

# North Shore 9-Ball

*The North Shore's Premier Pool League Since 2008*



## Rule Book & Players Manual

North Shore 9-Ball  
PO Box 350  
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[www.northshore9ball.com](http://www.northshore9ball.com)

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## **Introduction Letter**

First, I would like to thank you for deciding to participate in North Shore 9-Ball. North Shore 9-Ball was founded in 2009 (and restructured in 2013) to provide pool players on the North Shore a league that is fair to players of all ability levels and give back as much as possible to the league. The league bases its operations on making sure that expenses are kept as low as possible and to give back as much as possible to league members through payouts and league events. This has been my commitment from the beginning and it will remain that way going forward.

North Shore 9-Ball is the only traveling league around that can say they offer all of the following items with equal value:

1. A fun night out for all league players.
2. The highest payout values around.
3. Playoff formats that bring the entire league together at once.
4. The easiest road for teams to win top prizes of any league in the area.

The main principal of North Shore 9-Ball is simple, be a fun league that players of all ability levels will be able to participate in and, more importantly, enjoy playing in. If you are someone who is looking for a cut-throat league where everyone is only in for the money and creating issues, then odds are we are not the league you are looking for. If you are looking for a fun night out with friends and family and want to shoot competitive pool while doing it, then this is the league for you.

A lot of effort has been put in by a lot of people to establish the league and get it to where it is now. The primary goal is to work toward growing and improving the league while keeping the main principals of North Shore 9-Ball in mind. Without feedback from league members this league will not develop and grow the way it should. Feedback and input from the league are what help drive improvements to the league.

I look forward to the future and hope that more people will have the opportunity to participate in what I consider the best pool league in the North Shore.

Thank you,

Jeremy Cameron

## **North Shore 9-Ball History**

North Shore 9-Ball is based out of Beverly, MA and was founded in 2009 by Tom Luszczyk, Jeremy Cameron, and several others. The league has members and sponsor clubs from all over the North Shore area including Beverly, Salem, Peabody, and Lynn. As a group they decided to form a non-profit league that could offer the best payouts, easiest road to Vegas, and most importantly a fun night out. The underlying goal of creating the new league was to make sure that players of all ability levels would have an equal chance of winning.

In 2010, a league-wide vote decided that North Shore 9-Ball would become single sanctioned under the American CueSports Alliance (ACS). In order to sanction, all members of the league pay a membership fee of \$10 for one year active membership with the ACS. In turn, the ACS stages tournaments, provides sponsorship opportunities to get items for raffles at our events and is the main sponsor the National Las Vegas tournament. Since 2012, the league has not sanctioned nationally, therefore eliminating the option to shoot in a national tournament.

## **North Shore 9-Ball Goals and Awards**

The goal of North Shore 9-Ball is to build a strong and competitive league that players of all ability levels can compete in and, most importantly, have a fun night out playing pool. The emphasis is on sportsmanship and sportsmanship will be the main goal at all times.

North Shore 9-Ball was started a Vegas based league and has since evolved into basically a payout based system. Based on set number of teams participating in all of the sessions throughout the season, the league can pay out 1 Top Prize in the Shootout Tournament. Currently, the set number of teams is five (5). The league also awards cash payouts for regular season and playoffs placements. All payouts are determined by the budget for that season and are based on amount of teams, total players and monies collected.

Teams must be in compliance by having all individual player memberships paid and all weekly dues up to date to be eligible for awards. Failure to stay in compliance can lead to disciplinary action up to and including expulsion from the league.

## **League Season**

North Shore 9 Ball is a year-round league and plays 4 sessions per season. The season typically starts in April and ends in March. The sessions include Spring, Summer, Fall, and Winter. The number of sessions and length of each session may vary based on the amount of teams and weeks available. The Spring and Summer sessions are typically the shortest.

The season culminates with the annual Qualifier and Shootout tournaments to determine the North Shore 9-Ball Champion. On average, there are 6-8 teams who earn a spot in the Shootout Tournament throughout the season.

## **Eligibility for Play**

In order to be eligible to participate in North Shore 9-Ball you must be at least 21 years of age and in good standing with our league sponsors. All players must be able to provide valid identification when asked. If a player does not have identification when asked, the team captain must contact a board member to seek an eligibility determination. You are advised to always have proper identification on you as most sponsor locations require identification to be inside of their establishment.

