



Established in 1986

**Quick
Reference
Rulebook**

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INTRODUCTION

Welcome to the North Shore Billiards Association (NSBA). The NSBA is an organization dedicated to the sport of pocket billiards. Established in 1986, the NSBA is a unique forum for team 8-ball competition. It is a league whose purpose is to provide the opportunity for men and women of varying abilities to compete in the game of 8-ball. Governed by an elected Executive Board of Directors, the NSBA continuously works to expand its membership.

This is a Quick Reference Rulebook that was put together for the purpose of making it easier for players to look up any rules they have questions on during league night without the need to go through the entire Rulebook and Players Manual. This guide includes all the information you will need while playing a match. This guide does not in any way replace the full version of the Rulebook and Players Manual which contains other important information such as league structure, registration information, captain responsibilities, handicap system, playoff information, roster changes and more on the website.

SPORTSMANSHIP AND CONDUCT

The main objective of the NSBA is to maintain good sportsmanship and conduct. The Executive Board must be promptly notified of all verbal and/or physical abuse of its members. If any verbal threats or physical contact occur before, during or after a match it is the wish of the NSBA that its members follow the advisement of the proprietor. The Executive Board may penalize the members and/or team in manners such as probation, suspensions and permanent termination of membership. This would include the use of social media in portraying the league, its members or the board in a negative way. The Executive Boards' decision will be final. Every member is a representative of the NSBA and is expected to conduct themselves as such. Every member of the NSBA should also possess a valid picture ID and carry it on their person when participating in league matches or functions

UNSPORTSMANLIKE CONDUCT

For the enjoyment of all, please observe the following rules of etiquette during league play. Each of these rules falls within the boundaries of gentlemanly and ladylike behavior. Everyone appreciates good sportsmanship from their opponents and teammates.

Good sportsmanship is essential in pocket billiards as in any sport. **Repeated** complaints against any member can lead to cancellation of his/her membership in the NSBA. In addition, members who disrupt the league by consistently arguing and disagreeing with league rules, rulings and policies may face loss of membership; these decisions will be made by the Executive Board. **(Refer to "Sportsmanship and Conduct" section above)**

1. Verbal or physical abuse will not be tolerated. All members will conduct themselves as ladies and gentlemen or their membership may be suspended or canceled.
2. Good sportsmanship is important!! It is not sportsmanlike to aggravate an opponent by bothering the player during a match, by slow play or by any other method. **(Refer to "Noise/Distractions" on Page 14 with respect to the shooter)**
3. Slow playing is particularly aggravating and is not acceptable. Please observe the following guidelines designed to keep play moving along.
4. There is seldom any reason why teams cannot go ahead and select their next player before a match is over. The point is to move quickly from one match into the next.
5. If you are to play the next match, have your cue ready and be prepared to play as soon as the current match is over. When it is your turn to play, it is not the right time to go to the rest room, order another drink, make a phone call or get involved in some other activity - go to the table and start playing.
6. While playing, remain fairly near the table and be ready to shoot when it is your turn. Too many players continue to carry on conversations, light up another cigarette, order a drink or do something that slows the progress of the game.
7. Coaching periods should not cause a shot clock violation.
8. Generally, relax while you are not involved in a match; but when it is your match, pay attention until the match is over.

The Executive Board has the right to disqualify any player from competition and the player forfeits the right to prize monies and/or any other awards from the NSBA for unsportsmanlike conduct or tactics detrimental to the NSBA.

MATCH STARTING TIMES

Starting time for all NSBA play will be at **5:00pm sharp!** If two captains want to agree to an alternate start time it is their decision, however all regular rules will still apply. "Real Time" as opposed to "Bar Time" will be used. Home teams must allow the visiting team a 30 minute warm up before the start of the match. This warm up time is from 4:30 to 5:00pm on the table that will be used for the match. During those 30 minutes, the away team will determine who to put up first on the score sheet.

