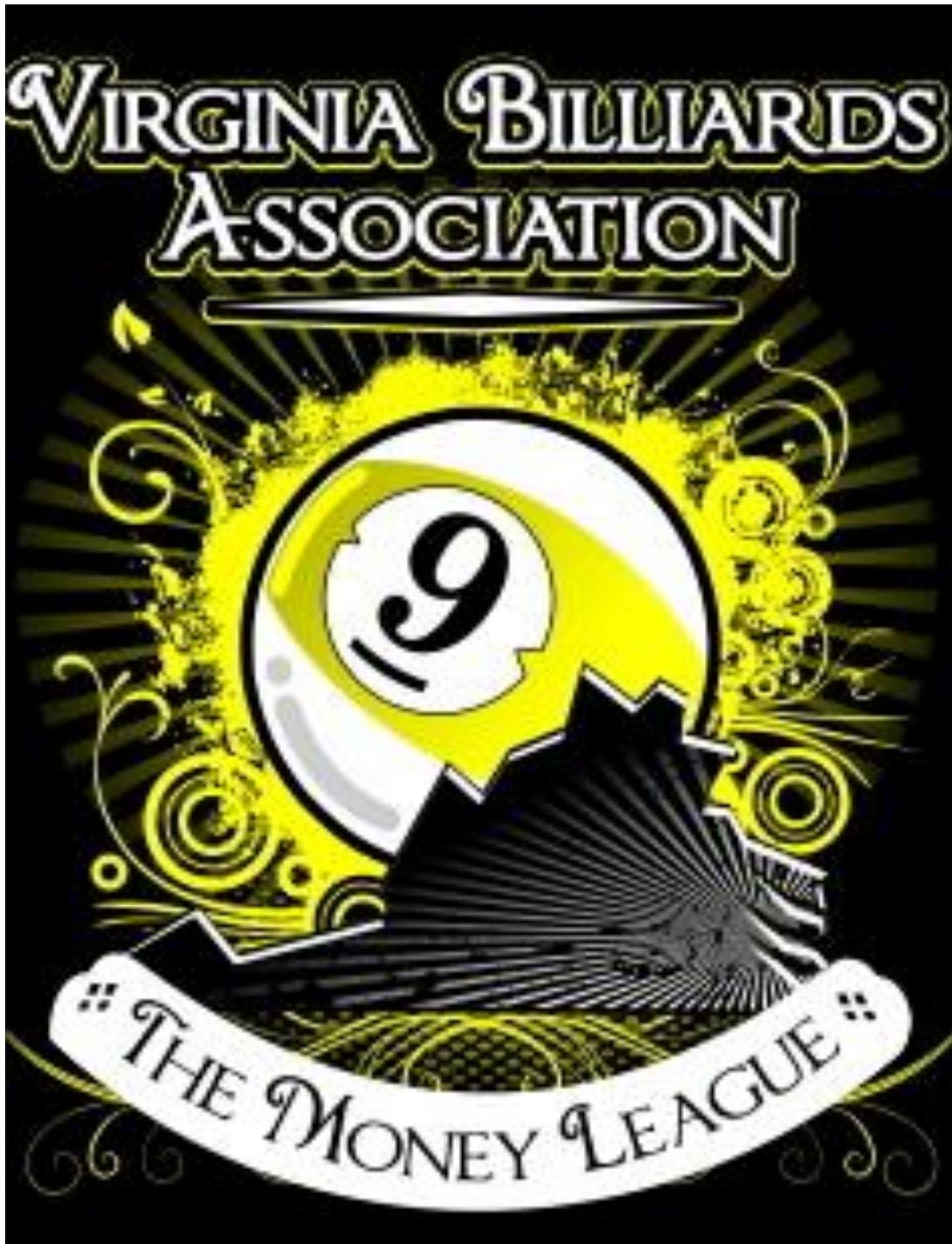
60 – 90 point difference = 7 to 3 race 90+ point difference = 7 to 2 race

Chart E - Players with a combined skill level of 128 points or more.

0 – 8 point difference = 7 to 7 race 10 – 18 point difference = 7 to 6 race

20 – 28 point difference = 7 to 5 race 30 – 58 point difference = 7 to 4 race

60 – 90 point difference = 7 to 3 race 90+ point difference = 7 to 2 race



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