

1. Structure of The League

1.1. **The Match / Season format**

1.1.1. A match will consist of fifteen (15) games. This Match will consist of 12 single games and 3 double games.

1.1.2. A match during playoffs is a race to eight (8) wins. The remaining games will not be played out after the match winning team has been determined.

1.1.3. There will be 3 sets of pool in each match. The 1st set will be 6 single games, the 2nd set will be 6 single games and the 3rd set will be 3 doubles games.

1.1.4. No player can play more than one game per set. In each set the playing order of games can be adjusted if the team captains agree. However, all games in the current set must be completed before the next set is started, that is Set 1 must be completed before Set 2 is started and Set 2 must be completed before Set 3 is started, unless both captains agree to move on to the next set prior to the 1st set being completed.

Clarification:

The order of games cannot be adjusted within the set during playoff matches.

1.1.5. A team must have a minimum of 3 players present at the match to start play. A team without 3 players physically present at the match venue is considered as not having 'shown up'. Once the line-up sheets are completed (for the set to be played next) and exchanged between the captains, the line-up for any game will not be changed, unless both captains agree otherwise.

1.1.6. The Match will start at 7:30pm (unless otherwise agreed to by both Captains). At that point, if one of the teams has not 'shown up', the missing team will forfeit a game every 5 minutes. (If there is any argument on the time, the League President maintains the official time). If a team 'shows up' between 7:30 pm and 8:00 pm or 30 minutes after the agreed start time, the match play will start with the game following the last forfeit. (e.g. If a team 'shows up' (has 3 players present) at 7:48 pm then the first 3 games would be forfeited by the late team and play would normally start with Game 4 of the first set.) Once games have been played, the match score shall consist of all 15 games. At 8pm or 30 minutes after the agreed start time the missing team will forfeit the match. This will be scored as a match forfeit as indicated in 1.1.11 below.

1.1.7. If a team has to play with less than 6 players, then they forfeit the games they cannot play. This will be entered on the score sheet as a forfeit. The team who had all players available would enter the player's name.

1.1.8. Players changing teams is now regulated in paragraph 1.14.

1.1.9. Teams may add as many players as they want throughout the season. A player must have played in 5 separate matches (on 5 separate dates) for the team in order to be eligible for play in the end of season

tournaments and team playoffs. For mid-season tournaments, a player must have played in 3 separate matches in order to be eligible for play.

- 1.1.10. Teams that require rescheduling **MUST** contact the other team's captain 24 hours prior to the scheduled time. If the request is made more than 24 hours prior, then the other Team must agree to an alternative date. The League President must be notified also. If the request to reschedule is less than 24 hours prior to the match, the other Team is not obliged to comply, but it is strongly encouraged to do so, if possible. If a request for rescheduling is made on the 18th, 19th, or 20th week of the season, it will be at the sole discretion of the other team if they want to reschedule or take the forfeit.
- 1.1.11. A team will only be allowed to request to reschedule matches a maximum of four times during any one season. The fifth rescheduling will be scored as a forfeit in favour of the opposing team.
- 1.1.12. A match forfeit by a team will be an 10-0 win for the other team. (The team will also receive a bonus point for the match win.)
- 1.1.13. Each game win is worth 1 point. At the end of the night, the team that scores 8 or more points will receive a bonus point for the match win.
- 1.1.14. All doubles games will follow Scotch Doubles Format.
- 1.1.15. If a player is not readily available (i.e. not in the immediate area) after the completion of all other games in the current set, his/her game will be considered a forfeit after 5 minutes. This also applies to doubles games, if one or both of the two players are not readily available.
Clarification:
The immediate area does include the areas in the club, for example the bathroom.
- 1.1.16. (a) Teams will alternate breaks throughout the sets.
 - (b) After the line-ups for the first set of games have been exchanged, there is a coin flip (home team flipping, visiting team calling) to determine which team breaks first.
 - (c) After the line-ups for the second set have been exchanged, there is another coin flip (visiting team flipping, home team calling) to determine the order of breaking for that set.
 - (d) After the line-ups for the doubles set have been exchanged, a third coin flip (home team flipping, visiting team calling) will determine the breaking rotation for the doubles set.
 - (e) In each set, the team that wins the coin toss must break first and must referee first. The team that wins the coin toss does not have the *option* of breaking first, they *must* break first. The referee and breaking player will be from the same team for every game of the match.
Clarification:
The referee does not change, if the player in turn commits a foul during the break shot and the player from the other team breaks next.
- 1.1.17. Should a team drop out of the league during the season, the executive committee will determine the most equitable manner to handle the season schedule and scoring. The executive committee will report this to

the captains at a meeting for a vote by the attending captains.

1.1.18. Teams who forfeit matches 3 consecutive times will be dropped out of the league for the remainder of the season. Likewise, teams that forfeit a total of 5 matches throughout the course of the season, regardless of whether they are consecutive or non-consecutive matches, will be dropped out of the league for the remainder of the season. The team members are not allowed to play for another team or participate in tournaments during the rest of the season; however, they are welcome to participate in the end of season banquet.

1.1.19 Players who played in a playoff match, and who are not eligible to play in the playoffs, cause their team to be disqualified, if detected after the match. All games of that match will be invalidated and a forfeit match win will be given to the non-offending team. Exceptions for special circumstances must be approved by the League President before the match.

Clarification:

Eligible players for each team are listed on the website under Qualifiers.

1.1.20 Players written down on the scoresheet in a playoff match, and who are not eligible to play in the playoffs, will be scored as a forfeited game if detected in the course of the playoff match

1.2. Home Team Responsibilities

1.2.1. The Home Team will make sure the pool table is available for the visiting team to start practice 30 minutes prior to match start time, and that the table is brushed/wiped down, and in good playing order (Please work with the bar owners on this issue).