At 5:00pm the away team must enter the name of one of their players that is present, as long as one or more players are present. In the event that no players from the visiting team have arrived, the following schedule is in effect:

TIME	PENALTY
5:16 PM	1 st Set Forfeited
5:21 PM	2 nd Set Forfeited
5:26 PM	3 rd Set Forfeited
5:31 PM	4 th Set Forfeited
5:36 PM	5 th Set Forfeited

Forfeits can only be awarded to a team if they have a player present to put on the score sheet at the designated times. In the event that a player is marked on the score sheet that is NOT present all match points will be lost automatically. No protest will be allowed. PLAYERS

MUST BE AVAILABLE TO PLAY BEFORE BEING MARKED ON THE SCORESHEET. When both teams have at least one player present, sequence is as follows:

- **At 5:00pm away team** puts a player on score sheet
- **At 5:05pm home team** puts a player on score sheet.
- **Five minutes will be allotted for each team to put up a player on each of the subsequent matches.**
- Any team that fails to meet the "five minute" criteria will be marked as forfeiting that match. Forfeits will appear on the score sheet as follows: If a team knows that they will have less than 5 players available for a match, they cannot choose which set(s) will be used for a forfeit. Available players must be put up in sequence.

MATCH SCORE SHEET

A Player must be present in order to have his/her name put on the score sheet. Any team found putting the name of a player on the score sheet that is not present will be subjected to a minimum of a 1 (one) point penalty with additional penalties to be determined by the Executive Board. Once names are on the score sheet they cannot be changed.

Conversion Chart

The Conversion Chart is located in the upper right hand corner of the score sheet. It is a technique used to convert the number of games you and your opponent must win based on the handicap of each player. The purpose of the conversion is to expedite the matches of high handicapped players, therefore shortening the length of the match.

Score Sheet Items

The following information defines the items on the match score sheet which must be filled in:

- **A** - Enter name of visiting player.
- **H** - Enter name of home player.
- **Wins** - Enter the number of the games of that SET in which the player has won.
- **HND** - Enter player's highest handicap taken from the weekly statistical sheet.
- **Games Must Win**- Enter the number of games the player must win, taken from the conversion chart.
- **Innings** - Enter each player's inning count.
- **Safeties** - Enter each player's safety count.
- **T/I** - Enter the total innings that player has accumulated.
- **G/W** - Enter the total of games won by that player.
- **G/L** - Enter the total number of games lost by that player.
- **S/W** - Enter a "1" if set won or enter a "0" if set lost.
- **S/L** - Enter a "0" if set lost or enter a "1" if set won.
- **T/S** - Enter the total safety count of that player.
- **H-Tm Wins** - Enter the corresponding set number that the Home team has won.
- **A-Tm Wins** - Enter the corresponding set number that the Visiting team has won.
- **Protests** - Write a brief description of the protest. Both captains must sign.

Innings

Any approach to the table by an incoming player will be marked as an inning for that player. Regardless of the

break or the outcome of the shot, be it a foul, etc., an inning will be marked for the player shooting the cue ball.

HANDICAP SYSTEM

New members will start the year with the board established minimum handicap. Returning members will continue to play with the handicaps they ended with on the last week of the previous year, including playoffs until the board determines a time when any adjustments will be made.

At that time and for the remainder of the season members will play at their actual handicap unless the member's actual handicap is lower than their minimum handicap. If so the player will play at their minimum handicap.

Example: A player with a minimum of 4 handicap and an actual handicap of 3.27 will play at a 4 handicap. If a member's actual handicap is higher than their minimum handicap, they will play at their actual handicap.

Example: A player with a minimum of 6 handicap and an actual handicap of 7.69 will play at a 7 handicap.

FORFEITS

- Any team that does not show up for 2 consecutive weeks will no longer have status in the NSBA and all monies paid will be forfeited.
- Any team that cannot field a "full" team must play the players that are present. Both teams must adhere to the match starting times.

