



SECTION 1: TEAM MATCH PLAY RULES

1.1. OBJECT OF THE GAME

Ten-ball (10-ball) is played with ten object balls numbered one through ten and the cue ball. The balls are played in ascending numerical order and the lowest numbered ball still on the table must be contacted by the cue ball in order to establish a legal hit. The first shooter to pocket the 10-ball on a legal shot (including the break) is considered the winner of the rack. Only one ball may be called on each shot, except on the break shot where no ball may be called.

1.2. PLAYING TABLE - HOME FIELD ADVANTAGE

The home team always has "home field advantage". The home team gets to decide on which table is to be used at the playing location. All matches are to commence at the designated league night starting time. If the preferred table chosen by the home team is occupied at the designated league start time another table must be chosen immediately. Under no circumstance should a visiting team be forced to wait for a table to be available which would postpone the league match to a later time.

1.3. WHO PLAYS FIRST - HOME FIELD ADVANTAGE

The home team gets to determine if they would like to put up a shooter first or if the visiting team puts up a shooter first. After this is announced the designated team to put up first must announce which shooter they will be playing first. The opposing team can then put up the shooter they would like to challenge. After each match, putting up a shooter first will rotate between the teams until all of the matches are over.

1.4. ORDER OF BREAK - LAG

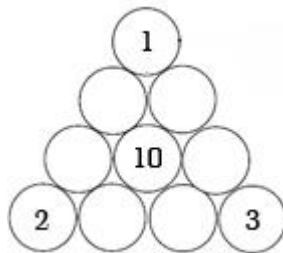
Winner of the lag must break. No coin flipping. To perform the lag, both shooters are to simultaneously shoot a ball from behind the head string to the foot cushion and back toward the head cushion. Whichever shooter's ball comes to rest closest to the head cushion is to break. It does not matter if a shooter's ball touches the head cushion; the ball closest to the head cushion wins the lag.

- If a shooter, during their lag shot, knocks their ball into any pocket it is a loss of the lag.
- If both shooters knock their balls into a pocket then both shooters are to re-lag.
- If, during the lag, both shooter's balls make contact with one another both shooters are to re-lag.
- If, during the lag, a shooter's ball makes contact with any foreign object such as a stick, human being, or rack it is a loss of the lag.
- The winner of each game breaks in the next.

1.5. RACKING THE BALLS

The object balls (1-ball through 10-ball) are to be racked as tightly as possible in a triangular shape, with the 1-ball at the apex of the triangle and on the foot spot, the 10-ball in the middle of the triangle, the 2-ball in the back left-hand corner, and the 3-ball in the back right-hand corner. All other balls should be placed in random order. The base of the rack should be parallel to the foot cushion.

10-ball Rack Diagram:



If, after the balls have been racked, all balls in the rack are not in contact one another, also known as a "loose rack", the shooter who is to break may request a re-rack. At which time the opposing shooter is to re-rack the balls so that all balls in the rack are properly contacting one another, also known as a "tight rack".

1.6. LEGAL BREAK SHOT

- The breaker must break with the base of the cue ball behind the head string
- The breaker must strike the 1-ball first and either pocket a ball or drive at least four (4) numbered balls to the cushion. If a shooter fails to meet one of these two requirements the balls are to be re-racked and the incoming shooter takes over the break with cue ball in hand behind the head string.
- If the breaking shooter miscues and the cue ball does not make contact with the racked balls or the breaking shooter interferes with the cue ball at any time before making contact with the racked balls, it is a foul. The incoming shooter takes over the break with cue ball in hand behind the head string.
- If the cue ball is pocketed or driven off the table, it is a foul. The incoming shooter has cue ball in hand anywhere on the table.
- If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming shooter has cue ball in hand anywhere on the table. The object ball is not placed on the spot (exception: if the object ball is the 10-ball, it is spotted).
- Pocketing the 10-ball on the break is a win for the breaker assuming all requirements of a legal break shot are met.

1.7. CONTINUING PLAY

If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the shooter misses or fouls, the other shooter begins an inning and shoots until missing, committing a foul, or winning. The game ends when the 10-ball is pocketed on a legal shot, the game is forfeited for an

infraction of the rules, or a shooter's opponent forfeits the game.

