

NAPA 10-BALL RULES

v13.13

SECTION 1: GAME PLAY RULES

1.1 OBJECT OF THE GAME

Ten-ball (10-ball) is played with ten object balls numbered one through ten and the cue ball. The balls are played in ascending numerical order and the lowest numbered ball still on the table must be contacted by the cue ball in order to establish a legal hit. The first shooter to pocket the 10-ball on a legal shot (including the break) is considered the winner of the rack. Only one ball may be called on each shot, except on the break shot where no ball may be called.

1.2 THE LAG, RACKING, ORDER OF BREAK

THE LAG

A lag must be performed in order to determine who breaks first in a match between two players. Winner of the lag must break. Coin flipping instead of lagging is not allowed at anytime.

To perform the lag, both shooters are to simultaneously shoot a ball from behind the head string to the foot cushion and back toward the head cushion. The shooter's ball that comes to rest closest to the head cushion is the winner of the lag. It does not matter if a shooter's ball touches a side rail or the head cushion; the ball closest to the head cushion wins the lag.

1. If a shooter, during their lag, lags their ball into any pocket or off of the table it is a loss of the lag.
2. If both shooters lag their balls into a pocket then both shooters are to re-lag.
3. If, during the lag, both shooter's balls make contact with one another both shooters are to re-lag.
4. If, during the lag, one of the shooter's balls travels passed the head cushion, and resides inside the jaws of one of the pockets closest to the head cushion without falling into the pocket, both shooters are to re-lag.
5. If, during the lag, a shooter's ball makes contact with any foreign object such as a stick, human being, or rack it is a loss of the lag.
6. Lagging simultaneously is required. If, during the lag, a shooter waits to perform the lag until after the other shooter's lagged ball reaches the far rail, it is a loss of the lag for the shooter who delayed their lag.

WHO RACKS THE BALLS?

In a NAPA standard racking league the loser of the lag always racks the balls. Loser of each

game must also rack the balls.

In a **Rack Your Own** league the winner of the lag and the winner of each game must rack their own balls.

ORDER OF THE BREAK

The winner of each game must break in the next game.

1.3 RACKING THE BALLS

The object balls (1-ball through 10-ball) are to be racked as tightly as possible in a triangular shape, with the 1-ball at the apex of the triangle and on the foot spot, the 10-ball in the middle of the triangle, the 2-ball and the 3-ball in the back left-hand and right-hand corners (which sides the 2-ball and 3-ball are placed on does not matter). All other balls should be placed in random order. The base of the rack should be parallel to the foot cushion.

In a standard racking league if, after the balls have been racked, all balls in the rack are not in contact with one another, also known as a "loose rack", the shooter who is to break may request a re-rack. At which time the opposing shooter is to re-rack the balls so that all balls in the rack are properly contacting one another, also known as a "tight rack".

In a Rack Your Own league if, after the balls have been racked, all balls in the rack are not in contact with one another, also known as a "loose rack", the opponent who is not on the break may request a re-rack. At which time the shooter is to re-rack the balls so that all balls in the rack are properly contacting one another, also known as a "tight rack".

NO MORE THAN THREE RE-RACKS

No more than three re-racks should be allowed. If after three re-racks the balls are still not in a tight rack, a referee, a NAPA official or NAPA league operator should be summoned to perform the re-rack as best as possible and that re-rack must be the final re-rack. The NAPA league operator may assign a 3rd party to perform the final re-rack if needed.

TIME ALLOTMENT

If a player takes longer than 90 seconds to rack the balls for their opponent (or themselves in a "rack your own league"), an initial warning must be issued. Any violation of the 90 second rule afterwards is a concession of game.

1.4 THE BREAK SHOT

1. The breaker must break with the base of the cue ball behind the head string
2. The breaker must strike the 1-ball first and either pocket a ball or cause at least four (4) numbered balls to make contact with a rail. If a shooter fails to meet either of these two requirements the balls are to be re-racked and the incoming shooter takes over the break with cue ball in hand behind the head string.
 1. **EXCEPTION:** If four (4) numbered balls do not make contact with a rail, and yet, the cue ball is pocketed or driven off the table, it is a foul. The incoming shooter

has cue ball in hand anywhere on the table and takes their turn from where the balls lie after the foul.

3. If the breaking shooter miscues and the cue ball does not make contact with the racked balls or the breaking shooter interferes with the cue ball at any time before making contact with the racked balls, it is a foul. The incoming shooter takes over the break with cue ball in hand behind the head string.
4. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming shooter has cue ball in hand anywhere on the table. The object ball is not placed on the spot (exception: if the object ball is the 10 ball, it is spotted).
5. If, on the break shot, the shooter causes the cue ball to pocket (aka scratch), it is a foul and the incoming shooter has cue ball in hand anywhere on the table. Any object balls that pocket are not to be re-spotted (exception: if the 10-ball is pocketed, it is to be placed on the spot).
6. Pocketing the 10-ball on the break is a win for the breaker assuming all requirements of a legal break shot are met. If the 10-ball is made on the break and the breaker scratches, the 10-ball spots and it is cue ball in hand any where on the table.

If the shooter performing the break shot, during their stroke, completely misses and makes no contact with the cue-ball (basically a "swing and a miss"), this is not considered a foul and the shooter may try the break shot again.

NOTE: Any foul on the break disqualifies the breaker from getting the Rackless Match Bonus Point.

1.5 CONTINUING PLAY & PUSH OUT

If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the shooter misses or fouls, the other shooter begins an inning and shoots until missing, committing a foul, or winning. The game ends when the 10-ball is pocketed on a legal shot, the game is forfeited for an infraction of the rules, or a shooter's opponent forfeits the game.

PUSH OUT

The shooter who shoots the shot immediately after a legal break, may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any cushion, however, all other foul rules still apply. The shooter must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed except for the 10-ball. Following a legal push out, the incoming shooter is permitted to shoot from that position or return the shot to the shooter that pushed out. A push out is not considered to be a foul as long as no other rule is violated. An illegal push out is penalized according to the type of foul committed. After a shooter scratches on the break shot,

the incoming shooter cannot play a push out.

NOTE: If you play push out, and your opponent chooses to give the shot back to you, and then you run out, you do **NOT** get a bonus for a break and out.

NOTE: Should the shooter who is playing the push out, pocket the 10-ball, the 10-ball is to be spotted, the cue ball remains in the current position on the table, and the incoming shooter is permitted to shoot from that position or return the shot to the shooter that pushed out.

THREE FOUL RULE

There is no three foul rule in NAPA 10-ball.

1.6 CUE BALL IN HAND

When the cue ball is in hand, the shooter may place the cue ball anywhere on the bed of the table, except in contact with another ball. When placing the cue ball in position, the shooter is allowed to adjust the placement of the cue ball with the cue stick. This rule also applies to break shots when the shooter has ball in hand behind the headstring.

1. Allowing the cue ball, any part of the body, or any other object to come into contact with another ball on the bed of the table while the cue ball is in hand, is a foul. The incoming shooter has cue ball in hand.
2. Touching the cue ball with the ferrule of the cue stick is **NOT** a foul.
3. Touching the cue ball with the tip of the cue is considered a legal stroke.

