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8 BALL SINGLES POOL LEAGUE VNEA RULES & BYLAWS

Last updated April 15, 2008

1) RECENT CHANGES – may include clerical/grammatical corrections and/or changes to play or procedure

1) SECTION I

1) SUPPLIES

- (1) Sub-Section 4.1.8 (3/9/07)
- (2) Sub-Section 4.1.9 (1/17/08) ←

2) CAPTAIN’S RESPONSIBILITIES

- (1) Brand new Sub-Section 5 (3/9/07)
- (2) Sub-Section 5.1 (4/15/08) ← ← ← ← ←

3) FEES & SANCTIONING

- (1) Sub-Section 6.1.4 (1/17/08) ←
- (2) Sub-Section 6.1.5 (1/17/08) ←
- (3) Sub-Section 6.1.7 (7/23/07)
- (4) Sub-Section 6.3.2 (7/23/07)
- (5) Sub-Section 6.3.3 (4/15/08) ←
- (6) Sub-Section 6.4.2 (1/17/08) ←
- (7) Sub-Section 6.4.3 (1/17/08) ←
- (8) Sub-Section 6.6.1 (7/23/07)

4) DISPUTES

- (1) Sub-Section 7.1.7 (4/15/08) ←
- (2) Sub-Section 7.2.1.2 (3/9/07)
- (3) Sub-Section 7.2.2.3 (1/17/08) ←
- (4) Sub-Section 7.3.2 (3/9/07)
- (5) Sub-Section 7.3.3.1 (3/9/07)
- (6) Sub-Section 7.3.3.3 (1/17/08) ←
- (7) Sub-Section 7.3.3.4 (3/9/07)
- (8) Sub-Section 7.3.3.7 (3/9/07)
- (9) Sub-Section 7.3.3.8 (3/9/07)

5) PLAYER ROSTER

- (1) Sub-Section 8.2.1 (1/17/08) ←
- (2) Sub-Section 8.2.6 (4/15/08) ←
- (3) Sub-Section 8.3.2 (1/17/08) ←
- (4) Sub-Section 8.4.1 (1/17/08) ←
- (5) Sub-Section 8.4.2 (1/17/08) ←
- (6) Sub-Section 8.4.3 (1/17/08) ←

6) SCHEDULING

- (1) Sub-Section 9.1 (3/9/07)
- (2) Sub-Section 9.2 (4/15/08) ←
- (3) Sub-Section 9.5.8 (3/9/07)

2) SECTION II

1) PLAY

- (1) Sub-Section 5.6 (4/15/08) ←

2) FOULING

- (1) Sub-section 8.15 (3/9/07)

2) PREFACE

- 1) VNEA is the Valley National Eight-ball Association and is the sanctioning body 8-ball billiards. All rules enforced by Cox Music will be those of the VNEA. Cox Music may also sanction some leagues ISPA. Rules will still be VNEA rules, but ISPA sanction fees will also apply.
- 2) Cox Music, Inc., a leading amusement service, offers many leagues to anyone in our broad coverage area. Leagues are created for the businesses hosting the leagues as a means to offer more entertainment for their customers. Players come from all over the Quad Cities and beyond to join our Dart, Pool, and Silver Strike Bowling leagues. These leagues are the intellectual property of Cox Music, Inc. We administrate and present the rules of play to the players and locations, but rule enforcement and standard game play is monitored at the player level. Cox Music, Inc. will, at the request of players, help mediate when necessary, but will remain neutral until our assistance is required. Our corporate headquarters can be contacted anytime during regular business hours to answer any questions.
- 3) Cox Music leagues are open to all players regardless of race, sex, ethnicity, religion, or age, except for employees or representatives of firms seeking to cause the removal from locations, of equipment that is the property of Cox Music, Inc. or the addition of supplies, merchandise, or games other than those owned by Cox Music, Inc.
- 4) Cox Music, Inc headquarters is not generally open to the public. Before visiting Cox Music, Inc, please call to set up an appointment to visit to make sure that someone will be available to talk to.

- 5) These rules are created by Cox Music through the VNEA and should be followed at all times. Anyone purposely misusing, manipulating, or breaking these rules will face penalties up to and including removal from all current leagues or being expelled completely from any current and/or future Cox Music league.

