

HILLSBORO, NH



INDEPENDENT POOL LEAGUE

H.I.P.L. 8- BALL LEAGUE

**GENERAL INFORMATION
BY-LAWS & RULES**

**REVISION 2
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OUR ORGANIZATION

The Hillsboro Independent Pool League was founded in 2007 by Brian Roy and Bob Mobile, two local players. Bob with experience in managing and directing billiard leagues and Brian with the skill-set needed to cultivate the friendships and contacts necessary to formulate teams of interested players,

The area had originally been supported by the sanctioned T.A.P. (The Association for Pool), Inc. 8 ball league through a local franchise; however, due to excessively high franchise fees and the lack of corporate support, the local T.A.P. franchise eventually succumbed to financial hardship and was forced to cease operations. The failing of this local T.A.P. franchise left a bit of a vacuum in the community with many local billiard players thirsting for a way to return to competitive league play; and thus, The Hillsboro Independent Pool League (H.I.P.L.) was born.

OUR CHARTER

Our charter is a simple one. It's all about the players! We seek to provide a forum for organized competitive team play where local players can join together to enjoy the game of 8 ball in a social setting. This means placing an emphasis on good sportsmanship, mutual respect and an appreciation for individual player skill in a team setting.

Our organization is entirely a non-profit organization with **NO** league management fees. This means that nearly 100% of the team fees collected are returned back to the players in the form of prizes, awards and banquets. We are also fortunate to benefit from the support of a few local businesses and individuals sharing in the passion for pool.

INFRASTRUCTURE

The H.I.P.L is a small league, consisting of 4-8 teams, playing weekly at local host establishments. The league is an "e-League", meaning our primary forum for communication and management is handled over the internet coupled with an informative website, thus allowing our players to stay current on league information, such as, schedules, news bulletins, etc.... We also maintain a player handicap or rating system and publish updated ratings weekly.

The actual management of the league is handled by a league director and co-director with input from team captains and their players. The league director and co-director are elected positions, voted on by all members of the league. We typically hold (2) league meetings per year plus an annual banquet.

It is true that our Charter is based upon-team play, but we are not without personal accolades as well. The game of 8 ball, even in a team setting, is played by individuals deserving of recognition for outstanding individual performances each and every session. Awards like "MVP", "Most Effective Break", "Break and Run", "Eight on the Break" and "Most Improved" help to spotlight some of our more talented players. Our handicap or rating system is second to none and is based on personal statistics measured over a (10) week moving average. Our handicap or rating system seeks to provide an equal platform for all players, regardless of the talent of their prospective opponent.

THE PLACES WE PLAY

We are fortunate to have a number of great establishments in our local region that allow us the privilege to play pool on their premises. It is through their generosity that our non-profit league remains viable. In exchange, we ***absolutely*** need to show our appreciation. So, we ask that all of our players ***patronize their establishments!*** It's an expensive investment to purchase or lease and maintain a professional quality pool table and to dedicate the valuable floor space needed for its use. That being said, the H.I.P.L makes every effort to reward these establishments with the potential of increased food and beverage sales whenever possible. We also recognize the liability associated with hosting our league and take great care to recognize and reduce this liability by promoting safe and friendly play. No host establishment that donates the use of their tables should ***EVER SUFFER ANY CONSEQUENCE as a result of our league play.*** We further promote the following guidelines:

1. ***Help to defray their expenses for table maintenance.*** This is a “hard rule” but it's not adequate on its own merits. Each player, playing a match, will contribute \$1.00 minimum per match as a “house table fee”. This means that for 4 matches, “the house gets \$8, for 5 matches, “the house” gets \$10, etc.
2. ***Give them some business!*** Make every effort to patronize their business in food and beverage sales. If you can swing it and the establishment offers food- buy yourself a dinner there. After all, we play right around dinner time – Right? Bring a spouse, guest or friend to cheer for your team and encourage them to patronize the establishment.
3. ***Don't be a trouble maker!*** When you play at any establishment, their rules shall prevail. Consider yourself as a guest and remember that these establishments cater to other patrons, groups and leagues. As a league member, you represent the league as a whole and your actions or the actions of your guests reflect on all of us.
4. ***Safety.*** We recognize that many of our host establishments serve alcohol and ask that our players take care to manage their drinking. Please don't drink and drive, and if you find you've had one too many, ask a fellow player for a ride home.
5. ***Good Sportsmanship.*** In every match, there is always a winner and loser! Be respectful of your fellow competitor. If you've had a bad night and your play suffered, be respectful of the equipment and your surroundings. If you have a good night and your play excelled, a few kind words to your opponent is expected.
6. ***Sharing the wealth.*** It's only fair to equitably spread our banquet business around to those that support us. If we grow, expect to see us negotiate with all of our partners for “banquet business”. This is only fair and a pro bono scenario. The establishments that support us will ***absolutely realize potential business*** when we agree to have them host a banquet ***and everyone should plan to attend.***
7. ***Join the establishment as a member!*** If you're having fun and can afford to do so, join the establishment! Your annual dues to a member organization can go a long way in supporting where we play. Many of these private organizations offer their members significant benefits, not to say at least an opportunity for unlimited practice time at a very modest cost.