1.7 CALLING YOUR POCKET

Shooters are required to call their intended ball and pocket when shooting on every shot with the exception of the break. Calling a pocket is done by either, verbally announcing the designated pocket to the opponent, or any shooter on the opposing team, or by pointing at the pocket with your hand or pool cue. The shooter does not need to call number of cushions, banks, kisses, or caroms. If the shooter pockets the 10-ball in the designated pocket, the game is a win.

Only one ball may be called on each shot. You can not call two balls at once.

Illegally Pocketed Balls:

1. Pocketing a called ball in an unintended pocket. The incoming shooter has "Play Option"
2. An unintended ball is pocketed while not legally pocketing the called object ball. The incoming shooter has "Play Option"
3. Accidentally pocketing the 10-ball while not pocketing the called object ball. The 10-ball spots and the incoming shooter has "Play Option".

Play Option:

If you illegally pocket any ball, your opponent has the option to:

1. Accept the table as is.
2. Require you to shoot again.

NOTE: If the 10-ball is accidentally pocketed while the shooter legally pockets their called object ball the 10-ball is to be spotted and the shooter continues to shoot without losing their turn. All other illegally pocketed balls remain pocketed.

NOTE: If a called ball goes in the called pocket, and another object ball falls in any pocket, the current player continues to shoot. If the "other" ball is the 10-ball, spot the 10-ball and the player continues their turn at the table.

1.8 SCRATCHING ON THE 10-BALL

1. If a shooter is shooting at the 10-ball, fails to pocket the 10-ball and scratches, it is a foul.
2. If a shooter is shooting at the 10-ball, pockets the 10-ball and scratches, it is a foul and the 10-ball is to be placed on the spot.

1.9 END OF GAME

The game ends at the end of a legal shot which pockets the 10-ball, or when a shooter forfeits the game

SECTION 2: MATCH PLAY RULES

2.1 MATCH TIME & ADVANCED NOTICE

Teams, Singles, Scotch Doubles, and Scotch Triples matches are to commence at the scheduled match time displayed on the main NAPA website for the division being played in. If a team is a no show after 15 minutes have passed from the match start time it is considered an automatic forfeit for that team.

ADVANCED NOTICE EXCEPTION: Local league operators are allowed to set their own Advanced Notice rules for their local leagues. Advanced Notice rules allow for a team to give advanced notice of their inability to participate on the scheduled date and time of a match and therefore should be granted a make up match. As long as a team (or a singles player in a singles league) follows the Advance Notice rules of the local league operator no foul and no forfeit points should be given out and a make up match will be scheduled.

2.2 PLAYING TABLE - HOME FIELD ADVANTAGE

The home team always has "home field advantage". The home team gets to decide on which table is to be used at the playing location. All matches are to commence at the designated league night starting time. If the preferred table chosen by the home team is occupied at the designated league start time another table must be chosen immediately. Under no circumstance should a visiting team be forced to wait for a table to be available which would postpone the league match to a later time.

2.3 WHO PLAYS FIRST - HOME FIELD ADVANTAGE

The home team gets to determine if they would like to put up a shooter first or if the visiting team puts up a shooter first. After this is announced the designated team to put up first must announce which shooter they will be playing first. The opposing team can then put up the shooter they would like to challenge. After each match, putting up a shooter first will rotate between the teams until all of the matches are over.

NOTE: Once a team fields a player the fielded player can not be changed.

THE "BLIND PUT UP OPTION"

The local League operator, at the beginning of the session, may exercise the "Blind Put Up Option". The Blind Put Up Option requires that very high skill level players be put up blind before their match. In other words they must be fielded for their match during league night before knowing who their opponent is. The options available for the league operators are:

- 130 skill level and higher.
- 140 skill level and higher.
- 150 skill level and higher.

2.4 PAUSED MATCH

If a player must prematurely quit, leave, or pause a game in the middle of a "match in progress", the pausing player shall get full credit for all games played up until the point of pausing, if the local league operator deems that the reasons for pausing fall under the categories health, occupation, family crisis, or death. The paused game shall be allowed to recommence anytime in the following 14 days from it's previous point of pause.

If, at the time the match was paused, both players of the paused match were in the middle of a "game in progress", THAT GAME will be awarded to the non-pausing player, however, all remaining games of the match (if any are left to play) must remain open for contest when the match is resumed at a later date and time. A screen shot should be taken of the match score card and sent to your local league operator so that the match score can be properly documented.

If the match can not physically be resumed within the 14 day window, all remaining games will be awarded to the non-pausing player.

If the match was paused for **any** other reason other than the reasons mentioned above, the entire match shall be a forfeited win for the non-pausing player.

2.5 MAKE UP MATCH DEADLINE

NAPA League Operators may set a Make Up Match Deadline for each session. Any make up matches that are not completed by this set deadline shall be ruled a forfeit.

SECTION 3: COACHING AND OFFICIATING

3.1 COACHING & TIME OUTS

NAPA offers "no coaching" and "coaching" league formats.

In the NAPA "no coaching" league format, players are not allowed to receive coaching at anytime, while it is their turn at the pool table. They **ARE** allowed to receive coaching when it is **NOT** their turn at the table.

NAPA Singles leagues are **ALWAYS** "no coaching" and sideline coaching is **NOT** allowed either, unless it is a designated youth league.

In the NAPA "coaching" league format, the following grid must be followed at all times during league and match play

PLAYER CLASS	SKILL LEVELS	TIME OUTS ALLOWED PER GAME
Grandmaster Class	110 and higher	None
Master Class	90 to 109	None
Class A	70 to 89	None
Class B	50 to 69	1
Class C	30 to 49	1
Class D	10 to 29	2
Class E	9 and under	2

The shooter's coach must be a shooter on his or her team. Only the shooter, team captain, acting team captain or designated coach may call a time out. The designated coach is allowed to change at any time during a shooter's match. The designated coach does not have to always be the same person during the shooter's match. If a time out is called, the time out **must** be taken. The coach may not at any time consult, converse, or communicate with another person other than the shooter once the "time out" has been called/requested or during the time out.

NOTE: A 3rd party not playing on a team who is participating in "friendly chatter" or offering "friendly advice" when it is not a player's turn at the table **IS NOT** considered a foul. A 3rd party giving advise directly to a player during a "time out" is **INDEED** a foul as mentioned above.

NOTE: At any time when it is your player's turn at the table, any mention by a team member of a "time out", "want to talk about it", or any action or comment that might suggest a time out from a team member then a time out must be taken if one is available to the player. If a time out is not available to the player, then the result of the bad time out call is a ball in hand foul for the opponent.

It is **not** a foul for the shooter to ask a teammate if he or she has any time outs left to use; however, if the shooter **does** have a timeout available, a timeout must be taken.

The following are **NOT** considered coaching:

1. Wishing your teammate good luck.
2. Reminding your teammate to chalk up.
3. Reminding your teammate to call their pocket.
4. Telling your teammate a foul has occurred.
5. Telling your teammate that he has ball-in-hand.
6. Answering or asking a rule question.
7. Complimenting your teammate for good play.
8. Quietly, discussing strategy, advice, etc. in a non-distracting fashion, when it is NOT their turn. This is considered "sideline coaching" and is legal, however, ALL sideline coaching must cease immediately after your opponent's turn has ended (the last ball stops rolling).

