

## FROZEN BALL

A frozen ball is a ball that is touching either another ball or a rail. In order for the frozen ball rule to be in effect, the ball must be declared "frozen" and verified as such by the shooter and their opponent. If the players in the match cannot agree, an official referee may be asked to determine if a ball is frozen.

### **When an object ball is frozen to the rail**

- to make a legal shot, after contacting a ball that is frozen to a rail, the shooter must either:

- Drive the cue ball to any rail after the cue ball touches the frozen ball
- Drive the frozen ball to another rail or into a pocket
- Drive the frozen ball away from the rail and into another ball which, in turn, causes the frozen ball to hit any rail or go into a pocket, or causes the other ball to hit any rail or go into a pocket.

To make a legal shot, after simultaneous contact between a frozen ball and the rail it is frozen to, the shooter must either:

- Drive the cue ball to another rail
- Drive the frozen ball to another rail or into a pocket
- Drive the cue ball off the rail and into another ball which, in turn, causes the cue ball to hit any rail, or causes the other ball to hit any rail or go into a pocket.
- Drive the frozen ball off the rail and into another ball which, in turn, causes the frozen ball to hit any rail, or causes the other ball to hit any rail or go into a pocket.

## DOUBLE HIT/PUSH SHOT

The PUSH SHOT/DOUBLE HIT is a shot in which the cue ball is frozen to the object ball and the shooter keeps the tip of the cue on the cue ball while pushing thru the shot.

In the event of a double hit/push shot situation a referee will inform the opponent how to lessen the chance of making a double hit foul.

To avoid a potential foul the shooter should hit the cue ball at an angle or by elevating the butt of your cue about 30 degrees.

### **ACCIDENTALLY MOVED BALLS**

Accidentally moved balls must be put back to its original position. Unless any of the accidentally moved balls make contact with the cue ball. If accidentally moved balls make contact with the cue ball, it is a ball-in-hand foul, and no balls get replaced.

- If the accidental movement occurs between shots, the ball must be replaced by the opponent before the shot is taken.
- If the accidental movement occurs during a shot, all balls accidentally moved must be replaced by the opponent after the shot is over and all balls have stopped rolling.

An Object that is in motion and makes accidental contact with a bridge, cue stick, etc. is not replaced.

If, during the course of the shot, another ball stops in the position previously occupied by the accidentally moved ball, the opponent must place the accidentally moved ball, in a fair manner, as close as possible to its original position.

## REFEREE GUIDE

• **TEAMS ARE REQUIRED TO SHOW THE HIGHEST RESPECT FOR REFEREES AT ALL TIMES!** Giving the referees a "hard time" can and will place the team, and/or member(s) involved, in jeopardy of being immediately disqualified from the event, removed from the premises and suspended, indefinitely, from the league. **YOU HAVE BEEN WARNED!!!**

- Referee calls are BINDING AND FINAL and cannot be protested or reversed
- Referees are instructed to report sportsmanship issues to tournament officials
- Referees **CANNOT** give rule interpretations or answer any questions about a rule. The requesting captain, coach or player is responsible for temporarily halting the match to seek clarification or confirmation of the rule in question, from the tournament director ONLY. This will eliminate possible mistakes, misunderstandings and miscommunications of any kind. Referees are to only make calls concerning "good hit", "bad hit", "frozen ball" and any other possible situations where a foul may occur
- Referees are not responsible for watching every roll of the balls on their assigned tables. On a potentially "close-hit" shots, it is the responsibility of the Captains, coaches and/or other players to protect themselves by calling an Official Referee to watch (prior to the shot being executed. If an Official Referee is NOT called for a "close-hit" shot, the call goes to the shooter.
- Referees are asked to **NEVER OFFER A CALL** even if they see an obvious foul. It is YOUR responsibility to ask them if the shot was "bad". IF THEY ARE 100% SURE it was bad, then you will be awarded ball-in-hand.
- Referees **CANNOT** be asked to discuss "game strategy/shot selection" with any player during their match. It's best to refrain from casual conversation as you await your next shot, to avoid any confusion about what may or may not be discussed.

# 8-BALL TOURNAMENT RULES



THE GOVERNING BODY OF AMATEUR POOL®

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# Welcome to Higher Level Tournament

1. \$40.00 Team Entry Fee
2. Players must lag for the break.
3. Teams must comply with the 23-RULE. This means NO team may play five players whose combined skill levels exceed 23. In addition, a team must show that it could have fielded a legal team (meaning it could have provided 5 players that did not exceed 23) if the match had gone the entire 5 individual matches. A team may not lead off with three players whose skill levels add up to 19; unless there are two 2's listed on the roster.

Teams that are unable to comply with the 23 Rule: If the total skill levels of the lowest five players listed on the roster exceed 23, the team will have to play four players who skill levels do not exceed 19, and forfeit the fifth match. If a team's skill levels elevate to the point where the skill levels of the lowest four players on the roster exceed 19, then they can play three players to 15 and forfeit the fourth and fifth matches.

