

# **Los Angeles Pool League**

## **Rules of Play for L.A. Pool League**

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## Playing Rules

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

**2. TABLES, BALLS, EQUIPMENT** All games described in these rules are designed for tables, balls and equipment meeting the standards prescribed herein. Tables must be approved by the Captains and should be 7' x 3.5' in size (unless the Member's meeting waives this requirement). The home Captain should see that chalk, rack, bridge, house cues, cue ball, and object balls are available on the night of play. The same cue ball used in the practice period for team play will be used in the following match unless there is mutual consent by the team Captains accepting a change.

**3. 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 his next shot so long as he has legally pocketed any object ball on the break.

**4. 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. All the balls must be lined up behind the apex ball and pressed together so that they all have contact with each other. *Each player pays and racks their own rack. (F2011)*

### **Rules Related to the Break**

**5. BREAKER** The breaker is determined by the "H" or "V" on the score sheet.

**6. LEGAL BREAK SHOT** (Defined) To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rails. If he fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table as-is and shooting, or (2) having the balls re-racked and having the option of shooting the opening break himself or allowing the offending player to re-break.

**7. 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 11), (2) it is a foul, (3) the table is open, (4) *the incoming player has ball in hand anywhere on the table.* F2011

**8. CUE BALL IN HAND BEHIND THE HEAD STRING** When the cue ball is in hand behind the head string, it remains in hand (not in play) until the player drives the cue ball past the head string by striking it with his cue tip.

The cue ball may be ADJUSTED by the player's hand, cue, etc., so long as it remains in hand. Once the cue ball is in play as per the above, it may not be impeded in any way by the player; to do so is to commit a foul.

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

**10. OBJECT BALLS JUMPED OFF THE 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 ball in hand anywhere on the table. F2011

**11. 8-BALL POCKETED ON THE BREAK** If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on 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 anywhere on the table. F2011

#### **End of Rules Related to the Break**

**12. 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. **Hitting the eight ball first on an open table is a foul. On an open table, all illegally pocketed balls remain pocketed.**

**13. CHOICE OF GROUP** The choice of stripes or solids not determined on the break even if balls are made from 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.

**14. 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 either (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail.

If the shooter hits their object ball and an opponent's ball simultaneously, it is a legal shot. F2012

*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, 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.

**15. STRIKING CUE BALL** A legal shot requires that the cue ball be struck only with the cue tip. If the cue ball is moved or touched in any way other than in the execution of a legal shot, it is a foul (except when player has cue ball in hand).

**16. "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 the shooter's object ball is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed. (The LAPL considers "no call" or "no pocket" the same as a "safety" shot.)

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

**18. TABLE RUN DEFINED** The two ways to score a table run are as follows:

1. The player legally pockets any remaining balls of his group and the eight ball in their first turn.
2. The player legally pockets seven of their object balls and the eight ball in one inning, whether or not it's their first turn at the table.

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

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

### **Rules Related to Fouls**

**21. VALIDITY RULE** It is always prudent to get agreement on the calling of any foul from your opponent before picking up the cue ball. Certain fouls, such as scratches or object balls jumped off the table, are beyond dispute and need not be called.

**22. DISTURBED BALLS** It is not a foul to accidentally touch or disturb a SINGLE object ball, with any part of your body, clothing or equipment, unless the accidental movement has an effect on the outcome of the shot (that is, if any ball in motion contacts the moved ball or crosses over the spot originally occupied by the moved ball). Opponent has the option of leaving the disturbed ball in position or returning it to its original location. If the ball is to be restored, the opponent may restore it, or you may restore it *with your opponent's permission*. If you touch or restore the disturbed ball without your opponent's permission, it is a foul.

If the disturbed ball falls into a pocket with no effect on the outcome of the shot, your opponent has the restoration option (unless said ball is the 8-ball, in which case it must be restored).

It is a foul if you touch or disturb more than one object ball.

It is a foul if the disturbed ball has an effect on the outcome of the shot.

