

City/County Pool League

9-Ball Rules and Regulations 2024

The Game

The game is played with a cue ball and nine object balls. The object balls are racked in a diamond on the foot spot with the lowest object ball at the front of the apex of the diamond and on the spot. The highest ball (usually the nine ball) is placed in the center of the diamond behind the one (or the lowest numbered) ball. The object of the game is to legally pocket the 9-ball.

The Break

The lowest numbered ball must be hit first on the break. Failure to do so results in ball in hand for the opposing player. A legal break consists of driving two object balls to the rail or pocketing an object ball. Failure to do so constitutes a re-rack and re-break (if lowest numbered ball is hit first) by the same player until a legal break is made. If the 9-ball is pocketed on a legal break, then the player who broke wins that game.

The Play

Each player must strike the lowest numbered ball on the table first. If this rule is complied with and no foul occurs, then anything pocketed is considered legal including the 9-ball. If the 9-ball is pocketed in this manner, then that player wins that game.

Push Out

After the break shot, the player at the table (if a ball is pocketed, the breaker- if no balls have been pocketed, the opposing player) has the option to either “push out” or to shoot. A push out is a shot which entails pushing the cue ball to an alternate position on the table. The cue ball does not have to contact another ball or the rail. The opponent then chooses to accept the table as is or chose to have the pusher shoot a normal legal shot. The push shot after the break is not a foul and only follows the break. Any failure to make a legal shot following the push shot is a foul.

Scratch on the Break

The opposing player will be awarded ball in hand following a cue ball scratch on the break.

Balls off the Table

- 1) Object balls knocked off the table will be pocketed with the player losing his/her turn. Giving the opposing player ball in hand.
- 2) If the cue ball jumps off the table, the opposing player will be awarded ball in hand.
- 3) Any ball pocketed when a foul occurs remains pocketed. (see **Scratch on the 9-Ball** page 3)
- 4) If the 9-ball is knocked off the table, it will be spotted on the foot spot. If there is a ball on the foot spot the 9-ball will be spotted directly behind, freezing it to the other ball.

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Ball In hand

Opposing player will be awarded ball in hand anywhere on the playing surface shooting in any direction following:

- a) Any cue ball scratch
- b) Any cue ball foul or double stroke. (Cue ball foul- if a player disturbs in any manner, the cue ball with his/her hand, body, clothing, cue, etc. he/she has fouled).
- c) Any of the following infractions:
 - 1) Failure to strike the lowest numbered ball first. (Except where push out applies).
 - 2) Failure to drive any object ball or the cue ball to a rail after contact with the lowest numbered ball first. (If you strike the lowest numbered ball first, any object ball that goes to a rail or in a pocket or cue ball to a rail, constitutes a legal shot and does not constitute ball in hand).
 - 3) An object ball frozen to a rail must be driven to another rail or any ball must be driven to a rail after contact between the cue ball and object ball.
 - 4) If balls are frozen and the player strokes the cue ball in line with the object ball following through on the stroke, he/she will have double stroked the cue ball, resulting in a cue ball foul.
 - 5) If the cue ball is contacted in any way before it comes to a complete stop.

Movement of Object Balls

If prior to contact with the cue ball, a player moves an object ball by touching with hands, clothing, cue, bridge, etc., the balls will be replaced to both players satisfaction. This is not a foul and cannot be called after contact with the cue ball. If after contact with the cue ball, a player disturbs a ball this constitutes a table scratch. Ball in hand is awarded to the opposing player. *Any intentional sweeping or movement of balls shall result in automatic win for the opponent.*

Jump Shots and Masse Shots

Jump shots and masse shots are allowed only if not prohibited by the establishment. If there are signs stating “no masse or jump shots” then they are not allowed.

One Foot on the Floor

When shooting, the player must have one foot touching the floor. Failure to do so is a foul. Ball in hand to the opposing player.

