

OFFICIAL NAPL TEAM MANUAL

2009 – 2010

Dear NAPL Team Member:

This is the Official NAPL Team Manual. It includes everything you need to know to enhance and maximize your experience in league play. Many matches have inadvertently been won and/or lost due to the incorrect application of league rules. Therefore, it is the team's responsibility to know these rules inside and out. Everyone is encouraged to have a copy of the NAPL rules with them each league night.

By participating in the NAPL, every member agrees to abide by the rules written in this handbook. Please note that some of the rules may be subject to change during the course of time. These rules were constructed by me and other fellow pros & we reserve the right to adjust them if it will enhance the league's quality of play.

The NAPL was designed for amateur players who want to have fun, compete and improve their game. But most of all, I want to help the sport grow. We have designed a skill level program that will make the matches exciting and competitive.

We will be awarding cash prizes as well as awards (trophies, plaques, etc) to the winning teams. So have fun, stay focused, play hard and always play to win!

Good luck to you all!

Sincerely,

Tony Robles
Owner and Operator
National Amateur Pool League

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OFFICIAL NAPL 8-BALL RULES

Pool Etiquette: An Important Message from Tony Robles

As a professional pool player for over 30 years, I've taken pride in conducting myself in a respectful and courteous manner toward both my opponent and the game of pool. While not everyone has this same belief system, I am determined to promote the sport in a positive and honorable direction. Thus I will not tolerate a player who disrespects anyone associated with the league; whether it's a player, staff of the NAPL, a bar room owner, or a bar's customers.

I began this league in the hopes of, introducing this beautiful game to new players, helping experienced players have more opportunities to compete, and show the world that pool is a fun, first-class sport.

The rules were designed to give amateurs at every level the chance to win. Keep in mind that not every situation will be covered as it is impossible to imagine every possible incident that could arise. Thus, this guide will be updated periodically.

Always treat your opponent with respect. In order to make League play enjoyable, it is important to be ready to play & shoot at all times. Try to keep coaching to a minimum and have enough quarters to play the entire match. Always maintain good sportsmanship and feel free to cheer for your teammate but not against your opponent.

By following these guidelines, it will create a friendly yet competitive atmosphere to guarantee that everyone has a great experience.

1. THE GAME IS EIGHT BALL

Eight ball is played with a cue ball and fifteen object balls, numbered 1 through 15. The solid colored balls are numbered 1-7 and are also referred to as the "low balls". The striped colored balls are numbered 9-15 and are referred to as "high balls". The eight ball is the winning ball. A player must pocket balls of solid colors, while the other player pockets the striped ones. The player that pockets their entire group and then legally pockets the 8-ball wins the game.

2. LAG FOR THE BREAK

Players will lag for the break. The player that ends up closest to the top rail wins the lag. If the lag is too close to call, the team captains will make the call. If the captains cannot come to an agreement, the players will lag again until there is a winner.

Players are only allowed to hit the bottom and top rails during the lag. A player automatically loses the lag if he/she hits the side rail or pockets the ball.

3. HOW TO RACK FOR EIGHT BALL

Players are allowed to rack the balls in any order except for the head ball, the eight ball and the bottom two corner balls of the rack. The 1 ball is the head ball. The eight ball should be placed in the center of the rack (third row in the middle) and the bottom two corner balls (fifth row) should have one of each group (a solid and a stripe).

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The 1 ball should be racked on the spot. However, if it becomes very difficult to rack the head ball on the spot, the player will be allowed to rack the balls above or below the spot until the balls are frozen. The game begins with the cue ball in hand anywhere behind the head string.

4. RACK YOUR OWN:

Players will rack the balls for themselves when it is their turn to break. This will avoid having your opponent give you a bad rack.

5. WINNER BREAKS:

The NAPL will be using a winner breaks format.

6. BREAK SHOT:

A **legal break** allows the breaker to place the cue ball anywhere behind the head string. The breaker is required to strike the head ball (1-ball) first and drive four or more balls to a rail. Pocketing a ball is the equivalent of hitting a ball to the rail.

If at any time, the breaker pockets a ball on the break, he will continue his inning as long as:

1. The cue ball remains on the table.
2. An object ball does not jump off the table or land on top of a rail.
3. The head ball (1-ball) was not hit first.
4. A soft break was not used two times (see soft break description below).
5. 3 or more balls hit a rail, were pocketed or any combination of these two options.

If any of these requirements are not met, it is considered **an illegal break**, and the opponent will be awarded ball in hand behind the line (head string).

Soft Breaks: No soft breaks will be allowed in the NAPL. Players must make an attempt to break the balls hard at all times! If a player **intentionally** breaks the balls soft, they will get a warning and the game will continue as the balls lie. If the breaker **intentionally** breaks soft a second time, it will be considered an illegal break, they will lose a game off their score (a score of zero, will go -1), and a new rack will be initiated with the soft breaker's opponent breaking.