3) HIGHLIGHTS

- 1) Play begins at 7:00 PM but teams will have a 15 minute grace period. All time is regular time not bar time. Any mutually agreed upon changes to scheduled play must be made before the scheduled match and the league office notified.
- 2) Late fees of \$15.00 will apply to the hosting team of any score sheet that does not arrive by 2:00 the day we mail new stats out.
- 3) Payment should be in the form of check or money order. Cash is discouraged and change can cause the envelopes to be torn by the post office machines. Cox Music will not be held responsible for the loss of any form of payment or for any fees resulting from the loss of any payment.
- 4) During "BYE" weeks, no payment is required.
- 5) Locations are not required to provide bar rounds. The sponsors have done their part by paying sponsor fees, which provide direct benefit to the players and create the financial base for all trophy awards. In many areas, the providing of house rounds is considered "inducement" and thus can be a violation of state liquor laws. In addition, said house rounds can contribute to the cancellation of liquor liability insurance for the errant location. The reward for your involvement is a payback of 100% of league fees, not a free drink. **PLEASE BE SURE TO SHOW YOUR APPRECIATION FOR ANY HOUSE ROUNDS YOU DO RECEIVE.**
- 6) Players may not change locations. The bar you signed up to play at is sponsoring your team, and thus has paid fees to sponsor you. The captain must obtain WRITTEN permission from the owner of the current location that it is okay to move to another location to play. If you switch locations without the permission of the bar owner sponsoring your team, you will face penalties up to and including paying the owner of the bar back the sponsor fee, forfeiting matches, and or removal from the league. League office must be kept informed of the entire situation and notified immediately of any change or proposal for change. Cox Music will not contact the owner for you!!!

4) SUPPLIES

- 1) The following will be provided at no cost to the player at the beginning of the season:
 - 1) Triplicate carbonless score sheets (one for each home match). Additional score sheets may be purchased from Cox Music for \$0.25 each. Single page replica score sheets are available on our website at no cost.
 - 2) One eight-ball marker
 - 3) Addressed, stamped envelopes for sending in score sheets and fees (one envelope for each home match).
 - 4) Magnetic cue ball to be returned at the end of the league season. There is a \$10 charge for non-returned balls.
 - 5) List of all location addresses and phone numbers.
 - 6) Captain's phone number list (by third week).
 - 7) Three week schedule (we will deliver a full schedule during the third week of play).
 - 8) Two protest forms.
 - 9) Rating list
- 2) The schedule will be available online shortly after the league begins. It may also be found on any Galaxy II dartboard within the league locations.
- 3) Stats will be mailed every week to the captain or the bar – not both. Please make sure your score sheets are turned into Cox Music within 2 days of the match. Allow 2 days for US mail – drop in mail night of play.
- 4) Stats will also be available online shortly after they are received and processed.
- 5) If not all the score sheets were turned in, the stats may take another week to catch up, but please play off your previous week's stats. Cox Music cannot control the speed of the postal system.

5) CAPTAINS RESPONSIBILITIES

- 1) The captain of the home team is responsible for turning in the white copy of the score sheet as well as the required amount of money from both playing teams. **If the scoresheet is late, the home team will be charged a \$15 late fee for the first offense and \$25 for the second offense. Any additional offenses may result in a forfeit for the home team. THIS WILL BE ENFORCED! PLEASE TURN IN YOUR SCORESHEETS TIMELY!**
- 2) The captain of all teams is responsible for the actions of all players on his/her team(s).
- 3) The captain is responsible for the lineup of his/her team, and for verification of the lineup of the opposing team.
- 4) The home captain is responsible for any unpaid fees and/or returned check fees.
- 5) The captain is responsible for settling all disputes that may arise in a civilized and contained manner.
- 6) The captain is responsible for interpreting the rules and making sure all present players on his/her team adheres to those rules.
- 7) The captain is the only team representative that should be in contact with Cox Music when problems arise. All player questions and/or problems should be directed to the captain of that team and then discussed with Cox Music by the captain.
- 8) The captain is responsible for contacting Cox Music regarding any forfeit or protest. Forfeits cannot be called in, protests must be written and include a \$20.00 deposit.
- 9) The captain is responsible for signing the score sheet at the conclusion of a match.

- 10) The captain is responsible for distributing the earned payout at the end of the season.
- 11) The captain is responsible for returning the magnetic cue ball at the end of the season.

6) FEES & SANCTIONING

1) LEAGUE FEES:

- 1) Every night of play, there are fees that must be paid to play.
- 2) If no payment is received, the match may be forfeit by the home team.
- 3) League fees each week are \$3.00 – this is paid back 100% based on team performance.
- 4) Players will also pay \$0.20 each week for their banquet.
- 5) Sanction fees will be paid \$0.80 per player each week making the total per player \$4.00 plus table quarters.
- 6) All players will pay quarters to use the tables. No tables will ever be put on free play for league, and table pricing is controlled by Cox Music.
- 7) The total amount that should be sent to Cox Music each league night should be \$40.00 for two full teams.