WHEN WE PLAY

The Hillsboro Independent Pool League plays on Monday evenings starting at 6:00 PM with two back to back sessions with a 2 – 4 week break between sessions. Our goal is to finish out the last session not later than June 21st, the first day of summer- then take the entire summer off. Each session lasts approximately 15 weeks with an additional 2 – 3 weeks for playoffs, depending upon the number of teams. Therefore, our annual 8-Ball league sessions are typically:

Fall Session (Dates shown are approximate and assume 18 total weeks):
Starts ~ October 5th with a targeted Final Playoff NLT February 1st

Spring Session (Dates shown are approximate and assume 18 total weeks):
Starts ~ February 15th, with a targeted Final Playoff NLT June 21st

If you have an interest in playing, contact our league management, a team captain, a player, or check the schedule for places and times to visit. *We hope you enjoy the game of 8 ball as much as we do!*

ANNUAL BANQUET

Every year, the Hillsboro Independent Pool League holds a banquet for our players, hosted by one of the organizations that support us. These banquets include at least one main tournament event and perhaps additional tournaments, depending upon the turnout and the overall estimated time it will take to complete these events. All tournaments will offer cash awards that are funded from the league's cash reserves with the amount of payouts to be determined at the time of the banquet. Here are some examples of the tournaments and payouts from a past year *when our league had a very minimal cash reserve*:

MAIN EVENT:

*DOUBLE ELIMINATION LUCK OF THE DRAW 8-BALL DOUBLES
\$100.00 to 1st Place, \$50.00 to 2nd Place

SECONDARY EVENT:

*DOUBLE ELIMINATION MODIFIED 3 BALL SINGLES EVENT
\$25.00 to 1st Place

SECONDARY EVENT:

*DOUBLE ELIMINATION SINGLES LAGGING CONTEST
\$25.00 to 1st Place

Due to our regularly scheduled back to back league sessions, the Annual Banquet is usually held in mid- winter when we are actively participating in the league and interest level is high.

Banquet costs are carefully controlled and are typically pot luck or modified pot luck events. Banquet format will be announced and published on our website. RSVP may be recommended and assists greatly when planning our annual banquet.

** Only those players that have been active in our league at any time are eligible to participate in banquet tournaments and share our reserve finances should they win.*

LEAGUE MANAGEMENT

At a minimum, the league shall be managed by a board consisting of a Director, Co-Director and a minimum of two (2) additional captains. There must always be three as a minimum to qualify for a meeting quorum and each will have the right to cast 1 vote. (Voting can be accomplished in person, by phone or by verifiable electronic device where permissible. The exact management structure is subject to change depending upon the size of our league and individuals wishing to volunteer their services for the betterment of our league. ***Both the league Director and Co-Director shall be confirmed by vote at a Players meeting to be held just prior to the start of a fall session*** and shall serve one term throughout both back to back sessions: fall and spring, considered a (12) month period. A league Director or Co-Director can be removed and/or relieved of their responsibilities-subject to a majority vote at a regularly scheduled or special session Players meeting, provided a quorum is present. A quorum is considered to be a minimum 50% of the players.

The names of league officers along with their responsibilities shall be listed on our website under the “HIPL ORGANIZATION INFORMATION” within the pull-down menu of the H.I.P.L. NEWS and ANNOUNCEMENTS section (hyperlink).

The league director is fully responsible for the management of the league with assistance from the Co-Director. This responsibility includes the maintaining of all financial accounts including collection of receivables, scheduling of matches, oversight of the website, oversight of the annual banquet and distribution of prize money and/or special awards.

TEAM MANAGEMENT: CAPTAINS AND CO-CAPTAINS

Each team shall be managed by a captain and a co-captain and each captain will be considered a board member and shall have voting rights in league management. Captains are listed in the team rosters section and designated by the symbol © while co-captains will bear the symbol ©©. The captains and co-captains for each team are decided by that team and not necessarily subject to vote. Both captain and co-captains are urged to have a copy of our rules ***on their person*** during all match play in order to quickly avoid any conflicts that may arise. Captains and co-captains are also respectfully urged to check our website regularly, to understand what is going on and to pass along any important information to their team members.

Team captains or their designee are responsible for transmitting match fees to the designated league officer on a regular basis and sending in the score sheets for their match in a timely manner. Only a single score sheet is required but both the home and opposing team managers should briefly confer to confirm score sheet accuracy prior to transmission.

The responsibilities for team captains and co-captains are shown under the “HIPL ORGANIZATION INFORMATION” within the pull-down menu of the H.I.P.L. NEWS and ANNOUNCEMENTS section (hyperlink).

As team captains or their designee are responsible for handling the funds contributed by their team; It is rare but possible that an issue may arise where one or more captains or co-captains could be considered to place that team or the league at financial or political risk. To mitigate this risk, the choice of team management should generally be approved by the board of directors, by way of “gentle nod/wink”. No vote is

required; however, for due cause, captains or co-captains can be relieved of their responsibilities and/or replaced at any time subject to a majority vote at a special session Players meeting.

DIRECTORS and PLAYERS MEETINGS

A Directors and players meeting will be held just prior to the start of each session to go over general league business and at times, vote for specific items that impact our league. In order to conserve time, only active players or players that have expressed an interest in playing in an upcoming session- will have the rights to make a proposal and the right to vote.

In order to conserve time and as much as is practical: a formal agenda, including location, date and time will be published on our website under the “Quickie News” section to allow our players sufficient time to form an opinion regarding the matters at hand. It is likely that additional items will be brought out during our meetings and this is fully expected; therefore, the formal agenda should be considered a “rough guideline” of major items of interest.

A League Director and Co-Director will be elected at the player meetings. In the past, we have had meetings that were termed: CAPTAINS MEETINGS even though anyone was invited to attend. However, the name has since been changed to PLAYERS MEETINGS and the terminology places an emphasis on attendance by our members rather than just the captains. In the past, there have been one or more occasions where a captain either made a proposal or voted for their entire team on a proposal when, in fact, they may have not been representing the voice of their team members. So rather than just captains proposals and votes, we ask all of our active players to attend these meetings, make your proposals and cast your votes. This is the “granularity” that we need to ensure that we are hearing the voice of our players rather than just a chosen few.