- A team having no members show up for a match must pay the weekly dues for both teams for that week.
- On a forfeit a player, which is present, must be placed on the scoresheet of the team with insufficient players.
- Any assigned players on the score sheet and who have not played will not have their handicap affected. All players indicated on the score sheet will have been credited for time played.
- If any team is short players and has to forfeit any set points, the team that is short players will be responsible for paying the weekly dues for the forfeited sets for both their team and their opposing team.

No player can be marked as a winner by forfeit that is not present at the match and ready and able to play. Only players in attendance may receive a win by forfeit and credit for attendance.

GAME RULES

Object of the Game

The game is "Call Shot 8-Ball" and is played with a cue ball and 15 numbered object balls (1-15) The winner of the game is the player to first pocket the solid group of balls (1-7 or the striped group of balls (9-15) and then legally pocketing the 8 ball.

Racking

The balls MUST be racked using a traditional triangle, you may not use a template rack. All balls should be touching as tightly as possible. The balls are racked in a triangle at the foot of the table, with the 8

ball in the center and the head ball being the one ball, which will sit on the foot spot. A striped ball will be placed in one of the back corners of the rack and a solid ball will be placed in the opposite back corner of the rack. This is mandatory. All other balls may be placed entirely at random. For each match, the away team will break first. Thereafter, the players will alternate break. The opposing player may request and receive a re-rack, only before attempting to break. The breaking player or a member of their team shall rack to the balls prior to the break.

THE BREAK

Opening Break

The breaker of the first game of any set is determined by the Match Score sheet. The top player must break. In subsequent games there will be alternating breaks. The person breaking has the option to pass the break to the opposing player. When the break is passed, the opponent takes the rack as is and must break.

Eight Ball Pocketed on the Break

If the 8 ball is pocketed on the break and no foul has been committed, the result will be a game won for that player. If the 8 ball is pocketed on the break and the cue ball scratches, it is not a loss of game. The 8 ball is spotted and the incoming player has ball in hand. However, if the 8 ball is pocketed on the break and if the cue ball caroms off the table, it will be loss of game.

Legal Break

Players must break with the cue ball behind the head string and must send at least four numbered balls to the rails or pocket any numbered ball without fouling the cue

ball. If the person breaking pockets a ball in this manner he/she will continue to shoot.

Illegal Break

If an illegal break occurs the opposing player has the following options:

- A. Take a re-rack, the opposing player breaks.
- B. Take a re-rack and have the same player break again.
- C. Accept the open table with ball in hand behind the head string.

Balls Jumped Off the Table

- A. During the break, if any numbered balls (1- 15) have jumped off the table, it is not considered a foul. All balls that jumped off the table will be spotted. **(Refer to "Spotting Balls" on Page 11)**
- B. During the break, if the cue ball has jumped off the table it is a "ball in hand foul behind the head string" for the incoming player.
- C. During the course of play, if any numbered balls except the 8 ball have jumped off the table during a game, it is considered a foul "ball in hand foul anywhere on the table" Balls from the shooters group will be spotted and balls from the opposing players' group will be considered pocketed.
- D. If the 8 ball jumps off the table it will be a loss of game. If the cue ball is jumped off the table in the process of shooting the 8 ball, this is considered a loss of game.

After the Break

The table is always considered open immediately after the break shot. If a foul was committed on the break, the incoming player has these options. **(Refer to "Illegal Break" on Page 10)**

SPOTTING BALLS

Whenever a ball is to be spotted, the opposing player shall place it on the Long String as close to the Foot Spot and shall be frozen to any interfering ball. When the cue ball is the interfering ball, the opposing captain is to place the ball. If more than one ball is to be spotted, they are placed in any order the opposing player chooses.

MARKING/MEASURING THE TABLE

Illegal marking or measuring the table is an unsportsmanlike foul. 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 and angles etc., as long as no marks are made, so long as the cue is held by the hand.