2) LATE FEES:

- 1) Late fees will be assessed to the home team for any score sheet that does not arrive on time, or arrives without payment. These late fees will be \$15.00. These stats need to arrive by:

	Team stats need to be here by 2PM:	We mail on:	Captain receives stats by:
Sunday	Wednesday	Thursday	Sunday
Monday	Thursday	Friday	Monday
Tuesday	Thursday	Friday	Tuesday
Wednesday	Monday	Monday	Wednesday
Thursday	Tuesday	Tuesday	Thursday

3) SANCTION FEES:

- 1) Sanction fees for VNEA are \$7.00 from July 1st – December 14th, and \$8.00 from December 15th – June 30th.
- 2) Sanction fees are no longer paid upfront and are part of nightly fees. Any overpayment is returned directly to the team that paid it. Underpayment (shorter season, too many players, etc.) will be recovered from team winnings.
- 3) ISPA sanction fees are \$5 a year from June 1st to May 31st.
- 4) Sanction fees and the regulations surrounding them are determined by the VNEA/ISPA, and not by Cox Music.
- 5) Sanction fees will be applicable for any player after 1 night of play.

4) The cost breakdown for nightly fees follows:

- 1) \$3.00 league fees – 100% return
- 2) \$0.20 banquet fee – pays for food at banquet (if food does not use up all of this money, the money is then added to the tournament at the banquet.
- 3) \$0.80 sanction fee – helps pay for ISPA & VNEA sanctions (will pay max amount of \$11.20/person within 14 weeks of play). Any overpayment is returned directly to the team paying, underpayment will have the difference subtracted from payout.

5) SHORTAGES, RETURNS, AND/OR MISSING FEES:

- 1) Cox Music may contact the captain of a team missing fees of any type, but it is ultimately the responsibility of the captain to make sure the fees are paid and turned in on time.
- 2) If there are any shortages, please include a note explaining the shortage. If no note is included, the home team will incur the cost.
- 3) League fees that are not paid may cause a forfeit for the home team. Multiple infractions may cause the removal of the team from the league.
- 4) Any fees that are missed during the season may be collected by other means including removing them from a team's winnings at the end of the season, or through the use of a collection agency if necessary. We encourage all teams to be prompt about payment on all fees.
- 5) All fees should be paid by check or money order. Cox Music will not be held responsible for any lost or stolen fees or any charges that may be incurred to the player to stop payment.
- 6) If a team turns in a check that is returned for insufficient funds, the team will be required to pay by money order for the remainder of that season. A fee of \$25.00 will be charged to the home team for returned checks and will be deducted from that team's winnings at the end of the season or sent to a collection agency.
- 7) A financial breakdown will be given at the end of the season. Receipts will not be given per match.

6) NO IOU's – if you don't pay, you don't play!

- 1) A history of nonpayment by any player may cause future teams that player plays on to repay the debt or pay a deposit before the leagues begin that covers 100% of that team's league fees for the new season. In some cases, players may be expelled from all leagues due to repetitive non-payment!

7) DISPUTES

1) GENERAL DISPUTE PROCEDURES

- 1) Please refer to all parts of this manual for rules on game play.
- 2) If a player has a question about a rule during a match, that player should go to his his/her captain. The captain should then ask the opposing captain for a rule clarification if needed.
- 3) Captains should be able to resolve any dispute that arises during a match by using the rules provided.
- 4) All players are expected to act like adults and decide what to do and continue the match.
- 5) For questions, call 563-386-4003, state your name, location, problem, and a phone number (preferably not the bar number) where you can be reached by a member of our technical staff. Dial 1121 at the end of the message to page our technical staff. They will help assist you and may contact the league coordinator or secretary to gain further knowledge, but will not make a ruling. Continue the match as usual, and if a ruling is required follow the protest procedure outlined below.
- 6) Any conduct such as physical confrontations, profanity towards a member of our staff, or inability to do what is asked by our staff may result in penalties up to and including removal from all leagues the player plays in.
- 7) Any dispute with a match should not be signed by the captain disputing. The game must be completed and both teams must fill out the protest form with the team initiating the protest including a \$20 deposit. This will be turned in with the score sheet and league fees by the home team. A ruling will be made by Cox Music league staff within 7-10 days. Our technicians on duty do not have the authority to make a ruling the night of play, but may be able to guide you in determining what should be done. DO NOT get upset at them, they are trying to help you. You must contact league personnel during normal business hours – the coordinator and secretary will not be available outside of normal office hours.
- 8) League officials are only available during regular office hours listed on the front of this rulebook. League officials will not be able to be contacted directly by the player after regular hours.
- 9) Please remember that a night of league play is for entertainment and should never result in name calling or profanity – especially towards anyone at Cox Music.
- 10) Any players that cause repetitive problems with anyone in the league or Cox Music personnel may face penalties up to and including removal from all Cox Music leagues. The league office will make all determinations regarding this.