1.2.2. The Home Team will have the Pool Table to practice on from 60 minutes to 30 minutes prior to match start time.

1.2.3. If a bar or a team uses an alternate set of balls during the league match, then these balls must be provided to the visiting team for their practice session. The set of balls must not be replaced after the practice time of the visiting team.

1.3. Score Sheets

1.3.1. Line-ups are completed and exchanged for each set separately. After that set has been played, the line-ups for the next set will be completed and exchanged by the captains.

After Match Play is completed it is the Team Captain's responsibility to enter the match scores into the database. The opposing team's captain should double check the entered scores and modify any new or migrated players in his team. At the conclusion of each match, Team Captains must send a photograph of their scoresheet to a league official, via Kakao Talk or SMS. This can be the next day, or the day after, but no later than within a week.

Remark:

Players who haven't played for a team for a whole season are removed from the

team roster. Those players do not need to be migrated, add them to the team roster through the “Restore” button in “Edit Team”.

1.4. Fees

- 1.4.1. League fees and the schedule for collection will be announced by the league officers before the organizational meeting at the start of the season.
- 1.4.2. Any team that has NOT turned in the required fees will not be permitted to play during the current season.

1.5. Rules

- 1.5.1. The League adopts the World Pool-Billiard Association (WPA) rules and the Billiard Congress of America (BCA) rules, which were made effective January 1, 2008. WPA and BCA rules are reflected in chapter 2, 3, 4 and 6, and are identical. As the rules were written to guide different types of pool games (eight ball, nine ball, etc.), some adjustments of wording have been made in the IPL rules, without changing the rule itself. In case of any discrepancy between the WPA/BCA rules and the IPL rules noted here, then the IPL rule definitions take precedence.
- 1.5.2. Some venues might not allow masse or jump shots. These are the only house rules which may differ from the general IPL rules.
- 1.5.3. It is the home team captain’s responsibility to indicate specific house rules to the visiting team captain before the match. If a shot was made following the general IPL rules, but contradicting the house rules, then it is a legal shot unless the house rules were known by the shooter in advance.
- 1.5.4. In bars where the Magic Rack is provided, the captains must agree on whether the Magic Rack may be used for the games of the match, prior to the first rack of the match. Without agreement from both captains, the Magic Rack cannot be used for any of the games.

1.6. Time-Outs and Assistance to Players

- 1.6.1. No one is allowed to talk or hint to the player during their turn, unless the player has asked specifically for help (except if it is their partner in a doubles game). If the player requires assistance in a shot, the player may call a time-out.
- 1.6.2. Each team is limited to 3 timeouts per singles set. Teams cannot use more than one timeout per game. Timeouts not used in the first set cannot be carried over to the second set. If the team calls the time out, he/she may do so at any time prior to the player making contact with the cue ball with his/her cue. This is an exception to 1.6.1 above. There are no time-outs allowed in doubles games.

Clarification:

If a player’s team calls a time-out, it will be counted as the time-out for

that game, whether the player shooting wants to receive advice or not. The player shooting cannot refuse to accept the time-out and then call a time-out later in the game.

- 1.6.3. The player may have as many coaches, this is to include the referee, as he/she wants during these time-outs.
- 1.6.4. A player receiving assistance during a period not within an announced time-out will result in a foul, the opposing player being rewarded with a cue ball in hand. If a player calls a time-out after his/her time-out has already been taken, it is the referee's responsibility to remind the player that there are no more time-outs and the player is to continue the shot without assistance.
- 1.6.5. The referee may not assist the player in any way, unless he is asked for clarification of the rules or during a time-out. If a referee, who belongs to the same team as the shooter, assists him or her in any way it is a foul, with cue ball in hand for the opposing player.
- 1.6.6. Singles game. Any player of the same team may touch or position the cue ball during a time out in a ball in hand situation. In addition, any player of the same team may position the bridge for the shooting player. Doubles game. Both doubles players of the same team may touch or position the cue ball before the break and in a ball in hand situation. Both players may position the bridge any time before a shot.
- 1.6.7. No one may mark the table to help assist the shooter. This is to include any visible mark(s) on the table, placing chalk on the rail for an aiming spot, etc. The coach can touch the table though, if it does not leave a mark. This will be up to the discretion of the referee.
- 1.6.8. The 2 minutes will start when the player calls for a time-out, the player has 2 minutes from that point to finish all assistance. The coach(es) are permitted to leave the player and return to further assist, IF they are still within the 2 minutes of the initial call for the time-out.
- 1.6.9. When the player gets into shooting position, the coach(es) are to leave the immediate area around the player.
Clarification:
"fine-tuning" a shot by a coach when the player is in shooting position is not allowed (for example by examining the shooting line from the other side of the table). However, advising the player for example to execute the shot with a soft stroke before the time-out ends (see 1.6.10) is permitted.
- 1.6.10. The time-out ends when the referee announces that the 2 minutes are used up, or when the player makes contact with the cue ball with his/her cue to execute a shot (Positioning the cue ball with the cue does not end the time-out).
- 1.6.11. A co-captain may be announced to the other team or other team's captain before the match, or any time during the match. After such announcement, the co-captain may act on behalf of the captain during the rest of the match. Both, the co-captain or the captain, then can decide line-ups, etc. Co-captain positions are assigned by match, every

match may have a different co-captain. It is recommended to mark the name of the co-captain on the score sheet before the match.

1.7. Calling Fouls

- 1.7.1. All players are encouraged to call themselves out on fouls that they are aware of having made, which demonstrates fair play and sportsmanship.
- 1.7.2. If both captains from the two teams each agree that the referee's decision was wrong, then the referee would be expected to accept the combined decision of the captains.

