



Players

Manual

September 2017

Welcome to Zim's Rack 8 Ball League (ZR8)

Zim's Rack 8 Ball League has gone through several changes since it started in Fall of 2005, all for the better of the sport. Our goal still remains the same as it did in 2005; offer a competitive, fair, fun and rewarding league for players; provide a steady traffic flow of customers to the host locations and to help support the local amusement operators and businesses.

We have enhanced our statistics tracking abilities, tweaked the handicap system to make it more competitive and more of an equal playing field for teams of all skill levels and still able to provide one of the highest percentage payback to the players. These few things have been the backbone of ZR8 League system and have been proven effective and positive, as seen by the 15%-20% growth each of the past twelve (12) years. What started with about forty (40) players, now has over One Thousand Five Hundred (1,500) players on the Lifetime Stats list. After listening and talking to many of our players about the benefits of ZR8 League and what they would like to see, we are excited to say- We are aggressively trying to expand into new local counties!

As owners of ZR8 League, we have always made our decisions based on what is best for the league as a whole. With the idea of taking our league to new counties, we knew we would need a little assistance with operating our league. That's why we formed a League Committee in 2017.

Please look through the following pages and you will find the answers to nearly every question regarding ZR8 League.

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ZR8 League Rules

"Effective September 1, 2017"

Except when clearly contradicted by these additional rules, the General Rules of Pocket Billiards apply.

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

1. OBJECT OF THE GAME

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

2. CALL SHOT

In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent. The opening break is not a "called shot." Any player performing a break shot in 8-Ball may continue to shoot so long as any object ball is legally pocketed on the break.

3. RACKING THE BALLS

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

4. ORDER OF BREAK

Home team will break second and fourth rounds and Visiting team will break first and third rounds.

5. LEGAL BREAK SHOT

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

6. SCRATCH ON A LEGAL BREAK

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

7. OBJECT BALLS JUMPED OFF TABLE ON THE BREAK

If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are re-spotted and the incoming player has the option of (1)

accepting the table in position and shooting, or (2) taking cue ball in hand behind the head string and shooting.

8. 8-BALL POCKETED ON THE BREAK

If the 8-ball is pocketed on the break, breaker wins the game and receives 8 points, while the opponent receives 0 points. If the breaker scratches while pocketing the 8-ball on the break, it's a loss of game. Breaker receives 0 points, while the opponent receives 8 points.

9. OPEN TABLE

(Defined) The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. Note: The table is always open immediately after the break shot. When the table is open, it is legal to hit any solid or stripe first in the process of pocketing the called stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, it is a foul and no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; the incoming player is awarded cue ball in hand; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

10. CHOICE OF GROUP

The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups, because the table is always open immediately after the break shot. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

11. LEGAL SHOT

(Defined) On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail. Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the object ball, an object ball must be pocketed, or the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

12. "SAFETY" SHOT

For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue a turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, the shooter must declare a "safety" to the opponent. It is the shooter's responsibility to make the opponent aware of the intended safety shot. If this is not done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

13. SCORING

A player is entitled to continue shooting until failing to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball. One point is awarded per ball not on the table once a winner has been decided. Maximum points a team can earn during a match is 128 including handicap and bonus handicap.

14. FOULS AND FOUL PENALTY

Types of fouls: It is illegal to (A) double hit (cue tip contacting cue ball twice in one stroke), (B) push shots (cue ball and object ball are frozen or near frozen and cue ball travels forward at same rate of speed and path as object ball) is NOT A FOUL, (C) bumps cue ball with cue tip (when not intending to shoot the cue ball), (D) bumps any ball with something other than cue tip and moves the cue ball without opposing players consent, (E) receives an illegal coach.

Penalty for fouls: Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the head-string except on opening break). This rule prevents a player from making intentional fouls, which would put an opponent at a disadvantage. With “cue ball in hand,” the player may use a hand or any part of a cue (excluding 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.

15. COMBINATION SHOTS

Combination shots are allowed; however, the 8-ball can't be used as the first ball in a combination unless it is the shooter's only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-ball, it is a foul.

16. ILLEGALLY POCKETED BALLS

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

17. OBJECT BALLS JUMPED OFF THE TABLE

If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are re-spotted.

18. JUMP AND MASSÉ SHOT FOUL

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

19. PLAYING THE 8-BALL

When the 8-ball is the legal object ball, a scratch is a loss of game, but a foul is not a loss of game. Incoming player has cue ball in hand. Note: A combination shot can never be used to legally pocket the 8-ball; however, when the 8-ball is the first ball contacted in the shot sequence it is allowed to carom off of another ball.

20. LOSS OF GAME

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

- a. Fouls when pocketing the 8-ball.
- b. Pockets the 8-ball on the same stroke as the last of his group of balls.
- c. Jumps the 8-ball off the table at any time.
- d. Pockets the 8-ball in a pocket other than the one designated.

- e. Pockets the 8-ball when it is not the legal object ball.
- f. While shooting the 8-ball, player touches cue ball while cue ball is in motion.

21. MATCH PLAY

Only four (4) players play per match and no substitutions may be made once first round has been completed. Only one (1) “A” or higher (locked HCP) may play on one team per match.

22. SUBSTITUTE PLAYERS

Any player with or without a lifetime HCP may be added to a roster and does not have to play a match, IF they are not on a current roster in the same division. However, a substitute player must have a minimum of 5 matches played to be eligible to play on the team at the PLAYOFFS, unless approved by the League Operator(s).

23. MAKE UP MATCHES

No makeup matches allowed! Unless it’s an emergency and approved by League Operator(s). You are able to have 10 players on a team roster, that gives 4 substitutes for each team.