#### 4. Limited Number of Senior Skill Level Players in 8-Ball

Senior Skill level players are those who have a skill level 6 or 7. Teams may not field more than two Senior Skill Level players in a match. A violation of the rule has officially occurred when the rack is struck in an individual match involving a third Senior Skill Level player. The ineligible player forfeits the individual match and the teams go on to the next match. The skill levels of both players will count towards the Team Skill Level Limit for that match.

**If a player pockets the 8-Ball without marking the intended pocket and the opponent calls "loss of game" prior to racking, it will result in a loss of game.**

If the marker is already at the intended pocket from a previous attempt or game, it is not necessary for the shooter to touch it, pick it up, or reposition it. **Anyone can remind a player to place the pocket marker and it WILL NOT be considered coaching or a foul.**

5. Only 1 (1 minute) time-out per player / per game. If a coach suggests a time-out to the player, the time-out must be taken. Coaches may place the cue ball for a player in a ball-in-hand situation during a coaching time-out. If the player or coach fouls in the process of placing the cue ball, it will be ball-in-hand for the opponent. Coaches may not mark the playing surface of the table, or guide the shooter's cue. The coach must leave the playing area before the shooter attempts the shot.

No Earphones, Ear Buds, Headphones, Bluetooth Devices, Smart Watches, Etc. during play.  
No Cell Phone use during play.

#### SCOREKEEPING –

- Proper scorekeeping should be taken. Patches for 8-on the Break & Break & Runs are awarded and must be claimed by the Team Captain at the Control Table when score sheets are turned in for processing.

**ANY TEAM CAUGHT FRAUDULENTLY KEEPING SCORE, ADDING INNINGS, ALTERING SCORESHEETS IN ANY WAY, ETC., FOR THE INTENT OF CHEATING WILL BE SUBJECT TO DISQUALIFICATION.**

- **DECLARING PLAYERS:** Once both teams in a match have declared a player, the players cannot be changed unless the 23 Rule is in jeopardy.

## MATCH TIME GUIDELINES

• **TEAMS THAT DO NOT SHOW UP FOR THEIR FIRST ROUND MATCH AND FORFEIT, WILL BE COMPLETELY FORFEITED OUT OF THE TOURNAMENT.**

- FORFEITS will be determined 15 minutes after a match has been called. The League Operator / Tournament Director will determine when a match is officially forfeited.

• EACH NEW PLAYER SELECTION – 1 minute limit

• EACH COACHING – 1 minute limit.

• AVERAGE SHOT – 20 seconds

• AVERAGE TIME BETWEEN SHOTS – 15 to 30 seconds (max)

• MODIFIED SINGLE ELIMINATION TOURNAMENT – which means... your team is guaranteed to play two rounds. At the third round of play, if your team loses, you are out of the competition.

• CUE BALL FOULS – The cue ball is always live. Do not touch the cue ball while it is still rolling. Doing so may result in a foul.

• CLOSE SHOTS – If a shot looks like it may result in a "bad hit", stop the game and get a Tournament Official to make the call. Either player may stop the game to ask for a call. The decision of the Tournament Official is final. If a shot is close and a Tournament Official is not called, the ruling will have a tendency to be in the shooter's favor.

### "SUDDEN DEATH" FORMAT

SUDDEN DEATH WILL BE IMPLEMENTED AT THE 2 1/2 hour mark which means if players are in the middle of playing, they will finish and the next match and all subsequent matches will result in SUDDEN DEATH.

1. A sudden death match in 8-Ball will consist of 2 racks (or games): the first rack will be worth 2 points; the second rack (if needed will be worth 1 point.) If the 2 points won in the first rack determine a clear winner, such that there is no way the opposing team can come back and win the overall team match, the match is over; if the two points earned do not determine a clear winner, the Sudden Death match continues with a second rack, worth 1 point. Since the first rack of Sudden Death is worth more points than the second rack, the winner of the first game will receive credit for that specific individual match, for tie-breaking purposes, should the teams end up tied in total points at the end of the match.

2. If Sudden Death begins in Match 4, it may be necessary to play both racks in the 4th match and both racks in the 5th match.

3. If after playing both racks of Sudden Death in match 5, the teams are tied in total points, the winner will be the team that won 3 of 5 individual player matches.

\*\*Keep in mind, there are a number of different scenarios possible in Sudden Death within the 3 Point Scoring System, but the logic remains the same: the first rack is worth 2 points and the second rack is worth 1 point, and the match is officially over once a team can no longer mathematically win the match.

**Sportsmanship:** HAVE FUN! BE RESPECTFUL! Win with grace, lose without complaining. Treat your opponent as you would like to be treated. Shake hands, wish them luck, encourage your teammates AND your opponents. We are all amateurs. Pool is our hobby, not our profession. Let's have a good time!