2) FORFEITS

- 1) After 15 minutes without prior arrangements the present team captain should try to call the opposing team captain to get more information. After the attempt has been made, the present team captain may call a forfeit and the opposing team has the following options:
 - (1) Accept the forfeit. Both captains should then call the league office and leave a message regarding the forfeit. Calling as soon as this is determined will speed up stat processing.
 - (2) Request a reschedule of the match. In the event of major emergencies involving 3 or more of the players on the team that is not present, rescheduling may be required by the league office. This will be determined by the league office and the reason will be explained to both teams.
 - (3) They may still play if they contact the team that is present and that team agrees to wait a designated amount of time – but only if the present team agrees.
- 2) Scoring and paying for a forfeit
 - (1) Any team short a player will forfeit 10 points per round per missing player. Players that arrive late may play in the rounds that they have not missed. Teams must have at least 3 players to start a match.
 - (2) When scoring a forfeit, the team that is not fully present (less than 3 players present) will receive all losses and no wins. 4 round points will be awarded to the present team as well as 30 points for each player present. The team that is not present will have the losses awarded to the 4 regulars and the captain of their team. This will apply to all matches except those within the last two weeks of play in which the averages of those present will be applied to points, wins, and losses.
 - (3) Regardless of the type of forfeit, handicap points are still awarded by the software; however, all points awarded during a forfeit game will not be factored into the players' averages.
 - (4) Payment must still be made if a forfeit happens. The present team should list all players that were present on their score sheet and turn in their share of the league and banquet fees as well as sanction fees for any players that are not yet sanctioned but will receive points for this match. No team will receive points until these fees are paid. The team that was not present should pay the league fees before the season is over or the fees will be removed from their team's winnings.
- 3) Continuous forfeiting and/or loss of team
 - (1) Any team that forfeits two times or more may be removed from the league and lose all money paid into league fees. Cox Music will make decisions on this based on the case presented.
 - (2) If a team drops out of the league before the second round of a double round-robin league, all scores will be deleted and money returned to the affected teams at the banquet. This may affect team and player standings but they cannot be disputed.
 - (3) If a team drops out of the league during the second round of a double round-robin league, all scores from the second round will be deleted and money returned to the affected teams during the banquet.

- (4) During a single round-robin season that does not have a second round, all scores will be deleted affected by the dropped team and money returned during the banquet.
 - (5) The bar has the right to replace a defunct team, but it must be done during the first three weeks of play. Make up games will be allowed on any missed matches, but must be done before the final two weeks of play.
 - (6) If a team quits after the 3rd night of play and they create a BYE, Cox Music may still fill the BYE, but the team that takes the defunct team's place will assume all scores (wins/losses, round wins, etc.) that had accumulated. No makeup games can be played for any of the matches that have already been recorded (whether played or forfeit).
- 3) **PROTEST PROCEDURE**
- 1) The authority to protest resides **ONLY** with the captain.
 - 2) **ALL PROTESTS MUST BE FILED THE NIGHT OF THE MATCH AND TURNED IN WITH SCORE SHEETS WITHIN 48 HOURS.**
 - 3) When filing a protest follow these steps:
 - (1) All matches must be finished – **DO NOT STOP A MATCH** for a ruling from the service personnel on duty. Both captains should review the rules and determine a solution on their own. The service technician may be contacted for quick explanations, but will not make a ruling. Any team that refuses to continue a match will forfeit that match and lose all right to protest.
 - (2) Complete the match, but do not sign the score sheet if you are going to protest. A signed score sheet voids all right to protest.
 - (3) Protests must be in writing and must include a \$20.00 deposit. If the protestor wins the protest, they will get their deposit back. If they lose the protest, the fee is turned over to the league office.
 - (4) All protests should be filled out on the protest form provided to you at the beginning of the season and turned in with the score sheet from that match. Both captains should fill in the details of the match and sign the form.
 - (5) Protests without a deposit or any verbal protest will not be accepted and the match will stand as played.
 - (6) Protests should only be filed if the two captains cannot resolve the issue on their own.
 - (7) Once a protest is filed with the league office, the office will make any further decision within 7-10 days of receiving the forfeit form. During this time the office may contact players on both teams as well as the bar. Do not contact the league office and ask if a resolution has been reached, we will contact you.
 - (8) Cox Music may decide to have the match replayed if no comfortable resolution is reached. The rematch will then need to be scheduled between the two captains involved.
 - (9) **ALL LEAGUE OFFICE DECISIONS ARE FINAL AND MAY NOT BE FURTHER CONTESTED!**