1.8. CUE BALL IN HAND

When the cue ball is in hand, the shooter may place the cue ball anywhere on the bed of the table, except in contact with another ball. When placing the cue ball in position, the shooter is allowed to adjust the placement of the cue ball with the cue stick but may not touch the cue ball with the ferrule or the tip.

- a. Allowing the cue ball to come into contact with another ball on the bed of the table while the cue ball is in hand is a foul. The incoming shooter has cue ball in hand.
- b. Touching the cue ball with the ferrule of the cue stick or the tip of the cue stick results in a cue ball in hand foul for the opponent.

1.9. CALLING YOUR POCKET

Shooters are required to call their intended ball and pocket when shooting on every shot with the exception of the break. Calling a pocket is done by either, verbally announcing the designated pocket to the opponent, or any shooter on the opposing team, or by pointing at the pocket with your hand or pool cue. The shooter does not need to call number of cushions, banks, kisses, or caroms. If the shooter pockets the 10-ball in the designated pocket, the game is a win.

- a. If the shooter pockets any numbered ball in any pocket other than the designated pocket, the ball remains pocketed (with the exception of the 10-ball which is to be placed on the spot) and the incoming shooter has a "play option". The incoming shooter may take his turn and play the table "AS IS" in the current position, or he can turn play back over to his opponent who must continue shooting.

1.10. END OF GAME

The game ends at the end of a legal shot which pockets the 10-ball, or when a shooter forfeits the game.

SECTION 2: COACHING

2.1. COACHING & TIME OUTS

In the NAPA Time Out league format, the following grid must be followed at all times during league and match play:

PLAYER CLASS	SKILL LEVELS	TIME OUTS ALLOWED
Grandmaster Class	110 and higher	None
Master Class	90 to 109	None
Class A	70 to 89	None
Class B	50 to 69	1
Class C	30 to 49	1
Class D	10 to 29	2
Class E	9 and under	2

The shooter's coach must be a shooter on his or her team. Only the shooter, team captain, acting team captain or designated coach may call a time out. The coach may not at any time consult, converse, or communicate with another person other than the shooter during the time out.

The following are **NOT** considered coaching:

- a. Wishing your teammate good luck.
- b. Reminding your teammate to chalk up.
- c. Reminding your teammate to call their pocket.
- d. Telling your teammate a foul has occurred.
- e. Telling your teammate that he has ball-in-hand.
- f. Answering or asking a rule question.
- g. Complimenting your teammate for good play.
- h. Giving your teammate advice when it is **NOT** their turn. This is considered "sideline coaching" and is legal, however, **ALL** sideline coaching must cease immediately after your opponent's turn has ended.

NOTE: Telling your teammate which ball is the lowest numbered ball on the table is a foul and the incoming shooter receives cue ball in hand.

2.2. TIME OUT TIME LIMIT

A shooter's time out limit cannot exceed 1-minute. Exceeding 1-minute is a foul and the incoming shooter has cue ball in hand.

2.3. LEGAL COACHING

The coach may:

- a. Offer coaching advice to the shooter
- b. Touch the table at any time
- c. Place the shooter's cue ball on to the table, into position, in a cue ball in hand situation
- d. Use the shooters pool cue to show an example of how to line up a shot

2.4. ILLEGAL COACHING

The coach may not:

- a. Mark any part of the table with chalk or any foreign object
- b. Place markers or any foreign object on the table
- c. Touch any of the opponents balls at any time

NOTE: Any violation of these three items is cue ball in hand for the opponent.

SECTION 3: INTERFERENCE AND FOULS

3.1. FOULS

When a shooter commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are re-spotted (exception: if a pocketed ball is the 10-ball, it is to be placed on the spot). The incoming shooter is awarded ball in hand; he may place the cue ball anywhere on the table. If a shooter commits several fouls on one shot, they are counted as only one foul.

3.2. TOUCHING OR MOVING THE CUE BALL

Touching or causing even the slightest movement of the cue ball (other than a normal shot), even accidentally, is a foul.

3.3. CUE BALL IN HAND PLACEMENT

When placing the cue ball in position, the shooter is allowed to adjust the placement of the cue ball with the cue stick but may not touch the cue ball with the ferrule or the tip. Touching the cue ball with the ferrule or the tip results in a cue ball in hand foul for the opponent.

