

**Rulebook**  
for the  
**OBG Men's Billiard Club**





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## **Rules for the OBG Men's Billiard Club**

We want every member of this club to enjoy playing billiards every Wednesday. The rules below are intended to keep the playing field level so we can all enjoy the game. Any member that thinks that a rule should be added or changed should contact Tom, Ted, Gene, or Bill. We will consider all proposals.

### ***ALTERNATING THE BREAK***

The team that is listed first on the schedule will have the break for the first game. The break will alternate between teams in the subsequent games, with no person on either team breaking more than one game in a sub-match.

### ***RACKING***

The team that is breaking shall rack the balls. Either member of the pair of players on the same team playing on the table is allowed to rack the balls.

### ***USE OF POWDER***

The use of talcum powder or any foreign powder on the hands that leaves a residue on the cloth of the tables is prohibited by the Recreation Department and is unacceptable in the OBG. The first time the use of a foreign substance is detected the player will be warned and asked to clean his hands. Failure to clean the hands or any subsequent violation will cause immediate suspension from play in the OBG.

### ***COACHING***

Coaching is allowed with the following rules:

- 1) When the opposing player is finished shooting, the incoming player may be coached before he approaches the table. Any advice should be given in a timely manner and not delay the game.
- 2) Once the incoming player approaches the table coaching is limited to telling a player which ball to shoot.
- 3) No coaching is allowed by a player on the same team that is playing on a different table.
- 4) Any violation of this rule is a foul and the opposing team is awarded ball in hand.

When playing 8-ball you may tell your partner, without penalty, if he is about to commit a foul, such as, shooting at a ball that is not in your group of balls. When playing 9-ball you may tell your partner, without penalty, if he is not shooting at the lowest numbered ball on the table.

### ***PUSH OUT CLARIFICATION***

Following a legal push out if the incoming player opts to pass the turn back then the player that executed the push out shall return to the table to shoot, not that player's partner. The player that passed the turn back shall be the next player at the table should his team get another turn at the table.

### ***THREE SUCCESSIVE FOULS***

BCA Pool League rule 3.6 concerning three successive fouls in 9-ball games is not in effect. There are no referees watching each match and therefore, it would be impossible to mediate disputes arising from the use of this rule.

### ***SUBSTITUTES***

Substitutes are allowed any player can substitute for any other player. The captain of the team using the substitute player must notify the opposing captain.

### ***WHEN FEWER THAN FOUR PLAYERS SHOW UP ON TIME***

A list of players available to play is maintained at the front table. Any team with fewer than four players available must use a player from the list if there are any players on the list. Substitutes are available from the substitute list on a first come first served basis. If a team has fewer than four players present and players remain on the substitute list one of the officers that is present will assign a player to the team that has not selected a player. If players need to be assigned to more than one team the players will be assigned to teams in the numeric order of the tables on which the teams are playing.

### ***PLAYER PLAYING BY HIMSELF***

If a team has fewer players present than the opposing team any player on the team with fewer players present that is playing by himself may win only win five games; the opposing team gets the remaining points. If the teams have an equal number of players present then scoring is done as normal.



### ***WHEN THERE ARE THREE PLAYERS PRESENT***

If no substitutes are available then the player playing alone shall be determined by his team captain.

### ***WHEN THERE ARE TWO PLAYERS PRESENT***

If no substitutes are available, each player will play by himself. Each of those players present may only win 5 games (or a maximum of 10 points for the team total). If both teams only have two players available then play proceeds as normal.

### ***WHEN THERE IS ONE PLAYER PRESENT***

If only one player is present from a team, the opposing team receives 11 points; this is a partial forfeit. The match is then played by the one player from the team that has forfeited the 11 points against the players that are present from the other team for the remaining 5 points.

### ***WHEN NO PLAYERS ARE PRESENT***

If no substitutes are available, this is a forfeit. If no players for one team are present the opposing team receives 12 points, and the team that did not show up receives zero points. Even if they show up one minute after the time of the scheduled start of play, it is a forfeit. (Be on time.)

### ***PLAYER SHOWING UP LATE***

If a player shows up late and a game is in progress, he cannot play in that game. The captain of that player will decide whether to allow the substitute to continue to play subsequent games or if the late-arriving player will be allowed to play the subsequent games.

### ***PLAYER UNAVAILABLE FOR REMAINDER OF SEASON***

If a player becomes unavailable for 4 weeks or longer or if a player becomes unavailable for the remainder of the season the player should notify the team captain and the player will be dropped from the team roster. It is the responsibility of the team captain to notify the President of the league that a player has been dropped from the roster. The President will assign a player from the substitute list to the team. Failure to notify the President may result in loss of points for all effected matches.