Votes cast shall be counted by simple majority.

SPECIAL SESSIONS- MEETINGS

Under unusual circumstances, the league management board may request a special session players meeting. Under these conditions, each and every captain will be contacted, the issue at hand communicated and a notice of the meeting time and location will be posted on the website. Depending upon the situation, there may not be a formal meeting place as the goal is simply to communicate and address a specific issue. Armed with this information, the captains may be requested to contact their team members for an opinion and in some cases, cast a vote. During League Management Meetings, each board member will be entitled to a single vote. During Player Meetings, each player will be entitled to a single vote. The issues at hand and the results may or may not be posted on the Internet due to the fact in some cases those issues may be deemed a confidential matter. However, in those cases where confidentiality is not a concern, all issues WILL be posted on the Internet so that our league members can stay informed. Some items that may require a special session include but are not limited to:

- Failure to turn in score sheets after 10 days from completion of a match.
- Continued failure to turn in funds that are due to our league.
- Poorly representing our league at the establishments we play in.
- Being banned from one or more establishments due to the inappropriate behavior of a team or an individual associated with one of the teams.
- Team dropout.
- Grievances of any type that cannot be resolved at a “personal level”.
- Issues related to Established Rules.
- Etc, etc.

Note: A player may be removed from our league by a majority executive board vote.

It is the intent of The H.I.P.L. to be a fair and equitable organization representing the best interests of all of our players and teams. Individuals bringing FRIVOLOUS issues in front of the board risk loss of confidence for future issues that may arise (aka “The Sky is Falling”). Please remember that a Special Board Decision often requires a considerable number of resources to expend the required time to resolve an issue that in some cases may be resolved in another manner.

Before bringing an issue before the board, we respectfully request that you evaluate it in terms of the foremost priority that you can imagine and then in terms of its impact to our entire league. If either of these agendas does not make sense- then the issue should be resolved at a more personal level and NOT A SPECIAL SESSION OF THE BOARD. Seeking the advice of others may often be the best alternative!

We leave the decision as to the best approach to resolving problems up to each individual.

WEBSITE

As an e-based league, the H.I.P.L. maintains a website for our players that can be found as a link (Hillsboro, NH 8 Ball League) within the main billiards site at <http://www.k1six.com>, just above the spinning 8 ball. This site is designed to convey updated information of interest to our members. Here is a short summary of the information that is available to our players:

HIPL News and ANNOUNCEMENTS: This link opens a pull down menu allowing the user to choose various pdf documents which include organizational information, The HIPL Record Book, archived newsletters and the latest “QUICKIE” news bulletins. The “QUICKIE” news bulletin is used to convey the most recent information to our players and is sometimes updated several times per week when we are actively playing. Players are urged to check this document regularly.

MATCH SCHEDULES: This document lists the entire schedule for an active league session.

TEAM ROSTERS with Weekly Updated Handicaps: This document shows the roster for each team, whether a specific player has qualified for MVP/MIP and their updated handicap to be used for their next match. If the handicap has changed from the previous week, it is shown in bold red font and highlighted in yellow. If the sum of a team’s handicaps approaches or exceeds the maximum allowed by our rules: a RISK WARNING is indicated.

WEEKLY MATCH UP RESULTS: This document shows the “bottom line” results for each match week along with a calculator indicating the amount of league revenue generated for that week. A red line is used to separate each group of teams.

LATEST TEAM STANDINGS: This document shows the most recent standings of all teams along with the results for each week. During the seeding period, prior to session playoffs, the standing is based first on the percentage of match wins and second on the percentage of game wins as a tie breaker. Updated BPI and corresponding values for the average team probability of pocketing a single shot are also included.

INDIVIDUAL PLAYER STATS: This document shows each player’s important statistics along with a temporary listing of which players have obtained the best stats to possibly qualify them for a specific award.

HIPL AWARDS TALLY: A running database listing all awards received by our players since the inception of the HIPL.

PLAYER CHARTS: If an active player has played a minimum of ten (10) matches, their performance chart may be found in the pull down menu. The chart also indicates the boundary areas of close proximity handicap levels. A player's actual "baseline handicap" is where the dotted vertical line intersects the black (linear trend analysis) line. As the chart only shows the most recent ten (10) match results, players interested in tracking their personal performance should regularly print their chart and assign specific dates.

PLAYER HANDICAP DATABASE: This document shows the justification for each active player's handicap. The handicap is the sum of each player's "baseline" handicap (based upon their individual rolling average 10 match BPI) plus any bias correction factor. Please consult the HANDICAP section of this document for more information.

SCORESHEETS: A double sided 8 ball scoring sheet to be used for each match. This is a pdf document.

GENERAL INFORMATION (101) REGARDING HANDICAPPING. A short document explaining the basic mechanics of our BPI based handicapping system.

HOW WELL IS OUR HANDICAPPING SYSTEM WORKING: A pull down menu with documents that track the accuracy of our handicapping system. Tracking is accomplished via both tabular form and an individual chart for each session. The chart for the most recent session begins after 3 weeks and is updated weekly through the end of a session (including playoffs). These documents represent the "feedback" from our system and are used to determine if revisions may be in order. Should a revision occur, a new revision number is assigned. Each revision is documented in an ongoing "White Paper".