## **Sportsmanship & Conduct**

Sportsmanship is simply treating your teammates and opponents with courtesy and respect. While everyone wants to win, the purpose of league play is to have fun playing the great sport of billiards in the company of friends. By following a few simple guidelines, you can help ensure everyone gets the most out of their North Shore 9-Ball league experience.

1. **Know the rules:** Most disputes can be avoided if both players are knowledgeable about the rules of the game. This is especially important in our league as we have some variations from the basic ACS rules that are specific to our league.
2. **Play to your potential:** Being a good sport doesn't mean taking it easy on your opponent; quite the opposite. You'll be respected far more if you give it your best each turn at the table. Sandbagging not only spoils the match for the opponent you are playing, but goes against what the league is about. Handicapped leagues like ours are meant to be a genuine measure of your skill. It is simply poor sportsmanship to give anything but your best effort.
3. **No Sharking:** Sharking is any act designed to upset your opponent or disrupt their concentration at any time during the game. Examples are using profanity, making sarcastic and/or disrespectful remarks, refusing to acknowledge an obvious foul, standing close to your opponent's line of vision or creating sudden noise. These rules not only apply to the players in the game, but any league member in the area or within ear shot.
4. **Resolve disputes right away:** Disputes will occasionally occur and most will arise over a judgment call. Be proactive; if something will be close have a neutral person watch the hit. If you foul, give the ball to your opponent or at a minimum acknowledge the foul. If a dispute cannot be resolved, a team or player can protest the game/match. (Refer to Protests)
5. **Respect your hosts and their equipment:** Billiard rooms, bars and private clubs make up our sponsorship and they deserve to have the same courtesy you would expect at your home facility. Please represent yourself and North Shore 9-Ball in a positive manner.

Be sure to shake the hand of your opponent before and after each match, acknowledge your opponents good shots and make sure that the trademark of you and your teammates is one of good sportsmanship. Win or lose, that's what our league is about... Good Sportsmanship. Win or lose, if your opponents look forward to the next match with you, then you probably did something good!

## **Qualifications for Playoffs and Extended Tournaments**

In order for players to be eligible to participate in various events, league players must meet specific qualifications throughout the year. These events include, but are not limited to playoffs, year-end tournaments, and raffles. A player must complete the minimum amount of matches per session in at least two sessions to be eligible for year-end tournaments. It is mandatory for all players to qualify during the Winter session to be eligible to shoot in year-end tournaments.

The minimum amount of matches required in a session is determined before each session starts based on the amount of teams and weeks on the schedule.

### **Shootout / Qualifier**

Players that are in good standing with the league and have completed the minimum amount of matches required during that session will be qualified to play in the playoffs for that session.

Players that are in good standing with the league, have completed the minimum amount of matches in two sessions to qualify for the playoffs, and have qualified for either the Qualifier or the Shootout may participate in said tournament with that team. If a player changes teams after completing a session with one team and qualifies for a postseason tournament with the new team, the player must declare which qualification he/she will use and may only play for that team. There are opportunities during each session for players to qualify for tournaments.

Any player not in good standing with the league or is not up to date on membership or weekly dues will be ineligible for any postseason tournaments or events.

### **Waivers and Exceptions**

There are always cases where some players may not be able to shoot in a given session due to specific medical and/or non-medical reason. Things happen and the league understands that. Any player who would like to request a waiver to be given credit as qualifying during a session needs to submit a written request via mail or email to the league before that session ends. The request can be submitted by the team captain or the player and it needs to detail why a waiver should be granted.

It needs to be taken into consideration that waivers will not be issued as a convenience, rather they will be rare. If the situation could have been avoided or if the player had a reasonable opportunity to complete their requirements and simply did not for the session, there is a good chance the request will be denied. All decisions made by the league operator will be final, however, the operator does reserve the right to change or modify the decision at any time.

### **Session Playoff Skip Penalty**

In order to maintain the integrity of playoff brackets, all teams must participate in session playoffs and must make every effort to show up so the brackets can be filled out as positioning states. Teams who do not attend a session playoff without good reason will be punished on a

case-by-case basis up to and including losing extended playoff invitations. Teams that have earned multiple entries into extended playoffs may lose all except one to remove additional opportunities for a bye in the event.