8) PLAYER ROSTER

1) THE TEAM – GENERAL GUIDELINES

- 1) A team will consist of 5 regulars and up to 5 substitutes.
- 2) A team may have 1 or 2 captains. Captains can be changed, but only once during a season.
- 3) At least 3 players must be present to play a match. These can consist of regulars or substitutes, but must follow all substitute rules.
- 4) Location owners may substitute for any of their teams at any time.
- 5) A regular player present with a medical excuse during substitute play is allowable – medical excuse must apply to the night of play and may be presented at the night of the match.
- 6) It is up to the captain to update his/her roster and make sure that the correct players are listed as regulars and subs on the stats.
- 7) The captain should also make sure that all names are spelled correctly before the final week of play or the trophies will state the names listed on the stats.
- 8) A team roster is full at 10 players. Teams should not add any more players once 10 are on the roster. Every player that has played even 1 game will have to be sanctioned.
- 9) Subs can be added to the roster up to the halfway point of a league and should be done prior to the mailing of stats at that point. A team wanting to add players after this time must ask permission of the opposing captain, and no protest of this player will be allowed after the match has begun. (exception – see 8.1.4)
- 10) Do not call the league office to add substitutes unless it is close to the halfway point of the season. Up until that time, just place them on the score sheet or list any on the back of the score sheet that didn't play that day. After the halfway point of the season, do not ask the league office to add substitutes to your roster.
- 11) Players under the age of 21 are allowed, but the league office must be notified of this fact prior to the beginning of the season. The team has the responsibility of notifying every location where they will play of the underage player on their team and must get permission from those location owners. If a bar does not allow minors, the team must find a substitute for that match.
- 12) Cox Music will not call bars, find subs, or re-schedule matches.

2) THE LINEUP

- 1) In a 15-game standard format, the home team captain places line-up first. Captains will match players' averages as best as possible based on current ratings or stats. New players are "10" and handicap points will be applied accordingly.
 - 2) In a 15-game rotating format, record lineups from lowest to highest average. Handicap points will be awarded to the team with the lowest average. Lowest team receives the difference per round.
 - 3) Before the match begins, it is both captains' duties to check the current standings and make sure the averages of the players are correct on the score sheet. If no new standings are available, use the previous week's stats.
 - 4) Regardless of whether the line-up or handicap is wrong, games played may stand as played if the score sheet has been signed. Any miscalculation should be fixed and checked by both captains at the end of the match. The scores may not be changed after the match is posted if the captains miscalculated the scores unless agreed upon by both captains, or Cox Music deems necessary to change the scores.
 - 5) If there is an error in the input of scores or feats by Cox Music, please contact us and we will check to see if we need to fix the error. If Cox Music finds a miscalculation, we will correct it.
 - 6) If there is a problem in scores, handicaps, or averages that are caused by no fault of the teams playing the match and/or is caused by missing scores, the incident will be investigated to determine if a change in score is necessary.
 - 7) All league play is to be played on one table. The exceptions to this rule will be for the following reasons: bad weather conditions, long distance traveling teams, late play, or any other conditions approved by the league office.
 - 8) All players involved in a match must be the same players listed on the score sheet. If a person plays under a false name, the team he/she is on will be subject to penalties up to and including, forfeit of games involved in, forfeit of match, removal of players and/or team from league.
 - 9) Players will provide a picture ID if requested by any player or league representative. If an ID is not available at the time of the match, the player will have up to 48 hours to provide proof of identity or penalties will be issued to the team.
- 3) **SUBSTITUTES**
- 1) All subs are required to pay league fees, table fees, and sanction fee like regular players.
 - 2) New players start as a "10" and handicap points apply accordingly.
 - 3) Subs may be added to the roster at anytime without approval up to the halfway point of the season. After the halfway point, a team bringing in a sub must get the approval of the opposing team captain and lineup cannot be protested after match play begins.
- 4) **HANDICAP**
- 1) Players will hold their averages from season to season and from division to division. A player's average will be updated for every night they play and will include average between divisions. Whatever average a player ends a season with will carry to the next season to start that season.
 - 2) On the first night of play, match players' averages as best you can by using the ratings sheet or current stats. Handicap points will be applied. New players not listed on the current ratings will start with an average of "10".
 - 3) During the season, any player that comes in without having played a match that season will play against the highest average player of the opposing team. The new will be considered a "10" and handicap points will be applied.
 - 4) A maximum of 3 handicap points will be given per game of the match.