RULES: The documents explaining all of our rules. It is strongly recommended that team managers print a hard copy of the rules and have it on their person during each match. This will ensure a quick and accurate resolution to any rules related issues that may arise.

GENERAL INFORMATION and USEFUL LINKS: The lower half of our primary website is dedicated to links to useful information and updated infrequently. You may find a fun or interesting video posted here.

LOCAL WEATHER: The weather symbol at the bottom of the web page is actually a hot link to data provided by a local professional grade weather station on Kimball Hill in old Hillsboro Centre. After clicking on the symbol, the user will be transported to the Weather Underground where other real-time weather data are published. Once on the Weather Underground site, you may click the "Visit the K1SIX Live Weather website" link in the right panel for more real-time data updated every 5 minutes. When on this page, click on the 5 day forecast (another hot link near the bottom) to be redirected to the Channel 9 WMUR-TV weather site for professional accurate predictions, warnings, etc.

As we often play during a period of the year that is known for foul weather, it is hoped that our members will find this gateway to weather information to be of value.

H.I.P.L. 8 BALL RULES SECTION

We play the game of 8-Ball and, in most cases our rules are a “spin off” of most typical 8-ball leagues. Any *major* variations to our rules are accomplished by vote. All revisions to our rules will be published on our website via the creation of an edited single document (this document), a revision history at the end of this document and a dated unique revision number. Therefore, only the most recent published version of this single document shall be considered to be the accurate set of rules that will prevail and we urge all interested parties, especially all captains and league management, to have an updated and printed copy of these rules on their person during any league matches as a tool to avoid controversy.

We are an amateur league that utilizes a unique handicapping system which equalizes the probability of either player to prevail.

The object of the game is to pocket all your designated group of balls, stripes or solids (highs or lows), first and then pocket the eight ball last on a single and independent stroke- before your opponent or to pocket the eight ball on the break, without scratching.

The game is singles handicapped 8-Ball. Have fun!!

I. 8 Ball Rules- GENERAL GUIDELINES

GENERAL CONDUCT HOUSE RULES PREVAIL:

Regardless of where we play or what our rules are, the “house rules” of the establishments where we play shall always prevail in terms of general conduct and the types of shots that may be allowed. **Jump shots are never allowed and will result in a foul if attempted.** Masse’ shots may or may not be allowed. Please consult with the establishment prior to executing any extreme masse’ shots. When tossing a coin, please never toss it so it lands on the bed of the billiard table. If it lands on an edge, it could cause damage to the cloth!

ELIGIBILITY TO PLAY:

Any amateur level player is eligible to play with us and join a team provided that the team roster is not considered to be frozen at the time of joining. As we are an amateur league, we must protect our prize funds and awards and must limit eligibility to only amateur level players. Professional players are prohibited from playing in our league. To further clarify the distinction between an amateur and someone considered to be a “professional”, a professional is defined as:

- Any individual that exceeds \$4,000.00 of income derived from sanctioned billiards tournament play in the one (1) calendar year just prior to the start of one of our league sessions.
- Any individual who holds a current membership in a men’s or women’s professional billiards organization or association.

MEMBERSHIP FEES AND DUES:

The H.I.P.L. does not assess any membership fees or dues. Active players will pay as they go on a match fee basis.

MATCH FEES:

The H.I.P.L. assesses a match fee of \$6.00 per player per match. Players playing multiple matches on a given evening are assessed the same fee on a match by match basis so that if they play 3 matches, the fee is a total of \$18.00. Out of each \$6.00 match fee assessed, \$5.00 is distributed to the league and \$1.00 is donated to support the house billiard table. Collection of these fees is strictly left up to each team captain and sometimes a team may all chip in to cover a player playing multiple matches.

However it’s accomplished, the league shall be due the full amount of revenue associated with the full amount of scheduled or playoff matches associated with that particular evening. The captain of a particular team is responsible for transmitting these fees to the designated party regularly and promptly as per the “Fees Due Table” published on our website.

No match fees are assessed for teams receiving a BYE.

II. 8 Ball Rules- THE HANDICAPPING SYSTEM

GENERAL INFORMATION:

Our handicapping system was designed by Bob Mobile and is presently managed by our Executive Board. This system is unique and protected under U.S. Copyright Law. Over time, this system has been modified with some of these modifications requiring a vote by our membership. The overall goals of our handicapping system are:

1. To develop a system that equalizes the chances for either player to prevail, regardless of their individual ability.
2. To develop a system that is unique but maintains a close correlation to a well known system that has been accepted by the industry. This will allow one of our players to switch leagues, if they desire, and have some accurate foundation as to where they should be rated in a different league.
3. To develop a system that is easy to use (we don't have to hide our secrets and claim our system is best because we use 130 algorithms to rate our players).
4. To develop a system that is easy to score so as to not overly burden those that are keeping score.
5. To develop a system that maintains a reasonable amount of granularity so that a player may be able to (somewhat) precisely determine where they reside in comparison to others. Our baseline ratings contain BPI (Balls Per Inning) information rounded to two decimal places.
6. To develop a system that is closely tied to some well established statistical standard. Our BPI ratings are closely tied to the percentage of probability to pocket one (1) ball via the formula: $PROB\% = BPI/BPI + 1$.
7. To develop a system that can be tracked and measured. We constantly track the results of our handicapping system by analysis of bell curve distribution, creation of a common measurement standard (40 – 60% match wins) and tabular comparisons. For each revision to our system, a unique revision identifier is assigned.
8. To provide all statistics and measurement results to our players via our website. We have no secrets to hide.
9. To upgrade our system as required making it even better. We constantly assess our results and if required, communicate the need for a revision to our players. In rare cases, a vote is requested if the revision is considered to be one that will impact a large number of players. By design, most revisions are extremely minor.