7. EIGHT BALL ON THE BREAK:

If the 8-ball is pocketed on the break, it is a win as long as the breaker performs a legal break. If the 8-ball is pocketed on an illegal break, the breaker loses that game.

The player loses the game they make the 8-ball on the break and the cue ball scratches.

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8. SOLIDS OR STRIPES:

Once a player executes a legal break, the table remains open regardless of how many balls were pocketed. The player's designated group (solids or stripes) will be determined once a called ball is legally pocketed.

A player is allowed to hit a solid to a stripe or vice-versa when the table is open until a ball is legally pocketed. Players will not be allowed to strike the 8-ball first as it is not a neutral ball. The 8-ball can be used in a combination shot as long as your designated ball is struck first.

Hitting the 8-ball first before pocketing your designated group is a foul and will result in ball in hand for your opponent. The only time a player is allowed to strike the 8-ball first is when he or she has pocketed their designated group of balls (solids or stripes).

9. CALL SHOT

When playing call shot, it is recommended that the shooter call both the ball (# of the ball) and the intended pocket. This will avoid conflicts over whether the shooter called the correct shot. You are not obligated to call an obvious shot (i.e. a ball in front of a pocket).

How the called ball is pocketed is irrelevant as long as it's a legal hit on the called shot. This includes combination shots, bank shots, kick shots, pocketing your ball off your opponent's ball, etc.)

For example, if the shooter calls a ball into a pocket with the intention of hitting it directly into the called pocket and they miss the shot, the called ball goes 4 rails, and still goes into the same pocket they called, this is a legal shot and the shooter may continue their inning.

If a player fails to call any shot that is not obvious, their inning ends and the incoming player shoots from the position remaining. It is the shooter's responsibility to make sure their opponent is clear of their intentions.

The 8-ball must be called and the shooter is responsible for making sure that his/her opponent or the opposing team captain acknowledges that the 8-ball was called. Marking the pocket is not required. Players must **always call the 8-ball!**

Captains are also allowed & encouraged to remind their teammate to call the 8-ball. Reminding players to call the 8-ball is not considered a coach.

When a player successfully pockets an object ball, their inning will continue until they either miss a shot or commit a foul.

10. BALL IN HAND PENALTIES:

Anytime a foul is committed, the player will lose his turn at the table and the incoming player receives ball in hand anywhere on the table to start his inning, with the exception of a foul committed on the break which awards ball in hand behind the line (head string).

A player commits a foul if:

1. They touch the object ball or the cue ball while it's moving.

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2. They touch the cue ball with the tip of the cue while moving it to a specific spot on the table. The player is allowed to move the cue ball with their hand or the ferrule (white part of the shaft just below the cue tip).
3. The cue ball touches a foreign object other than the playing surface while a shot is in progress. Touching a motionless object ball is not a foul. If a ball is moved accidentally, it can only be replaced by the opponent. Your opponent has the option of moving it back to the original position or keeping it where it lies.
4. They jump an object ball off the table. All balls (besides the cue ball) will stay down once they are pocketed or jumped off the table. There will be no re-spotting of any balls at any point whether it's a solid, stripe or the 8-ball.
5. Accidentally picking up the cue ball when ball in hand was NOT awarded.
6. Once a player has determined if they are solids or stripes, failing to hit the cue ball into your designated group first.
7. If the object ball or cue ball fails to hit a rail after making contact with a legally hit ball.

If your opponent has committed a foul, it is your responsibility to know that a foul was committed before your opponent continues to shoot. If you do not call the foul before your opponent makes another shot, you forfeit your right to call the foul. So please pay attention!

11. EIGHT BALL FOULS:

Anytime the cue ball scratches in the pocket after striking the 8-ball (assuming all your solids and stripes have been pocketed), this will result in a loss of game. Failing to make contact with the 8-ball or failing to hit a rail after contacting the 8-ball is not a loss of a game, rather a ball in hand penalty. Rule of thumb, so long as the 8-ball and the cue ball remain on the table, the game is still in progress.

If the 8-ball is pocketed before you make all of your stripes or solids, it is a loss of game.

If a player accidentally pockets the 8-ball with their cue stick, their hand or any other body part, while shooting at another ball, this will result in a loss of game.

12. OBJECT BALLS:

Touching a motionless object ball is not a foul. If a ball is moved accidentally, it can only be replaced by the opponent. Your opponent has the option of moving it back to its original position or keeping it where it lies.

The offending player is not allowed to move the object ball to its original position without consent from his/her opponent. If the offending player moves the fouled ball back without consent from his opponent, it will result in the loss of his/her turn and ball in hand for the opponent.