9) SCHEDULING

- 1) All schedules are created randomly by computer at Cox Music; please do not ask us to manipulate them in any way because the software will not allow it.
- 2) Schedules will be online before the 4th week of league play.
- 3) A 3-week schedule is given to all captains the first week of play. A full schedule is then presented on the third week. Any further changes will be mailed to the bar or captain depending on where stats are typically mailed.
- 4) Always follow the paper schedules given to you by a league representative. If we give you a new schedule, please discard the old one.
- 5) **THE OPTIONS FOR MAKING UP GAMES, RESCHEDULING, OR PRE-SCHEDULING ARE AS FOLLOWS:**
 - 1) **EMERGENCY:** If you have to cancel a match because of an emergency, the captain of the team canceling should contact the opposing team AND Cox Music. Depending on the reason, the league office may request that the two teams arrange a time to reschedule the match.
 - 2) **NON-EMERGENCY:** Inform the league office at least 3 days prior to the scheduled match. The office will give you the number of the opposing captain if you do not have it. You may ask the opposing captain if they will reschedule the match, but they **DO NOT** have to reschedule.
 - (1) If they choose not to reschedule you must find subs and play the match or tell them you will have to forfeit.
 - (2) If they do choose to reschedule, determine a date and time at that moment and both captains need to contact Cox Music to inform us of the situation.
 - 3) **WEATHER:** The league office will determine if matches will be rescheduled en masse during inclement weather. If extenuating circumstances exist during mildly inclement weather, rescheduling must be allowed. If the entire day of matches is cancelled, the league office will call you; please do not call the league office.

- 4) **LOCATIONS:** Players must play any and all make-up, rescheduled, or pre-scheduled match at the original location listed on the schedule. Play will not be allowed at any other location than what the schedule lists for that missed match.
- 5) **MAKE-UP GAMES:** Captains must decide on a make-up date within two weeks of the scheduled match date. The match can be made up any time before the final two weeks of the season, but the date must be set within two weeks of the original match date. If a date cannot be determined by both teams, a date will be set by Cox Music, and cannot be changed after this. Forfeit rules will apply to any teams not able to attend the make-up game.
- 6) **FOFEIT RULES WILL APPLY TO ANY MATCHES NOT PLAYED AFTER BEING RESCHEDULED OR PRE-SCHEDULED.**
- 7) **NEW TEAM REPLACING DEFUNCT TEAM** must be allowed to do make-up match(s) with teams previously receiving a forfeit. New teams can only replace dropped team within the first 3 weeks of league play unless voted on by all teams involved in the league. The new players will play and determine averages and handicap points after the match just like everyone else. Any match that may have been played by the team that dropped will stand, only forfeit matches may require make up games.
- 8) **VNEA or ISPA SANCTIONED TOURNAMENTS:** Any player or players that are not able to play a match due to VNEA or ISPA sanctioned state or national tournaments will be allowed to makeup the match provided the following requirements are met:
 - (1) There are 3 or more players from a team involved and not enough subs are available to play the match.
 - (2) The players' team contacts the opposing team of the match that will be missed prior to the DAY of the match.
 - (3) The rescheduled date must be decided within 2 weeks of the missed match. The match can be played anytime before the final 2 weeks of the league unless the tournament is during this time, in which case the match must be made up before the final match.
 - (4) These matches may also be pre-scheduled.

10) RECORDING FEATS

- 1) **ERO (Eight-ball Run Out):** The only time a player may achieve an ERO is in his/her first approach, with 15 balls on the table. If the breaker runs out and wins the game from the break, it is an ERO. If a breaker does not make any object balls, his/her opponent will have a chance to get an ERO. He/She must pocket all 7 object balls and the 8-ball in one turn without missing. Any opponent object balls hit in during the breaker's legal pocketing of his/her own balls will be scored to the opponent.
- 2) **8BB (Eight Ball Break):** Getting the 8-ball in on the break is considered a win, unless the cue ball is scratched or leaves the table completely. If a player wins on an 8BB, the opponent will only receive 0 no matter what other balls were pocketed.
 - 1) Player breaks, gets 8 ball in + another ball in, score would be 10-0 for the breaker.
 - 2) Player breaks, gets 8 ball in + another ball and scratches, the score would be 10-0 for the opponent.

11) CONCLUSION OF MATCH

- 1) Prior to the conclusion of the match, if any player breaks down a cue stick and/or puts it away, this does not indicate that the games is over and is not an action that can be protested. Players should be discrete if doing so, and not interrupt those around them. Everyone should be considerate of the players on both teams.
- 2) Both captains should sign the score sheet unless there is a dispute.
- 3) Home team captain should collect all fees and put in envelope with white copy of score sheet to be mailed immediately to Cox Music. Please only place check or money order in envelopes being mailed.

