

New Hampshire Billiards League

Rules of Conduct and Play

LR 1 Dress Code

We want to give a positive impression of our sport. It is recommended that teams obtain matching shirts. No tank tops. Matching team collared shirts are required at The National Competition.

LR 2 Team Names

Team names must be provided at the sign up or at the first weeks play. Please keep it clean.

LR 3 PLAYER SUBSTITUTIONS/ Additions

Player substitutions are not allowed in league play. Changes are allowed before match play begins. If a listed player doesn't show, an alternate player may be used (provided the substitute player meets all **standard participation** requirements ie. Membership dues must have been paid or are paid that night). New players may be added up until the 4th session week. If a player has paid their dues and just hasn't played that is different, that player may play at any time.

LR 4 Match Start Time

Matches should start at the designated time (7:00 p.m.) There is, however, a grace period of fifteen minutes, to allow for unexpected delays. Matches must therefore commence by 7:15 p.m. at the latest. The opposing team captain may agree to a longer grace period, but it is solely the discretion of the opposing team captain. Late players may fit into the game rotation as dictated by the schedule, and all missed games are assumed lost unless agreed upon by both Team Captains prior to the match starting.

LR 5 Individual Performance Rankings

To be eligible for the individual performance rankings (most runs, most points, highest average, etc.) a player must play for the same team for at least 50% of the season's matches. For example, in a 15-week season, only players who have played at least 8 weeks will qualify. In addition players must play at least 5 weeks to participate in the team tournament. All players who are current in NHBL dues are eligible to play in the singles and doubles tournaments.

LR 6 MISSING FEES

If any player fails to pay the weekly match fee that player's scores will not count and the opposing players will be automatically awarded the win for the game against the non-paying player. Both teams' scores will be recalculated using the adjusted scores. *Team Captains take note: No pay, no play! Weekly dues must be paid that week!*

LR 7 ESTABLISHING A HANDICAP

During the first week of the league, a player is assigned an average from the last session in which that player played. At the start of each session, averages will be blended in over the first 4 weeks each player plays. New players will start out the first week as a 7 handicap. The league officers may start a new league member at an average other than 7 at their discretion. The league officers

may adjust a new league member's starting average prior to that member having played 4 weeks at their discretion.

LR 8 ADJUSTING SCORE SHEETS

A League Director may modify score sheets if they have been completed incorrectly.

LR 9 DETERMINING THE TOP PLACED TEAMS

The team with the most rounds won is the top placed team. When there are two or more teams with the same number of rounds, the teams are ranked by points, with the team with the most points placed higher. If there is still a tie the team with the most games won will be placed higher. This applies to the scoring of rounds during weekly match play also. Points then games won determines the round winner. If a tie still exists then a playoff game will be played for the round.

LR 10 FAILURE TO COMPLETE THE SEASON

Any team that fails to pay for every scheduled match will be ineligible for the end-of-season playoffs and national competition, and will not receive any cash awards. A forfeit is deemed a scheduled match. Please indicate on the score sheet the players who would have played that week. The individual stats still count. Forfeits must be paid that week.

LR 11 MAKE-UP GAMES

Due to special circumstances teams may need to reschedule their match. The Captain of the team that needs to reschedule must notify the opposing teams Captain & the league operator at least 2 hours prior to the scheduled match. Simply put, just because at the last minute a team doesn't have enough players, does not necessarily constitute a valid reason for a make up game. Any and all make up games must be completed within two weeks after the original date of the scheduled match. If the match is not rescheduled, the opposing team may take the forfeit for the win, however their fees must be paid no later than the 2nd week after the original scheduled match date. The team not showing still owes the dues for that week.

LR 12 SUBSTITUTION PLAYERS

At this time we have no substitution players - all players must be on the team.

LR 13 SPECTATORS COACHING

Spectators on the sidelines are not allowed to advise or coach a player during competition. If after asking a spectator not to coach a player, he/she continues to do so, the captains or sponsor should ask the spectator to leave the area. If he/she still continues to advise or coach a player, the player being coached will give up a foul to the opposing player.