### ***PRACTICING BEFORE YOU PLAY***

There are only eight tables available for practice. Please share the available practice time with all players present so that we may all practice prior to

the matches. Practice is only permitted prior to your match. When practicing yield to any player playing in a match.

### ***PRACTICING DURING A MATCH***

It is a foul if you practice during a match. Penalties for practicing violations are:

1. If the offending player is currently playing in a sub-match the opponent's in that sub-match receive ball-in-hand immediately.
2. If the offending player is not currently involved in a sub-match then the opposing team immediately receives ball-in-hand in the other sub-match which is active.

In either case above, if the opposing team is currently on the table, the current player immediately receives ball-in-hand. If the offending team is currently on the table, their turn at the table ends immediately and the player scheduled to be at the table next receives ball-in-hand.

### ***ONE TABLE/ONE SUB-MATCH***

A player can play in only one sub-match at a time. That is, a player is not permitted to play on more than one table at a time.

### ***PRIZES AND ELIGIBILITY***

At the start of every session each member playing in that session is required to contribute \$10 to the prize fund. You must have played in 50% or more of the scheduled games in a session to collect any prize money. The club keeps no money between sessions. **ALL** prize money collected each session is distributed.

### ***MEMBERSHIP***

You must be a member to participate in the OBG Men's Billiard League. The annual dues for the OBG Men's Billiard Club are \$10.00. Upon completion of the first five weeks of a session, the league roster is closed.

### ***SESSION ENROLLMENT***

The signup sheet for each session will be posted four weeks before the beginning of that session. Applicants who want to become members and play in the next session, as well as continuing members who want to play in the next session, should enter their names on the signup sheet at that time.

***VILLAGE ID***

At the beginning of every session, each member will be asked to show their Village ID. This is a requirement of The Villages for our use of the recreation centers. Please have your Village ID with you at the beginning of each session. We will be checking picture and year.

***OFFICIAL TIME***

The official time will be kept using the clock located on the wall between the pool room and the card room.

## Code of Conduct

1. If the game being played is a call-shot game the shooter need not call a shot if the ball and pocket are obvious. If the shot is not obvious the shooter should indicate both the ball and the pocket. Bank shots and kick shots are not considered to be obvious. The opponent may ask the shooter what ball and pocket are being called if it is not obvious. The opponent should not attempt to do this in order to “shark” the shooter if the shot is obvious.
2. The game of pocket billiards as played in an event sponsored by the Villages Billiard Club is to be conducted in a sportsman like manner. If the shooter commits a foul, the shooter should inform the opponent that he has ball-in-hand.
3. During play if either player feels that a shot may not result in a legal hit the player may ask to have a referee or impartial observer watch the shot.
4. If a referee is present, or if an observer is called to watch a shot, the judgment of the referee or observer is final and cannot be questioned. Either player can question the interpretation of a rule, but not a judgment call.
5. When a player is not at the table the player should be as unobtrusive as possible. The player that is not shooting should not stand in the line of the shooter or make noise that may distract the shooter. Respect your opponent and the game.
6. A player should not attempt to “shark” an opponent in any manner. For example, when a shooter misses a shot he should not say that he has just left the opponent with an easy shot.
7. A player shall not disassemble his cue stick or in any manner give the shooter the impression that he is conceding the game. If a player begins to take his cue stick apart in front of the player at the table it is considered to be a concession of the game.

## General Rules of Play

See the separate publication “*The Official Rules of the BCA Pool League*”.

## 8-Ball Rules

See the separate publication “*The Official Rules of the BCA Pool League*”.

## 9-Ball Rules

See the separate publication “*The Official Rules of the BCA Pool League*”.

## Definitions for the OBG Men’s Billiard Club

**Ball-in-hand:** *Ball-in-hand* is the term used to describe the advantage granted to your opponent when you scratch or otherwise foul. Your opponent may choose where to place the cue ball anywhere on the playing surface of the table before shooting his next shot.

**Bank shot:** A *bank shot* is when a player drives the object ball to the cushion in the course of making the shot.

**Break (Break Shot):** Refers to the first shot of the game.

**Carom:** A term describing the glancing of one ball off another.

**Foot of table:** The end not marked with the maker's name plate, or on tables with ball returns, the end to which the balls return (see Figure 1 Diagram of table).

**Foot spot:** A spot placed in the exact center of an imaginary line drawn across the pool table between the second diamonds from the foot rail (see Figure 1 Diagram of table).