1.8. Unsportsmanlike Conduct

- 1.8.1. Any player that interferes with the game can result in an automatic loss of the game. The Referee will make the determination. The Referee can offer an automatic win or a simple ball in hand foul, depending on the severity of the interference.
- 1.8.2. Any Fights that occur will be brought to the attention of the League President immediately! The player who starts the fight, his/her Team will be given an automatic loss for that game (Even if the player is not involved in that game). The Player will then be ejected from the club for the rest of the night, and any games that he/she was scheduled to play after the incident will be automatically forfeited to the other team. A player who strikes another player during a match will be suspended from the League for one complete season.
- 1.8.3. If it is not possible to be determined who started a fight, both players will be ejected from the Club for the night, and their games they were scheduled to play will be forfeited.
- 1.8.4. The League President will then make a decision if any further sanctions will be handed down to the players. This could range anywhere from the penalties that were handed out by the referee, to being ejected from the league permanently. This decision will be based in part on the severity of the fight, and prior misbehaviours.

Clarification:

Refer to 4.16 Unsportsmanlike Conduct for further determination of such conduct following BCA Pool Billiards – The Rules of Play.

1.9. Language

Players watch your language and your behaviour. Most importantly have fun. This league is to promote friendship and good competition among the various players throughout the Itaewon Area. Let us not forget that.

1.10. Questions

Any questions, concerns or clarifications can be directed to the President or the Vice President of the League.

1.11. Professional Standing

The Itaewon Pool League is organized as an amateur league. It is the objective of the league to maintain an atmosphere of amateur competition. Players that have a professional standing by nature of national or international rankings, by sponsored participation in national or international tournaments, or by other recognized pool/billiard organizations are not allowed to play in league matches.

In addition, any players that have had a professional standing by nature of national or international rankings, by sponsored participation in national or international tournaments, or by other recognized pool/billiard organizations in the past must wait a minimum of two years since their last professional match before joining the league.

1.12. Players Ages

As the Itaewon Pool League plays all of its matches in drinking establishments, all players in the league shall be 20 years of age (calendar age). It is the captains' responsibility to make sure the team players meet the eligibility requirements.

1.13. Shot Clock

If a shot clock is applied to a game or match, then the time allowed between end of a shot and beginning of the next shot is one (1) minute (see 4.15 Slow Play).

1.14. Players Changing Teams

1.14.1. Players may switch teams between seasons, e.g. when the last season the player has played has ended, and the player has not yet played a game in any following season. As a matter of courtesy to the team captains, it is recommended that players let both captains know their decision in advance of the start of the new season.

1.14.2. After a new season has started, and a player has played for a team at least one game, then such a player will be allowed to switch the team once during the season only.

1.14.3. A player will not be allowed to change teams after having played for a minimum of three matches.

1.14.4. Teams cannot be switched after the 10th week of the season.

1.14.5. If a team drops out of the season for whatever reason, players

who did show up for that team's games will be allowed to change to another existing team.

1.14.6. Both captains and the player involved would be consulted, but the old captain does not necessarily have to agree to the change, if the Executive Committee decides to allow the change.

1.14.7. Conditions 1.14.2 to 1.14.6 are subject to final decision by the Executive Committee, and can be waived or amended by the Executive Committee, based on specific situations.

1.15. **Player Statistics and Awards**

1.15.1. The League recognizes special games by player. Please refer to Chapter 5 for further details.

1.15.2. The League keeps Statistics on games, matches, player, and team achievements on it's website. Some of those achievements, such as highest ranked player, are recognized with an award at the end of the season.

1.15.3. Statistics are taken at the end of the regular season, before the start of the playoffs.

1.15.4. Players are eligible for an Award, if they are eligible to play in the playoffs. See paragraph 1.1.9. for further details.

1.15.5. Awards are given to players at the end of season Banquet.

2. General Rules

(chapter consistent with BCA Pool Billiards – The Rules of Play, 1. General Rules)

2.1. Player's Responsibility

It is the player's responsibility to be aware of all rules, regulations and schedules applying to competition. While the IPL executives will make every reasonable effort to have such information readily available to all players as appropriate, the ultimate responsibility rests with the player.

2.2. Coin toss to Determine the Break Shot

At the beginning of each set, after the lineups have been recorded on the scoresheet, there shall be a coin toss to determine the order for breaking for that set. First set, visiting team calls the coin toss. Second set, the home team calls the coin toss. Doubles set, the visiting team calls the coin toss. Whichever team "wins" the coin toss must break in the odd numbered games of that set, and the team that "loses" the coin toss must break in the even numbered games of that set. The referee will always be someone from the breaking player's team.

2.3. Player's Use of Equipment

The equipment must meet existing WPA equipment specifications. In general, players are not permitted to introduce novel equipment into the game. The following uses, among others, are considered normal. If the player is uncertain about a particular use of equipment, he should discuss it with the tournament management prior to the start of play. The equipment must be used only for the purpose or in the manner that the equipment was intended. (See 6.16 Unsportsmanlike Conduct.)

(a) Cue Stick – The player is permitted to switch between cue sticks during the match, such as break, jump and normal cues. He may use either a built-in extender or an add-on extender to increase the length of the stick.

(b) Chalk – The player may apply chalk to his tip to prevent miscues, and may use his own chalk, provided its color is compatible with the cloth.

(c) Mechanical Bridges – The player may use up to two mechanical bridges to support the cue stick during the shot. The configuration of the bridges is up to the player. He may use his own bridge if it is similar to standard bridges.

(d) Gloves – The player may use gloves to improve the grip and/or bridge hand function.

(e) Powder – A player is allowed to use powder in a reasonable amount as determined by the referee.

Clarification:

Powder may not be allowed in some of the IPL venues.

2.4. Spotting Balls

Balls are spotted (returned to play on the table) by placing them on the long string (long axis of the table) as close as possible to the foot spot and between the foot spot and the foot rail, without moving any interfering ball. If the spotted ball cannot be placed on the foot spot, it should be placed in contact (if possible) with the corresponding interfering ball. However, when the cue ball is next to the spotted ball, the spotted ball should not be placed in contact with the cue ball; a small separation must be maintained. If all of the

long string below the foot spot is blocked by other balls, the ball is spotted above the foot spot, and as close as possible to the foot spot.

