



TEAM MATCH PLAY RULES

1. OBJECT OF THE GAME

Eight-ball (8-ball) is a game played with a cue ball and fifteen object balls, 1 through 15. One shooter must pocket balls of the group numbered 1 to 7 (solid colors), while the other shooter must pocket balls from the group 9 through 15 (stripes). The shooter pocketing his group first and then legally pocketing the 8-ball wins the game.

2. CALL YOUR POCKET

The NAPA 8-ball format is a "call your pocket" league. Making a ball in an unintended pocket is considered slop and does not count. It is encouraged that all balls be specified vocally to your opponent along with their intended pocket. However obvious balls and their respective pockets do not have to be specified. Any bank shot (object ball to rail), kick shot (rail(s) to object ball), or combinations (2 or more balls from either group) **must** be called to their designated pocket or they are considered a miss.

When calling your pocket, it is NEVER necessary to indicate details such as the **number** of cushions, banks, kisses, caroms, etc. Any ball pocketed on a foul remains pocketed, regardless of whether they belong to the shooter or the opponent.

The opening break is not a "called shot." Any shooter performing a break shot may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.

Any balls pocketed, legally or illegally, will remain pocketed, regardless of group (stripe or solid). When a shooter successfully pockets his/her designated object ball they continue their turn until either a miss or foul or win occurs.

3. 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.

4. 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.

5. ORDER OF BREAK - LAG

Winner of the lag has the option 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.

6. RACKING THE BALLS

All colored balls are randomly racked in a triangle at the foot spot of the table with the 8-ball in the center of the triangle, a stripe ball in one corner of the rack and a solid ball in the other corner. The base of the rack should be parallel to the foot rail and is positioned so the apex ball in the rack is located on the foot spot. The balls in the rack are ideally placed so that they are all in contact with one another; this is accomplished by pressing the balls together from the back of the rack toward the apex ball.

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".

7. LEGAL BREAK SHOT

To execute a legal break, the breaker (with the base of the cue ball behind the head string) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. In the event a shooter places the base of the cue ball over the head string the opposing shooter must call it before the break shot is made, not after.

8. BREAK FOULS:

1) DID NOT EXECUTE A LEGAL BREAK

If the breaking shooter did not execute a legal break by either not pocketing a ball or by not causing four numbered balls to hit a rail, it is not a legal break. The incoming shooter has the option of:

- Accepting the table in position and shooting.

- b) Taking cue ball in hand behind the head string and shooting the current position of the numbered balls.
- c) Asking for a re-rack, taking the cue ball in hand behind the head string and taking responsibility for the break.

NOTE: If the incoming shooter opts for (a) or (b) it is then considered a regular turn at the table and he must call his pocket. If the incoming shooter opts for (c) he does not have to call his pocket since it is considered a break.

2) **MISCUE ON THE BREAK**

If the breaking shooter miscues during the break not making a legal break, the incoming shooter has cue ball in hand behind the head string and takes responsibility for the break. The incoming shooter does not have to call his pockets since it is considered a break.

3) **CUE BALL POCKETED**

If the cue ball is pocketed it is a foul. The non-breaking shooter has cue ball behind the head string and the table is open.

NOTE: The incoming shooter has cue ball behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

4) **CUE BALL DRIVEN OFF TABLE**

If the cue ball is driven off the table it is a foul. The non-breaking shooter has cue ball in hand behind the head string and the table is open.

NOTE: The incoming shooter has cue ball behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

5) **OBJECT BALL OFF TABLE**

If a shooter jumps an object ball off the table on the break shot, it is a foul and the incoming shooter has the option of (1) accepting the table in position and shooting, or (2) taking cue ball behind the head string and shooting.

NOTE: Any numbered balls that are knocked off the table are to be returned to the table and placed on same foot spot where the rack took place in numerical order. If there are any balls on the foot spot or blocking the foot spot the balls that were knocked off the table are to be placed directly behind the balls blocking the foot spot toward the foot rail.

6) **CUE BALL BOUNCES INTO AIR**

If the cue ball bounces off the table into the air, does **NOT** hit another object other than the table or another ball and lands back onto the table it is **NOT** a foul.

7) **CUE BALL BOUNCES INTO AIR AND HITS ANOTHER OBJECT**

If the cue ball bounces off the table into the air, hits object other than the table or another ball and lands back onto the table it is a foul. The non-breaking shooter has cue ball in hand behind the head string and the table is open.

NOTE: The incoming shooter has cue ball behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

9. **8-BALL POCKETED ON BREAK:**

Legally pocketing the 8-ball on the break wins the game for the breaker; assuming no foul has been committed.

NOTE: When the 8-ball is pocketed on the break and the break did not meet all legal break requirements it results in a loss of game for the breaker.

10. **AFTER THE BREAK – OPEN TABLE:**

The table is always open immediately after the break shot. The shooter's designated group (solids or stripes) will **NOT** be determined until a shooter legally pockets a called object ball. The table is considered an "open" table when the choice of groups (solid or stripes) has not yet been determined. When the table is open, it is legal to hit one group of balls in order to pocket another ball from the opposite group.