NOTE: Telling your teammate which category of balls he or she has or what BALL to shoot or what BALL not to shoot when it is their turn at the table, without calling a time out, is a foul and the incoming shooter receives cue ball in hand.

3.2 LEGAL COACHING

The coach may

1. Offer coaching advice to the shooter
2. Touch the table at any time
3. Place the shooter's cue ball on to the table, into position, in a cue ball in hand situation
4. Use the shooter's pool cue to show an example of how to line up a shot

3.3 ILLEGAL COACHING

The coach may not

1. Mark any part of the table with chalk or any foreign object. Placing the chalk on the table is not considered **marking** the table.
2. Touch any ball at any time **(except the cue ball in a ball in hand situation).**

NOTE: Any violation of these two items is cue ball in hand for the opponent.

3.4 TIME OUT TIME LIMIT

A shooter's time out limit cannot exceed 1-minute. Exceeding 1-minute is a foul and the incoming shooter has cue ball in hand.

3.5 OFFICIATING

In certain situations players in a match may need a 3rd party to watch a shot to ensure the shot being performed does not result in a foul.

Any player on the participating teams may officiate a shot.

When officiating a shot it is recommended that a video camera be used and it is highly preferred that slow motion video be used. Slow motion video apps are available for Android, iPhone, and Windows Phone.

Any person's smart phone can be used for the video capture.

NOTE: In the event a judgement can not be made during the officiating due to the fact that the contact of balls are too close to call, then tie goes to the shooter.

NOTE: If the shooter proceeds with the next shot (after having been asked by the opponent to wait), it is a foul and the opponent is awarded ball-in-hand. If the opponent does not dispute the shot before the next shot is played, the shot cannot be questioned and is assumed legal.

4.1 INTERFERENCE

NAPA League Operators have two interference rule options available to them for local leagues.

Option #1: All Ball Fouls

ANY accidental movement(s) of ANY ball(s) during a shooter's turn at the table is a ball-in-hand foul.

Incoming player has option to move the ball(s) back to their original position. Pocketed balls stay down.

If the game being played is 8-ball or Fast 8 and the ball that is interfered with is the 8-ball and the 8-ball falls into a pocket, it is a loss of game.

If the game being played is 7-ball, and the ball that is interfered with is the 7-ball and the 7-ball falls into a pocket, the 7-ball is to be re-spotted at the same spot in which the rack took place, immediately following the interference.

If the game being played is 9-ball, and the ball that is interfered with is the 9-ball and the 9-ball falls into a pocket, the 9-ball is to be re-spotted at the same spot in which the rack took place, immediately following the interference.

If the game being played is 10-ball, and the ball that is interfered with is the 10-ball and the 10-ball falls into a pocket, the 10-ball is to be re-spotted at the same spot in which the rack took place, immediately following the interference.

Option #2: The NAPA Standard

THE FOLLOWING APPLIES AT ANY TIME DURING YOUR SHOT. BEFORE OR AFTER YOU STROKE THE CUE BALL DOES NOT MATTER.

1. If the cue ball is accidentally moved at any time, this is a ball in hand foul.
2. If more than one ball is moved at any time, this is a ball in hand foul.
3. If only one object ball (any ball other than the cue ball) is accidentally moved, no foul has occurred unless one of the following occurs:
 1. If the moved ball contacts another ball.
 2. The moved ball is pocketed.

In the instance where only one object ball has been moved and no foul has occurred, the shooter must ask the opponent if they want the ball that was moved to be returned to its original position or left where it came to rest. Failure to do so is a ball in hand foul.

If it is requested by the opponent that the moved ball be placed back to its original position the shooter must move the ball back to the original position.

If the game being played is 8-ball or Fast 8 and the ball that is interfered with is the 8-ball and the 8-ball falls into a pocket, it is a loss of game.

If the game being played is 7-ball, and the ball that is interfered with is the 7-ball and the 7-ball falls into a pocket, the 7-ball is to be re-spotted at the same spot in which the rack took place, immediately following the interference.

If the game being played is 9-ball, and the ball that is interfered with is the 9-ball and the 9-ball falls into a pocket, the 9-ball is to be re-spotted at the same spot in which the rack took place, immediately following the interference.

If the game being played is 10-ball, and the ball that is interfered with is the 10-ball and the 10-ball falls into a pocket, the 10-ball is to be re-spotted at the same spot in which the rack took place, immediately following the interference.

4. If a **moving ball** is accidentally touched, moved, bumped or interfered with, it is a ball in hand foul.
5. If a foul has occurred, any moved balls must stay where they came to rest. Any pocketed balls must stay pocketed.

SPECIAL SITUATIONS (Applies to Option #1 and Option #2)

1. **Intentionally** moving any ball, directly (picking up, pushing, touching, rolling, bumping, blowing on) or indirectly (such as hitting, pounding, bumping, stomping, slapping the table or floor that may cause a vibration and possibly altering an outcome), is a loss of rack (and poor sportsmanship).

2. If there was outside interference or act of God:

2.1 If you can restore the table and the 8-ball was not pocketed – 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 shooter affected.

2.2 If you **cannot** restore the table or the 8-ball was pocketed – Shooters shall replay the game with the original shooter breaking.

SECTION 4: INTERFERENCE AND FOULS

4.2 FOULS

When a shooter commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are re-spotted (exception: if a pocketed ball is the 10-ball, it is to be placed on the spot). The incoming shooter is awarded ball in hand; he may place the cue ball anywhere on the table. If a shooter commits several fouls on one shot, they are counted as only one foul.

4.3 SCRATCH SHOT

Pocketing the cue ball or driving it off the table is a ball in hand foul.

4.4 OBJECT BALLS JUMPED OFF THE TABLE

An un-pocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not re-spotted (exception: if the object ball is the 10-ball, it is to be placed on the spot) and play continues with the incoming shooter having cue ball in hand.

FOREIGN OBJECT: Causing any ball to be jumped off of the table, come into contact with any foreign object while off of the table, then lands back onto the playing surface is a foul. The incoming shooter has cue ball in hand. The table is to remain in its current position where the balls came to a final rest. If the 10-ball is pocketed during this foul it is a loss of game for the shooter.

4.5 BAD HIT

If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, it is a foul.

4.6 NO CUSHION

If, after the cue ball first strikes a legal ball, and neither the cue ball nor any other ball hits a cushion or is pocketed, it is a foul.

4.7 FOOT ON THE FLOOR

Failure to have at least one foot on the floor at the moment the cue tip strikes the cue ball is a foul, unless the shooter is prevented by an obvious, physical handicap and that handicap is very clearly declared to both team captains and all participating shooters before the team match commences.

4.8 MISCUE JUMP SHOT

Any miscue on a jump shot is a cue ball in hand foul. A legal jump shot must be executed by stroking down through the cue ball (no scooping or miscues).

4.9 SHOOTING MOVING BALLS

Shooting while any ball is moving or spinning is a foul.

4.10 DOUBLE HIT

If the cue tip strikes the cue ball twice on the same stroke it is a foul.

4.11 HEAD STRING

The base of the cue ball must be inside the head string on the break.

4.12 MARKING THE TABLE

Marking the table in any way, which could provide a shooter with an advantage in executing a shot and then executing a shot, is a ball in hand foul.