2.5. Cue Ball in Hand

When the cue ball is in hand, the shooter may place the cue ball anywhere on the playing surface (see 6.1 Parts of the Table) and may continue to move the cue ball until he executes a shot. (See definition 6.2 Shot.) Players may use any part of the cue stick to move the cue ball, including the tip, but not with a forward stroke motion. For break shots and for cue ball in hand following a foul during the break shot (see 3.3 Break Shot), placement of the cue ball is restricted to the area behind the head string, and then 4.10 Bad Cue Ball Placement and 4.11 Bad Play from Behind the Head String may apply.

When the shooter has the cue ball in hand behind the head string and all the legal object balls are behind the head string, he may request the legal object ball nearest the head string to be spotted. If two or more balls are equal distance from the head string, the shooter may designate which of the equidistant balls is to be spotted. An object ball that rests exactly on the head string is playable.

2.6. Standard Call Shot

The intended ball and pocket must be indicated for each shot if they are not obvious. Details of the shot, such as cushions struck or other balls contacted or pocketed are irrelevant. Only one ball may be called on each shot.

For a called shot to count, the referee must be satisfied that the intended shot was made, so if there is any chance of confusion, e.g. with bank, combination and similar shots, the shooter should indicate the ball and pocket. If the referee or opponent is unsure of the shot to be played, he may ask for a call. The shooter may choose to call "safety" or "no call" instead of a ball and pocket, and then play passes to the opponent at the end of the shot.

2.7. Balls Settling

A ball may settle slightly after it appears to have stopped, possibly due to slight imperfections in the ball or the table. Unless this causes a ball to fall into a pocket, it is considered a normal hazard of play, and the ball will not be moved back. If a ball falls into a pocket as the result of such settling, it is restored as closely as possible to its original position. If a settling ball falls into a pocket during or just prior to a shot, and this has an effect on the shot, the referee will restore the position and the shot will be replayed. The shooter is not penalized for shooting while a ball is settling. See also 6.3 Ball Pocketed.

Clarification:

If a ball falls into a pocket after it appears to have stopped for 5 seconds, or after any player or the referee has touched the table, then the ball will be restored to its original position.

2.8. Restoring a Position

When necessary for balls to be restored or cleaned, the referee will restore disturbed balls to their original positions to the best of his ability. The players must accept the referee's judgment as to placement.

2.9. Outside Interference

When outside interference occurs during a shot that has an effect on the outcome of that shot, the referee will restore the balls to the positions they had before the shot, and the shot will be replayed. If the interference had no effect on the shot, the referee will restore the disturbed balls and play will continue. If the balls cannot be restored to their original positions, the situation is handled like a stalemate.

2.10. Prompting Calls and Protesting Rulings

If a player feels that the referee has made an error in judgment, he may ask the referee to reconsider his call or lack of call, but the referee's decision on judgment calls is final. However, if the player feels that the referee is not applying the rules correctly, he may ask for ruling by the designated appeals authority, which are the two captains of the two teams playing each other. The referee will suspend play while this appeal is in process. (See also part (d) of 4.16 Unsportsmanlike Conduct.) Fouls must be called promptly. (See 4. Fouls.)

Clarification:

Rulings may also be protested by the captains of the teams. In case the two captains cannot agree among each other, the appeal will be terminated and play resumed following the referees judgement.

2.11. Concession – not applicable to IPL rules

2.12. Stalemate

If the referee observes that no progress is being made towards a conclusion, he will announce his decision, and each player will have three more turns at the table. Then, if the referee determines that there is still no progress, he will declare a stalemate. If both players agree, they may accept the stalemate without taking their three additional turns.

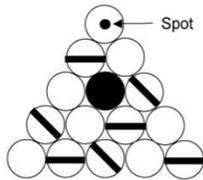
3. Rules of Play

(chapter consistent with BCA Pool Billiards – The Rules of Play, 3. Eight Ball)

3.1. Determining First Break → see 2.2 Coin Toss

3.2. Eight Ball Rack

The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the eight ball as the first ball that is directly below the apex ball. One from each group of seven will be on the two lower corners of the triangle. The other balls are placed in the triangle without purposeful or intentional pattern.



3.3. Break Shot

The following rules apply to the break shot:

- (a) The cue ball begins in hand behind the head string.
- (b) No ball is called, and the cue ball is not required to hit any particular object ball first.
- (c) If the breaker pockets a ball and does not foul, he continues at the table, and the table remains open.
- (d) If no object ball is pocketed, at least four object balls must be driven to one or more rails, or the shot results in an illegal break, and the incoming player has the option of
 - (1) accepting the table in position, or
 - (2) re-racking and breaking, or
 - (3) re-racking and allowing the offending player to break again.
- (e) Pocketing the eight ball on a legal break shot is not a foul. If the eight ball is pocketed, the breaker has the option of
 - (1) re-spotting the eight ball and accepting the balls in position, or
 - (2) re-breaking.
- (f) If the breaker pockets the eight ball and scratches, the opponent has the option of
 - (1) re-spotting the eight ball and shooting with cue ball in hand behind the head string; or
 - (2) re-breaking.
- (g) If any object ball is driven off the table on a break shot, it is a foul; such balls remain out of play (except the eight ball which is re-spotted); and the incoming player has the option of
 - (1) accepting the table in position, or
 - (2) taking cue ball in hand behind the head string.
- (h) If the breaker fouls in any manner not listed above, the following player has the option of
 - (1) accepting the balls in position, or
 - (2) taking cue ball in hand behind the head string.

