



## TEAM MATCH PLAY RULES

### 1. OBJECT OF THE GAME

Nine-ball (9-ball) is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a shooter pockets any ball on a legal shot, he remains at the table for another shot, and continues until missing, committing a foul, or winning the game by pocketing the 9-ball. After a miss, the incoming shooter must shoot from the position left by the previous shooter, but after any foul the incoming shooter may start with the cue ball anywhere on the table. A match ends when one of the shooters has won the required number of games.

### 2. PLAYING TABLE - HOME FIELD ADVANTAGE

The home team always has "home field advantage". The home team gets to decide 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.

### 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.

### 4. ORDER OF BREAK - LAG

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

### 5. RACKING THE BALLS

The object balls are racked in a diamond shape, with the 1-ball at the top of the diamond and on the foot spot, the 9-ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.

### 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 rail. 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 shooter 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 re-spotted (exception: if the object ball is the 9-ball, it is to be placed on the spot).
- Pocketing the 9-ball on the break is a win for the breaker assuming all requirements of a legal break shot are met during the shot.

### 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 his turn at the table and shoots until missing, committing a foul, or winning. The game ends when the 9-ball is pocketed on a legal shot, or the game is forfeited for a serious infraction of the rules.

### 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.

- 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.
- 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.

### 9. CALLING YOUR POCKET

Shooters are not required to call their pocket when shooting with the exception of the 9-ball. Shooters must announce to their opponent or opposing team which pocket they plan to shoot the 9-ball into. If the shooter pockets the 9-ball in the designated pocket it is considered a win. If the shooter pockets the 9-ball in any pocket other than the designated pocket, the 9-ball is placed on the spot and the incoming shooter shoots from where the cue ball lies. If the shooter pockets any other ball while shooting the 9-ball, the shooter continues their turn at the table as long as a legal hit was made.

If the 9-ball is the lowest number ball on the table and the shooting shooter does not announce to the opponent or opposing team which pocket they plan to shoot the 9-ball into, then proceeds to pocket the 9-ball, the 9-ball is placed on the spot and the incoming shooter has cue ball where it lies.

#### 10. POCKETING THE 9-BALL PREMATURELY

If the 9-ball is **not** called, the 9-ball is **not** the lowest numbered ball on the table and the 9-ball is pocketed prematurely, the 9-ball is to be placed on the spot. The incoming shooter is to play the table in the current position and does not have cue ball-in-hand, unless the cue ball is pocketed as well.

#### 11. PUSH SHOTS

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 shooting 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.

#### 12. FROZEN OBJECT BALL

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

#### 13. MASSE SHOTS

Masse shots are legal.

#### 14. 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 to attempt jump shots.

#### 15. END OF GAME

The game ends at the end of a legal shot which pockets the 9-ball, or when a shooter forfeits the game as the result of a foul.

#### 16. COACHING & TIME OUTS

Shooters who have a skill level of 30 and below are allowed 2 time outs per game. Shooters who have a skill level between 31 and 60 are allowed to have 1 time out per game. Shooters with a skill level of 61 and higher receive no time outs.

Only the shooter, team captain, acting team captain or designated coach may call a time out. Once the time out is called the shooter and the coach have 2 minutes to consult. 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 has cue ball in hand.

#### 17. TIME OUT TIME LIMIT

A shooter's time out limit cannot exceed 2-minutes. Exceeding 2-minutes is a foul and the incoming shooter has cue ball in hand.

#### 18. LEGAL COACHING

The coach may:

- a. Offer coaching advice to the shooter
- b. Point at the table
- c. Walk around the table
- d. Offer suggestions to the shooter

#### 19. 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. Coaching or making “suggestions” when no time out has been called. (ex. A person who is not in the match telling the shooter they should shoot a certain ball in a certain pocket.)

**20. 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.

**21. CLOSE OR QUESTIONABLE SHOTS**

It is the responsibility of all shooters, including the shooter to recognize the potential for a disputable shot. If so, the team captains or designees must watch the shot and determine the ruling.

**22. 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 9-ball, the 9-ball should be placed on the spot 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.

**23. 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 9-ball, then both shooters shall replay the game with the original shooter breaking.

## OBSTRUCTION, INTERFERENCE AND FOULS

**24. 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 9-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.

**25. 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.,

**26. 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.

**27. INTERFERENCE 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.

**28. INTERFERENCE OF A MOVING OBJECT BALL**

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

**29. INTERFERENCE - 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 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.

