Eight Ball Rules and
League Rules and Regulations
(updated 06/02/06)
EIGHT BALL RULES

OBJECT OF THE GAME
Eight Ball is a call shot game played with a cue ball and 15 object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). The player pocketing either group first, and then legally pocketing the 8-ball wins the game.

CALL SHOT
In Call Shot, a player may shoot any legal object ball he chooses, but before he shoots, he must designate the called ball and called 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 is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. 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. The opening break is not a “called shot.” Any player performing a break shot in 8-Ball may continue to shoot so long as any object ball is legally pocketed on the break.

RACKING THE BALLS
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. In our league, players may rack their own balls or designate anyone else to rack them.

STRIKING THE CUE BALL
Legal shots require that the cue ball be struck only with the cue tip. Failure to meet this requirement is a foul.

FOOT ON FLOOR
Player must have at least one foot in contact with the floor at the moment the cue tip contacts the cue ball, or the shot is a foul. Foot attire must be normal in regard to size, shape and manner in which it is worn.
EIGHT BALL RULES

SHOOTING WITH BALLS IN MOTION
It is a foul if a player shoots while the cue ball or any object ball is in motion (a spinning ball is in motion).

COMPLETION OF STROKE
A stroke is not complete (and therefore is not counted) until all balls on the table have become motionless after the stroke (a spinning ball is in motion).

ORDER OF BREAK
In weekly matches, the player that has the ‘BK’ listed next to their name has the option of break. In tournaments, the winner of the coin toss has the option of break. If the match is race-to-two or higher, the loser of each game breaks in the next.

CUE BALL ON OPENING BREAK
The opening break shot is taken with cue ball in hand behind the head string. On the opening break, the game is considered to have commenced once the cue tip has struck the cue ball.

HEAD STRING DEFINED
The area behind the head string does not include the head string. Thus, an object ball that is dead center on the head string is playable when specific game rules require that a player must shoot at a ball past the head string. Likewise, the cue ball when being put in play behind the head string (cue ball in hand behind the head string), may not be placed directly on the head string; it must be behind it.

CUE BALL IN HAND BEHIND THE HEAD STRING
This situation applies when the incoming player may place the cue ball anywhere behind the head string. The shooting player may shoot at any object ball as long as the base of the object ball is on or below the head string. (The position of a ball is judged by where its base, or center, rests.) He may not shoot at any ball, the base of which is above the head string, unless he first shoots the cue ball below the head string and then by hitting a rail causes the cue ball to come back above the head string and hit the object ball. The base of the ball (the point of the ball touching the table) determines whether it is above or below the head string. When a player has the cue ball in hand behind the head string, the opposing player or referee shall warn him before he shoots if he has placed the cue ball on or within 1/2 ball width outside of the head string. If the player then shoots from on or within the specified distance outside the head string, the stroke is a foul. If the opposing player does not so inform the shooting player before the shot is made, the shot is considered legal. If the shooting player is informed of improper positioning, he must then reposition the cue ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul. When the cue ball is in hand behind the head string, it remains in hand (not in play) until the player strikes the cue ball with his cue tip. The cue ball may be adjusted by the player’s hand, cue, etc., so long as it remains in hand. Once the cue ball is in play per the above, the player may not impede it in any way; to do so is to commit a foul. Additionally, if the shot fails to contact a legal object ball or fails to drive the cue ball over the head string, the shot is a foul and the opposing player has ball in hand.
LEGAL BREAK SHOT
(Defined) To execute a legal break, the breaker (with the cue ball behind the head string) must either
(1) pocket a ball, or (2) drive at least four numbered balls to the rail. When the breaker fails to make
a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position
and shooting, or (2) having the balls re-racked and having the option of shooting the opening break or
allowing the offending player to re-break.

DEFLECTING THE CUE BALL ON THE GAME’S OPENING BREAK
On the break shot, stopping or deflecting the cue ball after it has crossed the head string and prior to
hitting the racked balls is considered a foul and loss of turn. The opponent has the option of
receiving cue ball in hand behind the head string or passing the cue ball in hand behind the head
string back to the offending player.

SCRATCH ON A LEGAL BREAK
If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-
bull), (2) it is a foul, (3) the table is open. The incoming player has cue ball in hand behind the head
string (see applicable rule).

8-BALL POCKETED ON THE BREAK
If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and
continue shooting. If the breaker scratches while pocketing the 8-ball on the break, it is not a loss of
game; the incoming player has the option of a re-rack or having the 8-ball spotted and begin shooting
with ball in hand behind the head string.