3.4. Open Table / Choosing Groups

Before groups are determined, the table is said to be “open,” and before each shot, the shooter must call his intended ball. If the shooter legally pockets his called ball, the corresponding group becomes his, and his opponent is

assigned the other group. If he fails to legally pocket his called ball, the table remains open and play passes to the other player. When the table is “open”, any object ball may be struck first except the eight ball.

Clarification:

- 3.4.1. A combination shot hitting an object ball of one group to pocket a ball of the other group on an open table is a legal shot.
- 3.4.2. If groups have been assigned and a player plays and pockets a ball of the opponents’ group by mistake, it is a foul and needs to be called immediately.
- 3.4.3. After two or more shots on the wrong group, e.g. if one or both players have mistaken their group without being noticed by the referee, the game will be aborted and replayed. The original breaker of the game will break again.

3.5. Continuing Play

The shooter remains at the table as long as he continues to legally pocket called balls, or he wins the game by pocketing the eight ball.

3.6. Shots Required to Be Called

On each shot except the break, shots must be called as explained in 2.6 Standard Call Shot. The eight ball may be called only after the shot on which the shooter’s group has been cleared from the table. The shooter may call “safety” or “no call”, in which case play passes to the opponent at the end of the shot and any object ball pocketed on the safety remains pocketed.

3.7. Spotting Balls

If the eight ball is pocketed or driven off the table on the break, it will be spotted or the balls will be re-racked. No other object ball is ever spotted.

3.8. Losing The Game

The shooter loses if he

- (a) fouls when pocketing the eight ball;
- (b) pockets the eight ball before his group is cleared;
- (c) pockets the eight ball in an uncalled pocket; or
- (d) drives the eight ball off the table.

These do not apply to the break shot.

Clarification:

When the 8-ball is the legal object ball, a scratch or foul is not loss of game if the 8-ball is not pocketed or driven off the table. Incoming player has cue ball in hand.

3.9. Standard Fouls

If the shooter commits a foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface. (See 2.5 Cue Ball in Hand) The following are fouls (see chapter 4 for explanation):

4.1 Cue Ball Scratch or off the Table

4.2 Wrong Ball First; The first ball contacted by the cue ball on each shot must

belong to the shooter's group, except when the table is open. (See 3.4 Open Table / Choosing Groups, and 4.2 Wrong Ball First.)

4.3 No Rail after Contact

4.4 No Foot on Floor

4.5 Ball Driven off the Table (See 3.7 Spotting Balls.)

4.6 Touched Ball

4.7 Double Hit / Frozen Balls

4.8 Push Shot

4.9 Balls Still Moving

4.10 Bad Cue Ball Placement

4.11 Bad Play from Behind the Head String

4.12 Cue Stick on the Table

4.13 Playing out of Turn

4.15 Slow Play

3.10. **Serious Fouls**

The fouls listed under 3.8 Losing the Game are penalized by the loss of the current game. For 4.16 Unsportsmanlike Conduct, the referee will choose a penalty appropriate given the nature of the offense.

3.11. **Stalemate**

If a stalemate occurs (see 2.12 Stalemate), the original breaker of the game will break again.

4. Fouls

(chapter consistent with BCA Pool Billiards – The Rules of Play, 6. Fouls)

If several fouls occur on one shot, only the most serious one is enforced. If a foul is not called before the next shot begins, the foul is assumed not to have happened.

4.1. Cue Ball Scratch or off the Table

If the cue ball is pocketed or driven off the table, the shot is a foul. See 6.3 Ball Pocketed and 6.5 Driven off the Table.

4.2. Wrong Ball First

It is a foul for the cue ball to first contact any other ball than one belonging to the shooters group (if the groups have already been determined).

Clarification:

4.2.1. Using an opponent group's ball or the eight ball to assist in a shot is legal, as long as a ball of the shooter's group is hit first.

4.2.2. A simultaneous contact of a shooter's ball and an opponent's ball is a valid shot. If the shooter's ball and an opponent's ball appear to be hit simultaneously, and it is impossible for a referee to determine clearly which ball may have been struck first, then no foul shall be called.

4.3. No Rail after Contact

If no ball is pocketed on a shot, the cue ball must contact an object ball, and after that contact at least one ball (cue ball or any object ball) must be driven to a rail, or the shot is a foul. (See 6.4 Driven to a Rail.)

4.4. No Foot on Floor

If the shooter does not have at least one foot touching the floor at the instant the tip contacts the cue ball, the shot is a foul.

4.5. Ball Driven off the Table

It is a foul to drive an object ball off the table. (See 6.5 Driven off the Table.)

4.6. Touched Ball

It is a foul to move or change the path of any object ball except by the normal ball-to-ball contacts during shots. It is a foul to move or change the path of the cue ball except when it is in hand or by the normal tip-to-ball forward stroke contact of a shot. The shooter is responsible for the equipment he controls at the table, such as chalk, bridges, clothing, his hair, parts of his body, and the cue ball when it is in hand, that may be involved in such fouls. If such a foul is accidental, it is a standard foul, but if it is intentional, it is 4.16

Unsportsmanlike Conduct.

Clarification:

4.6.1. It is not a foul to touch a ball (e.g. long hair touching a ball) as long as the ball is not moved. This rule is a deviation to the WPA and BCA rules.

4.6.2. The referee needs to positively verify that a ball has moved because of having touched the ball, before calling a foul. Due to some instability of tables in the pool league, if inadvertent movement of balls occurs when a

player leans over the table to stretch for a shot due to slight table movement, it shall not be considered a foul.

4.7. Double Hit / Frozen Balls

4.7.1. If the cue stick contacts the cue ball more than once on a shot, the shot is a foul. If the cue ball is close to but not touching an object ball and the cue tip is still on the cue ball when the cue ball contacts that object ball, the shot is a foul. If the cue ball is very close to an object ball, and the shooter barely grazes that object ball on the shot, the shot is assumed not to violate the first paragraph of this rule, even though the tip is arguably still on the cue ball when ball-ball contact is made.