If a foul occurs under the provisions of this rule, opponent has no restoration option. All balls, including any pocketed balls, shall remain where they lie (if the 8-ball is pocketed, it is loss of game)." (Rule. 22 replaced "Rule.28 BALL IN MOTION FOUL")(08/08)

**23. LEGAL SHOT** Failure to make a legal shot as defined in Rules 14 and 15 is a foul.

**24. FOUL BY PLACEMENT** When player has cue ball in hand, it is a foul to touch any object ball with the cue ball or the hand holding the cue ball while placing the cue ball on the table. (Note: it is NOT a foul to touch an object ball with the cue ball or hand when initially picking up the cue ball when player has ball in hand.) (ADDED 8/19/08)

**25. JUMP SHOT** Jump shots will be allowed as long as the venue being played in allows for these on their tables; also, if a player damages a pool table performing a Jump shot, that player will be responsible for the cost of the repairs. It is not a foul if you cause the cue ball to leave the surface of the table by elevating the butt of the cue and, with a downward stroke, forcing the cue ball to rise off the playing surface. For the shot to be legal, only the cue tip may touch the cue ball. The shot must not be 'scooped' by the ferrule or shaft. Any miscue when executing a Jump shot is a foul.

**26. DEVICES** Players are not allowed to use a ball, the triangle or any other width-measuring device to see if the cue ball or an object ball would travel through a gap, etc. Only the cue stick may be used as an aid to judge gaps, etc., so long as the cue is held by the hand. To do so otherwise is a foul and un-sportsmanlike conduct.

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

**28. BALL IN MOTION FOUL** (Replaced by "RULE 22. DISTURBED BALLS" on 8/19/08)

**29. FOOT ON 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 manner in which it is worn.

**30. FOULS BY DOUBLE HITS** If the cue ball is touching the required object ball prior to the shot, the player may shoot towards it, providing that any normal stroke is employed. If the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball, the shot is considered a foul. If a third ball is close by, care should be taken not to foul that ball under the first part of this rule.

**31. PUSH SHOT FOULS** It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such shots are usually referred to as push shots).

**32. PLAYER RESPONSIBILITY FOULS** The player is responsible for chalk, bridges, files and any other items 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 object make contact with any ball in play (or the cue ball only if no referee is presiding over the match).

**33. OBJECT BALL FROZEN TO CUSHION OR CUE BALL** This rule 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 object ball, the shot must result in either (1) a ball being pocketed, or (2) the cue ball contacting a cushion, or (3) the frozen ball being caused to contact a cushion (not merely rebounding from the cushion it was frozen to), or (4) another object ball being caused to contact a cushion to which it was not already in contact with. Failure to satisfy one of those four requirements is a foul. An object ball is not considered frozen to a rail 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.

**34. 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 remain pocketed.

**35. SHOOTING WITH BALLS IN MOTION** It is a foul if a player shoots while the cue ball or any object ball is in motion (a spinning ball is in motion).

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

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

**38 HEAD STRING DEFINED** The area behind the head string does not include the head string. Thus an object ball that is dead center on the head string is playable when specific game rules require that a player must shoot at a ball past the head string. Likewise, the cue ball when being put in play behind the head string (cue ball in hand behind the head string) may not be placed directly on the head string; it must be behind it.

**39. FOUL PENALTY** Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table. This rule prevents a player from making intentional fouls that would put his opponent at a disadvantage. With "cue ball in hand," the player may use his hand or any part of his 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.

**40. PLAYING THE 8-BALL** When shooting at the 8-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.

**(End of Rules Related to Fouls)**

**41. LOSS OF GAME** A player loses the game if he commits any of the following infractions:

- 1.Fouls when pocketing the 8-ball (Exception: Rule 11 "Eight Ball pocketed on the break).
- 2.Pockets the 8-ball on the same stroke as the last of his group of balls.
- 3.Jumps the 8-ball off the table at any time.
- 4.Pockets the 8-ball in a pocket other than the one designated.
- 5.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.

**42. STALEMATED GAME** If, after 3 consecutive turns at the table by each player (6 turns total), the referee judges (or if no referee, both players agree) 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 only be used when there are only two object balls and the 8-ball remaining on the table.