3.4. INTERFERENCE

a. DURING CUE BALL IN HAND

Touching any object ball with the cue ball while it is cue ball in hand results in a loss of turn for the shooter causing the foul.

b. MOVING OBJECT BALL

Touching a moving object ball is a foul as is allowing a moving ball to hit a foreign object.

c. ACCIDENTALLY MOVING A BALL

Any ball moved accidentally can only be replaced by the opponent. However the opponent may exercise the option of keeping disturbed ball(s) in the new position if they so choose. The shooter who has committed the infraction may move the fouled object ball back to the original position only after receiving consent from the opponent. If the shooter who has infringed touches any of the disturbed balls without consent of opponent it will result in a loss of turn and the incoming shooter has cue ball in hand.

d. POCKETING A BALL

Any ball that is moved accidentally either by hand, stick, by any foreign object, or any part of the shooter's body and the ball is pocketed (or causes another ball to be pocketed) as a result of the contact results in a loss of turn for the shooter causing the foul. The ball remains pocketed.

e. POCKETING THE 10-BALL ACCIDENTALLY WITH FOREIGN OBJECT

If the 10-ball is moved accidentally, not during a regular shot, either by hand, stick, by any foreign object, or any part of the shooter's body and the 10-ball is pocketed as a result of the contact, it is a foul. The 10-ball is to be replaced.

f. ACT OF GOD OR NON-SHOOTER INTERFERENCE

If the balls are moved (or a shooter is bumped such that play is directly affected) by a non-shooter during the match or an act of god, the balls shall be replaced as near as possible to their original positions immediately prior to the incident and play shall resume with no penalty on the shooter affected. If the balls cannot be restored to their original positions or if the disruption to the balls pockets the 10-ball, then both shooters shall replay the game with the original shooter breaking.

3.5. SCRATCHING

Scratching at any time during a shooter's shot is a foul.

3.6. SCRATCHING ON THE 10-BALL

- If a shooter is shooting at the 10-ball, fails to pocket the 10-ball and scratches, it is a foul.
- If a shooter is shooting at the 10-ball, pockets the 10-ball and scratches, it is a foul and the 10-ball is to be placed on the spot.

3.7. CONTACTING THE CUE BALL AFTER SHOOTING

If a shooter makes a shot and after the shot is made makes contact with the cue ball in any way before the cue ball has come to a complete stop or final resting position, it is a foul. Any object balls that were pocketed shall remain pocketed with the exception of the 10-ball which is to be placed on the spot.

3.8. OBJECT BALLS JUMPED OFF THE TABLE

An un-pocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not re-spotted (exception: if the object ball is the 10-ball, it is to be placed on the spot) and play continues with the incoming shooter having cue ball in hand.

3.9. FOREIGN OBJECT BOUNCE BACK

If an object ball is knocked off of the table and returns to the playing surface after hitting a person or an object, it is a foul. The balls (or balls) that came back on to the table shall remain in their final resting position. The incoming shooter has cue ball in hand.

3.10. BAD HIT

If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, it is a foul.

3.11. NO CUSHION

If, after the cue ball first strikes a legal ball, and neither the cue ball nor any other ball hits a cushion or is pocketed, it is a foul.

3.12. FOOT ON THE FLOOR

Failure to have at least one foot on the floor at the moment the cue tip strikes the cue ball is a foul, unless the shooter is prevented by an obvious, physical handicap and that handicap is very clearly declared to both team captains and all participating shooters before the team match commences.

3.13. JUMP SHOT

Any miscue on a jump shot is a cue ball in hand foul. A legal jump shot must be executed by stroking down through the cue ball (no scooping or miscues).

3.14. MOVING BALL

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

3.15. DOUBLE HIT

If the cue tip strikes the cue ball twice on the same stroke it is a foul.

3.16. HEAD STRING

The base of the cue ball must be inside the head string on the break .

3.17. MARKING THE TABLE

Marking the table in any way, which could provide a shooter with an advantage in executing a shot, is a ball in hand foul. Placing of the cue chalk on the rail by the shooter is not considered marking the table.

3.18. OUT OF PLAY BALLS

Out of play balls may not be used to measure gaps or spaces of any kind. Using any equipment in a non-customary manner is a foul.

3.19. EXHAUSTING TIME ALLOTMENT

After a time clock (or watch) has been instituted, any violation of the allotted shot time, is a cue ball in hand foul. See rule "Time Allotment" under the section titled "General Rules".

3.20. ONE FOUL PER TURN

A shooter can only commit one foul per turn. If a shooter commits several fouls on one shot, they are counted as only one foul.