When the table is open, if a shooter pockets an object ball and scratches, the table remains open. The incoming shooter has cue ball in hand.

When the table is open, if a shooter pockets an object ball in any pocket other than the designed pocket, the table remains open to the incoming shooter who must shoot the table from the current position. The incoming shooter does not have cue ball in hand unless the previous shooter has scratched.

NOTE: The 8-ball can **NEVER** be struck first on a combination or billiard; this action would result in a ball in hand foul.

11. **LEGAL SHOT**

On all shots (except on the break and when the table is *open*), the shooter must hit one of his group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a *rail*.

NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, an object ball must be pocketed, OR the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a ball in hand foul.

12. **FOUL PENALTY**

When a foul is committed the opposing shooter gets *cue ball in hand*. This means that the shooter can place the cue ball anywhere on the table (does not have to **be** behind the head string except on the opening break).

13. 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. The shooter may continue to adjust the position of the cue ball until shooting with his hand only.

- a. Adjusting the position of the cue ball with anything other than your hand is a foul. The incoming shooter has cue ball in hand.
- b. 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.
- c. A cue ball in hand turn starts when the shooter places the cue ball on the table.

14. COMBINATION SHOTS

Combination shots are allowed; however, the 8-ball cannot be used as a first ball in the combination unless the shooting shooter has pocketed all of his object balls and is on the 8-ball to win the game.

15. MASSE SHOTS

Masse shots are legal.

16. SAFETY SHOT

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 shooting shooter intends to play safe by pocketing a "called" object ball into its proper pocket, then prior to the shot, he must declare a "safety" 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.

17. 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.

18. ILLEGALLY POCKETED BALLS

An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, (2) the called ball did not go in the designated pocket. Illegally pocketed balls remain pocketed.

19. 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.

20. PLAYING THE 8-BALL

When shooting at the 8-ball:

- a. A scratch or foul is **NOT** loss of game if the 8-ball is **NOT** pocketed. The incoming shooter has cue ball in hand.
- b. A scratch or foul is a loss of game, if the 8-ball is pocketed or knocked off the table.
- c. Pocketing the 8-ball in any pocket other than the designated pocket is a loss of game.
- d. A combination or billiard shot is perfectly legal as long as the 8-ball is hit first. The 8-ball can carom off of any number of balls and still be legally pocketed as long as the 8-ball is pocketed in the designated pocket by the shooter and the 8-ball is contacted first.

21. LOSS OF GAME

A shooter loses the game if he commits any of the following infractions:

- a. Pockets the 8-ball on the same stroke as the last of his group of balls.
- b. Pockets the 8-ball in a pocket other than the one designated.
- c. Pockets the 8-ball when it is not the legal object ball.
- d. Knocks the 8-ball off the table.
- e. Receives any time out or coaching from any other person during their turn after a first warning is given (see rule 22).

22. COACHING & TIME OUTS

Shooters who have a skill level of 20 or below are allowed to have two (2) time outs per game. Shooters who have a skill level between 21 and 50 are allowed to have one (1) time out per game. Shooters who have a skill level of 51 or higher receive none.

Only the shooter can call a time out. Time outs cannot be called by anyone else on their team. Teammates are also not allowed to ask the shooter if they would like a time out. Suggesting a timeout to a teammate while they are at the table is a foul. The incoming shooter receives cue ball in hand.

When a time out is called by the shooter, the shooter must announce clearly who they would like to coach them in their time out session. Only the person who was announced by the shooter may approach the table and consult with the shooter. The coach may not at any time consult, converse or communicate with another person other than the shooter during the time out.

23. 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

24. ILLEGAL COACHING

The coach may not:

- a. Touch the table
- b. Touch any part of the shooters cue
- c. Touch any balls
- d. Mark any part of the table with chalk or any foreign object
- e. Place markers or any foreign object on the table

25. 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.

26. STALEMATED GAME

If, after 3 consecutive turns at the table by each shooter (6 turns total), both shooters agree that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again.

27. 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.

28. 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.

29. CLOSE OR QUESTIONABLE SHOTS

It is the responsibility of all of the 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.

30. 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 8-ball, the 8-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.

31. 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 8-ball, then both shooters shall replay the game with the original shooter breaking.

OBSTRUCTION, INTERFERENCE AND FOULS

32. 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.

33. 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. The incoming shooter has cue ball in hand. Any object balls that were pocketed shall remain pocketed. If the 8-ball is pocketed the result is a loss of game for the shooter.

34. CUE BALL IN HAND PLACEMENT

When placing the cue ball in position, the shooter may only use his hand or it is a foul.

35. INTERFERENCE DURING CUE BALL IN HAND

Touching any object ball with the cue ball while it is cue ball in hand is a foul. The incoming shooter has cue ball in hand.

36. 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. The incoming shooter has cue ball in hand.

