Conduct During League Play

• Defined Terms
  Suspension and Probation

Tournament Information and Rules

• Expanded for Clarity
  Skill Level You MUST Play With

Glossary

• ADDED
  Jaw of Pocket

• ADDED
  Playing Surface

• CLARIFIED
  Push-out

New Diagram

• ADDED
  Jaw of Pocket

General Rules

• Starting Skill Levels for NEW players
  Effective 12-01-18, all NEW players start at a SL3.

• Breaking the Skill Level Limit Rule (all formats)
  The offending team will lose all points.

• Playing a third Senior Skill Level in 9-Ball
  The third Senior Skill Level played will lose the points earned.

• Time-Outs during League now the same as in Tournaments
  a) If any member of the team suggests a time-out to the shooter, the time-out will be charged;
  b) If the shooter requests a time-out, the coach may refuse it and no time-out will be charged.

Game Rules

• ADDED: Accidentally Shooting the Wrong Category of Balls
  If a foul is not called before the shooter makes legal contact with a ball of their actual category, it is too late to call the foul.

• NEW: Frozen Ball
  New section dedicated to frozen ball scenarios

• NEW: Accidentally Moved Balls
  New section dedicated to accidentally moved balls

• NEW: Stalemates
  New section on stalemates

• Close Hits Clarification
  If a third party is not asked to watch the hit, and the hit is disputed, the call will tend to favor the shooter (not automatically go to the shooter).

• ADDED: How to Win a Game/8-Ball
  Your opponent fails to properly mark the pocket where the 8-ball is pocketed, and you call loss of game.

Fouls Section

• ADDED: Calling a Foul
  A foul that is not called when it occurs cannot be called once the next shot is taken.

• CLARIFIED & REDEFINED
  Illegal Coaching

• ADDED: Doubles Only
  Shooting out of rotation will be a ball-in-hand foul.

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