SECTION 4: EQUIPMENT RULES

5.1. POOL CUE SPECIFICATIONS

Pool cues must meet the following specifications:

- a. The width of the cue tip must not exceed 14 millimeters. There is no minimum width
- b. The weight of the pool cue must not exceed 25 ounces. There is no minimum weight
- c. The length of the cue must be at least 40 inches. There is no maximum length

4.1. BRIDGE

Using a standard billiard bridge is legal during a shooter's shot.

4.2. CUE EXTENDERS

Using a cue extender is legal during a shooter's shot.

4.3. LASER SIGHT

Using a laser site is **NOT** legal during a shooter's shot. Doing so will result in a loss of turn. The incoming shooter has cue ball in hand.

4.4. OUTSIDE BALLS

Using any balls other than the standard pool balls, normally used at the playing location, must be agreed upon by both team captains and the playing venue management.

4.5. JUMP CUES

Jump cues are allowed. You may use your regular pool cue or any manufactured jump cue. Using a half cue or just a shaft is a cue ball in hand foul

SECTION 5: SCORING RULES

5.1. WINNING SHOOTER POINTS

- a. 20 points for a perfect win. No losses in their match
- b. 20 points if a shooter wins their match by shooter forfeit
- c. 14 points if a shooter wins their match with one or more games lost in their match
- d. 14 points if a shooter wins their match by team forfeit

5.2. LOSING SHOOTER POINTS

- a. 3 points if a shooter loses their match but has at least one game won in their match
- b. 1 point if a shooter loses their match and has no games won in their match
- c. 0 points if a shooter loses their match due to forfeit

5.3. BONUS POINTS

- a. 1 point for a rackless match
- b. 1 point for each break and out
- c. 1 point for each 10-ball on the break

5.4. FORFEITING INDIVIDUAL MATCHES

When a team must forfeit individual matches they are to write "Forfeit" in the player 2 shooter's name section of their score sheet on the match they must forfeit. When forfeiting a match the team that had to forfeit receives 0 points for that match. The opposing team receives 20 points for the forfeited match if they pay their nightly dues for the forfeited match. If nightly dues are not in their team packet no points will be awarded for the win. The team getting the win may elect which shooter on their team will be credited with the 20 points for the NAPA individual point race. The shooter's name must be placed on the score sheet; the shooter MUST be present and must NOT have already played a match that day, in that division.

5.5. FORFEITING TEAM MATCHES

If a team is a "no show" or a team has to forfeit an entire match, the opposing team is awarded a standard win (14 points) for each match on their score sheet. The team which is awarded the forfeited wins must pay their entire team's nightly league dues in order to receive points. If the nightly league dues are not in the team packet at the end of match night, no points will be awarded. The team that has forfeited the match will receive 0 points.

NOTE: If a team has at least one shooter, their team does NOT have to forfeit the entire team match. The lone shooter should go ahead and play their individual match. If the shooter's teammates are still a "no show" at the end of the individual match the team will be credited with the one individual match played and all points accumulated during that match and simply forfeit the remaining individual matches. The remaining forfeited matches are considered 'individual' matches and the opposing team is credited with 20 points for each one as stated in rule #58 (above).

If an entire team forfeits three weeks during a session the team will be dropped from the division.

5.6. LOSS OF RACKLESS MATCH

If the breaking shooter commits a foul on any break during his match that shooter is no longer qualified for the one bonus point given in a rackless match score.

5.7. BREAK & OUT

In NAPA 10-ball a typical break and run is called a "break and out". A break and out is when a shooter breaks the rack and is able to end the game before their opponent gets a turn. This can be achieved by doing a break and run or legally pocketing the 10-ball before their opponent gets a turn at the table. Achieving a break and out earns the shooter a bonus point on the score sheet.

5.8. FOUL. BREAK & OUT

If the breaking shooter commits a foul on the break, and the break is turned over to their opponent, and their opponent executes a break and out, the shooter achieving the break and out shall receive full bonus points for the break and out on the score sheet.

5.9. INCOMPLETE TEAM PACKETS

Any team packet that is incomplete will result in a 30 point deduction from that team's total session points. In order to submit a complete team packet every team must do the following:

- a. Submit a completed score sheet in their packet at the end of each league night.
- b. Submit all shooter dues along with the team packet at the end of each league night.
- c. Submit all venue/bar dues along with the team packet at the end of each league night if venue/bar dues are required by the local NAPA league operator.