LR 14 TEAMMATE COACHING

A teammate (even the captain) may not advise the player in anyway if the player has not expressly asked for advice. A teammate may coach a player **only** when asked to do so by the player after a time out is called. If ANY member of the shooter's team asks the shooter if he/she wants a time out, it IS considered that player's time out for that game, regardless of whether the shooter accepts the time out or not. Similarly, a teammate (even the captain) cannot draw the player's attention to a foul (except during a timeout). Only one teammate may coach a player for a given shot. The

coach may NOT confer with anyone else, regardless of whether that person is a team member or not. Similarly, a player may not intentionally delay asking for a timeout to allow the remaining team members to confer on a strategy. The first violation *by the team* during the entire evening results in a warning. Subsequent violations constitute a foul. A player may only ask a time out once in a game. All coaching infractions are a foul, and the opponent is awarded ball-in-hand. Note that any member of that team (playing *or watching* that evening) is allowed to coach. Also, a player cannot delay the start of his/her game because he/she is coaching a teammate playing on a different table. It is perfectly legal for players to talk to their teammates while the opponent is shooting. It is legal to discuss aspects of the game in progress that have already occurred, but it NOT legal to discuss ANY future actions, possibilities or potential strategies of the game in hand. As soon as the opponent leaves the table and it is the player's turn to shoot, all conversation with that player pertaining to the game must cease. It is not a foul to offer nonspecific encouragement to a player such as "good shot", or "take your time". However, comments such as "Don't shoot that" or "it's ball in hand" will influence the player's next shot and are therefore considered coaching infractions. As a rule of thumb, you can *encourage*, but not *influence* a player. If during a Timeout if any balls are moved (other than cue ball in hand) it is a foul.

During a time out, the player coaching the shooter MAY touch the edges of the table. The edge of the table is defined as being any part of the table not covered by felt. The coach may NOT touch any equipment on the table, including but not limited to cues, bridges, balls, chalk, etc.

Note: Coaching is not allowed in national tournament play.

LR 15 SHOOTING TIME RULE

As a courtesy to all players, be available and ready when your turn to play approaches. Once a game has started, the two players should concentrate on the game and avoid leaving the playing area. Consistent slow play is to be avoided. On rare occasions a player may take several minutes before playing a shot, but if a player frequently takes longer than one minute to play each shot, the opposing player may ask the team captains to determine whether a one minute time limit should be enforced. When a one-minute time limit is enforced a team captain must police the remainder of the game for both players. If a one-minute time limit is enforced and that limit is exceeded, a foul will be called and the incoming player shall have ball in hand.

LR 16 CLOSE OR QUESTIONABLE SHOTS

It is the opponent's responsibility to ask the player to wait before making a close shot where there is the potential for a (disputable) foul. Both team captains (or designees) must watch the shot and determine a ruling. If the player proceeds with the shot (having been asked by the opponent to wait), it is a foul and the opponent is awarded ball-in-hand. Having watched the shot, it is the sole responsibility of the two "referees" to determine the legality of the shot and announce the ruling -- the players may not influence the decision as they have relinquished their responsibilities to their captains. In the absence of a designated "referee" it is the sole discretion of the shooter to determine the ruling. Use of video cameras (cell phone or otherwise) IS allowed but MUST NOT interfere with the shooter in any way

LR 17 DISPUTED SHOTS

It is the opponent's responsibility to ask the player to wait before making a shot when the opponent believes the previous shot was a foul. If the players cannot agree on the status of the last shot, the captains must make a ruling. If the captains cannot reach an agreement, the game must be replayed (with the same player breaking). IMPORTANT NOTE: If the player 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.

LR 18 OBJECT BALL FROZEN TO CUSHION

This rule applies when the object ball to be struck by the cue ball is frozen to the rail. After the cue ball contacts the object ball you must (1) pocket the frozen ball or any other object ball, or (2) drive the frozen object ball to another cushion, or (3) drive the cue ball or another object ball to any cushion. Failure to do so is a foul. When there is any doubt about whether the object ball is frozen to a cushion, the **opponent** should ask for a ruling before shooting. NOTE: a double-kiss on a frozen object ball (driving it back to the same rail) is not a legal shot.

LR 19 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

LR 20 PLACEMENT OF BALL-IN-HAND

No object ball may be touched by the cue ball, the players' hand, or cue while placing the cue ball for the next shot. If this happens it is a foul and the opposing player is awarded ball in hand.

R 21 CONCESSION

If a player concedes, he/she loses the game. The unscrewing of a jointed cue stick, except to replace a shaft, is considered to be a concession. No warning from the referee is required in the case of a concession.

LR 22 DISQUALIFICATION

A League Director has the right to disqualify any player from competition and the player forfeits the right to prize money and/or any other awards for unsportsmanlike conduct or tactics detrimental to the league or tournament.

LR 23 LEAGUE DIRECTOR/REFEREE RULINGS

All rule interpretations mandated by the League Director are final. Failure to accept the ruling is a loss of game. Each Team was given a rulebook if you need another ask me and I will get you one. The Team Captains should be familiar with the Rules. It is to the players' advantage to know the rules. All other rules not covered by the above are to be as stated in the BCA rulebook.