II. 8 Ball Rules- THE HANDICAPPING SYSTEM

HOW IT WORKS- BASELINE RATING:

Each player will receive a “baseline” handicap value between 2 through 7. 2 being the lowest and 7 being the highest with no maximum. An average player is generally considered to be a 4.

For players with less than 12 matches on record, the baseline handicap is calculated by computing the rolling average **MODIFIED** Balls per Inning (Number of balls pocketed versus times at the table or innings) for a player for each match for a period of a minimum of two (2) and up to a maximum of eleven (11) of their most recent matches. Once a player has 12 matches on record, the algorithm discards the best and worst records then calculates a rolling average based on the remaining ten (10) matches. As each match consists of multiple games, each match record reflects the overall average of all games played. Therefore, a handicap averaged over 10 matches could represent up to 60 individual games! **MODIFIED** Balls per Inning means that there are a few subtle variables that will cause a result slightly different than *true* balls per inning. These variables are:

1. If a player fouls in any way, they are “charged” with an inning. This is the penalty for an error.
2. If a player accomplishes a break and run, they receive “bonus points” that will raise their BPI for that match. The more break and runs- the more “bonus points” are accumulated and the greater the impact on an individual’s **MODIFIED** Average BPI.
3. Balls pocketed during the break are counted as completes and those with efficient breaks will be rewarded with a slightly elevated average BPI indicating more skill than luck.
4. Generally, the break is considered to be luck at our playing levels so that no inning is charged for failure to sink a ball on the break.

Thus, the **baseline handicap** for any player is considered to be their true playing ability regardless of the number of wins or losses and is based solely on that ability averaged over their most recent matches on record.

NEW PLAYER- BASELINE RATING:

A new player, just starting out with us, has no history (our history database goes back to 2003). Therefore, they may start out at a handicap decided by their team captain. Captains are urged to take the time and attempt to start a new player at a realistic handicap. The new player will play at this level for a maximum period of two (2) matches. After this, the computer will take over and rank the player based upon all of their statistics, including the first two matches.

Players that are known to have been active in other leagues should be started out at an appropriate handicap. Typically, our handicap levels are approximately one less than APA ratings. Regardless, after 2 matches the computer rating will prevail and as more data are gathered, a new player’s handicap will become more accurate over time.

II. 8 Ball Rules- THE HANDICAPPING SYSTEM

HOW IT WORKS- BIAS CORRECTION FACTORS*:

As mentioned earlier, a player's baseline handicap is based only upon their "raw" personal statistics and their wins and losses have not yet been properly accounted for. This is where the bias correction factors come into play. The overall final handicap of a player is the sum of their Baseline Rating plus the appropriate Bias Correction Factor. The bias correction factor is a value of -1, 0 or +1. Here are some bullets regarding Bias Correction Factors:

- At the start of a new session, a player will receive a Bias Correction Factor of +1 for their 4th played match, should it be determined that their match wins during that time are 75% or greater. This means that a player with 100% match wins after their third match will receive this bias on their 4th match and play at the next highest handicap. This bias correction factor will remain in effect for as long a period as the player maintains a match wins percentage of 75% or greater unless an override is required to prevent the player from moving up or down more than 1 level in a 1 week period. ***Players base lined at 7 level are exempt from this bias.***
- Sometimes a player may advance their baseline rating and be hit with 75% match wins in the same week! Should this occur, a bias correction factor of 0 or -1 may be applied to prevent a handicap change of more than 1 level in a 1 week period. This is called "Bias Hold". Our players are, by design, prevented from moving up or down more than 1 level per week unless they are new. ***A new player could suddenly jump up or down two levels or more after their second match if they were originally miss-rated by their captain when they first started.***
- If a session ends and a player is carrying 75% match win bias, they will continue to carry this bias into a new session for a period not to exceed the number of matches required to determine that they cannot possibly achieve 75% match wins by their 4th match. This means that if the player loses their first two (2) matches, the bias will automatically reset to zero (0) for their third match and they might drop one level (unless their Baseline increases one level to offset the bias loss).

Thus, the final handicap of our players is determined by the summation of their Baseline rating plus any bias correction factors (which could be negative). There are no correction factors for losing matches at this time. The belief is that "hitting" the winners will benefit the losers because they are the ones being beaten. A player receiving 75% win bias and moving higher should appreciate the new challenges they face. We try to raise the bar for such players. Can you maintain your new level? Time will tell! The "composite" factors that determine a player's handicap shall prevail as their "legal handicap" for all league awards and any associated rules regarding any player handicap levels and "pulling out" any portion of that composite "formula" is not permitted. A Player's handicap value- IS WHAT IT IS (and for good reason)!

III. 8 Ball Rules- RULES OF THE GAME

A. CHOOSING THE FIRST PLAYER:

A match commences with a coin toss between opposing captains or players to determine which team will field the first player. The winner of the coin toss will have the right to determine which team “puts up”. After this, all subsequent matches are alternated between teams until all matches are completed.

B. DETERMINING WHICH PLAYER BREAKS- NEW MATCH SET:

At the start of each match between two players, a lag shall determine which player wins the opportunity to break or pass on break. ***One and only one optional practice lag is allowed prior to the final lag.*** Both players should attempt to shoot at approximately the same time. A willful attempt by any player to delay the final lag shot (beyond reason and blatantly obvious) shall result in a lag loss for that particular player and the choice of the opening break granted to their opponent.