SPOTTING THE 8-BALL
When spotting the 8-ball, the ball is placed on the foot spot. When balls on or near the foot spot
interfere with the spotting of the 8-ball, the 8-ball will be placed on the extension of the long string
behind the foot spot (between the foot spot and the foot rail), as near as possible to the foot spot.

OPEN TABLE
(Defined) 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 first in the process of pocketing the called stripe or solid. However, when the
table is open and the 8-ball is the first ball contacted, it is a foul and no stripe or solid may be scored
in favor of the shooter. The shooter loses his turn; the incoming player is awarded cue ball in hand;
any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still
open. On an open table, all illegally pocketed balls remain pocketed.
EIGHT BALL RULES

CHOICE OF GROUP
The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups, because the table is always open immediately after the break shot. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

LEGAL SHOT
(Defined) On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail. A ball that 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. Playing away from a touching ball does not constitute having hit that ball. Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the object ball, an object ball must be pocketed, or the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

FAILURE TO POCKET A BALL
A player is entitled to continue shooting until failing to legally pocket a ball of his group. If a player fails to pocket a ball on a legal shot, then the player’s inning is over, and it is the opponent’s turn at the table. After a player has legally pocketed his entire group of balls, he shoots to pocket the 8-ball.

CUE BALL SCRATCH
It is a foul (scratch) if on a stroke, the cue ball is pocketed. If the cue ball touches an object ball that was already pocketed (for example, in a pocket full of object balls), the shot is a foul.

CUE BALL FOULS ONLY
It is not a foul to accidentally touch stationary balls located between the cue ball and the shooter while in the act of shooting. If such an accident occurs, the player should allow the opposing player or referee to restore the object balls to their correct positions. If the player does not allow such a restoration, and a ball set in motion as a normal part of the shot touches such an unrestored ball, or passes partly into a region originally occupied by a disturbed ball, the shot is a foul. In short, if the accident has any effect on the outcome of the shot, it is a foul. In any case, the opposing player or referee must be called upon to restore the positions of the disturbed balls as soon as possible, but not during the shot. It is a foul to play another shot before the opposing player or referee has restored any accidentally moved balls. At the non-shooting player’s option, the disturbed balls will be left in their new positions. In this case, the balls are considered restored, and subsequent contact on them is not a foul. It is still a foul to make any contact with the cue ball whatsoever while it is in play, except for the normal tip-to-ball contact during a shot.

FOUL BY PLACEMENT
Touching any object ball with the cue ball while it is in hand is a foul.
FOULS BY DOUBLE HITS
If the cue ball is touching the required object ball prior to the shot, the player may shoot toward it, providing that any normal stroke is employed. If the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball, the shot is a foul. When the distance between the cue ball and the object ball is less than the width of a chalk cube, special attention from the opposing player and/or referee is required. In such a situation, unless the opposing player or referee can positively determine a legal shot has been performed, the following guidance may apply: if the cue ball follows through the object ball more than 1/2 ball, it is a foul. If a third ball is close by, care should be taken not to foul that ball under the first part of this rule.

PUSH SHOT FOULS
It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such shots are usually referred to as push shots.)

PLAYER RESPONSIBILITY FOULS
The player is responsible for chalk, bridges, files and any other items or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such an object make contact with the cue ball.

JUMP SHOTS
It is legal to cause the cue ball to rise off the bed of the table by elevating the cue stick on the shot, and forcing the cue ball to rebound from the bed of the table. Any miscue when executing a jump shot is a foul. It is a foul if a player strikes the cue ball below center (“digs under” or “lofts” the cue ball) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such “jumps” are not to be considered fouls on their face; they may still be ruled foul strokes, if for example, the ferrule or cue shaft makes contact with the cue ball in the course of the shot.

DEVICES
Players are not allowed to use a ball, the triangle or any other width-measuring device to see if the cue ball or an object ball would travel through a gap, etc. Only the cue stick may be used as an aid to judge gaps or as an aid to aligning a shot, so long as the cue is held by the hand. To do so otherwise is a foul.
EIGHT BALL RULES

ILLEGAL USE OF EQUIPMENT
Players may not use equipment or accessory items for purposes or in a manner other than those for which the items were intended. For example, powder containers, chalk cubes, etc., may not be used to prop up a mechanical bridge (or natural hand bridge); no more than two mechanical bridges may be used at one time, nor may they be used to support anything other than the cue shaft. The opposing player and/or referee should be alert for a player using equipment or accessory items for purposes or in a manner other than those for which they were intended, or for the use of illegal equipment. Generally no penalty is applied. However, should a player persist in such activity or use of such equipment, after having been advised that such activity or use is not permissible, it is a foul.