5.10. LACK OF SHOOTER MONIES

Any team packet that is missing a shooter's nightly league dues will result in that shooter's game being forfeited even if the match was played. There will also be a 30 point deduction from that team's total session points for an incomplete team packet. Every team is responsible for their packet containing the full nightly league dues for each match played.

5.11. FINAL SCORE SHEETS

The NAPA recognizes a signed score sheet as a final agreement, between both team captains, that the score sheet is correct and should be submitted to the NAPA main office. However, the NAPA recognizes that there are times, when, after a signed score sheet has been submitted to the NAPA, there may be a mistake on the score sheet, later recognized, and a change needs to be made to the score of a game or an entire match. The NAPA gives all local NAPA league operators six (6) days to submit a change request to the NAPA, after the date of the match played. Any change requests submitted to the NAPA, more than six (6) days after the date the match was played will be rejected.

SECTION 6: SHOOTER RULES

6.1. SHOOTER'S AGE

All shooters, regardless of age, are allowed to participate in local NAPA leagues as long as the shooter's age is in accordance with local laws for the playing establishment(s) in which local NAPA leagues are to be played. Check with your local NAPA representative for age requirements of the local playing establishments in your area. The NAPA must be notified of any shooter participating in NAPA local leagues under the age of 18 by the local NAPA league operator.

6.2. PLAYER HEIGHT – THE JON NORTHROP RULE

If a shooter's height, standing without shoes on, measures less than five (5) feet tall, the shooter is permitted to use a stool (or some other object) that will raise the

- c. The local VFW or local Moose Lodge.

7.2. MOVING HOME LOCATION

Teams are allowed to move their "home" location at any time. Any sponsorship monies paid to the league for the team by the previous home location becomes the team's responsibility.

7.3. TEAM CAPTAINS

Every team must have a team captain. The team captain is responsible for the sportsmanship of their team, ensuring the team score sheet is accurate and having the team packet delivered to the proper drop off location at the end of league night. The NAPA does not allow co-captains.

7.4. CHANGING TEAM CAPTAIN

A team's captain can be changed at anytime by majority vote amongst the team's shooters. If the captain of a team is changed, the team must notify their local NAPA league operator of the change, immediately.

7.5. NUMBER OF TEAM SHOOTERS

Teams can have no more than maximum allowed shooters on their team roster during any session. In 3-man team leagues the maximum is five (5) shooters, in 4-man team leagues the maximum is six (6) shooters and in 5-man team leagues the maximum is eight (8) shooters. Teams are required to have a minimum number of shooters on their roster. The minimum number of shooters is three (3) for 3-man team leagues, four (4) for 4-man team leagues and five (5) for 5-man team leagues.

7.6. MAXIMUM TEAM SKILL LEVEL

The total skill level of all shooters fielded on league night for each team cannot exceed the maximum team skill level set forth by the NAPA. Any matches played on league night that exceed the maximum team skill level will be forfeited.

- a. In 3-man team leagues the maximum team skill level on league night is **195**.
- b. In 4-man team leagues the maximum team skill level on league night is **260**.
- c. In 5-man team leagues the maximum team skill level on league night is **325**.

The maximum liability a shooter can have against his team's total skill level on league night is 110 points. For example, if a shooter, who has a skill level of 125, is fielded to play for his team, only 110 points will count towards his team's total skill level.

SECTION 8: PLAYOFF RULES

8.1. PLAYOFFS OPTIONAL

Playoffs are completely optional. The local NAPA league operator has the right to hold playoffs if he or she so chooses, but they are not required. If the local NAPA League Operator does choose to hold playoffs, the team who wins the playoffs will be declared the championship team and receive the qualification rights for the NAPA Nationals. If the local NAPA League Operator chooses not to hold playoffs, the team finishing with the most points after the final week of the session will receive the qualification rights for the NAPA Nationals.

8.2. TIED TEAMS - REGULAR SESSION

If the local NAPA League Operator does choose to hold playoffs, and, after the final week of the regular session, two or more teams are tied in the point standings, the tie breaker is to be determined by the following criteria and in this exact order:

- a. Most team matches won during the regular session
- b. The team that won the most head-to-head matches between the teams that are tied, during the regular session
- c. The top point shooter for each team that has the most points, during the regular session.