4.7.2. However, if the cue ball is touching an object ball at the start of the shot, it is legal to shoot towards or partly into that ball (provided it is a legal target) and if the object ball is moved by such a shot, it is considered to have been contacted by the cue ball. (Even though it may be legal to shoot towards such a touching or "frozen" ball, care must be taken not to violate the rules in the first paragraph if there are additional balls close by)

4.7.3. The cue ball is assumed not to be touching any ball unless it is declared touching by the referee or opponent. It is the shooter's responsibility to get the declaration before the shot. Playing away from a frozen ball does not constitute having hit that ball.

4.7.4. For object balls frozen to a rail, rules 4.3. No Rail after Contact and 6.4. Driven to a Rail apply.

Clarification:

Most fouls in this paragraph can usually not be seen. If anything, they can be heard by an experienced player or referee. The following explanations are intended to help detect whether the shot was a foul.

4.7.5. If the cue ball is very close to but not touching an object ball and the cue prolongation points through the object ball when executing the shot, the shot is a foul if the cue ball follows the object ball even at an angle. The shot is not a foul (as long as it does not violate another rule), if the cue ball barely follows in the direction of the object ball (e.g. almost does not move), if the cue ball stays almost at the same location it had before the shot, or if the cue ball is drawn back after having contacted the object ball.

4.7.6. If the cue ball follows the object ball at a similar speed, even at an angle, the shot is always a foul.

4.7.7. If the cue ball is very close to but not touching an object ball and the cue prolongation points beside the object ball when executing the shot, the shot is almost never a foul, unless the referee can positively verify that a foul has been committed.

4.7.8. If the cue ball is touching an object ball at the start of the shot, it is legal to shoot towards or partly into that ball (see 4.7.2.) and if the object ball is moved by such a shot, it is considered to have been contacted by the

cue ball through a legal tip to cue ball contact, even if the cue ball follows the object ball. Such a shot is almost never a foul, unless the referee can positively verify that a foul has been committed.

- 4.7.9. Cue ball and object ball are considered as not touching, unless declared by one of the players or the referee before the shot. It is the responsibility of the player in turn to make sure the position of the balls is defined before the shot.

4.8. **Push Shot**

It is a foul to prolong tip-to-cue-ball contact beyond that seen in normal shots.

4.9. **Balls Still Moving**

It is a foul to begin a shot while any ball in play is moving or spinning.

4.10. **Bad Cue Ball Placement**

When the cue ball is in hand and restricted to the area behind the head string, it is a foul to play the cue ball from on or below the head string. If the shooter is uncertain whether the cue ball has been placed behind the head string, he may ask the referee for a determination. If a player mistakenly sets up to shoot a ball past the head string after a scratch on the break, the referee or players from either team can advise the player to shoot from behind the head string without incurring a foul.

4.11. **Bad Play from Behind the Head String**

When the cue ball is in hand behind the head string, and the first ball the cue ball contacts is also behind the head string, the shot is a foul unless the cue ball crosses the head string before that contact. If such a shot is intentional, it is 4.16 Unsportsmanlike Conduct.

The cue ball must either cross the head string or contact a ball in front of or on the head string or the shot is a foul, and the cue ball is in hand for the following player.

4.12. **Cue Stick on the Table**

If the shooter uses his cue stick in order to align a shot by placing it on the table without having a hand on the stick, it is a foul.

Clarification:

If a player places his cue stick on the table it is not a foul, unless the cue stick serves as an aiming aid for the next shot. Nevertheless, it is recommended to never place the cue stick on the table during a league game.

4.13. **Playing out of Turn**

It is a standard foul to unintentionally play out of turn. Normally, the balls will be played from the position left by the mistaken play. If a player intentionally plays out of turn, it should be treated like 4.16 Unsportsmanlike Conduct.

- 4.14. Three Consecutive Fouls – not applicable to 8-ball and IPL rules

4.15. **Slow Play**

If the referee feels that a player is playing too slowly, he may advise that

player to speed up his play. If the player does not speed up, the referee may impose a shot clock on that game that applies to both players. A player can ask for a shot clock at any time during a game or prior to the start of a game. Team captains may also inform the opposing captain that all games of a match will be subject to a shot clock prior to the start of a match.

Clarification:

4.15.1. If a player feels that his/her opponent is taking too long, he/she can ask the referee to warn the opponent once, and if the opponent is still taking too long, implement the shot clock.

4.15.2. Rule 4.16 Unsportsmanlike Conduct may also apply.

4.16. **Unsportsmanlike Conduct**

Sanctions for unsportsmanlike conduct in our league are regulated in 1.8 Unsportsmanlike Conduct.

Unsportsmanlike conduct is any intentional behaviour that brings disrepute to the sport, league or venue, or which disrupts or changes the game to the extent that it cannot be played fairly. It includes

- (a) distracting the opponent;
- (b) intentionally changing the position of the balls in play other than by a shot;
- (c) playing a shot by intentionally miscuing;
- (d) continuing to play after a foul has been called or play has been suspended;
- (e) practicing during a match;
- (f) marking the table;
- (g) delay of the game; and
- (h) using equipment inappropriately.

4.17. **Illegal Jump Shot**

A legal jump shot is where the shooter shoots in a downward direction striking the cue ball (approximately at the center) to cause the cue ball to jump. It is a foul to scoop or to dig under the cue ball to accomplish the jump shot.

Accidental miscuing is not a foul unless other rules are violated. An example of an accidental miscue is attempting to draw the cue ball back, and accidentally striking the cue ball too low, causing it to jump.

5. Special Games

Special Games will be noted on the IPL website, when the scores are entered. They need to be properly indicated on the score sheets during the match. Players who achieved special games during the season are recognized with a Special Game Pin after the season.

5.1. **Eight Ball Run**

The shooter legally pockets all seven object balls and the eight ball without losing turn.