ILLEGAL MARKING
If a player intentionally marks the table in any way (including the placement of chalk) to assist in executing the shot, it is a foul.

NON-PLAYER INTERFERENCE
If the balls are moved (or a player bumped such that play is directly affected) by a non-player during the match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. This rule also applies to “act of God” interferences, such as earthquakes, hurricanes, light fixture falling, power failures, etc. If the balls cannot be restored to their original positions, replay the game with the original player breaking.

FOUL PENALTY
Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the headstring except on opening break). This rule prevents a player from making intentional fouls that would put an opponent at a disadvantage. With “cue ball in hand,” the player may use a hand or any part of a cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion of the cue stick in which the tip contacts the cue ball will be considered a foul, if not a legal shot.

COMBINATION SHOTS
Combination shots are allowed; however, the 8-ball can’t be used as a first ball in the combination unless it is the shooter’s only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-ball, it is a foul.

BALLS MOVING SPONTANEOUSLY
If a ball shifts, settles, turns or otherwise moves “by itself,” the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket “by itself” after being motionless for 5 seconds or longer shall be replaced as closely as possible to its position prior to falling, and play shall continue. If an object ball drops into a pocket “by itself” as a player shoots at it, so that the cue ball passes over the spot the ball had been on, unable to hit it, the cue ball and object ball are to be replaced to their positions prior to the stroke, and the player may shoot again. Any other object balls disturbed on the stroke are also to be replaced to their original positions before the shooter replays.
EIGHT BALL RULES

JAWED BALLS
If two or more balls are locked between the jaws or sides of the pocket, with one or more suspended in air, the balls shall be inspected and re-positioned following this procedure: he shall visually or physically project each ball directly downward from its locked position; any ball that would fall in the pocket if so moved directly downward is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed. The balls are then placed accordingly and play continues as if no locking or jawing of balls had occurred.

JUMP AND MASSÉ SHOT FOUL
While “cue ball fouls only” is the rule of play, a player should be aware that it will be considered a cue ball foul if during an attempt to jump, curve or massé the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

“SAFETY” SHOT
For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue a 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, the shooter must declare a “safety” to the opponent. It is the shooter’s responsibility to make the opponent aware of the intended safety shot. If this is not done, and one of the shooter’s object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

LEGALLY POCKETED BALLS
A ball is considered legally pocketed if as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains there. (A ball that drops out of a ball return system onto the floor is not to be construed as a ball that has not remained pocketed.) A ball that rebounds from a pocket back onto the table bed is not a pocketed ball.

ILLEGALLY POCKETED BALLS
An object ball is illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed and are scored in favor of the shooter controlling that specific group of balls, solids or stripes.

OBJECT BALLS JUMPED OFF THE TABLE
If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are not re-spotted. 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 cue ball in hand behind the head string and shooting.
EIGHT BALL RULES

PLAYING THE 8-BALL
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 jumped from the table. Incoming player has cue ball in hand. Note: A combination shot can never be used to legally pocket the 8-ball, except when the 8-ball is the first ball contacted in the shot sequence.

LOSS OF GAME
A player loses the game by committing any of the following infractions:

1. Fouls when pocketing the 8-ball (exception: see 8-Ball Pocketed On The Break).
2. Pockets the 8-ball on the same stroke as the last of his group of balls.
3. Jumps the 8-ball off the table at any time.
4. Pockets the 8-ball in a pocket other than the one designated.
5. Pockets the 8-ball when it is not the legal object ball.

Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

STALEMATED GAME
If, after 3 consecutive turns at the table by each player (6 turns total), the opposing referees judge that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may be applied regard-less of the number of balls on the table. Please Note: Three consecutive fouls by one player in 8-ball is not a loss of game.
I. SEASONAL AND WEEKLY LEAGUE FEES

A. Seasonal fees are $50 per team. If a bar sponsors more than one team, the fee for each additional team is $50. Seasonal fees are due before the start of league play. A late fee of $5 per team per week will be assessed if the fees are not turned in on time. Seasonal fees are non-refundable if a team quits or is dropped from the league for any reason.

B. Weekly fees are $45 per team, regardless of the number of players that show up to play. If a team does not show up to play a particular match, that team forfeits, and both teams still owe the $45 weekly league fees. In the case of a forfeit, the captain should collect his team’s money, fill out the score sheet accordingly, and mark the outside of the envelope “Forfeit”.