Lagging will consist of each player shooting any object ball of their choice (not the cue ball) from behind the head string, and into the foot rail on a table that is clear of all other balls, with the goal of having their ball come to rest at a position either frozen to or closer than their opponent to the head rail to win. If a tie is determined, a new lag will occur.

During the lag, should the two player’s object balls collide or touch in any manner, a new lag will be utilized to determine the winner. Any player pocketing their object ball at any time, even if collision with their opponent’s ball occurs, will suffer the consequence of a loss for the lag. If the ball lagged contacts a side rail, it is a loss of lag.

The WINNER of the lag may elect to accomplish the break or have their opponent break, if desired.

C. DETERMINING WHICH PLAYER BREAKS- GAME OUTCOME:

During each match set, the winner of a previous game will automatically be granted the privilege of breaking during the next game that is part of the same match set. Should that player decide to do so, they may elect to have their opponent accomplish the break. If any same player is playing in a separate and subsequent match set, Item III (a) will govern. The opponent shall rack the balls for the next game.

D. DEFINITION OF A LEGAL RACK:

A legal rack is defined as follows:

- The rack must be racked tightly with all balls in contact and properly symmetrically oriented with the head ball on the foot spot.
- The 8- Ball must be placed in the center position of the rack on the third row.
- The lower corner balls on the last row of the rack must be of opposite groups (one solid and one striped).

Failure to meet the above criteria will require the (racking) player to re-rack the balls until such time that all the above criteria be met. Continued and deliberate attempts to thwart a legal break by the opponent (loose rack, etc.), by the player racking, could constitute poor sportsmanship and may result in a loss of the game, if agreed to by the captains or designated team managers involved.

E. DEFINITION OF LEGAL BREAK:

A legal break requires ALL of the following:

1. The cue ball must be placed 100% behind the head string and driven in a hard manner directly into the forward facing portion of the rack in such a manner so that after the break at least FOUR (4) balls strike a rail. The cue ball may be one of the FOUR (4) balls required to contact a rail.
2. The cue ball must make contact with one of the first 2 balls located on either side of the rack. (First ball at front of rack or second ball on either side of rack)- The cue ball may not be first banked off the back rail or any side rail in an attempt to break-
3. After executing the break shot, the cue ball must remain on the table (no scratch allowed).

Failure to accomplish Item #1 will always require a fresh rack of balls.

Failure to accomplish ANY OF THE ABOVE criteria shall constitute a foul, marked as an inning in the score sheet and allow the opposing player choice of accomplishing the break shot or allowing the fouling player to break again unless the cue ball scratches. Should the cue ball scratch and the 8-Ball not be pocketed, the incoming player will be granted cue-ball-in-hand BEHIND THE HEAD STRING **except as noted above regarding Item #1.**

If the 8 ball is pocketed during the break shot and no foul occurs, the game is considered a win for the breaking player with a-MOB and eight on break marked in the score sheet but NOT AN INNING.

If the 8 ball is pocketed during the break shot and any foul occurs, the game is considered a loss for the breaking player with a MOB and an inning marked in the score sheet. The player will still receive credit for and a patch for 8 on the break simply because of the rarity of the event.

If no balls are pocketed during a legal break, NO INNING IS COUNTED.

If any balls are pocketed during a legal break, the breaking player continues to shoot and the table is still considered to be open until such time that the next called shot is pocketed by either player with the player's groups determined at only that time. Until such time as a called shot is pocketed, all balls EXCEPT the 8-ball are considered neutral. The 8-ball is never a neutral ball and can not be used in conjunction with a combination shot unless it is in the middle of a "sandwich" combination of at least 3 balls.

CONTINUING PLAY- CALLING SHOTS:

All shots must be called by ball and pocket unless they are blatantly obvious. This is to avoid any misunderstandings between the opponents. It is not necessary to call the method as to how an object ball will be pocketed (i.e. two banks, three rails, kiss shot, etc.) but in some cases it might be a good idea to do so. Shots that are more than a few degrees from straight in, bank shots, kiss shots, combination shots, etc. are not blatantly obvious and must be specifically called by ball and pocket.

The 8 Ball must always be called and it is a good idea to look your opponent in the eye and make sure they confirm where you are calling the eight. It is not necessary to mark the intended pocket.

F. CONTINUING PLAY- REGULAR PLAY:

The player at the table remains until such time as they legally pocket the 8 ball, miss or foul. As each ball is pocketed, a complete is marked in the score sheet. Multiple balls pocketed in a single stroke from the shooter's group only are also marked as completes. Opponent's balls pocketed are not marked as completes. The 8 ball must always be made alone, during a single unique stroke. If it is made in conjunction with any other pocketed balls during that single stroke, it is considered an "early 8", a foul and loss of game (except during the break).

When a player retires from the table, an inning has ended and is marked as an inning in the score sheet. An inning is also marked against the player winning the entire match set upon their pocketing the very last 8 Ball to win the match set. Therefore, if they never missed a single shot during the entire match set, they will have a total of 1 inning. The following exceptions apply to when an inning is marked:

1. If a player goes to the table and the only single shot they execute is a "NON POCKETING SAFETY" then no inning is marked. See SAFETY PLAY.
2. If the cue ball is picked up and handed to the opponent as part of a defensive strategy, even though it is legally a foul, it is not marked as an inning. SEE FOULS.
3. If the player at the table has not missed or fouled, has legally pocketed the 8 ball and more games remain to complete the match set, no inning is marked when they retire from the table to await a fresh rack of balls.
4. **Failure to pocket a ball during the break is NOT counted as an inning.**

G. CONTINUING PLAY- MISSED SHOTS:

Any time a player misses a shot or pockets the called shot in the wrong pocket (a miss); they must retire from the table and turn the table over to their opponent. Each miss is entered as an inning in the score sheet.