12) END OF THE SEASON PAYOUTS AND AWARDS: - (subject to change without notification)

- 1) Pay out is calculated by the total round wins per team. A financial breakdown of all league fees will be given to the captains at the banquet.
- 2) Only players having played 80% of the season will qualify for certain awards.
- 3) MVP – MVP will be chosen by the player with the most points. A trophy is awarded.
- 4) Certificate for the most wins – player who has most wins in season.
- 5) Trophies are typically awarded to the teams placing 1st, 2nd, and 3rd unless otherwise stated during the league. Each winning team will receive a sponsor trophy and individual trophies for the regular players on the team. (Maximum of 5 reg. players)
Note: Extra trophies can be purchased for subs or additional players, at the team expense.
- 6) **Please verify that all player names are spelled correctly as soon as possible.** Trophies will have names on them exactly as they appear on the stat sheet as of the final night of play – corrections to names must be made over the phone or email.
- 7) In the event of a 2-way tie for:
 - 1st – 2 first place trophy sets will be given and 1 second place trophy set, no 3rd place.
 - 2nd – 1 first place trophy set, 2 second place trophy sets, and no third place.
 - 3rd – 1 first place trophy set, 1 second place trophy set, and 2 third place trophy sets.
 - 1st & 2nd – 2 first place and 2 second place trophy sets will be given, no third place set.
 All other ties will be decided on a case-by-case basis.

13) BANQUET:

1. End of season banquets will be held 2 weeks after final night of play unless otherwise noted on standings or schedule.

2. The location of the banquet is chosen by random drawing during the start up meeting. Every league location meeting the following criteria will receive one entry per team in “the hat”.
 - The location must be a full Cox Music location.
 - The location must have enough room to host the event.
 - The location cannot have hosted the previous season.
 - Team from the banquet host location has not dropped out by end of season.
 3. If a team that was supposed to host the banquet drops, the banquet will be moved to an alternate location. If the alternate location is no longer playing, the winning team will host the banquet. If the banquet cannot be held at any of these locations, Cox Music will decide on a location and inform the league.
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SECTION II

VNEA GAMEPLAY RULES

1) BALLS AND RACKING

- 1) The game is played with one cue ball and 15 numbered object balls.
- 2) The balls are racked in a triangle at the foot of the table with the 8 ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack, and a solid ball in the other corner.
- 3) The object of the game is to make one group of numbered balls, either stripes or solids, legally pocketing a ball on each turn at the table and then legally pocket the eight ball which then wins the game.

2) BREAK SHOT

- 1) Start of play - the home team breaks first and writes their line up down first. The break will alternate thereafter. During International competition, the teams will flip a coin to determine the home team.
- 2) If the breaker hits the racked balls with the cue ball driving four or more numbered balls to a cushion, or pocketing one or more object balls, the game is considered started. If a player fails to make a break, it's not a foul; however, the opponent has the option of accepting the table in position and shooting, or, has the balls re-racked and shooting the break himself, or has the original breaker re-break.
- 3) Stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the headstring.
- 4) When positioning the cue ball for break shot, the base of the cue ball must be behind the headstring (kitchen).
- 5) If a player scratches on a legal break shot, (1) all balls remain pocketed (exception 8 ball), (2) it is a foul, (3) the table is open.

PLEASE NOTE:

Incoming player has cue ball in hand behind the headstring and may not shoot an object ball whose base is not outside the headstring, unless he/she shoots the cue ball past the headstring and cause the ball to come back behind the headstring and hit the object ball. If a player positions the cue ball completely and obviously outside of the kitchen and shoots the ball, it is a foul, if called by the opponent.

- 6) The opposing player must inform the breaker of improper positioning of the cue ball before the shot is made. If the opposing player does not inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he must then re-position the cue ball.
- 7) Making The 8 Ball On The Break:
An automatic win for the player breaking, however, if the cue ball is scratched when making the ball on the break, the opponent wins the game.
- 8) If the player legally breaks the racked balls and does not make any balls, his opponent then shoots, having an open table.
- 9) If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking the cue ball in hand behind the headstring and shooting. Any jumped balls are spotted in numerical order.

3) OPEN TABLE

The table is “open” when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice versa. NOTE: The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe ball or the 8 ball first in the process of pocketing the called stripe or solid. On an open table, all pocketed balls remain pocketed. The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups.

THE TABLE IS ALWAYS OPEN AFTER THE BREAK SHOT. The choice of group is determined only when a player legally pockets an object ball *after* the break shot.

4) GAME

- (1) In Call Pocket, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he unsure of the shot. Banks and combinations are not considered obvious, and both the object ball and the pocket must be called or it is a loss of turn. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.
- (2) The opening break is not a "called pocket". Any team performing a break shot in Scotch Doubles 8 Ball may continue to shoot their next shot so long as they legally pocketed an object ball on the break and they alternate turns.
- (3) When a team has pocketed all the balls in their group, they then shoot the 8 ball, physically designating the pocket with a pocket marker. **The marker is to be placed on the table completely within the first two diamonds on either side of the pocket. The entire area between the diamonds included.** You do not have to touch or move the marker if it is already at your intended pocket.