C. Before the match starts, the **home team captain** is responsible for collecting the weekly fees from both teams ($90 total). To verify that both teams have turned in their fees and keep track of who didn’t pay, the captains should fill in the amount paid next to each person’s name on the scoresheet. If a team refuses to turn in their $45 weekly fee, the match should not be played and that team forfeits the match.

D. If a team forfeits and has not yet paid their weekly fee, a league officer will contact that team’s captain to collect the $45 weekly fee. Failure to pay the weekly fee is grounds for expulsion from the league.

E. **In addition to the weekly fees, each player must also pay a $1 beer frame fee.** Both team’s beer frame fees are collected by the home team captain and presented to the bartender prior to the beer frame. Traditionally, bars will offer each player one beer frame drink of equal or lesser value than what the player has been ordering that night. However, each bar determines its own policy, and is not required to participate. If a bar has a policy that is other than traditional, then that bar should post its beer frame policy in writing.

F. The writing of personal checks for league fees is discouraged. Anyone writing a bad check must re-pay the amount of the check in cash (including an additional $25 bounced check charge) and will not be allowed to write any more checks to the league for one calendar year. The stats for all players whose fees were paid by a bad check will be withheld until the fees are fully repaid.

G. The home team captain is responsible for ensuring that the weekly fees and the score sheet are turned in together in an envelope that has the date and the team names written on the outside. If either the score sheet or the fees are not turned in, a league officer will contact the home team captain. The captain has 24 hours to deliver the missing items or the scores for that week will not be counted.

H. Players and/or teams that have not paid their dues will have their scores withheld from the stats, and the list of delinquent players/teams will be printed on the weekly stats.
II. WEEKLY MATCH PLAY

A. Match play must be started **no later than 7:15 p.m.**. If a team does not show up or call by 7:15 p.m., that team forfeits the match. If a team will be late for any reason, that team’s captain must call the opposing team captain. If the captains agree to a later starting time, a 15-minute leeway period will be allowed from that set time to start the match. If the team does not show up by the end of the leeway period, that team forfeits the match.

B. Each team must have at least 3 players. If there are less than 3 players on a particular team, that team forfeits the match.

C. The visiting team fills out their lineup on the score sheet first. Once the home team has filled out their lineup, the visiting team cannot change their lineup except to add a substitute player.

D. If neither team has 5 players, there is a possibility of a tie. If this occurs, a tiebreaker game will be played. Team captains pick the player they want to play the game. A win in this game will decide the match, but will not be counted in the individual standings.

E. If two teams must schedule a makeup match, that match must be played within 3 weeks of the originally scheduled match or by the end of the season, whichever occurs first. If the match is not played by this time, both teams will forfeit. The home team captain must notify an officer of the rescheduled time and/or location. If you need help rescheduling a match, please call one of the officers as soon as possible.

F. A team will be dropped from the league for the rest of the season if they fail to play 2 matches in a row. League officers can bring in a new team to replace a dropped team. If no replacement team is brought in, all games and matches played against the dropped team will be erased from the standings, and money will be returned to teams that played the dropped team in the form of vouchers for a free week of play. If the dropped team had completed the first half of the winter season in which they had played each team once, then only the second half games and matches will be erased.

G. **FORGIVENESS RULE:** Players may miss up to one (1) week in the Summer season and two (2) weeks in the Winter season with no penalty to their point total. All players will have their worst week (Summer) or two weeks (Winter) removed from their point total. The league will reward those dedicated players who play every week of the season with a cash payout that will be determined by the Board. This rule was instituted to allow players who are sick or have emergency personal commitments to not be penalized.
III. PLAYING THE GAME

A. Refer to the “Eight Ball Rules” print out supplied in the team packets for the rules that govern play. If there is a rules dispute not covered in this print out, refer to the official BCA rules (http://www.bca-pool.com/play).

B. The player with the “BK” next to their name on the scoresheet has the option to break or allow their opponent to break.

C. Players may rack their own balls or allow anyone else to rack them for them. The rack must be legal (see RACKING THE BALLS).