#### **43. LAPL NIGHTS OF PLAY ORGANIZATIONAL RULES / GUIDELINES**

1. *Costs:* Each player pays for his/her rack.
2. *Starting time:* No later than 8:00 P.M., unless otherwise agreed upon by both Captains.
3. *Practice time:* Table should be made available to visiting team no later than 7:30 P.M.
4. *Substitutions:* A registered player may be substituted for any other registered player before the start of any game. The replaced team player, who has played a game, may re-enter only upon consent of opposing captain. A registered player having played, may not replace any other player.
5. *Home Captain Duties:*
  - a) Complete the home portion of the score sheet first, keep score during play, and notify players of game.
  - b) Deliver the results to the statistician, either by fax, e-mail, on line, or in person, by 10 a.m. the day following the match.
  - c) Penalty for failure to follow 43.5.b) above will be loss of one win from the home team, charged to the captain.
6. "Effective immediately with the Spring 2015 Season, the League schedule will accommodate Monday and Tuesday teams by a majority vote of the Members in attendance at the Member's Meeting." (SP 2015) If a team cannot participate on matches scheduled on Mondays, the captain should notify the Board of Governors when registering their team each season. (Fall 2016)

**44. DISPUTE PROCESS** Captains must resolve all disputes involving judgment calls. There will be no such thing as a judgment call protest. A judgment call is anything that occurs during the game that can only be determined by someone who actually saw the event. (For example ball 6 was hit before ball 9). All judgment calls will be resolved by the team Captains using one of the following:

1. A reasonable discussion by the Captains resulting in a decision on the call and the continuation of the game.
2. If neither captain is willing to change his/her mind, a flip of the coin may decide the call and the continuation of the game.
3. If neither a or b is used, the game may be terminated before another shot is taken by either player and that particular game replayed immediately.
4. If a captain refuses options a, b, and c, his/her player loses the game, the game is noted by circling the box on the score sheet and noting in the margin: refusal to replay game by (player's name). The result of the continued game should be reported in the normal manner.
5. Attempt to resolve disputes involving application of playing rules.
6. Penalty for failure to follow above will be loss of one win from both teams, charged to both Captains.

**45. SHOT CLOCK RULE** During regular season play should any individual game in team play exceed fifteen minutes in length, the following provisions apply to the players of that particular game only:

1. Each shot must be executed within a one minute time period. Failure to do so will be considered a foul and the usual penalties applied.
2. Time will be kept by the opposing Captain or a mutually agreed upon designee.
3. Time begins when all balls on the table have come to a complete stop.
4. The timekeeper must give a 15 second warning with the announcement of "15 seconds" to the shooter. "Time" must be verbally called by the timekeeper at the end of one minute. If the player has not shot, a foul is enforced. The timekeepers call is final.
5. During the one minute shot clock the player is free to call only one time out if available and consult with his/her teammates, and the shot clock stops ticking. Only one thirty (30) second time out with one extension if available per player during the shot clock. The shot clock will restart upon either the end of the timeout or player notifying the time keeper they are ready and finished with their time out.

**46. UNSPORTSMANLIKE CONDUCT** No League Member (Spring 2016) shall be allowed to engage in any activity that is un-sportsmanlike in nature; embarrassing, disruptive or detrimental to other players, referees, sponsors, spectators, or the sport in general. Such behavior may result in loss of game, suspension or loss of LAPL League membership, as decided by the Board of Governors. Un-sportsmanlike conduct includes, but is not limited to, the following:

1. Illegally moving a ball: Intentionally causing a ball to move by any illegal means, i.e., pushing on bed cloth, bumping or slapping the table, etc.
2. Interference: Deliberate interference with a player in the process of shooting on the part of an opposing player or team member. If a spectator or player accidentally interferes with a player in the process of shooting, the player (or referee, if applicable) may either return the ball(s) to their original positions, or replay the game.
3. Harassment: Verbal or physical harassment of participants, including players, referees, sponsors, and spectators during LAPL sanctioned activities.

#### **47. COACHING DURING PLAYOFF MATCHES**

Coaching during early round matches is limited to one - 1 minute time-out per game which may be called by either the player or any team member. This applies during a players turn at the table and additional coaching is a foul. Players may discuss the game with their team at any time during their opponents turn at the table. Late round playoff matches (those in which both teams already are in the top four) will still conform to WCC-out rules.

#### **48: COACHING - REGULAR SEASON**

All players will be limited to four, thirty (30) second "time outs" per game during regular season play, new players that have never been LAPL members in the past playing in their first season may take eight, thirty (30) second "time outs". The "time outs" can be called by anyone on the team and any number of teammates may advise. The opposing captain or designee keeps the time. After 20 seconds, a "10 second warning" will be announced. A player may elect to use two of their "time outs" at one announced time-out period, by indicating "extension". Extension must be called before the thirty-second time out has expired. If it is called, another 10-second warning will be announced. At the conclusion of the thirty-second time out period, "TIME" shall be called. If coaching continues after "TIME" is called, that is a foul.