### **Captain Responsibilities**

Due to the importance of the responsibilities that a captain holds, the league operator reserves the right to approve or disapprove the appointment of a captain or co-captain. The captain for each team is indicated by a © on the handicap sheet that is sent out each week. Contact information for captains is also posted on [www.northshore9ball.com](http://www.northshore9ball.com).

Prior to beginning a session, captains must inform the league operator if there are any changes or they will not be reflected immediately. When new players join the league, the captain must provide a full name, address, and contact information for each player. Failure to submit proper information on a player could result in them not being eligible to participate in league play.

Captains need to stay up to date regarding any changes or issues within the league. The league operator is constantly looking for feedback from players and ways to make the league more appealing to existing as well as new players. Captains should be proactive and forward information and/or feedback they receive from their players.

#### **Additional Responsibilities:**

- Being in control of his/her team at all times during matches and ensuring that all rules concerning play and the establishment are observed.
- Submitting all fees, dues, paperwork on time each week via USPS to:  

North Shore 9-Ball League  
PO Box 2301  
Salem, NH 03079
- Attending Captain's Meetings and League Meetings or sending a designated team representative.
- Become very familiar with the North Shore 9-Ball rules and policies.
- Informing their players of league information and updates.
- Having their team ready to shoot at the start of league play. (Monday nights at 7:00pm)
- Making sure scoresheets are filled out correctly and signed by the team captains.
- Making sure they track matches played by their players to ensure qualifying them for the postseason.
- Filing any protest paperwork or other documents as needed.

## **League Matches**

League matches are scheduled for Monday nights at 7:00pm. Matches should start on time and players should be ready to play when it is their turn. The home team will have the option to decide if the match will be played on 1 or 2 tables, should a 2<sup>nd</sup> table be available. Matches generally run 3-4 hours if played using one table or closer to 2 hours use two tables. If you find that your matches are finishing later than 11:00pm, you should review your procedures and shooting time to see where you are losing so much time and work toward resolving it.

Matches may be rescheduled for alternate times if both captains agree. They will need to notify the league that both teams have agreed to reschedule the match and let them know when (date/time) and where (if a change has occurred) the match will be played. In the event that the league operator decides matches should be canceled or suspended, teams will be notified via league-wide e-mail or phone calls. In most cases we will defer to the team captains to make alternate plans or play the match as scheduled (at your own risk).

**Scoresheets** (*Refer to Appendix I to view the current scoresheet*)

Scoresheets are available on [www.northshore9ball.com](http://www.northshore9ball.com) and are distributed to each team at a Captain's Meeting before the session begins. It is the responsibility of the captain to ensure that they have a scoresheet for a match. Scoresheets will be provided for playoff events.

## **Submitting Paperwork and Weekly Dues**

After a match is completed, it is the responsibility of the captain to sign both their own scoresheet as well as the opposing team's scoresheet. Both teams will be required to submit a scoresheet along with weekly dues. Weekly dues are \$40 per team. The weekly dues can be paid by a sponsor (if the sponsor agrees) or by the team itself in cash, check or money order. Checks should be made out to North Shore 9-Ball. Teams typically break down the cost of weekly dues to \$10 per player and are paid by the players who shoot that week.

Paperwork and dues should be mailed each week to the following address:

North Shore 9-Ball  
PO Box 2301  
Salem, NH 03079

Teams who submit their paperwork in a timely manner and have the envelope postmarked by the Wednesday following a Monday night match will receive 1 match point bonus for timely submission. Incomplete paperwork, missing dues, or paperwork that is not postmarked with that Wednesday's date on it will receive 0 bonus points. Teams who have not submitted all of their dues before a session ends will forfeit any payouts earned and be disqualified from playoff events, including the Qualifier and/or Shootout.

## **Missing Paperwork and Dues**

Teams who have not submitted paperwork and dues on time will be indicated in the Notes section on the weekly paperwork. Any team that does not turn in paperwork for two consecutive weeks will be suspended from their next scheduled week of play. Both teams effected will be notified of a suspension via email. The suspended team will be given until paperwork is collected for the week they are suspended to catch up on their missing items.