H. CONTINUING PLAY- FOULS (GENERAL):

After committing a foul, a player must retire from the table and turn the table over to their opponent. In all cases of a foul, except one, the foul is entered as an inning on the score sheet. That only exception is if, as part of a defensive strategy at the shooter's ONLY TIME AT THE TABLE, the shooter willfully picks up the cue ball and hands it over to their opponent. If the shooter does this after one or more object balls have been pocketed, then this type of foul WILL BE MARKED AS AN INNING as it ends their run. Please refer to unusual situations.

FOULS DEFINED

There are a number of events that may occur that constitute a foul. This section defines each:

BREAKING FOULS: Fouls committed during an opening break are covered in the DEFINITION OF LEGAL BREAK section and are always marked as an inning. A Cue Ball Foul during the break, as long as the 8-Ball has not been pocketed, results in cue-ball-in-hand behind the head string being granted to the incoming player. **If a breaking foul occurs and the 8 Ball is pocketed, it is LOSS OF GAME.**

CUE BALL FOULS: If, during a shooter's final stroke, the cue ball is moved in any manner whatsoever, it is considered a foul. This includes being hit with a bridge, cue, body, hand, etc. If while in the process of being placed by hand, after ball-in-hand, the cue ball contacts another object ball, it is considered a foul. If the cue is accidentally moved during the placement process during ball-in-hand and not during a player's actual final stroke, it is NOT considered a foul.

Should a cue ball foul occur, the opponent is granted cue-ball-in-hand anywhere on the table (except during a break shot foul) and an inning is marked in the score sheet. **If a cue ball foul occurs when attempting to pocket the 8 Ball- it is ball in hand and NOT loss of game.**

OBJECT BALL FOULS: If a player touches any ball that is in motion as the result of a shot or if that moving ball is touched by a willfully moved ball or if that moving ball strikes the shooter's cue, bridge or person in any manner- then it is a ball-in-hand foul granted to the opponent and marked as an inning on the score sheet. **Object ball fouls that occur when shooting on the 8 Ball will be ball in hand and NOT loss of game.**

If an object ball is accidentally moved during either the preparation for or execution of a shot- it is **NOT** a foul. Under such a condition, the opponent will have the right to have the object ball(s) moved back to the original position(s) or leave it (them) in place. If, by reflex action, the shooter attempts to move the ball, it is not a foul and the opponent will maintain the right to leave the ball where it came to rest or have it placed in it's original position.

SCRATCH FOULS: Any time the cue ball falls into a pocket or is driven off the table, it is a ball-in-hand foul anywhere on the table (during the break shot it's ball-in-hand behind the head string). A scratch when shooting on the 8 ball is loss of game. An inning is marked on the score sheet any time a scratch occurs and any legal balls pocketed are marked as completes.. **When shooting on the 8 Ball, this type of foul is LOSS OF GAME.**

HEAD STRING SHOT FOULS: On those shots required to be taken from behind the head string ("The Kitchen") such as ball-in-hand behind the head string or during an opening break, the cue ball is required to cross the head string before contacting the first object ball. Failure to do so is a ball-in-hand foul and marked as an inning in the score sheet.

Note that an object ball sitting directly on either the head string or on the head spot may be legally hit without the penalty of a foul when shooting ball-in-hand behind the head string after a fouled break.

Shooting the cue ball across the head string and making contact with your object ball behind the head string or "The Kitchen" would be a legal shot, but will require extreme English known as Masse or would require a kick of a rail beyond the head string.

RAIL CONTACT FOULS: The rule is, ball contact first then after that, something must hit a rail (either the cue ball or any object ball). If one or more rails are hit first it's OK but after that, an object ball from a player's designated group or any object ball when the table is open must be contacted and after that contact, something must hit a rail. Failure to have something hit a rail after first contacting a legal object ball is a ball-in-hand foul and marked as an inning in the score sheet.

If a ball is legally pocketed, no rail contact is required.

BAD HIT FOUL: Once each player's group is determined, the shooter is required to contact a ball from their own group first. Contacting the eight ball (unless shooting on the eight) or one of the opponent's object balls first will result in a ball-in-hand foul and an inning is marked in the score sheet. **A bad hit foul when shooting on the 8 Ball is ball in hand unless the 8-ball is pocketed. If the 8-ball is pocketed it is LOSS OF GAME.**

SPLIT HITS: When a situation arises where two object balls from each group, or the 8 Ball, lie in close proximity or are frozen to an object ball from the opponent's group, the SPLIT HIT rule shall prevail. If both balls are contacted at exactly the same instant of time, a legal completion shall be granted to the shooter.

This situation should always require either an impartial referee to be chosen or at least both players plus a referee to rule on the legitimacy of the shot. This can often be a difficult decision. A BAD HIT Foul will occur if the condition is not met.

NO FOOT ON FLOOR FOUL: If, at the instant of contact between the cue ball and cue tip at least a portion of one foot is not in contact with the floor, it is a ball-in-hand foul and an inning is marked in the score sheet. **When shooting on the 8 Ball, this type of foul is ball in hand and NOT loss of game.**

Note that this rule will be waived for players with certain disabilities.