Ejected Balls

If a pocketed ball rebounds onto the table, it will not be considered a pocketed ball. The ball remains in play where it comes to rest on the table; player loses turn if no other ball is pocketed.

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Non-player Interference

If a non-player disturbs the lie of the balls on the table, the players will reposition the balls if possible. In extreme case, the game will be re-racked and replayed.

Scratch on the 9-Ball

If the 9-ball is pocketed and the player scratches, pull up another ball (now designated the 9-ball) and continue play with ball in hand to the opposing player.

Safety Shots

There are no safe shots in the game of 9-ball. Failure to strike the correct object ball will result in ball in hand for the opposing player. (No need to call any shot)

General Information

The summer 9-ball league is part of the City County Pool League. All the officers of the 8-ball league are officers of the 9-ball league as well. The same general rules of the C.C.P.L. 8-ball league apply to 9-ball.

This is a money league. Each player will be paid \$.50 at the end of the season for each game they have won. The remaining money (minus administration and banquet expenses) will be awarded to regular season, top shooter and playoff winners. A Finance/awards committee consisting of volunteers from the league will decide the breakdown of the award money.

Fees

The first night of play each player must pay a one-time \$10 league fee, plus a \$1 per game fee (usually \$9 per night). Substitutes are required to pay \$5 of their League fee on the first night that they sub and the remaining \$5 the second time that they sub along with their \$1 per game fee.

If a team forfeits or plays short the non-forfeiting team must still pay their own nightly fees in order to receive their forfeited wins.

Postponements

A 24-hour notice must be given to the opposing team captain and League Secretary for a match to be postponed, and a make-up match must be played within 4 weeks and before the last week of scheduled play. It will be up to the team captains to agree on a make-up match date. Postponed matches must be played where the match was originally scheduled. Failure to abide by this regulation will result in a forfeit for the team responsible for the postponement. Exceptions may be granted by the League Officers.

Team Size

There will be a maximum of 7 qualified players per team. A player may be added to a team with 7 players by permanently dropping a player. **Be sure to note the name of the player to be dropped. Please note the new player's first and last names** on the score sheet. Please don't forget the **\$10 league fee and nightly per game fee** for the new player. (See **Fees** above)

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Forfeits

Any team which does not show up for a match without first making arrangements with the opposing team forfeits the entire match. Any player not present for their turn in rotation will forfeit the game(s) for which they were not present. Play begins at 7 pm with available players. No changes may be made to the score sheet after play begins except to add to empty slots until the 7:30 grace period deadline. The opposing team will automatically be credited with 6 sets or their percentage, whichever is higher for any legally forfeited match. Individual scores will be credited in a similar manner. Weekly fees must be paid by the non-forfeiting team to receive forfeited wins.

Grievances

The Officers of the League shall be solely responsible for handling all grievances for the 9-ball League and will have final ruling on all disputes. The Officers of the League can disqualify and bar from the League any player who disregards the accepted and normal courtesies in any way; or for unsportsmanlike conduct of any nature which may be considered detrimental to the outcome of the game or match, the well-being of other participants and spectators or injurious to the reputation of the City County Pool League.

- 1) All grievances must be written on the bottom of the score sheet and must be submitted to the League Secretary by 9:00 pm Friday of the same week.
- 2) All grievances will be handled within the week following with a decision being made within ten days.

Score sheets

The score sheet is the responsibility of the visiting team to place in a drop box at the end of the match Monday night. Use the drop boxes at Main St. and Glynn's Shamrock Pub. At the end of the match both captains must sign the score sheet. In doing so this means that they agree with the money totals (**count the money**), the score and any other events that happened during the match (9-ball breaks, table runs, grievances, etc.). **If the captain signs the score sheet and a table-run or 9-ball break was not recorded when turned in, then it does not count. Captains please check the score sheet before you sign it.**

Officers:

President	Glen Strode	(360) 927-4433 cell
Vice-President	Lynnette Perez	(360) 224-3740 cell
Secretary/Treasurer	Bob Perret	(360) 739-7862 cell