NOTE:

Placing of the cue chalk on the felted surface of the rail or partially on the felted surface of the rail, by the SHOOTER, a coach, any team player or any 3rd party and then executing a shot, is a ball in hand foul.

Placing of the cue chalk on the hard surface of the rail not the felt is not considered marking the table and is **NOT** a foul.

4.13 OUT OF PLAY BALLS

Out of play balls may not be used to measure gaps or spaces of any kind. Using any equipment in a non-customary manner is a foul.

4.14 EXHAUSTING TIME ALLOTMENT

After a time clock (or watch) has been instituted, any violation of the allotted shot time, is a cue ball in hand foul. See rule "Time Allotment" under the section titled "General Rules".

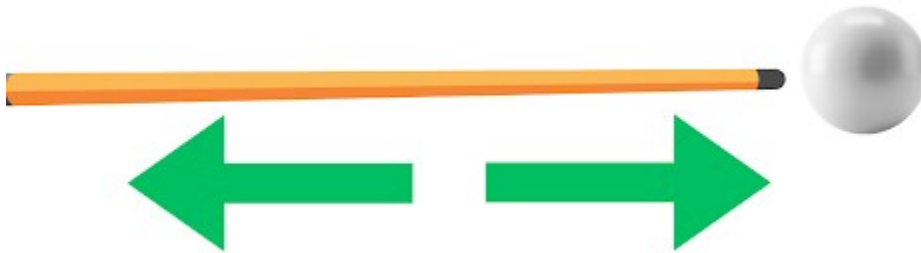
4.15 ONE FOUL PER TURN

A shooter can only commit one foul per turn. If a shooter commits several fouls on one shot, they are counted as only one foul.

4.16 LEGAL SHOT

A legal shot requires that the cue ball be struck only with the cue tip of the pool cue. Failure to meet this requirement is a ball in hand foul.

To perform a legal stroke on the cue ball, the shooter must stroke the cue ball using a horizontal stroke motion with the cue stick. See the image below.



Performing a downward stroke on the cue as demonstrated in the image below is also a legal shot if performed properly based on all other NAPA rules concerning jump shots, frozen ball shots, or masse shots.



Performing an upward motion from underneath the cue ball as displayed in the image below is not a legal stroke of the cue ball and is a ball in hand foul.



Any illegal shot results in a ball in hand foul.

4.17 FOUL CALL TIMING

All fouls must be called immediately after they happen. Calling a foul a shot later, or multiple shots later is not a legal foul call.

SECTION 5: EQUIPMENT RULES

5.1 POOL CUE SPECIFICATIONS

Pool cues must meet the following specifications:

1. The width of the cue tip must not exceed 14 millimeters. There is no minimum width.
2. The weight of the pool cue must not exceed 25 ounces. There is no minimum weight.
3. The length of the cue must be at least 40 inches. There is no maximum length.

5.2 RACKS

Using a standard billiard rack provided by the hosting venue is the standard protocol during league or tournament matches. However, it is permissible to use an alternative rack as long as the following applies:

1. Both parties must agree to the alternative rack without pressure by other participants.
2. Both parties must have access to the alternative rack.
3. The alternative rack can not be brought into play in the middle of a match unless the house provided equipment is deemed to be faulty to the point that it is affecting the quality of the racked balls.

5.3 BRIDGE

Using a standard billiard bridge is legal during a shooter's shot.

Using any active object ball or out of play ball or balls as a bridge or a tool to assist in one's execution of a shot is illegal and a ball in hand foul.

5.4 CUE EXTENDERS

Using a cue extender is legal during a shooter's shot. Cue extenders may be added or removed from a player's cue during their turn at the table. Please see rule 11.4.2 if a cue must be broken down in order to add or remove the extender.

5.5 TRAINING AIDS

Training aids are not allowed to be used during matches.

Deliberate markings or disfigurements of the playing shaft or ferrule or the use of a laser site is considered a training aid and is not allowed.

If a player is found to be in violation of this rule the following penalty applies:

1. In a local league match, ball in hand foul.
2. In a NAPA tournament, tour stop, international or national event; it is a forfeit of match.

5.6 OUTSIDE BALLS

Using any balls other than the standard pool balls, normally used at the playing location, must be agreed upon by both team captains and the playing venue management.

5.7 JUMP CUES & ACCESSORIES

Jump cues are allowed. You may use your regular pool cue or any manufactured jump cue. Breaking down your cue and using just a shaft is a ball in hand foul.

Using an accessory to perform a jump shot such as a bridge, cue holder, jump caddy, claw or handcrafted device is legal during a shooter's shot.

5.8 EAR BUDS/EAR PHONES

Use of earbuds or earphones at the local league level is determined by your local league operator. Earbuds and earphones are not allowed at any NAPA sanctioned regional event or national event.

SECTION 6: SCORING RULES

6.1 WINNING SHOOTER POINTS

1. If a shooter gets a perfect win. No losses in their match. 20 points.
2. If a shooter wins their match by shooter forfeit, 20 points..
3. If a shooter wins their match with one or more games lost in their match, 14 points.
4. If a shooter wins their match by team forfeit, 14 points.

6.2 LOSING SHOOTER POINTS

1. If a shooter loses their match but has at least one game won in their match, 3 points.
2. If a shooter loses their match and has no games won in their match, 1 point.
3. If a shooter loses their match due to forfeit, 0 points.

4. If a shooter loses their match but made it to the "hill", that player will gain "Hill to Hill" bonus points. Hill to Hill bonus points are determined at the beginning of each session.

6.3 BONUS POINTS

1. Rackless match = 1 point.
 1. How to achieve
 1. You must win the lag.
 2. You must break all of the racks in the match.
 3. You must shut out your opponent.
 4. You can committ no fouls on any of your breaks.
 1. This includes any illegal breaks which causes the break to turn over to the opponent.
2. Break and Run = 1 point for each.
3. 10-ball on the Break = 1 point for each.
4. 3-Foul Rule Win = 1 point for each game won by the 3-Foul Rule. This only applies to the games 9-ball Pro and 10-ball Pro.
5. Hill-2-Hill = 1 point to the loser. The loser of each match that goes to the hill will receive 1 to 4 bonus points depending on what your division captains vote on or your league operator chooses at the beginning of the session.

6.4 FORFEITING INDIVIDUAL MATCHES

When a team must forfeit individual matches they are to write "Forfeit" in the player 2 shooter's name section of their score sheet on the match they must forfeit. When forfeiting a match the team that had to forfeit receives 0 points for that match. The opposing team receives 20 points for the forfeited match if they pay their nightly dues for the forfeited match. If nightly dues are not in their team packet no points will be awarded for the win. The team getting the win may elect which shooter on their team will be credited with the 20 points for the NAPA individual point race. The shooter's name must be placed on the score sheet; the shooter MUST be present and must NOT have already played a match that day, in that division.

In NAPA singles leagues, forfeits are worth either 14 or 20 points depending on what was set by your local league operator at the beginning of the session. Note that forfeits in singles leagues are subject to the Advance Notice clause in Rule 2.1.

6.5 FORFEITING TEAM MATCHES

If a team is a "no show" or a team has to forfeit an entire match, the opposing team is awarded a standard win (14 points) for each match on their score sheet. The team which is awarded the forfeited wins must pay their entire team's nightly league dues in order to receive points. If the nightly league dues are not in the team packet at the end of match night, no points will be awarded. The team that has forfeited the match will receive 0 points.