D. A player may ask an opposing team member what his object ball is during the game.

E. The best way to resolve an unsolvable dispute over a questionable ruling is to replay the game that night. If there continues to be a dispute over a referee’s decision about a shot, how the match was played, or any other rule violation, and no possible agreement can be reached, a protest may be filed.
   a. To protest, the team captain must check the protest box on the scoresheet and describe in writing what he wishes to protest.
   b. No protest may be filed once the score sheet is signed and turned in (with no mention of the protest).
   c. A league officer will contact both captains to discuss the protest and determine if the protest is legitimate.
   d. Legitimate protests will immediately be turned over to the Board, whose decision is final. League officers will execute the ruling by the Board.
   e. If the protest is deemed not legitimate, the officer will try to clarify the rules with the protesting captain. If that captain still wants to take the issue to the Board, he or she must first deposit $25 cash with the league treasurer. If the Board finds that the protest is not legitimate, the $25 will not be refunded.
GENERAL RULES AND REGULATIONS

IV. PLAYER CONDUCT

A. Coaching or distracting a player during their game is strictly prohibited. Friends and bystanders may not coach or distract players either. “Coaching” is giving advice to the player about a future shot in the player’s game, regardless if the player or his opponent is currently shooting. “Distractions” include talking to the player while he is shooting, standing in the player’s line of sight during his shot, making loud noises while the player is shooting, etc. If you feel that your opponent is being coached or that you are being distracted, stop the match and inform the referee and/or the opposing team captain of the problem. A warning is usually sufficient to correct the problem. If the coaching or distraction continues after being warned, the offending team will forfeit that game.

B. Any league player that has been 86’d from a particular bar must find a substitute to play for that match.

C. If a physical fight starts during a league match, the match will immediately stop for the night and will have to be rescheduled within the next 3 weeks as per rule II.E. The person who throws the first punch will be banned for the rest of the season, and will be subject to approval by the league officers for future seasons. If the visiting team does not leave immediately and another fight ensues, both players involved will be banned from league play for the rest of the season. Team captains should notify a league officer immediately if a fight occurs.
V. SUBSTITUTES

A. Each team captain is encouraged to have several backup players to act as substitutes when regular team members cannot play. When a substitute player is used, the team captain must write the substitute’s full name on the score sheet.

B. Substitutes must be affiliated with a single bar. This means that a substitute may sub for ANY team (home or away team) AT the affiliated bar. Also, a sub may play in an away match for any of the affiliated bar’s teams.

C. Subs may play for more than one team in a season, but can only play for one team per week. Substitutes cannot sub for more than one team member in a given match.

D. If a team is found to have used a sub in violation of the substitute rules, then that team will forfeit all games played in violation by that sub. Only the team standings will be changed to reflect these forfeited games, individual standings will remain the same.

E. If for whatever reason a team member is late or cannot continue playing on a particular night, a substitute may be brought in to play the balance of that team member’s games.

F. Teams will be credited with any game wins that their substitute wins.

G. Substitutes can qualify for an end-of-season payout and a postseason tournament, but they may only use their games played and total points from a single team when calculating their final division ranking and tournament qualification. In addition, every time a substitute player plays for a different team, that player’s game and point totals get zeroed out.
VI. SEASON PAYOUT / POSTSEASON TOURNAMENT

A. Generally, the top 32 players (and ties) in total points scored for a single team will receive an end-of-season payout from the prize pool. The exact form of the payout may be modified by the Board of Directors on a season-to-season basis. A player may only collect an end-of-season payout from one division. The seasonal prize pool will be divided in approximately the following manner for a 32-player payout schedule:

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>10.25</td>
<td>9</td>
<td>4.40</td>
<td>17</td>
<td>2.10</td>
<td>25</td>
<td>1.05</td>
</tr>
<tr>
<td>2</td>
<td>8.30</td>
<td>10</td>
<td>4.00</td>
<td>18</td>
<td>1.90</td>
<td>26</td>
<td>1.00</td>
</tr>
<tr>
<td>3</td>
<td>7.50</td>
<td>11</td>
<td>3.60</td>
<td>19</td>
<td>1.75</td>
<td>27</td>
<td>0.95</td>
</tr>
<tr>
<td>4</td>
<td>6.65</td>
<td>12</td>
<td>3.25</td>
<td>20</td>
<td>1.60</td>
<td>28</td>
<td>0.90</td>
</tr>
<tr>
<td>5</td>
<td>6.20</td>
<td>13</td>
<td>3.00</td>
<td>21</td>
<td>1.45</td>
<td>29</td>
<td>0.85</td>
</tr>
<tr>
<td>6</td>
<td>5.70</td>
<td>14</td>
<td>2.75</td>
<td>22</td>
<td>1.35</td>
<td>30</td>
<td>0.80</td>
</tr>
<tr>
<td>7</td>
<td>5.25</td>
<td>15</td>
<td>2.50</td>
<td>23</td>
<td>1.25</td>
<td>31</td>
<td>0.75</td>
</tr>
<tr>
<td>8</td>
<td>4.80</td>
<td>16</td>
<td>2.30</td>
<td>24</td>
<td>1.15</td>
<td>32</td>
<td>0.70</td>
</tr>
</tbody>
</table>