If the suspended team successfully gets up-to-date during the week they are suspended, then they will be given an opportunity to reschedule the match with the opposing team. The rescheduled match must occur before the last scheduled week of play in the session and the teams must notify the league operator of the date and time when it is established. If no agreement can be made, the match will be considered a forfeit and a hearing will be scheduled between the league operator and the two teams to go over why a resolution could not be made. Within 48 hours after the hearing, a decision will be made on how the match will be scored and the teams will be notified. The decision on scoring will be final with no appeals.

If the suspended team does not get up-to-date during that week, the team will be suspended indefinitely until their dues are up-to-date. The league operator will review all matches missed and assign scoring on a case-by-case basis. The team will also be required to attend a meeting with the league operator before being reinstated to establish guidelines on the terms of their reinstatement. If the guidelines are not followed or the team becomes a repeat offender, the team will be subject to further disciplinary actions or expulsion from the league.

## **Scoring a Match** (*Refer to Appendix I to view the current scoresheet*)

A match will consist of a home team and an away team. Prior to the match starting, each team is required to select 4 players (Refer to Ghosts if less than 4 players are available for a match) and to write their names and handicaps in the appropriate section on the scoresheet (home team on top, away team on bottom). Each team should add their total Team Handicap and round it up (.5+) or down (.4 and under) to a whole number. After both teams have their rosters locked they will copy the other team's roster onto their own scoresheet.

Based on the difference between Team Handicaps, the lower handicapped team may be awarded points per round as part of our handicap system. The Handicap Calculation section at the bottom left of the scoresheet breaks down how many points should be awarded per round based on the difference in Team Handicap. The Handicap Points should be input into the Handicap Points section of the scoresheet below the Round Points for all 4 rounds. The higher handicapped team will receive 0 Handicap Points.

Each player will play an opposing player twice per round in a round-robin format for 4 rounds. The home team will always remain in order, while the away team will rotate per round (i.e. 1<sup>st</sup> round = 5, 6, 7, 8 / 2<sup>nd</sup> round = 6, 7, 8, 5). The player number matchups are listed above each game set. The away team breaks first in the 1<sup>st</sup> and 3<sup>rd</sup> rounds and the home team breaks first in the 2<sup>nd</sup> and 4<sup>th</sup> rounds (breaks are indicated with a "B" in the appropriate game location).

Each game in a round is worth 2 points making a round worth a possible 16 points. The player who wins a game will receive 2 points, while the losing player will receive 0 points. It is the responsibility of the captain or scorekeeper to make sure matches are being scored correctly at all times. At the end of each round, the round points should be added and written into Round Points. Round Points are then added to Handicap Points to find Total Points for a round.

At the end of each round, both teams should indicate win (W), loss (L), or tie (T) based on Total Points. After all 4 rounds are completed teams should add the Total Points for each round together to get the Overall total. In the Match Totals section, teams will write in the total number of rounds won and award 2 points for each round won (total of 8 points possible). In the Overall section, they should indicate win (W), loss (L), or tie (T) and award 3 points for a win, 1.5 for a tie, and 0 for a loss.

#### **4<sup>th</sup> Round Bonus Point System**

The 4<sup>th</sup> round of each match during regular season play is worth an additional match point to the team that wins the round. If there is a split, each team is awarded a half of a point. This point does not factor into the Match Totals and should not be added to that total. Bonus points are added by the stat keeper separately.

The 4<sup>th</sup> Round Bonus Point System was implemented for sportsmanship reasons and to help curb players intentionally losing games when the match has already been won.

#### **In-Game Rule Adjustments**

North Shore 9-Ball plays under a modified ACS rule book. Any rule that is not referenced in this rule book will default to the ACS rule book's definition.

#### **Nine Ball Rack**

The object balls are racked as tightly as possible in a diamond shape, with the 1-ball on the break spot and the 9-ball in the middle of the diamond. The other balls will be placed in the diamond without purposeful or intentional pattern.

#### **Legal Break Shot**

The following rules apply to the break shot:

- The cue ball begins behind the head string; and
- If no ball is pocketed on the Break Shot, at least 4 balls must be driven into the rails or the shot is a foul resulting in cue ball in hand for the opponent.