NOTE: If a team has at least one shooter, their team does NOT have to forfeit the entire team match. The lone shooter should go ahead and play their individual match. If the shooter's

teammates are still a “no show” at the end of the individual match the team will be credited with the one individual match played and all points accumulated during that match and simply forfeit the remaining individual matches. The remaining forfeited matches are considered ‘individual’ matches and the opposing team is credited with 20 points for each one as stated in rule 6.4 (above).

If an entire team forfeits three weeks during a session the team will be dropped from the division.

6.6 BREAK & OUT

In NAPA 10-ball a typical break and run is called a "break and out". A break and out is when a shooter breaks the rack and is able to end the game before their opponent gets a turn. This can be achieved by doing a break and run or legally pocketing the 10-ball before their opponent gets a turn at the table. Achieving a break and out earns the shooter a bonus point on the score sheet

6.7 FOUL. BREAK & OUT

If the breaking shooter commits a foul on the break, and the break is turned over to their opponent, and their opponent executes a break and out, the shooter achieving the break and out shall receive full bonus points for the break and out on the score sheet.

6.8 UNPAID DUES AND DROP OUTS

Unpaid league dues on league night by ANY player or ANY team can result in penalty points, suspension, or forfeiture of prize money at any time. Any player or ANY team that has unpaid dues at the end of the regular league session is automatically disqualified from any prize money.

Any player who has unpaid dues to their league operator is automatically disqualified from playing in any NAPA Tour Stops or NAPA International events until all dues are paid up.

In any league (Singles, Teams, Scotch Doubles, or Scotch Triples) if a team(s) or player(s) drops out of a session or is suspended or banned prior to the scheduled end of a session that team(s) or player(s) is not eligible for a refund of any monies (Commitment Fees, dues paid, etc.) nor eligible to be awarded any prize monies from the Player Payout, Individual awards, etc.

Any team packet that is incomplete or any live scores that are incomplete can result in a 30 point penalty from a team's or single player's total session points. In order to submit a complete team packet every team must do the following:

1. Submit a completed score sheet in the league packet at the end of each league night or submit a completed digital score sheet on NAPA Play, the live mobile scoring app.
2. Submit all shooter dues in the league packet or designated drop off at the end of each league night.

3. Submit all venue/bar dues along in the league packet at the end of each league night if venue/bar dues are required by the local NAPA league operator.

6.9 LACK OF SHOOTER MONIES

Any shooter who has played a match without paying their proper sanctioning fees for the match can be immediately suspended by the local league operator or NAPA HQ until those dues are paid.

Any player who has unpaid dues to their league operator is automatically disqualified from playing in any NAPA Tour Stops or NAPA International events until all dues are paid up.

6.10 FINAL SCORE SHEETS

NAPA recognizes a signed score sheet (or completed score entry in NAPA Play) as a final agreement, between both team captains, that the score sheet is correct and is ready to be submitted to the NAPA main office. However, NAPA recognizes that there are times, when after a completed score sheet has been submitted to the NAPA there may be a mistake on the score sheet, later recognized, and a change needs to be made to the score of a game or an entire match. By click on the button titled **Report Incorrect Score** in the online standings score sheet on the NAPA website at www.napaleagues.com your League Operator will be notified of the mistake. Your local league operator will contact the NAPA main office and have the scores corrected.

SECTION 7: SHOOTER RULES

7.1 SHOOTER'S AGE

All shooters, regardless of age, are allowed to participate in local NAPA leagues as long as the shooter's age is in accordance with local laws for the playing establishment(s) in which local NAPA leagues are to be played. Check with your local NAPA representative for age requirements of the local playing establishments in your area.

7.2 PLAYER HEIGHT

If a shooter's height, standing without shoes on, measures less than five (5) feet tall, the shooter is permitted to use a stool (or some other object) that will raise the shooter's height to five (5) feet tall (or taller), when shooting at the table.

7.3 PROOF OF SHOOTER GENDER & IDENTITY

Your opponent has the right to request the proof of identity from you and your teammates. Positive identification is a picture I.D., for example a legal state I.D., a driver's license or

passport.

A player's gender is determined by what is listed on their legal state I.D., driver's license or passport.

7.4 ONE TEAM

Shooters cannot play for multiple teams in the same division. Shooters can only play for one team, per division, on league day/night

7.5 NUMBER OF MATCHES & FORFEIT SAVIORS

PAPER SCORING

If scoring is being kept on paper a shooter can only play in one match per day, per game format. Multiple matches are not allowed on paper, unless it is a playoff match.

NAPA PLAY SCORING

If scoring is being kept in NAPA Play, there is no limit to the number of matches a shooter can play a day, as long as all NAPA Team rules are being followed.

TEAM LEAGUE: REGULAR LEAGUE: NUMBER OF MATCHES

If your local NAPA League Operator chooses to have your league setup as a REGULAR TEAM league a shooter can only play one match for their team on league night.

TEAM LEAGUE: FORFEIT SAVIORS AND MULTIPLE TEAM PLAYS [OPTIONAL]

If your local NAPA League Operator chooses to have your league setup as a FORFEIT SAVIOR team league then players are allowed to play MORE than once for their team on league night.

Your local league operator has the option of limiting how many times teams can use the Forfeit Savior on league day/night. If no limit is set by your local league operator then the default is unlimited.

The following rules apply:

1. **FORFEIT SAVIOR rule may be used as often as necessary as long as one team member is present.**
2. FORFEIT SAVIOR **can** be purposely used to prevent a team from going over the Maximum Team Skill Level Limit.
3. **A player may play as the FORFEIT SAVIOR as often as necessary for their team.**
4. All players who are present and fall under the Team Maximum Skill Level Limit must be chosen before one player can be chosen a second time for a Forfeit Savior.
5. Once the Forfeit Savior has been called any new team players arriving at the venue afterwards are disqualified from Forfeit Savior.
6. Scoring must be kept in NAPA Play and not paper, unless it is a playoff match.

7. A player can only play more than once if the team is unable to field another team player, is facing a possible forfeit, and no other team player is present.
8. The FORFEIT SAVIOR can not be invoked until all available players have played or are playing their matches.
9. Once the player is chosen, the matchup can be setup in NAPA Play and the match can proceed.
10. In order to use a FORFEIT SAVIOR the team captain facing the forfeit must announce to the opposing team captain that he or she will be required to use a FORFEIT SAVIOR in order to prevent the forfeits. The opposing team captain, NOT the captain facing the forfeit, must pick a player from the team facing the forfeits to play twice.
11. If both teams are short a player, both teams can exercise the Forfeit Savior, still following the order of rotation for which team should field a player first.

The following must be true:

1. The team player must be present.
2. The player must fall under the maximum team skill level limit (if it is a limit league).
3. The player must be on the team's roster that is facing the possible forfeit, not some unknown individual.
4. If there is not a player present that can keep your team under the team skill level limit then a forfeit is required.
 1. At the league operator's discretion a player can not be picked as the FORFEIT SAVIOR if that player had to leave the venue due to medical, health, age, occupation, family care, or emergency.