B. Players must play a minimum of 2/3 of the season’s matches (rounded down) for a single team in order to be eligible for the divisional postseason tournaments. Generally, the top 32 eligible players in each division will automatically qualify for the tournament, though this may be modified by the Board of Directors on a season-to-season basis. Only tournament-eligible players can replace tournament no-shows. If there are more replacements than spots available, replacements will be chosen based on their final division ranking.

C. Most postseason tournaments are double-elimination, race-to-two. The exact format of the tournaments may be modified by the Board.

D. The tournament prize pool will be divided in approximately the following manner for a 32-player payout schedule:

<table>
<thead>
<tr>
<th>Place</th>
<th>Pct.</th>
<th>Place</th>
<th>Pct.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>12.50</td>
<td>7 - 8</td>
<td>4.50</td>
</tr>
<tr>
<td>2</td>
<td>9.50</td>
<td>9 - 12</td>
<td>3.25</td>
</tr>
<tr>
<td>3</td>
<td>8.25</td>
<td>13 - 16</td>
<td>2.00</td>
</tr>
<tr>
<td>4</td>
<td>7.25</td>
<td>17 - 24</td>
<td>1.50</td>
</tr>
<tr>
<td>5 - 6</td>
<td>6.25</td>
<td>25 - 32</td>
<td>1.00</td>
</tr>
</tbody>
</table>
VII. SEASON PLAYOFFS

A. In the Winter season, the top 4 teams in each division qualify for the league championship playoffs. Playoff formats may be modified by the Board from season to season. If 2 or more teams have identical match records and total game wins, ties will be broken as follows:
   1. Head-to-head match record (best won-lost percentage in matches between the teams).
   2. Head-to-head game record (best won-lost percentage in games between the teams).
   4. Home match record (best won-lost percentage in matches played at home).
   5. Home game record (best won-lost percentage in games played at home).
   6. Team’s total table runs for the season.
   7. Coin flip.

B. Division Semifinals - Within each division, the 4th ranked team will play at the 1st ranked team and the 3rd ranked team will play at the 2nd ranked team. Unless otherwise noted, quarterfinal matches are played at 7:00 p.m. on the first Tuesday after the end of the season.

C. Division Finals – Within each division, the lower ranked quarterfinal winner will play at the higher ranked quarterfinal winner. Unless otherwise noted, semifinal matches are played at 7:00 p.m. on the second Tuesday after the end of the season.

D. League Championship – The winners of the division finals play in the League Championship at a site and time TBD. The winner of this match will be the overall league champion and awarded the President’s Trophy. Payouts for playoff teams will be determined by the Board.

E. All playoff matches are conducted in the same manner as regular weekly matches, with the following exceptions:
   1. Matches are race-to-eight; once a team wins 8 games, the match is over.
   2. Game wins will not count towards a player’s season total.

F. If a bar has more home playoff teams than tables (e.g. Don Q’s 1 and 2 both finish in the top 2 of their respective divisions), then home field will be determined as follows:
   1. A #1 seed has home field preference over a #2 seed.
   2. If both teams have the same seeding, ties will be broken as follows:
      i. Match record (best won-lost percentage in matches played).
      ii. Game record (best won-lost percentage in games played).
      iii. Home match record (best won-lost percentage in matches played at home).
      iv. Home game record (best won-lost percentage in games played at home).
      v. Coin flip.
   3. #1 and #2 seeded teams that do not get to play at home can choose any available league bar to play their match at.

G. Substitutes may be used for regular players during a playoff match, but only if that sub had played for the team during the regular season. Use of any other substitute must be OK’d by the opposing team.
GENERAL RULES AND REGULATIONS

VIII. OFFICERS AND BOARD OF DIRECTORS

A. The Board of Directors will consist of the President, Vice President, Treasurer, Secretary, and five Board members-at-large.

B. Board meetings will be scheduled by the President at least twice yearly and as needed. Minutes will be posted on the league website:

C. A quorum of five (5) members is required to vote on league issues.

D. The term of office for all Board members is two years.

E. League-wide elections will be held in the first half of the Winter season in odd-numbered years. Nominations will be asked for prior to the election. Any person can be nominated for office.