All object balls that are illegally pocketed will stay down. There is no re-spotting of any ball.

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13. CUE BALL SCRATCH:

If the cue ball jumps off the table or playing surface and/or is pocketed, it is a foul and ball in hand for your opponent, with the exception of a foul immediately following the break. (See Rule #6 - Legal break shots.)

14. HITTING THE WRONG OBJECT BALL:

If any numbered ball that is not from your designated group is contacted by the cue ball before your own designated group is contacted, it is a foul and will result in ball in hand for your opponent. This is assuming that stripes & solid have already been determined & that all balls from your group have not already been pocketed. Note: Once all the balls from your group have been pocketed, you will then be allowed to hit the 8-ball first.

15. HITTING A MOVING BALL:

If an object ball or cue ball is struck while a shot is in progress, it is a foul. If a player shoots a shot while any other ball (besides the one he is shooting) is moving, that is also a foul.

Shooting while any ball is moving or spinning is a foul.

16. NO RAIL FOUL:

Once the cue ball makes contact with the object ball, the cue ball or the object ball must hit a rail or fall into a pocket. If not, it is a foul and your opponent gets ball in hand.

17. JUMPED BALLS:

Any ball that leaves the playing surface and stays off the table or on top of the rail, will be considered a foul and ball in hand for your opponent.

The cue ball is allowed to leave the playing surface as long as it stays on the table i.e. jump shot. However, if the cue ball jumps off the table, hits a person or any foreign object and lands on the table, that's also a ball in hand foul for your opponent.

If the 8-ball is jumped off the table, that is a loss of game.

18. DOUBLE HIT:

If the cue tip strikes the cue ball twice on the same shot/stroke, it is a ball in hand foul.

The best way to tell if a player hit the cue ball twice is to see if the cue ball traveled at the same speed as the object ball going forward. The impact from the cue ball to the object ball transfers most of the speed to the object ball which in turn slows down the speed of the cue ball.

19. THE HEAD STRING:

When breaking, the base or bottom of the cue ball must be inside the head string. If a player breaks with the base of the ball past the head string, it is a foul and will result in ball in hand with the table as it lies.

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20. JUMP SHOTS:

Miscuing during a jump shot is a foul. Scooping underneath the cue ball is illegal and will result in ball in hand for your opponent. Jump shots are legal as long as they are shot with your full playing cue.

No jump cues are allowed in the NAPL.

21. FOOT ON THE FLOOR:

A player must always have at least one foot on the floor when shooting. Failure to do so will result in ball in hand for your opponent.

22. PLACEMENT OF THE CUE BALL:

Touching an object ball with the cue ball while placing it (when you have ball in hand) is a foul and will result in ball in hand for your opponent. Accidentally dropping the cue ball in a hole while placing it on the table (with ball in hand) will result in a foul & your opponent is awarded with ball in hand.

23. ILLEGAL USE OF EQUIPMENT:

It is illegal to use a piece of chalk, an out of play ball, a rack or marking the table etc. to gain an advantage or use it as a measuring device before executing a shot. If a player marks the table for a bank shot, that person will forfeit their next shot and award their opponent with ball in hand unless he/she removes the marking before the shot is taken.

24. OUTSIDE INTERFERENCE:

If someone accidentally bumps you or hits your cue and causes you to miss a shot or make it and play bad position, that will be considered outside interference. The player then has the option to continue the inning or play the shot again from its original position.

25. SHARKING:

If your opponent intentionally distracts you i.e. talks, screams, grabs chalk off the table when it's not their turn, jingles quarters in a loud fashion, moves around in an attempt to shark you, etc., a warning will be issued by the captain of both teams. If the player continues to distract their opponent, they will lose that game and if he/she does it a third time, they will lose the match and lose any racks they've won for that match.

26. SAFETY PLAY:

Players must let their opponent know when they are playing a "safety" (defensive shot). If a ball is pocketed during a safety shot, the player that called the safety loses his turn at the table. It is the shooter's responsibility to make sure that their opponent is aware that he/she called a safety shot. Otherwise, the player is obligated to continue shooting.

Any ball that is pocketed during a safety attempt will remain pocketed.

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27. COACHING:

Every player is allowed one coach per game from any teammate. A player or teammate must ask for the coach by **calling a time out**. If at any point, a teammate or captain asks or suggests if the shooting player needs a coach, this will be considered a timeout.

If a second coach is taken within the same game, it is a foul and the shooter loses his/her turn and will result in ball in hand for their opponent.

IMPORTANT! Any player on the same team who exclaims, “Do you want a coach?” is considered calling a timeout. If a coach has already been taken during that rack, the player’s turn is forfeited and their opponent is awarded with ball in hand. A teammate is allowed to ask the opposing captain if their teammate already had a coach.