In NAPA Play each player who has already played their first match will have a [1] next to their name in the Enter A Matchup screen, letting you know that they have already played one match and are eligible to play a second match, if needed.

FORFEIT SAVIOR POINTS

The points accumulated on a forfeit savior match are applied to the team's total points that the forfeit savior player is representing and not the players individual points in Flex Point. All forfeit savior matches are ignored by Flex Point. The reason for this is not **ALL** players in a session have the ability or the opportunity to play a Forfeit Savior match and therefore creating an unbalanced number of matches each player gets the opportunity to play during the session. Players who get the opportunity to play a Forfeit Savior match have an advantage of players who do not. Allowing Forfeit Savior matches to be applied to Flex Point would simply be unfair to all players in a session.

FORFEIT SAVIORS SCENARIO

TEAM A is short a player

TEAM B has option to pick the Forfeit Savior

Scenario #1:

To use a FORFEIT SAVIOR the team captain facing the forfeit (Team A) must announce to the opposing team captain (Team B) that he or she will be required to use a FORFEIT SAVIOR in order to prevent the forfeits. The Team B captain has first option to pick a player from Team A to play twice. Failing to exercise that option, Team A captain will choose the player to play twice.

UNPLAYABLE MATCH

If, AFTER a player has been chosen for the Forfeit Savior match and the match can NOT be played due to circumstances beyond anyone's control like a power outage or medical situation and the match needs to be rescheduled, the Forfeit Savior selection process can NOT be done over again, unless the local League Operator deems the picked player to have a medical, occupational, or personal circumstance that has impacted the reasonable progress of the match to be played.

7.6 CHANGING TEAMS

Shooters cannot change teams, if they have already played a match during the current session, without the approval of the NAPA main office. To request a change of teams, you must:

1. Contact your local NAPA league operator and inform him/her of the change request.
2. The local NAPA league operator must then submit the request to the NAPA main office.
3. NAPA will then make a decision on the team change request and inform the local NAPA league operator on the decision.

7.7 ADDING SHOOTERS

Teams are allowed to recruit new shooters for their team up to a designated week assigned by your League Operator. This designated week is called the "Roster Cut Off Week". Each team can recruit new players for their team up until the last ball falls on league night (or day) of the designated scheduled week. Once league matches are over for that designated week, no more changes can be made.

If you are adding a new shooter for your team on league night and the shooter is not yet listed on your roster you must notify the opposing team's captain who the new shooter is and their skill level **before** the team match begins. If you do not notify the opposing team captain before the team match begins the new shooter will be ineligible to play on that league night.

7.8 SHOOTERS WITH NO PREVIOUS LEAGUE EXPERIENCE

Any new shooter having previously never played in NAPA or any organized pool league and has **not** been assessed by the local league operator, team captain, or a league rep should receive the following skill level until further review by the league:

1. Female shooters start with a skill level of 40
2. Male shooters start with a skill level of 50

7.9 SHOOTERS WITH PREVIOUS LEAGUE EXPERIENCE

If a shooter has previous NAPA league experience the shooter must be entered into the division at their most recent skill level of the same game format. If the shooter does not have a skill level for the game format being played the shooter must be entered into the division at the shooter's highest current NAPA skill level from any NAPA game format or any NAPA skill level that the NAPA HQ Audit Team deems appropriate.

If a shooter does not have NAPA league experience, yet has previous organized league experience, and their league experience is from the BCAPL, APA, or TAP then the shooter should start with the following:

BCAPL

BCAPL 2 = NAPA 20
BCAPL 3 = NAPA 30
BCAPL 4 = NAPA 40
BCAPL 5 = NAPA 50
BCAPL 6 = NAPA 60
BCAPL 7 = NAPA 70
BCAPL 8 = NAPA 80
BCAPL 9 = NAPA 90
BCAPL 10 = NAPA 100

TAP

TAP 2 = NAPA 40
TAP 3 = NAPA 50
TAP 4 = NAPA 60
TAP 5 = NAPA 70
TAP 6 = NAPA 80
TAP 7 = NAPA 90

APA

APA 1 = NAPA 20 TO 30
APA 2 = NAPA 30 TO 40
APA 3 = NAPA 40 TO 50
APA 4 = NAPA 50 TO 60
APA 5 = NAPA 60 TO 70
APA 6 = NAPA 70 TO 80
APA 7 = NAPA 80 TO 90
APA 8 = NAPA 90 TO 100
APA 9 = NAPA 100 TO 110+

*** APA conversions are at the local league operators discretion.**

The local league operator also is permitted to use their NAPA Player Assessment Guide and use their own discretion for a player's skill level without having to use the conversions above.

NOTE: If a new shooter does have previous league experience, yet the league is not any of the leagues mentioned above, then the shooter should be entered at a skill level determined by the local NAPA league operator or entered as if the shooter does not have previous league experience.

7.10 HYPER LEAGUE MINIMUM MATCHES

In order for Hyper League matches to count towards a player's NRP, the participant must have five (5) regular matches played in their local leagues (not Hyper League matches) within the previous 90-days leading up to the start of the Hyper League and participants must be on an active roster. Active military personnel and NAPA players under 21 years old are exempt from this rule.

SECTION 8: TEAM RULES

8.1 PLAYING LOCATION

Teams (or individual players in a singles league) are responsible for choosing their home playing location. The location may be commercial or residential. Residential matches must be approved by the local NAPA League Operator before being played. The location must have a standard bar table or regulation pool table.

NOTE: Changing table size, make or model in the middle of a session is not allowed without the approval of NAPA HQ.

8.2 MOVING HOME LOCATION

Teams are allowed to move their "home" location at any time. Any sponsorship monies paid to the league for the team by the previous home location becomes the team's responsibility.

NOTE: Changing table size, make or model in the middle of a session is not allowed without the approval of NAPA HQ.

8.3 TEAM CAPTAINS

Every team must have a team captain. The team captain is responsible for the sportsmanship of their team, ensuring the team score sheet is accurate and having the team packet delivered to the proper drop off location at the end of league night. The NAPA does not allow co-captains.

8.4 CHANGING TEAM CAPTAIN

A team's captain can be changed at anytime by majority vote amongst the team's shooters. If the captain of a team is changed, the team must notify their local NAPA league operator of the change, immediately.

8.5 NUMBER OF TEAM SHOOTERS

Teams can have no more than maximum allowed shooters on their team roster during any session. In 3-person team leagues the maximum is six (6) shooters, in 4-person team leagues the maximum is seven (7) shooters and in 5-person team leagues the maximum is eight (8) shooters. Teams are required to have a minimum number of shooters on their roster. The minimum number of shooters is three (3) for 3-person team leagues, four (4) for 4-person team leagues and five (5) for 5-person team leagues.

8.6 MAXIMUM TEAM SKILL LEVEL

In Standard Limit leagues and Modified Limit leagues the total skill level of all shooters fielded on league night for each team cannot exceed the maximum team skill level set forth by NAPA and it's local league operator. Any matches commenced that violate the team skill level limit will not be sanctioned and a forfeit shall be awarded to the team that has **not** gone over the team skill level limit. If both teams have gone over the team skill level limit then it will be a forfeit for both teams with no points being awarded.

There are no exceptions to this rule.