**30. INTERFERENCE - POKETING 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.

**31. INTERFERENCE - POKETING THE 9-BALL ACCIDENTALLY WITH FOREIGN OBJECT**

If the 9-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 9-ball is pocketed as a result of the contact, it is a foul. The 9-ball is to be placed on the spot.

**32. SCRATCHING**

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

**33. SCRATCHING ON THE 9-BALL**

- a. If a shooter is shooting at the 9-ball, fails to pocket the 9-ball and scratches, it is a foul.

b. If a shooter is shooting at the 9-ball, pockets the 9-ball and scratches, it is a foul and the 9-ball is to be placed on the spot.

**34. 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 9-ball which is to be placed on the spot.

**35. 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 9-ball, it is to be placed on the spot) and play continues with the incoming shooter having cue ball in hand.

**36. 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 ball (or balls) that came back on to the table shall remain in their final resting position. The incoming shooter has cue ball in hand.

**37. PUSH OUT**

Push out shots are legal only on the first shot after the break.

**38. 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.

**39. NO RAIL**

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

**40. 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.

**41. JUMP SHOT**

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

**42. MOVING BALL**

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

**43. DOUBLE HIT**

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

**44. HEAD STRING**

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

**45. MARKING THE TABLE**

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

**46. 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.

**47. TIME ALLOTMENT**

Shooters are allowed 2-minutes to execute each shot. Exceeding the 2-minute time allotment is considered "slow play". The 2- minute 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.

**48. 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.

## EQUIPMENT RULES

**49. BRIDGE**

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

**50. CUE EXTENDERS**

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

**51. 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.

**52. OUTSIDE BALLS**

Using any balls other than the standard pool balls used at the playing location is illegal and will result in a forfeited match for the team causing the infraction.

**53. JUMP CUES**

Jump cues are allowed.

**54. STANDARD CUES**

Standard cues are approximately 40 inches in length. Cues that are not typical in appearance must be approved by the NAPA.

## SCORING RULES

**55. 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

**56. 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

**57. BONUS POINTS**

- a. 1 point for a rackless match
- b. 1 point for each break and out
- c. 1 point for each 9-ball on the break

**58. 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.

**59. 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 #57 (above).

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

**60. 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.

**61. BREAK & OUT**

In NAPA 9-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 9-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.

**62. 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.

**63. 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 your league operator.

**64. 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.

# SHOOTER RULES

## 65. 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.

## 66. PROOF OF SHOOTER IDENTITY

Your opponent has the right to request the proof of identity from you and your teammates. Positive identification is a picture I.D., for example a legal state I.D., a driver's license or passport.

## 67. ONE TEAM

Shooters can only play for one team per session, per division.

## 68. PLAYOFF REQUIREMENT

Shooters on your team must have at least four (4) matches played during the current session in order to play for your team in the playoffs.

## 69. CHANGING TEAMS

Shooters cannot change teams once the session starts without the approval of the NAPA.

## 70. ADDING SHOOTERS

Teams are allowed to recruit new shooters for their team up through week five (5) of each session. If a team already has a full 8-man roster with the league the team can only recruit new shooters to their roster if an existing shooter on the roster is removed from the roster. Once a shooter is removed from the roster they cannot be placed back onto the roster in the same session or season.

If you are adding a new shooter for your team on league night and the shooter is not yet listed on your roster you must notify the opposing team's captain who the new shooter is and their skill level before the match begins. If you do not notify the opposing team captain before the match begins the new shooter will be ineligible to play on that league night. Team captains can pencil in the shooter's name on the roster and NAPA will officially add the shooter to the roster after league night has completed.

## 71. SHOOTERS WITH NO PREVIOUS LEAGUE EXPERIENCE

Any new shooter having previously never played in NAPA or any organized billiard league should receive the following skill level:

- a. Female shooters start with a skill level of 40
- b. Male shooters start with a skill level of 50

## 72. SHOOTERS WITH PREVIOUS LEAGUE EXPERIENCE

If a shooter has previous NAPA league experience the shooter must be entered into the division at their most recent skill level of the same game format. If the shooter does not have a skill level for the game format being played the shooter must be entered into the division at his highest current NAPA skill level from any NAPA game format.