8.3. PLAYOFF ELIGIBILITY

All shooters must have played at least four (4) matches played, in the division, during the current session in order to attend the playoffs.

8.4. ATTENDING TEAMS

The number of teams attending the playoffs is determined by the number of teams in your local division. Check with your local NAPA league operator for details.

8.5. PLAYOFF POINTS

All points accrued by teams during the regular session are not carried over into the playoffs. During playoff matches, the team that scores the most points is the winner of that playoff match and advances further into the playoffs.

8.6. TIED PLAYOFF MATCHES

In the event there is a tie, in total points (not matches), between two teams in a playoff match, the tie breaker is to be determined as follows:

- a. In a 3-man team league, the team that won the most matches out of the three matches played is declared the winner.
- b. In a 5-man team league, the team that won the most matches out of the five matches played is declared the winner.
- c. In a 4-man team league both teams are to play a fifth match. Both teams must put up one of their shooters to play the final tie break match. The higher seeded team gets to decide if they are to put up a shooter first or the opposing team is to put up a shooter first. The participating shooters on both teams must be a shooter on the team roster, present at the playing location and meets the requirements to play in the playoffs. It does not matter if the chosen shooter has already played a NAPA match on that day, any shooter can be chosen.

8.7. PLAYOFFS - QUALIFYING FOR THE NATIONALS

After the playoffs have been completed and a championship team has been declared, all shooters who played on the championship team who have met the minimum requirements of five (5) matches played during the regular session qualify for the NAPA Nationals.

SECTION 9: GENERAL RULES

9.1. TIME ALLOTMENT

Shooters are allowed 90 seconds to execute each shot. Exceeding the 90 second time allotment is considered “slow play”. The 90 second time limit commences after your opponent’s shot ends and all the balls come to rest. After a first warning, a shooter continues to “slow play”, the team captains from both teams may institute a time clock (or stop watch). After a time clock is instituted any violation is a cue ball in hand foul.

9.2. CUSHION FROZEN OBJECT BALL

If an object ball is frozen on the cushion, the shooter must cause the cue ball or any other ball to make contact with a cushion after contact with the frozen ball in order for the shot to be legal.

9.3. SHOOTING FROZEN BALLS

If the cue ball is frozen to the object ball, pushing through the cue ball is a legal hit. If there is separation between the two balls equal to or less than the width of a piece of chalk, the shooter must keep from double hitting the cue ball. This can be executed by elevating the cue stick to, at least, a 45 degree angle. As long as this attempt is made, no foul can be called. If the distance between the two balls is greater than the width of a standard size piece of billiard chalk, a double hit of the cue ball is a ball-in-hand foul. When confronted with this situation, it is strongly recommended that a third party or referee be called to watch the hit to avoid controversy. If a third party is not called, it is the shooter’s decision.

NOTE: You do not have to elevate your cue stick if you know how to make this shot without double hitting the cue ball. Elevating your cue stick is a recommendation to avoid being called for a foul.

9.4. PUSH OUT

The shooter who shoots the shot immediately after a legal break, may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any cushion, however, all other foul rules still apply. The shooter must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed except for the 10-ball. Following a legal push out, the incoming shooter is permitted to shoot from that position or return the shot to the shooter that pushed out. A push out is not considered to be a foul as long as no other rule is violated. An illegal push out is penalized according to the type of foul committed. After a shooter scratches on the break shot, the incoming shooter cannot play a push out.

NOTE: Should the shooter who is playing the push out, pocket the 10-ball, the 10-ball is to be spotted, the cue ball remains in the current position on the table, and the incoming shooter is permitted to shoot from that position or return the shot to the shooter that pushed out.

9.5. MASSE SHOTS

Masse shots are legal.

9.6. JUMP SHOTS

Jump cues are allowed. It is legal to cause the cue ball to leave the surface of the table by elevating the butt of the cue and, with a downward stroke, force the cue ball to rise off the playing surface. For the shot to be legal only the cue tip may touch the cue ball – the shot must not be “scooped” by the ferrule or shaft. Any miscue on a jump shot is a cue ball in hand foul. Shooters are not allowed to break their cues down, to the shaft only, in order to attempt jump shots. See the rule titled “Jump Shot” under the section “Interference and Fouls” in this manual.