Coaches may not mark a shot by physically touching any part of the table or by moving the chalk.

OPEN TABLE

When the table is open, it is legal to strike any ball first, including the 8 ball. Once a player legally pockets a called object ball, the players group is determined.

LEGAL SHOT

On all shots (except on the break and when the table is open), the shooter must FIRST hit one of his or her group of balls and (a) pocket an object ball, or (b) cause the cue ball or any other ball to contact a rail.

PLEASE NOTE: It is legal for a player to play any combination shot including the use of the 8 ball on the first shot, after the opening break, to determine his or her group of balls. Immediately after the break, while the table is still "open", all balls are neutral including the eight ball. This is the only time that a player may first contact ANY ball on the table. Once the shooter has established solids or stripes then they must strike a ball of their group first. All other balls no longer become neutral.

Combination Shots

Again, a player may use any combination of balls, including the 8 ball, if he or she first contacts an object ball from his or her group of balls (with the exception of the break). **(Refer to "Open Table" on Page 11) Be fair and reasonable in making any foul calls**

INQUIRING ABOUT A SHOT

The opposing player may inquire about the ball and/or pocket intended to be played by the shooter at any time if it has not been made clear as to what shot is being attempted. The shooter (at the table) should give his/her opponent a reasonable opportunity to acknowledge or question a shot. However, the opponent should at all times be aware and attentive to the events of the game and be in a position to hear a shot called. The opponent should not slow down the shooters activity but does have

the right to know what ball and pocket the shooter is playing, since this is a "call shot" league. An unsportsmanlike conduct foul could be assessed if the opposing player does not follow said guidelines. Conduct and harassment issues will be addressed by the Executive Board for any problems that arise regarding this issue. Quite simply, make it known to your opponent what your intent is and no problems will ensue.

It is not necessary to indicate details such as caroms and kisses or any other means as to how the ball will reach the designated pocket. Ball and pocket are all that are necessary to be called.

If at any time either player feels there may possibly be a shooting foul committed on the table, they may ask a third party to watch the hit. The third party's ruling or decision will become final. If both parties cannot agree on an unbiased third party then the results of the shot will go to the shooter.

WHEN SHOOTING THE 8 BALL

It is the desire of the NSBA that sportsmanship be the prime directive. If the 8-ball has been pocketed legally and the obvious conclusion is that the cue will not scratch, it will NOT be considered a foul or loss of game if any balls are touched in the act of gathering them for the purpose of racking.

ALTERING THE COURSE OF THE 8 BALL

A game will be considered lost by a player who alters the course of the 8 ball in a possible game losing situation.

Example: A player is shooting the 4 ball and during the 4 balls path hits the 8 ball altering the 8 balls path towards a pocket and if that player stops or redirects it is a loss of game.

Example: The shooter is shooting at the 8 ball and misses the pocket and the 8 ball proceeds toward the wrong pocket. Should the shooter stop or redirect the 8 ball and try to claim that this is not a foul, he or she is wrong; it is a loss of game.

- The NSBA wants all players to enjoy the spirit of competition in a sportsmanlike atmosphere.
- It understands that an emotional display of excitement is normal and must not be wrongly penalized.
- It also urges all members to do the best they can to control any actions that may be considered a foul.
Note: Negative cheering could be construed as unsportsmanlike conduct.

NOISE/DISTRACTIONS

At all times, there should be respect for the people playing a match. This includes but is not limited to, the teams at the sidelines. If a player at the table is distracted by talking, cheering, etc. from either their team or the opposing team, it could be considered unsportsmanlike and fall within the category of unsportsmanlike conduct. A warning will be given, if the infraction happens a second time during the match, a ball in hand foul can be called. If complaints are made regarding this issue the Executive Board must be notified and if necessary will impose penalties. There should be silence, respect and consideration for the player at the table at all times.