24. FORFEITS

Any team that is removed from the league during the season will NOT receive any payout at the end and will NOT receive any refunds from money already paid to the league. A team with three (3) forfeits will be dropped from the league. Points will be awarded to all teams that have/had a match against the removed team. This is a recreational pool league and we like to be flexible for others schedules. A forfeit will be awarded if a player has not arrived by the next scheduled game, if neither captain is aware of the player(s) are going to be late. What that means is you skip over the missing player the first round, when that player is scheduled to play in the second round, he/she forfeits the first round. This continues until the fourth round. Captains please be flexible if opposing captain lets you know prior to start of match. A team has a 15-minute grace period before forfeits will be awarded. You must have a minimum of 3 players to start the match. If a player has to forfeit a game, his opponent will receive 8 points and the forfeiting player receives 0 points. If a team forfeits a match, the opposing team will receive 8 points for each game and the forfeiting team receives 0 points for each game. Points will only be rewarded if the nightly fees are paid in full and score sheet is turned in with the 4 players listed. If a team is dropped from the league, 128 points will be awarded to each team when it’s their bye week. For completed rounds in the schedule, you keep what you earned when playing that team. Your weekly fees are still due in order to receive your points.

25. ADDING A NEW PLAYER

When team “A” has four players with a handicap and team “B” has three players with a handicap and one new player without a handicap. Team “A” does not calculate the highest handicap playing that match and both teams will play with three handicaps and four players. Do not calculate the new players handicap for this match. Handicaps will be in effect the following week for the new player. When two or more players are new (do not have a handicap), both teams play scratch (no handicaps).

26. PLAYER ELIGIBILITY

All players rated at an Advanced (“A”) level or higher will be locked in as an 8, Master (“A+”) a 9, Pro (“AA”) or higher a 10 handicap (HCP). All LOCKED level players will be scored the same as all

handicaps (1 point per ball including the 8 ball) Only one (1) LOCKED level player per teams is allowed to play each match; however, multiple LOCKED handicaps may participate.

27. COACHING

EVERY player is allowed two (2) coaches per game and shooter or the coach MUST ask for coach before approaching the table. Once coach is at the table, it is considered a coach. Any coach over the allowed amount of coaches is considered a foul. Consistently abusing the coaching rule will result in loss of game or even loss of match.

28. STALEMATED GAME

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

29. WEEKLY DUES

Team envelopes containing the Home Team score sheet and all fees should be left at the Home Bar with the bartender after the match is over. Visiting Team captain keeps their score sheet. Any envelopes turned in after that time will be considered late and may be charged a late penalty. All League Fees must be paid by the deadline. Any late fees will be fined 10% of your total points for the night.

- 1) Team Entry Fee: Four (4) weeks
- 2) Weekly Player Fee: On the night of league.
- 3) Player Membership: On the first night of league play.

Penalty for late payment is 10% of total earned points for that match. Any unpaid fees will be taken out of prize money at the end of the session.

30. AUTHORIZED EQUIPMENT

- 1) Tables
 - a. Any pool table; 6', 7', 8', 8'OS, 9' is permitted to host a match
- 2) Balls
 - a. Standard set of pool balls and any cue ball.
- 3) Ball Rack
 - a. Any 15 ball triangle
- 4) Cue Stick

Players may use standard cue length ranging from 48"-66", weights ranging between 12oz-21oz and may use multiple cues, including specialty cues.

Playing cue

Jump/Break cue

Break cue

Jump cue

Bridge cue (crutch, granny stick, etc)

Handicap & Scoring System

This scoring system is very fair and easy to understand. For each ball you pocket you receive one point, including the eight ball. You still receive points for balls pocketed even if your opponent pockets the Eight ball and wins the game. Add the total number of balls you pocketed for all rounds, add your handicap and that is your score for the match. If a player has to forfeit, the opposing team will receive 8 points for the win, while the forfeiting player receives 0 points.

Point Standings will be based on total number of points earned, NOT rounds or games won. This will help eliminate any sandbagging that might occur, as well as providing the average to below average players the opportunity to compete. There's no need for a player to lose intentionally if his/her team has already won the round. Players are forced to play at their level to try to win the game! Each point is needed overall, NOT each round.

SANDBAGGING WILL ONLY HURT YOUR TEAM!

Handicaps will not be rounded up like most leagues are, each player will have a handicap with one decimal place being used (#. #)

There are four (4) levels of skill:

- 1) AMATEUR (0-7.9)
- 2) ADVANCED (8)
- 3) MASTERS (9)
- 4) PRO (10).

Teams may have any skill level of player on their roster that they choose; however, 3 of the 4 players per nightly match must be AMATEUR level, the fourth player may be any of the 4 skill levels. Therefore, only 1 ADVANCED, MASTER OR PRO level may play each night.

To determine nightly handicaps, simply take the difference between two teams' handicaps and multiply by five (5) rounds.

EXAMPLE 1:

Team A has a total team handicap of 24.5 and Team B has a total team handicap of 26.5

The difference is 2 balls.

Team B is less than Team A, so we multiply 2×5 rounds = 10 balls.

Team A is awarded 10 balls in handicap for the match.

LEAGUE FEES

As of September 2017

HOST LOCATION:

Team Entry:

Sessions: \$50.00 (per session)
Discount for multiple teams

PLAYER:

Weekly Player Fee (including Play-Offs):

(each division may vote for this price, but \$2.00 will go to the League Operators)

ALL Divisions- \$7.00
Distributed: \$5.00 to the division payout
90% to Regular Season
10% to Play-Offs
\$2.00 to the League Operator for expenses

Player League Membership Fee:

Sessions: NO MEMBERSHIP FEES

- *All checks should be made out to Zim's Rack 8 Ball League*