9.7. SAFETY SHOT

On any shot after the break, for tactical reasons, a shooter may choose to pocket a “called” object ball into its proper pocket and also discontinue his turn at the table by declaring “safety” in advance. A safety shot is defined as a legal shot. If the shooter intends to play a safety by pocketing a “called” object ball into its proper pocket, then prior to the shot, he must declare a “safety”, verbally, to his opponent. 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.

9.8. DISPUTED SHOTS

It is the opponent's responsibility to ask the shooter to wait before making a shot when the opponent believes the previous shot was a foul. If the shooters cannot agree on the status of the last shot, the captains must make a ruling. If the captains cannot reach an agreement contact your local NAPA representative.

IMPORTANT NOTE: If the shooter proceeds with the next shot (having being asked by the opponent to wait), it is a foul and the opponent is awarded ball-in-hand. If the opponent does not dispute the shot before the next shot is played, the shot cannot be questioned and is assumed legal.

9.9. CLOSE OR QUESTIONABLE SHOTS

It is the responsibility of all shooters to recognize the potential for a disputable shot. If a disputable shot is recognized, it is the responsibility of the shooter, the opponent, and both team captains to appoint themselves or other participating players, listed on either roster, to watch the shot being played and determine a ruling based on the outcome of the shot played.

9.10. LATE ARRIVAL

Matches are to begin at the designated time set by the local NAPA league operator. Shooters must be present by the time the last shot is made on the match before theirs is to begin. If, by that time, no shooter, already on the team roster, is available to play that match, that match and any that follow are to be forfeited.

9.11. MULTIPLE TABLES

Team matches may be played on multiple tables at the same time, at anytime, during a league match. Playing on only one table is not required.

9.12. RULES ARE SUBJECT TO CHANGE

Due to the ever-changing nature of sports and the situations that can and do occur, the NAPA reserves the right to make rulings and rule modifications as necessary and at any time. The NAPA also reserves the right to make exceptions to rules in order to promote fairness.

9.13. PROTESTS AND DISPUTES

In general, all protests, disputes and complaints should be made by your team captain to your NAPA representative. Most protests and disputes should be settled immediately through compromise, common sense, and by referring to this manual.

9.14. HIGHEST AUTHORITY

The NAPA is the highest authority concerning all league rulings.

9.15. NO CHOOSING THE FORFEITED MATCHES

If a team is forced to forfeit an individual match during league night, either due to the **Max Team Skill Level** rule or being short on the required number of shooters, the team is not allowed decide on which match can be forfeited. All eligible shooters who are present **MUST** play before the forfeited match occurs. Secondly, anytime a team has to forfeit an individual match, because of a no-show, every match afterwards that evening is automatically a forfeit a well.

9.16. BALLS MOVING SPONTANEOUSLY – 5 SECOND RULE

A shooter's shot is considered completed 5 seconds after all balls on the table have come to a final resting position. If a ball shifts, settles, turns or otherwise moves by its self, after a shooter's shot is completed, the ball shall remain in the position it assumed and play continues.

A hanging ball that falls into a pocket by its self after being motionless for 5 seconds or longer shall remain pocketed and play will continue. If the hanging ball is the 10-ball, the 10-ball should be replaced and play continues. If the hanging ball is the cue ball, the cue ball should be replaced as near as possible to their original position immediately prior to the incident.

SECTION 10: CODE OF CONDUCT

10.1. SPORTSMANSHIP

The NAPA is a pool league designed for fun and entertainment. Proper sportsmanship is expected from all shooters at all times. The NAPA reserves the right to ban any shooter, at anytime, for any reason from future play.

a. UNSPORTSMANLIKE BEHAVIOR; HECKLING

Heckling a shooter, while it is their turn at the table, is a foul.

- i. Any time, any opposing team player, heckles a shooter, while it is their turn at the table, and the shooter is shooting for a win on the 10-ball, whether by combination, or direct shot, it is considered concession of game for the team with whom the heckler plays on. No warning is needed. The shooter who was being heckled, gets the break in the next game, if the conceded game has not ended the match.
- ii. Any time, any opposing team player, heckles a shooter, while it is their turn at the table, and the shooter is **not** shooting for a win on the 10-ball, it is the team captain's responsibility to warn the heckler of the infraction. If the opposing team player continues to heckle any shooter(s) during their turn at the table, after the warning has been given, the team captain's from both teams must immediately declare a forfeit of the match between the two shooters. The shooter who was being heckled will receive twenty (20) points for their match and the heckler's team will receive zero (0) points for their match. Both team captains should note on their score sheet the shooter who caused the heckling. The NAPA will then address the situation with the shooter as heckling displays poor sportsmanship and is against the rules of league play.