**Foul:** An illegal shot resulting in loss of turn at the table and *cue ball-in-hand* for the opponent.

**Frozen ball:** A *frozen ball* is a ball that is touching either another ball or a rail. If it is touching another ball, it is frozen on that ball; if it is touching a rail, it is frozen on the rail.

**Head of table:** Opposite of the foot (see Figure 1 Diagram of table).

**Head string:** The imaginary line drawn across the pool table between the second diamonds from the head rail (see Figure 1 Diagram of table).

**Kick shot:** A *kick shot* is when a player drives the cue ball to a cushion before contacting the object ball.

**Play Period:** Each schedule day of competition is divided into time slots referred to as play periods. Each play period has a start and end time in which the matches must be played. Play cannot continue past the end of the play period and no points are awarded for matches that are not completed within the play period. The play period start and end times will be announced to the team Captains at the team selection meeting.

**Massé shot:** A *massé* shot is when a player attempts to curve the cue ball around a ball in order to strike an intended ball. A massé is accomplished by raising the butt end of the cue and using either right or left *english*. Even raising the butt end of the cue a little and using right or left *english* will cause the cue ball to curve a little.

**Match:** A match is a competition in which one team plays against an opposing team as indicated on the schedule. Each match consists of four sub-matches. The Captains will choose how to divide the members of their team that are present into two groups. Each group from one team will play a sub-match against each of the two groups from the opposing team. Groups may be altered subsequent to the first sub-match.

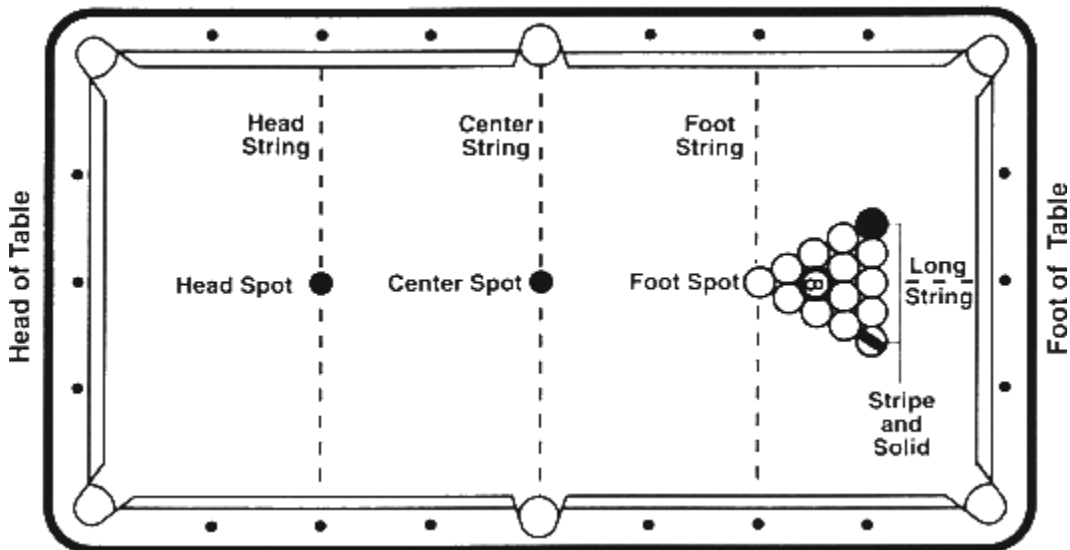
**Miscue:** A *miscue* occurs when the cue's tip does not hit the cue ball squarely enough and glances off without driving the cue ball on its desired course, often caused by not enough chalk on the tip, an improperly shaped tip or an attempt at too much *English*. Miscuing is not illegal unless the shooter is deliberately miscuing to scoop the cue ball over a ball that is in the shooter's way.

**Object ball:** The *object ball* is the ball you are trying to hit, or in 8-ball, any other ball of your category.

**Scratch:** Pocketing of the cue ball or driving the cue ball off the playing surface and onto the floor.

**Session:** There are four sessions each year. Each session begins with new team selection and consists of a number of weeks of team competition. Each Captain will be given schedules to distribute to the members of his team. A tournament consisting of the top four teams will be held at the end of each session. Prizes will be distributed following the tournament.

**Sub-match:** Each sub-match will consist of two games of 8-ball and two games of 9-ball. Each player present on a team will break at least once in each sub-match. One point is awarded to the team that wins each game of the sub-match. Score is kept by the Captain of each team and verified with the opposing Captain. Score sheets are handed in to the Play Director of the particular play period.



**Figure 1 Diagram of table**

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