## **Standard Fouls**

If a shooter commits a standard foul, play passes to his opponent. The cue ball is in hand and the incoming player may place the cue ball anywhere on the playing surface. The following are standard fouls:

- Cue ball scratch in pocket or driven off the table;
- Wrong ball first – The first object ball contacted by the cue ball on each shot must be the lowest-numbered ball remaining on the table;
- No rail after contact;
- No foot on floor;
- Touched Ball – If a ball is inadvertently touched by the shooter, their cue stick, or anything else that could move a ball on the table and it affects the outcome of the table (i.e. hits another ball on the table), it shall be a ball-in-hand foul. If the touched ball does not affect the outcome of the table, it will not be a foul and the ball can be moved back to the original spot or left in the same spot at the discretion of the opponent.
- Double Hit – A double hit occurs when the tip of the shooter's pool cue contacts the Cue Ball more than once during a shot.

## **Ball Driven off Table**

Any ball that is driven off the table shall be placed into a pocket and the shot will be a possession foul even if another ball is pocketed legally. It will be the opponent's shot and the cue ball will remain where it lies. Standard Foul rules apply if one occurs during the shot.

If the 9-ball is driven off the table it shall always be spotted on the break spot. The 8-ball will only be spotted if it is driven off the table while The 8 Ball Rule is in effect.

## **Push Shot**

A Push Shot may only be played on the shot immediately following the break shot. A Push Shot requires that the shooter to contact the cue ball in the same manner as a normal shot, however, the shooter is not required to hit the lowest numbered ball first or at all and all fouls (excluding scratch in pocket) are suspended. The shooter is required to make their intention to play a Push Shot known to their opponent before playing the shot. The opposing player may then choose to take the shot left to them or pass the shot back to the original shooter. A player may pocket any ball on a Push Shot; however, if the 9-ball is pocketed on the Push Shot it will be spotted on the break spot (Refer to Spotting Balls). Please note that Push Shot rules are adjusted when The 8 Ball Rule is in effect. (Refer to The 8 Ball Rule)

## **Spotting Balls**

Balls are spotted (returned to play on the table) by placing them as close to the break spot (where the 1-ball would be located when balls are racked) without moving any inferring balls. If the spotted ball cannot be placed directly on the break spot, it should be placed with contact (if possible) with the corresponding inferring ball on the short rail side. However, when the cue ball is next to the spotted ball, the spotted ball shall not be placed in contact with the cue ball; a small separation must be maintained. If all of the area between the break spot and the short rail is blocked by other balls, the ball should be spotted above the break spot, and as close as possible to the spot.

## **Cue Ball in Hand**

When the cue ball is in hand, the shooter may place the cue ball anywhere on the playing surface and may continue to move the cue ball until he/she executes a shot. Coaches may be used when the cue ball is in hand; however, coaches are not permitted to touch, place or move the cue ball for the shooter. Players may use any part of the cue stick to move the cue ball, including the tip, but not with a forward stroke motion.

## **Standard Call Shot**

Players are not required to call shots during a match, with the exception of the 9-ball. If the 9-ball is pocketed and the shot was not called, the 9-ball is re-established on the table. (Refer to Spotting Balls). The Player only needs to call the 9-ball in a pocket; they do not need to call rails, combinations or anything other than the pocket the 9-ball is being shot at.

*Note: Players are encouraged to verbally announce the 9-ball pocket to their opponent regardless of how obvious the shot may be. Pointing and not verbalizing the called shot can lead to disagreements and disputes, which is not the goal of North Shore 9-Ball.*

## **Outside Interference**

When outside interference occurs during a shot that has a direct effect on the outcome of the table, the player can ask the opponent to reset the balls to the original position prior to the shot and the player may retake the shot.



## **Subject Ball**

A Subject Ball is a ball that must be re-established on the table and spotted on the break spot (refer to Spotting Balls) if not pocketed legally. The 9-ball will always be a subject ball. The 8-ball will become a subject ball only when the 8 Ball Rule is in effect.

## **Three Foul Rule**

Three consecutive fouls is considered a loss of game. The player must inform his opponent that he/she is on two fouls prior to the third shot. If this is not announced and the shot is a foul, it shall not be considered loss of game and play will continue. However, the fouls will not reset and player will still have committed two consecutive fouls.