Clarification:

5.1.1. It is irrelevant whether the shooter achieved the eight ball run during his first turn of play. E.g. the player may miss several times before running the table.

5.1.2. An eight ball run is valid, if the shooter pockets all eight balls in one run. E.g. if the opponent pocketed an object ball on the break shot which later belongs to the group of the shooter who runs the table, then this is not a valid eight ball run.

5.2. **Break and Run**

The shooter breaks and legally pockets at least one object ball and then pockets all balls of his group and finishes the game by legally pocketing the eight ball without losing turn.

5.3. **Table Run**

The shooter legally pockets all remaining object balls of his or her group (regardless of the number, but less than seven) in one inning without having potted a ball of his/her group in a previous inning, followed by the eight ball.

Clarification:

5.3.1. It is irrelevant whether the shooter achieved the table run during his first turn of play. E.g. the player may miss several times before running the table.

5.3.2. If the shooter pockets all seven object balls, followed by the eight ball, in one inning, then this counts as an eight ball run, not a table run.

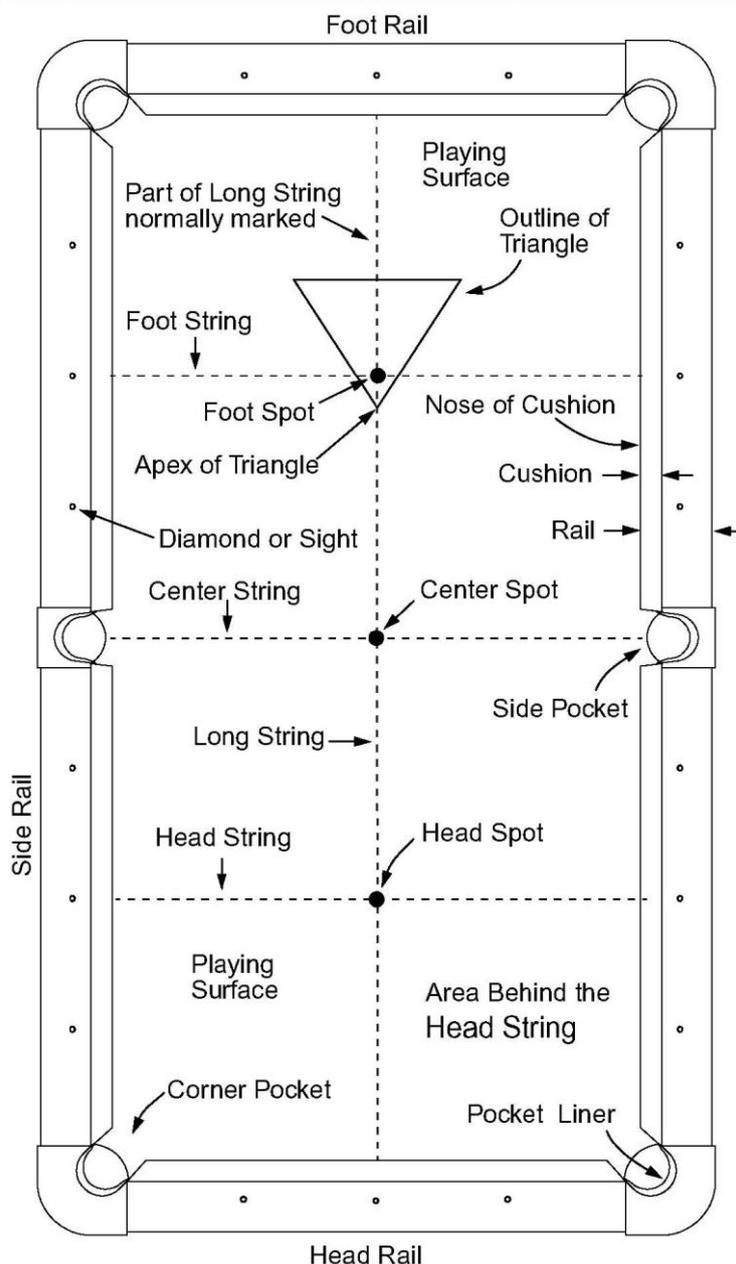
5.4. **Eight Ball pocketed on the Break**

The shooter breaks and legally pockets the eight ball, without fouling on the break shot. The game will continue according to rule 3.3.e., and the Eight off the Break will be recorded on the IPL website.

6. Definitions

Chapter consistent with BCA Pool Billiards – The Rules of Play, 8. Definitions Used in the Rules – exceptions: term **Rack** in paragraph 6.10. All paragraphs from 6.19 and later are specific to IPL and added to the Definitions Chapter.

6.1. Parts of the Table



The following definitions of parts of the table refer to the accompanying diagram. Some details of exact size and placement are in the WPA Equipment Specifications. See the WPA website at www.wpa-pool.com for current information.

The table is comprised of rails, cushions, a playing surface and pockets. The foot end of the table is where the object balls usually begin, while the head end is where the cue ball usually begins.

Behind the head string is the area between the head rail and the head string, not including the head string.

The cushions, tops of the rails, pockets and pocket liners are parts of the rails.

There are four “strings” on the playing surface as shown in the diagram:

- the long string down the center of the table;
- the head string bounding the quarter of the table closest to the head rail;
- the foot string bounding the quarter of the table closest to the foot rail; and
- the center string between the two side pockets.

These lines are only marked as mentioned below.

The rails may have inlays referred to as diamonds or sights which mark 1/4th of the width and 1/8th of the length of the table measured from nose to nose on the cushions.

On the playing surface, which is the flat, cloth-covered part of the table, the following will be marked if they are used in the type of game being played:

- the foot spot, where the foot string and the long string meet;
- the head spot, where the head string and the long string meet;
- the center spot, where the center string and the long string meet;
- the head string;
- the long string between the foot spot and the foot rail; and
- the triangle, either in outline or by alignment marks depending on the game.