b. UNSPORTSMANLIKE BEHAVIOR; DISTRACTING YOUR OPPONENT

Distracting a shooter, while it is their turn at the table, is a foul. This includes any outward motion during your opponent's shot such as yelling, screaming, booing, throwing objects, standing closer than an arm's length to the table, grabbing chalk from the table, standing in a shooter's direct line of vision or any attempt to embarrass or humiliate your opponent.

- i. Any time, any opposing team player, distracts a shooter, while it is their turn at the table, and the shooter is shooting for a win on the 10-ball, whether by combination, or direct shot, it is considered concession of game for the team with whom the heckler plays on. No warning is needed. The shooter who was being heckled, gets the break in the next game, if the conceded game has not ended the match.
- ii. Any time, any opposing team player, distracts a shooter, while it is their turn at the table, and the shooter is **not** shooting for a win on the 10-ball, it is the team captain's responsibility to warn the heckler of the infraction. If the opposing team player continues to heckle any shooter(s) during their turn at the table, after the warning has been given, the team captain's from both teams must immediately declare a forfeit of the match between the two shooters. The shooter who was being heckled will receive twenty (20) points for their match and the heckler's team will receive zero (0) points for their match. Both team captains should note on their score sheet the shooter who caused the heckling. The NAPA will then address the situation with the shooter as heckling displays poor sportsmanship and is against the rules of league play.

c. UNSPORTSMAN LIKE BEHAVIOR ; GENERAL

Any shooter displaying unsportsmanlike behavior at **ANY** time during NAPA league play such as throwing objects, swearing at other shooters, any type of

physical or verbal violence are subject to being permanently banned from NAPA league play by the local NAPA league operator.

10.2. CHEATING

The NAPA reserves the right to ban any shooter, for any reason, at any time for cheating. Sandbagging, false scoring, hidden signals or illegal coaching will result in you being banned from play in the NAPA.

10.3. GAMBLING

The NAPA reserves the right to ban any shooter, for any reason, at any time for gambling on any NAPA held event.

10.4. CONCESSION OF A GAME

In order to concede a game, you need only:

- a. Say "Good Game", "Good match", "Congratulations", or any congratulatory phrase that acknowledges your loss; anytime during your opponents turn at the table
- b. Break down your shooting cue anytime during your opponents turn at the table
- c. Pick up or grab the rack anytime during your opponents turn at the table
- d. Pick up a ball or touch a ball anytime during your opponents turn at the table.

NOTE: A shooter may break down his or her shaft during a match, only to change shafts, and only after telling their opponent ahead of time.

SECTION 11: NAPA NATIONALS ELIGIBILITY

11.1. CHAMPIONSHIP DETAILS

The NAPA Nationals is an annual championship held for all shooters who qualify for participation. All qualified shooters are placed into their respective class bracket based on their skill level. The NAPA reserves the right to adjust a shooters skill level at any time before, during, or after the NAPA Nationals in order to create a fair and balanced playing field.

11.2. HOW TO QUALIFY

Shooters qualify for the NAPA Nationals by the achieving the following:

- a. Play on a first place team in your local division and have at least five (5) matches played during the current session.
- b. Captain a team for an entire session with no more than three (3) team forfeits during the current session and have at least five (5) matches played during the current session.
- c. Finish first place in any NAPA singles leagues.
- d. Completing a session as the Top Pont Male or Top Point Female in any local NAPA division and have at least five (5) matches played during the current session.
- e. Finish as the top point shooter on your NAPA team and have at least five (5) matches played in the session.
- f. Finishing in a qualification spot in any NAPA Nationals qualifier.

11.3. NAPA NATIONALS CLASS BRACKETS

- a. GRANDMASTER CLASS – Skill Level of 110 and higher
- b. MASTER CLASS – Skill Level of 90 to 109
- c. CLASS A – Skill Level of 70 to 89
- d. CLASS B – Skill Level of 50 to 69
- e. CLASS C – Skill Level of 30 to 49
- f. CLASS D – Skill Level of 10 to 29
- g. CLASS E – Skill Level of 9 and under