The Three Foul Rule will not be in effect when a player with a handicap of 6.0 or higher is shooting against a player with a handicap of 3.0 or lower.

## **The 8 Ball Rule**

The 8 Ball Rule is in effect when a 3.0 or lower handicap player is shooting against a 6.0 or higher handicap player. When the 8 Ball Rule is in effect, any rule adjustment referenced shall take precedent over a rule in play under normal circumstances.

When The 8 Ball Rule is in effect the lower handicap player may bypass the 8-ball and shoot directly at the 9-ball when they are the only two balls remaining on the table. The 9-ball must still be shot into a called pocket to win the game.

When The 8 Ball Rule is in effect the 8-ball becomes a subject ball, meaning that it may be re-established on the table and spotted on the break spot (refer to Spotting Balls) if it is not pocketed legally based on specific 8 Ball Rule adjustments. The following items define what shall happen if the 8-ball is pocketed under specific circumstances.

- If the 8-ball is pocketed on the break shot, the 8-ball shall stay down and the game continues. This shall remain true even if a Standard Foul occurs; with the exception of touched ball (refer to Standard Fouls). If the 8-ball is pocketed by a touched ball or is the touched ball, the 8-ball shall be re-established on the table and spotted on the break spot.
- If the 8-ball is pocketed during a push shot (refer to Push Shot), the 8-ball shall be re-established on the table and spotted on the break spot. Normal push shot rules then apply.
- If the 8-ball is pocketed on a normal shot and any standard foul occurs on the table, the 8-ball shall be re-established on the table and spotted on the break spot. The opponent will have cue ball in hand.
- If the 8-ball is pocketed on a normal shot by a legal combination shot and no standard foul occurs on the table, the 8-ball stays down and the game continues with the shooter remaining at the table.
- If the 8-ball is driven off the table at any point during the game it shall be re-established on the table and spotted on the break spot.

## **Shooting Out of Turn**

During the course of a match, it is possible for players to shoot out of turn, especially when playing a match on two tables.

- If teams realize the mistake at an early stage of the game, both captains can agree to abandon the game and start the correct game. If no agreement can be made, complete the game and score it in the correct location.
- If a game is played out of turn and completed, the result should be put into the correct position on the scoresheet and the match should continue at the correct point.
- If the game being played out of turn does not have a location to be put into on the scoresheet, the player in the correct spot will be credited 2 points and the opponent 0 points for the game and the game will end at the point it is discovered.

As always, it is the captain's responsibility to keep track of who should be playing and having their players ready to shoot.

## **Protesting a Match**

In the event a dispute can not be settled and a player or team wants to protest a match, the captain of the team must submit in writing a detailed description of the incident. Protests can only be submitted for rule infractions. To submit a protest, the captain can either write a description of the protest on the back of the scoresheet and mail it in with the weekly paperwork or go to [www.northshore9ball.com](http://www.northshore9ball.com) and submit a Contact Form (the fastest way to get a resolution). The captain of each team will be contacted and a hearing will be scheduled.

## **Time Outs**

Each team is allowed up to 4 time outs per round. A time out can be called by any player on the shooter's team regardless of whether or not they are an active participant in the match. Only one coach is allowed for each time out and all other players must stay away from the table. A player may call a coach over for guidance, but only that coach is allowed to approach the table and confer with their player. Consecutive time outs are allowed if the team has them remaining.

If a team has used all of their time outs, the opposing captain or scorekeeper must inform the other team's captain that the time outs for that round are expired. If the team does not inform the other team and an additional time out is called, it is not considered a foul. However, the coach must cease any assistance and return to their seat. The shooter will not be penalized and may continue to shoot.

Any player can ask a question regarding a rule at any point and will not be charged a time out.

## **Roster Changes**

Roster changes are allowed during the first 4 weeks of a session. No roster movement will be allowed after Friday following the third week of scheduled matches. Roster changes include a team adding a new player who has never participated in the league before, a former player returning or a player moving from one team to another. Teams adding a new player to the league must submit a New Player Registration form online on [www.northshore9ball.com](http://www.northshore9ball.com) or via email to the league operator with all of the player's information. Failure to complete this process will result in the player not being eligible to participate. The league operator reserves the right to accept or deny a new player or player returning to the league at his discretion.