37. 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. It is not a foul until or unless the shooter touches a ball without permission.

38. INTERFERENCE - 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 incoming shooter has cue ball in hand. The ball remains pocketed.

39. INTERFERENCE - POCKETING THE 8-BALL

If the 8-ball is moved accidentally either by hand, stick, by any foreign object, or any part of the shooter's body and the 8-ball is pocketed as a result of the contact the result is a loss of game for the shooter causing the foul.

40. SCRATCH

Pocketing the cue ball or driving it off the table is a ball in hand foul.

41. BAD HIT

If the first object ball contacted by the cue ball is not a numbered ball from the shooter's established group, it is a ball in hand foul. If the shooter has no remaining balls from his/her group in play, the 8-ball must then be contacted first.

42. NO RAIL

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

43. BALLS JUMPED OFF THE TABLE

If any ball is jumped off the table and comes to rest off of the playing surface, it is a ball in hand foul and loss of turn, unless it is the 8-ball, which is a loss of game. All balls that come to rest off of the playing surface are placed on the same foot spot where the rack took place in numerical order. If there are any balls on the foot spot or blocking the foot spot the balls that were knocked off the table are to be placed directly behind the balls blocking the foot spot toward the foot rail.

44. STRIKING FOREIGN OBJECT OFF THE TABLE

Causing any ball to be jumped off of the table, come into contact with any foreign object while off of the table, then lands back onto the playing surface is a foul. The incoming shooter has cue ball in hand. The table is to remain in its current position where the balls came to a final rest. If the 8-ball is pocketed during this foul it is a loss of game for the shooter.

45. 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 ball in hand foul.

46. 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).

47. SHOOTING WHILE BALLS ARE IN MOTION

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

48. DOUBLE HIT

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

49. HEAD STRING

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

50. 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. The placing the cue chalk on the rail by the shooter is not considered marking the table.

51. 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 ball in hand foul.

52. 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 fall.

53. 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

54. BRIDGE

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

55. CUE EXTENDERS

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

56. 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.

57. 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.

58. JUMP CUES

Jump cues are allowed.

59. 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

60. WINNING SHOOTER POINTS

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

61. LOSING SHOOTER POINTS

- a. 3 points if a shooter losses 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

62. BONUS POINTS

- a. 1 point for a rackless match
- b. 1 point for each break and run
- c. 1 point for each 8-ball on the break

63. FORFEITING INDIVIDUAL MATCHES

When a team must forfeit individual matches they are to write "Forfeit" in the Shooter's Name section of their score sheet next to each match they must forfeit. When forfeiting a match the team that had to forfeit receives 0 points for that match. The opposing team receives 14 points for the forfeited match if they pay their nightly league dues for the forfeited match. If the nightly league dues are not in their team packet for the forfeited match 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 14 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.

64. 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 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. Some points are better than no points!

65. 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.

66. 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.

67. 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

68. 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.

69. 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.

70. ONE TEAM

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

71. PLAYOFF REQUIREMENT

Shooters on your team must have at least five (5) matches played during the current session in order to play for your team in the playoffs.

72. CHANGING TEAMS

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

73. 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.

74. 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

75. 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

76. 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.

77. 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.

78. 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.

79. 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.

80. 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. Teams not meeting this requirement for three (3) weeks during a session will be removed from their division.

81. NUMBER OF MATCHES ON LEAGUE NIGHT

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

82. 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

83. ELIGIBILITY

All shooters must have played at least five (5) matches played, in the division, during the current session in order to attend the playoffs.

84. 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.

85. 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.

86. 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.

87. 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

88. LATE ARRIVAL

Matches are to begin at the designated time set by your NAPA League Operator. If a shooter is going to be late it is the responsibility of the team captain to declare the shooter a "late arrival" to the opposing team captain within 15 minutes after the designated league start time. Once the shooter is declared a "late arrival" the shooter who is to be late must arrive at the playing location before the final shot of the 4th match has been made. If the late arrival's team does not have enough shooters on league night to fulfill a fourth match then the late arrival must arrive at the playing location before his team's final present shooter has completed his match. If the team captain does not declare the shooter a "late arrival" to the opposing team captain the shooter will be disqualified from match play. More than one play may be declared a "late arrival".

89. MULTIPLE TABLES

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

90. 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.

91. 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.

92. 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.

93. 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.

94. 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.

95. 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.

96. GAMBLING

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

97. 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.

98. 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.

99. HIGHEST AUTHORITY

NAPA is the highest authority concerning all league rulings.

100. 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

101. CHAMPIONSHIP DETAILS

The NAPA Nationals is an annual championship held for all shooters who qualify for participation. The NAPA Nationals is a singles event. All qualified shooters are placed into their respective class bracket based on their average skill level from their top twelve (12) skill levels achieved 365 days prior to the start of the NAPA Nationals. Any shooter who has less than twelve (12) matches played, 365 days prior to the start of the Nationals, will be entered at their highest skill level achieved.

102. 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 1st place in any NAPA Nationals qualifier.

103. 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