5) PLAY

- 1) If a shooter inadvertently pockets his opponent's ball, it remains down. However if the shooter does not legally pocket one of his own group, he loses his turn.
- 2) Each player continues to rotate shots so long as they legally pocket any of their object balls (Exception: calling a safety). If a player fails to pocket their designated group ball they will lose their turn.
- 3) If a player fails to hit the 8 ball while shooting at it, it is a foul and the game continues. However, if a player scratches the cue ball while shooting at the 8 ball, he loses the game, even if the 8 ball remains on the table.
- 4) In the event the cue ball or an object ball stops on the edge of a pocket then falls into the pocket, because of vibrations, fans, or stomping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.
- 5) If any object ball is jumped off the table, it is a foul and a loss of turn, unless it is the 8 ball, which is a loss of game. Any jumped balls are in numerical order.
- 6) Cue sticks may be broken down and used in part or whole for shots where there is not enough room to shoot. The correct end of the cue stick must still be used.
- 7) SLOW PLAY RULE: Exaggerated slow play will be penalized. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in loss of game. During National competition, referees judgment will prevail and both players will be timed.
- 8) STALEMATED GAME: If in 3 consecutive turns at the table by each player (6 turns total) , they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked and the breaker of the stalemated game will break again.

PLEASE NOTE: Three consecutive fouls by one or more players is not a loss of game.

6) LOSS OF GAME

- 1) Pocketing the 8 ball when it is not the legal object ball except on an opening break.
- 2) Pocketing the 8 ball on the same stroke as the last of his group of balls.
- 3) Scratching when the 8 ball is his legal object ball.
- 4) Jumping or knocking the 8 ball off the table at any time.
- 5) Pocketing the 8 ball in a pocket other than the one designated.
- 6) Fouling while pocketing the 8 ball in the designated pocket.
- 7) Third infraction of the slow play rule.
- 8) Pocketing the 8 ball and the cue ball on the break stroke.
- 9) Not correctly marking the pocket while pocketing the 8 ball.

NOTE: All infractions above must be called before the next shot is taken. Only the players involved may call an infraction.

7) LEGAL SHOTS

On all shots (except the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket any group ball, or (2) cause the cue or any other ball to contact a rail.

***** PLEASE NOTE:** It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, any group ball must be pocketed, OR the cue ball or any other ball must contact a rail.

"SAFETY SHOT": For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, his must declare a safety to his opponent. If this is NOT done, and one of the shooters object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

8) FOULING

All fouls must be called and acknowledged before the next shot is taken. (Except scratching)

The following results in fouls:

1. Failure to make legal shots as noted above.
2. Shooting the cue ball into a pocket or off the table.

3. It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls. The incoming player receives the cue ball in hand behind the headstring.
4. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
5. Shooting without at least one foot touching the floor. (Junior League Exception).
6. Object Ball Frozen To Cushion or Cue Ball. This applies to any shot where the cue balls first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either:
 - 1) A ball being pocketed, or
 - 2) The cue ball contacting a cushion, or
 - 3) The frozen ball being caused to contact a cushion attached to a different rail, or
 - 4) Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of those four requirements is a foul.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.
7. ACCIDENTALLY moving or touching any balls is not a foul unless: (1) the moved ball is the cue ball or (2) a moved ball makes contact with the cue ball or (3) a moved ball that is jumped off the table or pocketed or causes any balls to be jumped off the table or pocketed. (Exception to #3: If the 8 ball is jumped off the table or pocketed it is a loss of game if called by the opponent before the next shot is taken). Only the opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul.
8. Picking up or shooting the cue ball while any balls are still in motion is a foul.
9. Push shots and or double hits will be considered fouls.
10. With the cue ball in hand, touching any object ball with the cue ball is a foul or touching any object ball with your hand while touching the cue ball is a foul.
11. When the slow play rule is enforced, taking longer than ONE MINUTE between shots is a foul.
12. Jumping object balls off the table.
13. After a scratch on a legal break, if a player positions the cue ball completely and obviously outside the kitchen and shoots it is a foul.
14. If your opponent commits a foul and you do not receive his/her acknowledgment of such foul prior to touching the cue ball, you have committed a foul. (Exception: scratching)
15. Illegal jumping of the ball. This includes hitting below the center of the ball with the intention of scooping.
16. Shooting out of turn.

9) PENALTY FOR FOULING

- 1) Only the players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table (*the cue ball does not have to be behind the head string except on the opening break or immediately after a foul on the break*). A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.