Rosters for the first week of a session will be locked on the Tuesday before the first scheduled week of play. Any changes requested after Tuesday will not be reflected until week 2 of the session. Roster changes after the first week must be submitted by Friday to be reflected for the next scheduled week of play. Requests received after Friday will not be reflected for that week's play. Example: A request received on Saturday, April 12<sup>th</sup> will not be reflected on Monday, April 14<sup>th</sup>, instead it will be reflected on Monday, April 21<sup>st</sup>.

In the event that a team loses players after week 4 of a session that would make it difficult for the team to field a team each week, the league operator reserves the right to allow a team to add additional players after the 4<sup>th</sup> week. Lack of effort by the captain to fill the roster with adequate players will not typically result in an exception to the rule.

## **Forfeits**

Teams that do not show up for a match unannounced will receive a forfeit. Teams that forfeit a match will receive a 0-11 loss for the match. In this case, the other team would receive a 7-4 win (64%) or their average win percentage at that point of the season, whichever is greater. Weekly dues are still required to be paid by both teams for forfeits. All forfeit scenarios will be evaluated on a case-by-case basis and adjustments to points being awarded could be made.

In the event a team does not show up or make alternate arrangements for their scheduled match, that team captain will be required to explain the issue and work on a resolution. In a situation that a captain does not feel he/she can field a team for any reason, the captain should contact the opposing team's captain first and attempt to make alternate arrangements. If an agreement can not be reached the captain should then notify the league operator as soon as possible prior to the match. The league reserves the right to reschedule a match if they feel the reason was valid, enough time was given to the opposing team and/or an alternate match date/time could not be worked out.

## **Ghosts**

A Ghost is a variable position on the scoresheet that allows a team to play a match when only two or three players are available to participate. Each time the Ghost spot comes up in a match, the player scheduled to shoot against the Ghost will select one of the players from the opposing team to become the Ghost for that round. Below is an outline of where a Ghost should be placed on the scoresheet based on the number of available players.

### **A. Three Players and a Ghost**

When a team has only three players available for a match, the three players must be placed in the team's 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> spots on the scoresheet and the Ghost will be placed in the 4<sup>th</sup> spot.

### **B. Two Players and a Ghost**

When a team only has two players available for a match, the two players must be placed in the team's 1<sup>st</sup> and 2<sup>nd</sup> spots on the scoresheet and the Ghost will be placed in the 3<sup>rd</sup> spot. The 4<sup>th</sup> spot will become a Forfeit and receive a 0-8 record for the match. The handicap a Forfeit spot is calculated by finding the average of the actual players' handicaps by adding them together and dividing by the total number of players. This handicap will be locked in at the start of the match.

## **Calculating Team Handicaps when using a Ghost**

After the player scheduled to shoot against the Ghost has selected who the Ghost will be for the round, that player's handicap will be used for the Ghost's handicap during the round. Using the selected Ghost's handicap, teams should then calculate the team handicap for the round and use the Handicap Calculation section at the bottom of the scoresheet to establish the Handicap Points per round. If Handicap Points are to be awarded to a team they should be placed in the appropriate round column. (Refer to Scoring a Match for more information)

It is important to note that the team handicap for the ghosting team cannot be calculated at the beginning of the match because a different Ghost can be selected each round. With this in mind, different Ghost selections may create different team handicaps in a given round. Therefore, it is also possible to have different Handicap Points awarded per round because of these differences. We recommend finding the total of the other three spots at the beginning of the match to make each round calculation a little easier.

## **Ghosts in the Playoffs**

Ghost may only be used during regular season matches and are not allowed in any playoff match. A playoff match can be played with as few as three players; however, the 4<sup>th</sup> spot will become a Forfeit and receive a 0-8 record for the match. No playoff match can be played with two players. The handicap of the Forfeit spot will be calculated by finding the average of the three players' handicaps (add them together and divide by three). This handicap will be locked in at the beginning of the match and used for the Handicap Calculation.

## **Closing Notes**

North Shore 9-Ball is based on a simple idea where players of all ability levels should have a fair chance to win in a pool league. The league was built with players in mind and we keep overhead low to make sure that the vast majority of money collected goes back to the players. No other league in the area can do what we do and we hope you enjoy playing in North Shore 9-Ball.