If a shooter does not have NAPA league experience, yet has previous organized league experience and their league experience is from the APA, BCA, or TAP, 8-ball, 9-ball or 10-ball, then the shooter should start with the following:

- a. If their previous handicap was a 1, 2, or 3 the new shooter should start with a NAPA skill level of 40
- b. If their previous handicap was a 4 the new shooter should start with a NAPA skill level of 50
- c. If their previous handicap was a 5 the new shooter should start with a NAPA skill level of 60
- d. If their previous handicap was a 6 the new shooter should start with a NAPA skill level of 70
- e. If their previous handicap was a 7 the new shooter should start with a NAPA skill level of 80
- f. If their previous handicap was an 8 (or higher) the new shooter should start with a NAPA skill level of 90

**NOTE:** If a new shooter does have previous league experience, yet the league is not any of the leagues mentioned above, then the shooter should be entered at a skill level determined by the local league operator or entered into NAPA as if the shooter does not have previous league experience.

# TEAM RULES

## 73. TEAM PLAYING LOCATION

Teams are responsible for choosing their home playing location. The location must have a standard bar table or regulation pool table. The location must be a place of business and not a person's home or residential location. Examples would be:

- a. A bar or night club.
- b. A pool hall.
- c. The local VFW or local Moose Lodge.

**74. 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.

**75. 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.

**76. CHANGING TEAM CAPTAIN**

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

**77. 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.

**78. NUMBER OF MATCHES ON LEAGUE NIGHT**

Shooters may only play one match, per division, on league night.

**79. 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.

## PLAYOFF RULES

**80. ELIGIBILITY**

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

**81. ATTENDING TEAMS**

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

**82. 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.

**83. 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 of the chosen shooter has already played a NAPA match on that day, any shooter can be chosen.

**84. 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.

## GENERAL RULES

**85. LATE ARRIVAL**

Matches are to begin at the designated time set by your 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 is there to play that match, that match and any that follow will be forfeited.

**86. MULTIPLE TABLES**

Team matches may be played on multiple tables at the same time.

**87. SPORTSMANSHIP**

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

**88. UNSPORTSMANLIKE BEHAVIOR; HECKLING**

Heckling your opponent or any shooter on the opposing team, while it is their turn, is illegal. In the event a shooter heckles another shooter during their turn it is the team captain's responsibility to warn the heckler of the infraction. If the shooter continues to heckle his opponent after the warning has been given the team captain's of both teams must immediately declare a forfeit of the heckler's match. The shooter who was being heckled will receive twenty (20) points for their match and the heckler will receive zero (0) points. Both team captains should note on their score sheet the shooter who caused the heckling. NAPA will then address the situation with shooter as heckling displays poor sportsmanship and is against the rules of league play.

**89. UNSPORTSMANLIKE BEHAVIOR; DISTRACTING YOUR OPPONENT**

Distracting your opponent while it is their turn, is illegal. 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, or any attempt to embarrass or humiliate your opponent. In the event a shooter purposely distracts another shooter during their turn, it is the team captain's responsibility to warn the shooter of the infraction. If the shooter continues to purposely distract his opponent after the warning has been given the team captain's of both teams must immediately declare a forfeit of the shooter's match who is causing the distractions. The shooter who was being distracted will receive twenty (20) points for their match and the distracter will receive zero (0) points. Both team captains should note on their score sheet the shooter who was causing the distractions. NAPA will then address the situation with shooter as this displays poor sportsmanship and is against the rules of league play.

**90. 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 league operator.

**91. CHEATING**

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 NAPA.

**92. NO CHOOSING THE FORFEITING**

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.

**93. GAMBLING**

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

**94. RULES ARE SUBJECT TO CHANGE**

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

**95. 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.

**96. HIGHEST AUTHORITY**

NAPA is the highest authority concerning all league rulings.

**97. CONCESSION OF A GAME**

When it looks like your opponent is sure to win the game during his or her turn at the table, in order to concede that game, you need only tell him or her "Good Game", before he shoots, throw in a towel before he shoots, break down a cue before he shoots, pick up a rack before he shoots, or pick up a ball before he shoots.

## NAPA NATIONALS ELIGIBILITY

**98. CHAMPIONSHIP DETAILS**

NAPA Nationals is an annual championship held for all shooters who qualify for participation. NAPA Nationals is a singles event. All qualified shooters are placed into their respective class bracket based on their skill level. 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.



**99. HOW TO QUALIFY**

Shooters can gain free entry into the NAPA Nationals by 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) forfeits during the current session and have at least five (5) matches played during the current session.
- c. Finish first place in any of our 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 1<sup>st</sup> place in any NAPA Nationals qualifier.

**100. NAPA NATIONALS CLASS BRACKETS**

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