In Standard Limit leagues, the team skill level limits are as follows:

1. In 3-person team leagues the maximum team skill level on league night is **195**.
2. In 4-person team leagues the maximum team skill level on league night is **260**.
3. In 5-person team leagues the maximum team skill level on league night is **325**.

In Modified Limit leagues, the team skill level limits are set at the beginning of the session by the local league operator:

The maximum liability a shooter can have against his team's total skill level on league night is 110 points. For example, if a shooter, who has a skill level of 125, is fielded to play for his team, only 110 points will count towards his team's total skill level.

At the beginning of a session your local league operator has the option to enforce the 110 rule on the division. If the 110 rule is enforced then the maximum liability a shooter can have against his team's total skill level on league night is 110 points. For example, if a shooter, who has a skill level of 125, is fielded to play for his team, only 110 points will count towards his team's total skill level.

If the 110 rule is not enforced at the beginning of a session then a player's skill level, regardless of how high, will be applied to the team's total skill level.

In No Limit leagues, team skill level limits do not apply.

SECTION 9: PLAYOFF RULES

9.1 PLAYOFFS OPTIONAL

Playoffs are completely optional. The local NAPA league operator has the right to hold playoffs if he or she so chooses, but they are not required. If the local NAPA League Operator does choose to hold playoffs, the team who wins the playoffs will be declared the championship team. If the local NAPA League Operator chooses not to hold playoffs, the team finishing with the most points after the final week of the session will be declared the championship team.

9.2 END OF SESSION - TIED TEAMS

If, after the final week of the regular session, two or more teams (**this includes Singles, Scotch Doubles and Scotch Triples**) are tied in the point standings, the tie breaker is to be determined by the following criteria and in this exact order:

1. Most team matches won during the regular session.
2. The team that won the most head-to-head matches between the teams that are tied.
3. Most points scored in head-to-head matches between the teams that are tied.

NOTE: In the case of Singles, Scotch Doubles, and Scotch Triples Leagues, if 1, 2, and 3 above does not break the tie, then the following will be used in the following order:

- 4a. Most Break & Runs between the tied teams
- 4b. Most Snaps between the tied teams
- 4c. Most Rackless between the tied teams
- 4d. Most Shutouts between the tied teams

9.3 PLAYOFF ELIGIBILITY

Your local NAPA League Operator has the right to require a minimum number of matches in order to play in his or hers divisional playoffs. Required number of matches must be announced to all team captains at the beginning of the session by the local NAPA League Operator.

9.4 ATTENDING TEAMS

The number of teams attending the playoffs is determined by the number of teams in your local division. Check with your local NAPA league operator for details.

9.5 PLAYOFF POINTS

All points accrued by teams during the regular session are not carried over into the playoffs. During playoff matches, the team that scores the most points is the winner of that playoff match and advances further into the playoffs.

9.6 TIED PLAYOFF MATCHES

In the event there is a tie, in total points (not matches), between two teams in a playoff match, the tie breaker is to be determined as follows:

1. In a 3-person team league, the team that won the most matches out of the three matches played is declared the winner.
2. In a 5-person team league, the team that won the most matches out of the five matches played is declared the winner.
3. In a 4-person team league both teams are to play a fifth match. Both teams must put up one of their shooters to play the final tie break match. The higher seeded team gets to decide if they are to put up a shooter first or the opposing team is to put up a shooter first. The participating shooters on both teams must be a shooter on the team roster, present at the playing location and meets the requirements to play in the playoffs. It does not matter if the chosen shooter has already played a NAPA match on that day, any shooter can be chosen.

SECTION 10: GENERAL RULES

10.1 TIME ALLOTMENT

By default, shooters are allowed 60 seconds to execute each shot when it is their turn at the table. Your local league operator has the ability to set each division's time allotment between 30 seconds and 90 seconds. If a time allotment is not set at the beginning of a session, the default time allotment is to be 60 seconds.

Exceeding the time allotment is considered slow play. The time allotment commences after your opponent's shot ends and all the balls come to rest on the table. After a first warning, a shooter continues to slow play, the team captains from both teams may institute a time clock (or stop watch). After a time clock is instituted any violation of the time allotment is a cue ball in hand foul.

10.2 CUSHION FROZEN OBJECT BALL

If an object ball is frozen on the cushion, the shooter must cause the cue ball or any other ball to make contact with a cushion after contact with the frozen ball in order for the shot to be legal.

10.3 SHOOTING FROZEN BALLS

If the cue ball is frozen to the object ball, pushing through the cue ball is a legal hit. If there is separation between **the cue ball and an object ball** equal to or less than the width of a piece of chalk, the shooter must keep from double hitting the cue ball. This can be executed by elevating the cue stick to, at least, a 45 degree angle. As long as this attempt is made, no foul can be called during the execution of the shot. **However, after the stroke of the cue ball has been legally executed, any further contact or interference with the cue ball or any object ball should be referred to rule #4.1 (INTERFERENCE) which can result in a foul.**

If the distance between the two balls is greater than the width of a standard size piece of billiard chalk, a double hit of the cue ball is a ball-in-hand foul. When confronted with this situation, it is strongly recommended that a third party or referee be called to watch the hit to avoid controversy. If a third party is not called, it is the shooter's decision.

NOTE: You do not have to elevate your cue stick if you know how to make this shot without double hitting the cue ball. Elevating your cue stick is a recommendation to avoid being called for a foul

10.4 PUSH OUT

The shooter who shoots the shot immediately after a legal break, may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any cushion, however, all other foul rules still apply. The shooter must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed except for the 10-ball. Following a legal push out, the incoming shooter is permitted to shoot from that position or return the shot to the shooter that pushed out. A push out is not considered to be a foul as long as no other rule is violated. An illegal push out is penalized according to the type of foul committed. After a shooter scratches on the break shot, the incoming shooter cannot play a push out.

NOTE: If you play push out, and your opponent chooses to give the shot back to you, and then you run out, you do **NOT** get a bonus for a break and out.

NOTE: Should the shooter who is playing the push out, pocket the 10-ball, the 10-ball is to be spotted, the cue ball remains in the current position on the table, and the incoming shooter is permitted to shoot from that position or return the shot to the shooter that pushed out.

10.5 MASSE SHOTS

Masse shots are legal.

10.6 JUMP SHOTS

Jump cues are allowed. It is legal to cause the cue ball to leave the surface of the table by elevating the butt of the cue and, with a downward stroke, force the cue ball to rise off the

playing surface. For the shot to be legal only the cue tip may touch the cue ball - the shot must not be "scooped" by the ferrule or shaft. Any miscue on a jump shot is a cue ball in hand foul. Shooters are not allowed to break their cues down, to the shaft only, in order to attempt jump shots. See the rule titled "Miscue Jump Shot" under the section "Interference and Fouls" in this manual.

10.7 SAFETY SHOT

Safety shots are not allowed in NAPA 10-ball. Performing a safety shot is a loss of turn and ball in hand for the opponent.

What is a safety shot? For tactical reasons, a shooter may choose to pocket a "called" object ball into its proper pocket and also discontinue his turn at the table by declaring "safety" in advance.

10.8 DISPUTED SHOTS

It is the opponent's responsibility to ask the shooter to wait before making a shot when the opponent believes the previous shot was a foul. If the shooters cannot agree on the status of the last shot, the captains must make a ruling. If the captains cannot reach an agreement contact your local NAPA representative.