6.2. Shot

A shot begins when the tip contacts the cue ball due to a forward stroke motion of the cue stick. A shot ends when all balls in play have stopped moving and spinning. A shot is said to be legal if the shooter did not foul during the shot.

6.3. Ball Pocketed

A ball is pocketed if it comes to rest in a pocket below the playing surface or enters the ball return system. A ball near the brink of a pocket partly supported by another ball is considered pocketed if removal of the supporting ball would cause the ball to fall into the pocket.

If a ball stops near the edge of a pocket, and remains apparently motionless for five seconds, it is not considered pocketed if it later falls into the pocket by itself. See 2.7 Balls Settling for other details. During that five second period, the referee should ensure that no other shot is taken. An object ball that rebounds from a pocket back onto the playing surface is not a pocketed ball. If the cue ball contacts an already pocketed ball, the cue ball will be considered pocketed whether it rebounds from the pocket or not. The referee will remove pocketed object balls from full or nearly full pockets, but it is the shooter’s responsibility to see that this duty is performed.

6.4. Driven to a Rail

A ball is said to be driven to a rail if it is not touching that rail and then touches that rail. A ball touching a rail at the start of a shot (said to be “frozen” to the rail) is not considered driven to that rail unless it leaves the rail and returns. A ball that is pocketed or driven off the table is also considered to have been driven to a rail. A ball is assumed not to be frozen to any rail unless it is

declared frozen by the referee, the shooter, or the opponent.

6.5. **Ball Driven off the Table**

A ball is considered driven off the table if it comes to rest other than on the playing surface but is not pocketed. A ball is also considered driven off the table if it would have been driven off the table except for striking an object such as a light fixture, piece of chalk or a player which causes it to return to the table.

A ball that contacts the top of the rail is not considered to have been driven off the table if it returns to the playing surface or enters a pocket.

6.6. **Scratch**

A shot on which the cue ball is pocketed is called a scratch.

6.7. **Cue Ball**

The cue ball is the ball that is struck by the shooter at the beginning of a shot. It is traditionally white, but may be marked by a logo or spots. In pocket billiard games, a single cue ball is used by both players.

6.8. **Object Balls**

The object balls are struck by the cue ball with the usual intent of driving them into pockets. They are typically numbered from one to the number of balls used in the game. Colors and markings of the object balls are covered under the WPA Equipment Specifications.

6.9. Set → not applicable to IPL rules

6.10. **Rack**

The rack is the framing device, typically triangular, used to arrange the object balls for the break shot at the start of the game. It also refers to the group of balls so arranged. To rack the object balls is to group them with the rack.

6.11. **Break**

A break shot is the opening shot of a match or game. It happens when the object balls have been racked and the cue ball is played from behind the head string usually with the intent of breaking the rack apart.

6.12. **Inning**

An inning is a player's turn at the table. It begins when it is legal for him to take a shot, and ends at the end of a shot when it is no longer legal for him to take a shot. The player whose turn it is to play is called the "shooter."

6.13. **Position of Balls**

The position of a ball is determined by the projection of its center vertically downward onto the playing surface. A ball is said to be placed on a line or spot when its center is placed directly over that line or spot.

6.14. **Re-spotting Balls**

When object balls are required to be placed on the playing surface, other than when forming a new rack, are said to be re-spotted when they are so placed.

See 2.4 Spotting Balls.

6.15. **Restoring a Position**

If the balls are disturbed, the rules may require them to be replaced where they were. The referee will replace the balls to their original position as accurately as possible.

6.16. **Jump Shot**

A jump shot is one in which the cue ball is made to go over an intervening obstacle such as an object ball or part of the cushion. Whether such a shot is legal depends on how it is accomplished and the intention of the shooter. Usually a legal jump shot is played by elevating the cue stick and driving the cue ball down into the playing surface from which it rebounds.

6.17. **Safety Shot**

A shot is said to be a safety shot if the shooter declared the shot to the referee or his opponent to be a “safety” before the shot. Play passes to the other player at the end of a safety shot.

Clarification:

Instead of declaring “safety”, the shooter may also declare “no call” or “no pocket”.

6.18. **Miscue**

A miscue occurs when the cue tip slides off the cue ball possibly due to a contact that is too eccentric or to insufficient chalk on the tip. It is usually accompanied by a sharp sound and evidenced by a discoloration of the tip. Although some miscues involve contact of the side of the cue stick with the cue ball, unless such contact is clearly visible, it is assumed not to have occurred. A scoop shot, in which the cue tip contacts the playing surface and the cue ball at the same time and this causes the cue ball to raise off the cloth, is treated like a miscue. Note that intentional miscues are covered by 6.16 Unsportsmanlike Conduct (c).

6.19. **Match and Game**

A match consists of several games. Each game won adds to the match score of the team who won the game. A match consists of all the games played against the same team at the same day.

6.20. **Group**

The player’s group of balls are the numbered balls 1-7, if his group is “solids” or “lows”. They are the numbered balls 9-15, if his group is “stripes” or “highs”.

6.21. **Set** (IPL specific)

A match consists of 3 sets, 2 sets of 6 singles games each, and 1 set of 3 doubles games.

6.22. **Round** (IPL specific)

Playoffs are played in rounds. After many years of single elimination playoffs, the League adopted the scheme used by the Australian Football League for

the first season of 2015 and later.

In single elimination playoffs, in each round half of the teams are eliminated, until the 4 semi-finalists are determined.

In AFL new playoff scheme playoffs with up to 16 teams, in each round 4 teams are eliminated, until the 4 semi-finalists are determined.

In AFL new playoff scheme playoffs with up to 8 teams, in each round 2 teams are eliminated, until the 4 semi-finalists are determined.

Please refer to the website's download section for details on the AFL new playoff scheme.