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/she must declare a "safety" to his/her opponent. This is "Call Shot" 8-ball, 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. Again, it is up to the player to CALL THE SHOT and to make his or her opponent and the scorekeeper aware of their intent.

A deliberate attempt not to pocket a legally called shot will be considered a safety. Any intentional foul taken will also be considered a safety. The shot will be scored as a safety on the match score sheet without question and will be counted as would any other safety toward a stalemated game.

Example: Deliberately hitting an opponent's ball or picking up the cue ball is marked as a safety.

Ball Frozen to Rail

- a) When playing an object ball that is frozen to a rail the cue ball must contact the frozen ball and then:
- b) Pocket the frozen ball or any other ball or
- c) Drive the frozen ball to another rail or
- d) Drive the cue ball to a rail or
- e) Drive any other ball to a rail.

Note: A ball frozen to the rail that is not the object ball is not an extension of the rail. The opposing player (not shooting) must make it known that the object ball is frozen prior to the shot or the ball will not be considered as

frozen. It is acceptable for either player to get a second opinion from the captain or coach as to whether a particular ball is frozen.

STALEMATED GAME

A game is considered a stalemate if on 6 consecutive shots neither player attempts a legal shot, 6 safeties are called or any combination thereof. If a game is declared a stalemate the balls are re-racked, and the original breaker breaks again.

All innings and safeties recorded for the stalemated game remain on the score sheet and become part of the overall match statistics.

SHOOTONG A JUMP SHOT

A legal jump shot is executed when the cue tip strikes above center on the cue ball. Shooting a jump shot by scooping the cue stick under the cue ball is a ball in hand foul. The use of special jump cues is prohibited in the NSBA. This includes the use of just the shaft of a cue stick or a shortened house cue. You may use your shooting cue or your break cue to jump however you may NOT break it down, you must use it as a full length cue. PLEASE NOTE: A foul is not committed if the shooter accidentally miscues and causes the cue ball to jump above the surface of the table. **USE GOOD JUDGEMENT**

BALLS MOVING SPONTANEOUSLY

If a ball shifts, moves, or settles by "itself", the ball shall remain in the position it assumes and play shall continue.

FIVE SECOND RULING

If a hanging ball falls into a pocket after remaining motionless for a period of (5) seconds or more, that ball shall be replaced as near as possible to its original position by the incoming player. If any ball should fall into a pocket as the result of bumping the table by any person, that ball will be replaced as described above.

CALLING A FOUL

Only the player, captain or designated individual may officially call a foul. The designated individual is a team member responsible for the team in the absence of the captain and already will have been announced as such to the opposing team at the beginning of the match. Anyone may suggest to the player, coach or captain that a foul may have occurred. The incoming player must clarify and agree a "ball in hand" foul has been committed before any balls are touched. It is suggested that all fouls be confirmed with your opponent before any action is taken. If the cue ball is touched and no "ball in hand" foul has been committed, then a "ball in hand" foul has been incurred by the player touching the cue ball.

TOUCHING BALLS

Touching Balls, physically or with a stick– Two or more balls only (**ball in hand foul**)

- a. **If two or more balls are moved**, they may be replaced when balls stop moving. Each captain will consult with their players before agreeing on the placement position.
- b. "If a ball is moved during a shot and the cue ball or object ball during its natural path hits a ball/s that has been illegally moved, a foul has occurred.

Illegally moved balls may be replaced by opponent.
Illegally moved balls may remain after being altered
if opponent chooses.

NOTE: If any member, other than the players of the game touches any numbered ball or the cue ball, that is a **"ball in hand" foul** and all balls will be repositioned as close as possible to their original spot by the player with "ball in hand".