NOTE: If the shooter proceeds with the next shot (having being asked by the opponent to wait), it is a foul and the opponent is awarded ball-in-hand. If the opponent does not dispute the shot before the next shot is played, the shot cannot be questioned and is assumed legal.

10.9 CLOSE OR QUESTIONABLE SHOTS

It is the responsibility of all shooters to recognize the potential for a disputable shot. If a disputable shot is recognized, it is the responsibility of the shooter, the opponent, and both team captains to appoint themselves or other participating players, listed on either roster, to officiate the shot being played and determine a ruling based on the outcome of the shot played.

It should be noted that in the event a player's cue ball makes contact with two object balls at the same time or if determining which object ball was contacted first is too close to make an accurate call, then "tie goes to the shooter", meaning the shooter continues shooting.

Refer to rule 2.5 for officiating.

10.10 LATE ARRIVAL

Matches are to begin at the designated time set by the local NAPA league operator. At least one (1) player on a team's roster must be present at the playing venue no later than fifteen (15) minutes after the scheduled start time. For example: If your matches are to begin at 7:00pm, a minimum of one player on the roster must be present by 7:15pm. If no players are present within fifteen (15) minutes of the original start time, then a team forfeit must be declared. In the

event of individual late arrivals, shooters must be present by the time the last shot is made on the match before theirs is to begin. If, by that time, no shooter, already on the team roster, is available to play that match, that match and any that follow are to be forfeited.

If a player is present or if multiple players are present for a team and they refuse to play because the rest of their team did not show up on time, then it is an automatic team forfeit.

10.11 MULTIPLE TABLES

Team matches may be played on multiple tables at the same time at anytime, during a league match. Playing on only one table is not required.

10.12 RULES ARE SUBJECT TO CHANGE

Due to the ever-changing nature of sports and the situations that can and do occur, the NAPA reserves the right to make rulings and rule modifications as necessary and at any time. The NAPA also reserves the right to make exceptions to rules in order to promote fairness.

10.13 PROTESTS AND DISPUTES

In general, all protests, disputes and complaints should be made by your team captain to your NAPA representative. Most protests and disputes should be settled immediately through compromise, common sense, and by referring to this manual.

10.14 HIGHEST AUTHORITY

The NAPA is the highest authority concerning all league rulings. NAPA reserves the right to change any and all rules at any time rules without notice in the best interest of NAPA and its players.

10.15 NO CHOOSING THE FORFEITED MATCHES

If a team is forced to forfeit an individual match during league night, either due to the Max Team Skill Level rule or being short on the required number of shooters, the team is not allowed decide on which match can be forfeited. All eligible shooters who are present MUST play before the forfeited match occurs. Secondly, anytime a team has to forfeit an individual match, for any reason, every match afterwards that evening is automatically a forfeit a well.

10.16 BALLS MOVING SPONTANEOUSLY - 5 SECOND RULE

A shooter's shot is considered completed after all balls have come to a final resting position. There is a 5 second window during which if, a ball shifts, turns or otherwise moves by itself, the ball shall remain in the position it assumed and play continues. The movement of the ball(s) will be considered a continuation of the player's shot.

A hanging ball that falls into a pocket by itself after being motionless for 5 seconds (or longer) shall remain pocketed and play will continue as if the pocketed ball(s) did not occur. If the hanging ball is the 10-ball or the cue ball, that ball should be replaced as near as possible to its original position immediately prior to the incident and play continues.

NOTE: In regard to coaching leagues, no coaching is allowed once all balls come to rest and it is the incoming player's turn at the table.

10.17 TABLE SIZE

NAPA allows for the choice of 7 Foot, 8 Foot, and 9 Foot tables to be used, considering size availability and LO approval. Table size being played on must be established in the beginning of the session.

Changing table size in the middle of a session is not allowed.

SECTION 11: CODE OF CONDUCT

11.1 SPORTSMANSHIP

NAPA is a pool league designed for fun and entertainment. Proper sportsmanship is expected from all shooters at all times. NAPA reserves the right to ban or suspend any shooter, at anytime, for any reason from future play.

1. UNSPORTSMANLIKE BEHAVIOR; HECKLING OR SHARKING

Heckling or sharking a shooter while it is their turn at the table is a foul.

1. Any time any opposing team player heckles or performs sharking during a shooter's turn at the table and the shooter is shooting for a win on the 10-ball, whether by combination or direct shot, it is considered a concession of game for the team with whom the heckler or sharking player plays on. The shooter who was being heckled or sharked gets the break in the next game, if the conceded game has not ended the entire match.
2. Any time any opposing team player heckles or performs sharking during a shooter's turn at the table and the shooter is **not** shooting for a win on the 10-ball, it is the team captain's responsibility to warn the heckler or sharking player of the infraction. If the opposing team player continues to heckle or shark any shooter(s) during their turn at the table after the warning has been given the team captain's from both teams must immediately declare a forfeit of the match between the two shooters. The shooter who was being heckled or sharked will receive twenty (20) points for their match and the opposing player's team will receive zero (0) points for their match.

2. UNSPORTSMAN LIKE BEHAVIOR; GENERAL

Any shooter displaying unsportsmanlike behavior at **ANY** time such as throwing objects,

swearing at other shooters, using racial slurs, name calling, forfeiting a match in poor conduct, or any type of physical or verbal violence are subject to being suspended or permanently banned from NAPA league play by the local NAPA league operator or NAPA headquarters.

11.3 CHEATING

NAPA reserves the right to ban or suspend any shooter, for any reason, at any time for cheating. This includes but is not limited to sandbagging, intentionally losing a match, purposely playing below a player's NAPA skill level, false scoring, hidden signals, illegal coaching or any actions deliberately intended to affect the outcome of a NAPA division, NAPA league, NAPA tournament, NAPA sanctioned match, a NAPA player's skill level or CueSpeed Rating.

11.3 GAMBLING

The NAPA reserves the right to ban or suspend any shooter, for any reason, at any time for gambling on any NAPA held event.

11.4 CONCESSION OF A GAME

In order to concede a game, you need only:

1. Say "Good Game", "Good match", "Congratulations", or any congratulatory phrase that acknowledges your loss; anytime during your opponent's turn at the table.
2. Break down your **"regular"** playing cue anytime during your match.
- 3.

NOTE: A shooter may break down his or her shaft during a match only to change shafts or to attach a cue extender to their playing cue and only after telling their opponent ahead of time.

Pick up or grab the rack anytime during your opponent's turn at the table.

4. Pick up a ball or touch a ball anytime during your opponent's turn at the table.
5. Raking the balls at any time while a game is still in play.
6. Intentionally moving any ball, directly (picking up, pushing, touching, rolling, bumping, blowing on) or indirectly (such as hitting, pounding, bumping, stomping, slapping the table or floor that may cause a vibration and possibly altering an outcome), is a loss of game and poor sportsmanship.

In the event a player in a match quits or forfeits the match prematurely before the match is completely over, either by storming off, leaving the venue, or simply disappearing from the match, the player who did not abandon the match should score the remaining games left in the match as a win for themselves.

11.5 GENERAL

NAPA reserves the right to suspend or ban any player at any time for any conduct NAPA deems as unprofessional, derogatory of the league, or simply not in the best interest of NAPA.