This Rule Book is distributed to North Shore 9-Ball league players as a guideline for play in the North Shore 9-Ball. It is impossible to cover every situation in a rule book; however, we will constantly review our rule book and update it as needed to continue to narrow down the complete rules, policies and procedures for our league.

The rules for North Shore 9-Ball are based on rules in the ACS Pool League rule book. If any rule in this rule book conflicts with the ACS rule book, the North Shore 9-Ball rule book guidance on the rule will be followed.

Should you have any suggestions or questions on this document please log-on to [www.northshore9ball.com](http://www.northshore9ball.com) and submit a Contact Form to the league.

Appendix I – The Scoresheet



# North Shore 9-Ball Scoresheet

Date: \_\_\_\_\_

Home Team:		Round 1	Round 2	Round 3	Round 4	Player Totals			Achievements
HCP	1	1 vs 5 B     B	1 vs 6 B     B	1 vs 7 B     B	1 vs 8 B     B	W	L	Pts	B&R 9B PS
HCP	2	2 vs 6 B     B	2 vs 7 B     B	2 vs 8 B     B	2 vs 5 B     B	W	L	Pts	B&R 9B PS
HCP	3	3 vs 7 B     B	3 vs 8 B     B	3 vs 5 B     B	3 vs 6 B     B	W	L	Pts	B&R 9B PS
HCP	4	4 vs 8 B     B	4 vs 5 B     B	4 vs 6 B     B	4 vs 7 B     B	W	L	Pts	B&R 9B PS
Total HCP	Rounded HCP	Round Points				Match Totals			Bonus: Did you win the 4th rnd? Y   N
		Handicap Points				Rounds Won			
		Total Points				Overall (W/L/T)			
		Win (W), Loss (L), or Tie (T)				Total Points			

Visiting Team:		Round 1	Round 2	Round 3	Round 4	Player Totals			Achievements
HCP	5	1 vs 5 B     B	4 vs 5 B     B	3 vs 5 B     B	2 vs 5 B     B	W	L	Pts	B&R 9B PS
HCP	6	2 vs 6 B     B	1 vs 6 B     B	4 vs 6 B     B	3 vs 6 B     B	W	L	Pts	B&R 9B PS
HCP	7	3 vs 7 B     B	2 vs 7 B     B	1 vs 7 B     B	4 vs 7 B     B	W	L	Pts	B&R 9B PS
HCP	8	4 vs 8 B     B	3 vs 8 B     B	2 vs 8 B     B	1 vs 8 B     B	W	L	Pts	B&R 9B PS
Total HCP	Rounded HCP	Round Points				Match Totals			Bonus: Did you win the 4th rnd? Y   N
		Handicap Points				Rounds Won			
		Total Points				Overall (W/L/T)			
		Win (W), Loss (L), or Tie (T)				Total Points			

HANDICAP CALCULATION	
Add up each players HCP for Total HCP, then Round Total HCP down (under .4) or up (.5+)	
Subtract the lower HCP from the higher HCP	
Use the chart below to find the total HCP Points per round the team with lower HCP will receive	
Difference	Handicap Points
0 - 1	0
2 - 3	1
4	2
5	3
6	4
7 - 8	5
9 - 10	6
11	7
12	8
13 +	9

CALCULATING ROUND TOTALS
Win = 2 Points / Loss = 0 Points
Add together each player's points in the round for Round Points
Add Round Points and Handicap Points for Total Points
Mark Win (W), Loss (L), or Tie (T) for each round

CALCULATING THE MATCH TOTALS
Award 2 Points for each round won (1 for Tie)
Award 3 points to team with the most overall points (1.5 each for Tie)
Add Rounds Won and Overall points for Total Points
Bonus: Circle Y or N based on the results in the 4th round.
The 4th round winner will be awarded 1 bonus point to their overall Win total.

NOTES
Any 3.0 HCP playing a 6.0+ can bypass the 8-ball and shoot the 9-ball
The 3 Foul Rule does not apply when a 3.0- HCP is playing a 6.0+ HCP

Captain's Signatures - Home Team  
Visiting Team