All coaches will be limited to 1 minute! Both captains must agree on the start time of the coach which begins the moment the player’s teammate approaches the table. A 10 second warning by the opposing team captain must be announced to warn the player that their coaching time is nearly up. The player is NOT required to shoot the shot within the minute coaching session; only the coach itself is limited to a minute. If a coach surpasses a minute’s time, it is a foul and the opposing player will get ball in hand.

No group coaches will be allowed. Only two players besides the shooter will be allowed to coach their teammate. The penalty for a group coach (more than two players) will result in ball in hand for the opposing player.

Coaches are permitted to place a ball in hand cue ball wherever they believe their teammate should place it.

Please keep in mind that we want to make it fun and fair for everyone. This is to prevent delays and will help the matches finish at a reasonable time.

28. MATCH CONCESSIONS:

Unscrewing your playing cue or taking any other action that would indicate that you have conceded the match will result in a forfeit even if your opponent hasn’t cleared the table yet.

29. HIT CALLS:

It is the responsibility of the opposing player to call the captains to watch the hit. If he/she fails to call the captains to watch the hit, the call will go to the shooter. It is highly recommended that the captains pay close attention and advise that someone watch a shot that may be considered questionable.

Team captains must agree on who they both would trust to make the hit call. Team captains will also have the power to make a hit call together if no other person can be agreed upon to make a fair hit call. If after a shot was made, a decision on its validity cannot be made by both parties, the hit will go to the shooter if they, in good faith, believe it was a good hit.

Team captains are not allowed to give advice to their player during the shot unless the player called a time out beforehand.

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30. KNOWING THE RULES:

All league members are responsible to know the rules and regulations before each match.

31. SCHEDULE:

Players and captains are responsible to know their schedules.

32. LEAGUE OPERATORS:

League operators are the only officials with the ability to make a special ruling. Any situation or rule that is not covered in this manual shall be decided by the League Operator or a member that has been selected by the League Operator. Every situation shall be reviewed by the League Operator and his staff before a decision is made.

33. SPLITTING THE COST:

It is highly recommended that players have sufficient quarters & single dollar bills for the entire match. Players must split the cost of the table per game.

34. QUALIFYING FOR PLAYOFFS:

Players must play a minimum of four weeks to qualify for the playoffs.

35. PUSH SHOTS:

If the balls are frozen and a direct shot is taken at the cue ball, it is a foul if the cue ball travels at the same speed as the object ball. This will result in ball in hand for your opponent.

36. REGISTRATION FEES:

All registration fees (\$25 per player) are due before the start of each season.

37. WEEKLY FEES:

Every team will play five matches per night. The weekly fee per team is \$50 (\$10 per player). It is the team's responsibility to make sure that five matches are played every week. If for example, four matches are played, the team is still responsible for \$50 and will share the cost evenly to make up the difference.

38. STALEMATE:

If at any point in time, both players commit 3 consecutive fouls in a row, it will be considered a stalemate and a re-rack. The player that broke the previous rack will break again.

39. FINALIZING TEAMS:

Team captains will have 3 weeks after the start of each season to finalize their team roster. During this time, a new player will be allowed to join a team as long as it's within the 3 week period.

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Teams that have less than 5 players on a league night will be allowed to double up a player for the first 3 weeks of a season.

Once a player is on a roster, he/she will not be allowed to switch to another team if they've already played a match for their original team. A player will be allowed to switch to a different team if no matches have been played during the season with their original team.

Players that have never played on a team and don't have an official skill level will start out as an Intermediate (4) until an NAPL staff member or League Operator evaluates them.

40. DROP OFF/UPLOADING SCORESHEETS & FEES:

All team captains will be responsible to drop off their score sheets, weekly fees and any unpaid registration fees at any of the three convenient drop off locations in a sealed envelope addressed to the NAPL no later than Thursday at 9PM.

The drop off locations are: Paddy Maguire's, Marty O'Briens and Josie Woods.

The NAPL also offers team's the option to scan and email their score sheets to nappleagueinfo@aol.com and pay their weekly dues via PayPal. The PayPal link is located on our website under the "League Info" tab.

Any team that drops off/scans & emails their score sheet and pays their \$50 weekly fees before the deadline will be rewarded an extra winning rack for the night.

41. POINTS ALLOWED:

There is a maximum 25 point skill level value limit allowed per league night. The penalty for going over the 25 point limit is a forfeiture of the whole night.

Please remember to be aware of your team roster before the matches begin.

42. TEAM FORFEIT:

All matches should start at 7PM sharp. If a team doesn't have a player ready to play by 7:20PM, that team will lose the first match. If no one is there by 7:30PM, two matches will be forfeited. If no one is there by 7:45, the missing team will forfeit their entire match. Please note the forfeited team is still responsible for their \$50 weekly fee.