LOSS OF GAME

- a) Driving the 8 ball off the table at any time.
- b) Pocketing the 8 ball in the wrong pocket.
- c) Pocketing the 8 ball while shooting another object ball.
- d) Does not pocket the 8 ball cleanly, i.e., hits another ball on the way to the pocket, double kisses, illegal jump shot.
- e) Pocketing the cue ball or the cue ball leaves the table while shooting the 8 ball.
- f) Driving the cue ball off the table while shooting the 8 ball. **See "Altering the Course of the 8 Ball" on Page 13**
- g) Altering the course of the cue ball as it approaches the pocket after shooting at the eight ball.
- h) If the 8 ball is pocketed on the break and the cue ball flies off the table the result is a loss of game. **(Refer to "Eight Ball Pocketed On the Break" on Page 9)**
- i) Breaking down cue when it is apparent that loss of match is imminent.

COACHING

Note: Once a coach has been called, he/she will be considered the allowed coach regardless of whether a coach is actually used.

The following are the only instances where coaching is allowed:

- a) Match Timeouts - All players can take one time out in every game played regardless of the players' handicap.
- b) 8 Ball Timeouts - There will be only one time out on the 8 ball per game for all players regardless of the players' handicap
- c) Coaching may be done verbally and/or physically by pointing to areas on the table. The touching of any ball, cue or any other object used in normal play by a coach other than the table will be considered a 'ball in hand' foul. The coach may touch the table but may NOT mark the table in any way. If the coach marks the table in any way, it will be considered a 'ball in hand' foul. (**Refer to "Marking/Measuring the Table" on Page 11**)
- d) A different coach may be requested from inning to inning, however only one person other than the player is allowed at the table area at any one time. Coaching changes should be made known to the opposing team.
- e) Once a player requests a teammate to approach the table, that person will be the coach for that inning. The only time a coach may confer with other teammates is prior to approaching the table and the player. This means that once the coach approaches the table, he/she may not converse or communicate either verbally or physically with other team members.

Any coaching that does not follow the guidelines listed above will be considered an unsportsmanlike foul.

Spectator Coaching

Spectators on the sideline are not allowed to advise a coach or a player during competition. If after asking a spectator not to speak to a coach or player and he/she continues to do so, it is the responsibility of the home team captain to ask this person to remove him/herself from the playing area.

TIME LIMITS

As a general rule, a maximum of 45 seconds will be allowed between shots. Fifteen seconds will be added to the shot clock for the purpose of coaching. This includes the calling of an object ball and executing the shot. If a player continues to use excessive time between shots, then it is up to the discretion of the opposing player or captain to request that the shot clock rule be invoked.

Exception: If a non-member is disruptive or a player from a different table is blocking the ability of a player to shoot or to view the shot, it will not be considered a foul.

Shot Clock Rule

In the event that a player seems to be taking excessive time for shots, the player and captain should first be warned by the opposing player or captain. If after being warned, the excessive use of time continues, the player will be confined to a strict 45 second time limit for all shots with the exception of the additional 15 seconds for coaching and receive a verbal warning when 10 seconds remain.

Both captains will be responsible for monitoring the shot clock for that player from that point forward. Should the shot clock expire before the player executes a shot, it is a "ball in hand" foul. This should not be considered a personal affront. It is intended to speed up play.

STOPPING OF PLAY

The stopping of play is allowed during matches but should be kept to a minimum. A player may only call time out when it is their turn at the table. The intent of the stopping of play is to receive an emergency telephone call or to use the restroom - only! **(Refer to "Unsportsmanlike Conduct" on Page 2)**

INTERFERENCE

By non-members: If the balls are moved or the shooter is bumped during a match, or play is directly affected by a non-member, the balls are replaced as close as possible to their original positions immediately prior to the incident. Play shall resume with no penalty to the shooter. This also applies to other league members that are not on the shooter's team.

By team members: If a member of the shooter's team interferes with the shooter while in the act of shooting, the results of the shot will remain as is and will be subject to all rules as if no interference occurred.

