

## SCP BILLIARDS CLUB LOCAL RULES – 8 BALL

Nov. 10, 2023

Paying annual dues qualifies a Billiards Club member for league play team assignment, assigned to sub list (if any) or request to sit a league session.

Per input from our Rules Committee, when there is a clear violation of the Local Rules, the board will decide the penalty which may be FORFEITURE OF THE MATCH!

**1. VALID MATCHES:** All teams need a minimum number of assigned team players to play a match.

- a. Minimum of **two assigned team members** for 3 & 4 player matches.
- b. Minimum of **three assigned team members** for 5 player matches.

**2. SUBSTITUTES:** Subs handicap MUST be within +1 handicap point of the replaced player. If, however, rules are changed to allow for handicap differences to be more than +1 point, an additional penalty point will be assessed for every handicap difference. e.g. 2 handicap difference will add 1 penalty point over and above the handicap difference, 3 handicap difference will add 2 penalty points over and above the handicap difference, etc.

Team Captains should use the following options, in sequence below, to find a sub:

- a. If available, a team player.
- b. If available, the sub list.
- c. Any other available league player.
- d. If no sub is available, use a Ghost player, if only one player is needed to play the match. Teams are limited to one Ghost player per match.

**3. MATCH START TIMES & LACK OF PLAYERS:**

- a. Scheduled matches must begin no later than 5 minutes after the scheduled start. If a team needs a sub or a Ghost, this must be accomplished prior to the 5 min late start time. This prevents overlapping of scheduled matches.
- b. Scheduled teams can agree to reschedule a match for the same week when a team cannot be fielded or matches are overlapping, with consensus of Team Captains.
- c. When there are not enough players and the teams cannot agree to reschedule the match, within the same week, the team without the minimum number of players will forfeit.
- d. If matches are overlapping, all involved Team Captains have the latitude to continue play or reschedule within the same week.

**4. WEEKLY PLAYER MATCH LIMITS:**

- a. A player cannot play more than 2 matches per week / per league.
- b. If a player exceeds 2 matches, the player will be suspended in the league for the balance of the season.

## **5. TIMEOUTS & PLAYER ETIQUETTE:**

- a. A player has one time out per game.
- b. Only the Team Captain or representative can ask an active player if they want a time out during play. The active player determines if they want a time out. An active player cannot be forced to take a time out.
- c. After taking a time out, the active player may ask any club member for advice on a shot.
- d. Active player's teammates may not talk to the active player about strategy or shots of an active game, directly or indirectly, unless the active player opts to use a timeout.

## **6.. OBSERVER ETIQUETTE:**

- a. All non-active players and observers are required to stand or sit near the glass wall of the room unless they are recording their score or preparing a table for a match.
- b. Any non-active player or observer making audible comments about strategy, shots, or fouls, on any active game is considered an inappropriate influence on the active game. This can be brought before the SCP Billiards Board by a Team Captain who has heard or been informed of the audible comments and it appears the match was influenced.

## **7. Foul Determination:**

- a. Only players of an active game can question & determine a foul, without an observer.
- b. If players cannot agree a foul was committed, play will continue with no foul.
- c. If a shot is questioned, no player can touch a ball on the table. If a player touches any ball before foul resolution or continued play, it will be considered a foul and the other player gets ball in hand.
- d. If players have an observer, only the observer can determine the validity of a shot. The observer's decision is final.

## **8. RULES QUESTION:**

- a. While shooting, a player may ask a question about the rules of billiards.
- b. A question about the rules of billiards does NOT count as a time out.

## **9. BREAK:**

- a. A player may defer the Break to their opponent.
- b. The player breaking maintains control of the break result.

#### **10. TOUCHED BALL:**

- a. If a shooter touches an **object ball** causing it to move (from the cue, bridge, hand, or other), only the opposing player can determine to leave the touched ball where it is or move it back to its original position. The player must give and wait for the opposing player's decision.
- b. If a shooter touches the **cue ball**, with their hand or cue tip prior to their shot which results in the cue ball moving, this is a foul and the opposing player gets ball in hand.

#### **11. 8 BALL SCORING:**

- a. Each player receives 1 point for each ball pocketed, from their group, (stripes or solids).
- b. Once a player has all 7 balls pocketed and that player legally pockets the 8 ball, the player will receive 3 additional points for a total of 10 and is declared the winner.
- c. If a player illegally pockets the 8 ball or scratches while pocketing the 8 ball, the opposing player is awarded 10 points and is declared the winner.
- d. If the 8 ball is not pocketed and the cue ball scratches, the opposing player gets ball in hand.
- d: The non winner's score is the number of their balls (stripes or solids) pocketed during the game. **Example of Non Winner Score:** If 5 balls were pocketed, the player receives a score of 5.

#### **12. HOW TO SCORE A POINTS TIE ON A COLUMN TOTAL:**

- a. The team with the highest number of 8s or 10s, wins the column.
- b. For four-person teams and each team has two 8s or 10s, each team will receive  $\frac{1}{2}$  point for the game.

#### **13. HOW TO SCORE A POINTS TIE ON A MATCH TOTAL:**

- a. The team with the highest number of 8s or 10s receives the Match Total win.
- b. When four-person teams are playing and the number of 8s or 10s are tied, each team will receive  $\frac{1}{2}$  half point for Match Total win.