FOULS

Head String Foul

The base of the ball (the point of the ball that is touching the table) determines the position of the ball. **The opposing player (not shooting) must make it known if there is a head string violation.**

If, after a warning is issued the player continues to shoot from above the head string, a foul will have been committed and the incoming player will have ball in hand.

Ball in Hand Fouls

This means that the player (only the player shooting) may place the cue ball anywhere on the table (except immediately after the break). If when placing the cue ball; the player inadvertently touches any ball on the table or allows the cue ball to touch any other ball, it is a ball in hand foul.

The following are other ball in hand fouls:

- a) Pocketing the cue ball (pocketing the cue ball or sending it off the table).
- b) Failure to execute a legal break. **(See Page 9)**
- c) Failure to execute a legal shot.
- d) Touching or moving the cue ball when no foul has been committed or if any other member touches the cue ball.
- e) Executing an illegal jump shot. **(No jump sticks are allowed)**
- f) Illegal coaching.
- g) When placing the cue ball, the leather tip makes contact with the cue ball.
- h) Placing any object or marking the table in a fashion to give reference for a shot or position.
- i) The use of any extra or out of play balls to check clearance.
- j) Failing to comply with a request to reposition the cue ball behind the head string.

- k) Shooting the shot when any ball is still in motion.
- l) Shot clock violation
- m) Double hit: If the cue ball is touching the required object ball prior to the shot, the player may shoot toward 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 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.
- n) Push Shot: 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.
- o) Intentionally altering the position of any ball on the table.

NOTE: If an opposing player shot the wrong ball 2 or more times in the same turn at the table, you can no longer call a foul and the opposing player now owns that group of balls. You must call the foul on the first shot.

When a ball in hand foul has been committed, the incoming player will not be penalized while removing the cue ball from the table. This includes the table surface and pockets.

(Refer to "Touching Balls" on Page 17 for ruling on replacement of accidentally touched balls)

Possession Fouls

- a) Shooting without at least one foot touching the floor.
- b) The failure to call a non-obvious shot.

PROTESTS

Most protests and disputes should be settled immediately through compromise, common sense and referring to league rules. In the event that a rule disagreement arises where the two players and/or the two captains cannot resolve an issue the following procedure should be followed:

- a) Play will continue as if no infraction has occurred.
- b) If the player calling the foul ultimately wins the game in question, no protest need be filed.
- c) If the player calling the foul ultimately loses the game in question, he/she may file a protest, and the game will immediately be played over. The same person who broke in the original game will break again.
- d) If the player who won the original game also wins the replayed game, no official protest need be filed.
- e) If the player that lost the original game wins the replayed game, an official protest may be filed.

Guidelines for Filing an Official Protest

1. The protest must be documented on the score sheet; a brief description is sufficient. This must be done prior to both captains signing the score sheet. If a protest is filed, the following must occur...
2. The opposing captain must be made aware that an official protest is being filed.
3. The rule that was violated must be referenced.
4. All protests will be heard as soon as possible before the following week's play at the convenience of the Executive Board.

5. All protests filed will become part of the permanent record, the NSBA incident folder. At the protest hearing the Executive Board will review all written documentation and verbal testimony and a final decision will be reached regardless of whether both teams are represented.

PLAYOFFS

A player's handicap at the start of the playoffs will be his or hers end of season handicap. Statistics for all playoff matches will be kept throughout the playoffs.

All playoff matches will begin at 10:00AM. In the event that more than one team shares a table then the higher seeded team will have preference to play that match at home. The other team must find another place to play. Any problems in this area must be addressed to the Executive Board.

QUALIFYING FOR PLAYOFFS

For the 2023/2024 season the requirement to qualify for the playoffs are, a player must play in no less than 12 matches or 12 weeks. The 12 weeks remain the requirement no matter when or what session a new player is added to a team. Any exceptions to this rule must be reviewed by the Executive Board. The Executive Board will make the final determination.

Updated August 2023