PUSH SHOT FOUL: When the cue ball is frozen against the object and a player elevates the cue, uses follow inline allowing the cue tip to be in contact with the cue ball for a prolonged period. This is a ball in hand foul and marked as an inning in the score sheet. It is recommended to elevate the butt of the cue and shoot these types of shots off-angle unless you really know what you are doing. Do not simply push through this type of shot. *When shooting on the 8 Ball, this type of foul is ball in hand unless the 8-ball is pocketed. If the 8 ball is pocketed it is LOSS OF GAME.*

DOUBLE HIT FOUL: If the cue tip comes into contact with the cue ball more than once, it is considered a ball-in-hand foul and marked as an inning in the score sheet. This commonly occurs when the cue ball and object ball are very close together but not frozen and the shooter shoots the shot straight inline. Elevate a little and shoot this shot off centerline to avoid a foul. *When shooting on the 8 Ball, this type of foul is ball in hand unless the 8-ball is pocketed. If the 8-ball is pocketed it is LOSS OF GAME*

CUE STICK ALIGNMENT FOUL: Placing a cue stick on the table as an alignment aide and removing any hands from it is a ball-in-hand foul and marked as an inning in the score sheet. *When shooting on the 8 Ball, this type of foul is ball in hand and NOT loss of game.*

OBJECT BALL GAUGE FOUL: Removing a pocked object ball (or using the cue ball if it is ball-in-hand) and using it as a gauge to determine if a ball in play will fit through a particular situation is a ball-in-hand foul and marked as an inning in the score sheet. This is also considered poor sportsmanship. *When shooting on the 8 Ball, this type of foul is ball in hand and NOT loss of game.*

JUMP SHOT FOULS: Jump shots are illegal in our league and will result in a ball-in-hand foul and marked as an inning in the score sheet. *When shooting on the 8 Ball, this type of foul is ball in hand and NOT loss of game.*

Note that masse shots may be approved, based upon the table rules of the host establishment.

MISCUE FOULS: As long as a legal object ball is contacted and a rail is hit afterwards, there is no penalty for a miscue. This includes a mis-stroke that results in a “scoop” that may appear to be a jump shot. It’s pretty obvious when someone is attempting a jump shot and few know how to do it properly.

I. CONTINUING PLAY- DEFENSE:

An important part of any game is defensive strategy or in billiards, safety play. When a player finds them self in a situation where a defensive action either places the shooter at an advantage or their opponent at a disadvantage, that shot is clearly within the rules and is not unsportsmanlike- then they should declare: “DEFENSE” or “SAFETY”. There is no limit to the amount of safeties that can be called.

A player should declare defense or safety PRIOR TO THE EXECUTION of the shot to allow the score keeper to keep track. A safety shot may result in a foul which is totally legal within our rules.

In terms of score keeping, there are a number of ways in which a defensive shot may be scored and we have no special box set aside in our score sheet for marking safeties. Here are some variations:

1. If a player goes to the table and plays only a legal safety where no balls are skillfully pocketed, then NOTHING IS MARKED in the score sheet.
2. If a player at the table has pocketed one or more balls in the execution of a run then plays a safety, all balls made are marked as completes and the safety shot is marked as an inning to end that player’s turn at the table.
3. In the process of executing a defensive shot, the player commits a foul in any way, even if the shot is accomplished as the player’s first time at the table- an INNING IS MARKED in the score sheet (any time a foul is committed, an inning is marked unless the player picks up the cue ball and hands it to their opponent during their first time at the table.
4. Should the player go to the table and play a defensive shot that includes the willful and skillful pocketing of either their ball ***or an opponent’s ball***, then the ball skillfully pocketed is marked as a complete and the safety shot marked as an inning.

When playing defensive shots, the player is required to declare the shot as “defense” or “safety” prior to execution of the shot. Repeatedly failing to do so is considered unsportsmanlike conduct and could result in action against the player. There is no limit to the amount of times a player may call “defense/safe”.

J. CONTINUING PLAY- UNUSUAL SITUATIONS:

There are always certain unusual situations that may arise during match play. This section addresses some of the more common situations typically dealt with. There may be others and if they are not listed, use common sense. For situations not listed, please consult with league management and if required, they will be appended to this section.

BALL FROZEN TO A RAIL: If an object ball is either nearly frozen to a rail or frozen to a rail and it is the intent of the shooter to directly contact that ball with the cue ball in any manner, including safety play- the shooter must look over the situation and declare their intent and the opponent is required to look over the situation and declare the ball as “frozen to a rail”. Both parties are then required to agree that the ball is “frozen to a rail”. Upon disagreement, the captains, coaches or assigned designees from each team may be called in to rule on the matter and no time out will be charged. In those cases where it is determined that the targeted object ball is frozen to the rail, in order to avoid a ball-in-hand foul, either of the following must occur:

1. After the cue ball contacts the frozen object ball, the cue ball must contact a rail
2. The frozen object ball must be driven into a **different rail.**
3. A different legitimate object ball may be chosen to be contacted first.

COMBINATION SHOTS: Combination shots are legal as long as the object ball of the shooter’s group is contacted first. When the table is still “open” any ball except the 8 Ball may be contacted first. Any time the 8-Ball is contacted first, it is a ball-in-hand foul.

SWITCHING CUES/SHAFTS: A player shall be allowed to switch cues or shafts at any time during a match **but must declare their intention to do so to their opponent.** If a regular playing cue is “broken down” and fully separated at any time without declaring the intent to do so, it is considered **an automatic concession and loss of the entire match by the player that does so.** “Short” Cues must be a minimum of 40” and the use of a shaft only to execute a shot is not allowed and will result in a ball-in-hand foul.

BALLS DRIVEN OFF TABLE DURING THE BREAK: If, during a break shot, any balls are driven off the table, they will remain down. It is also a ball-in-hand foul and the incoming player will have the options of: ball-in-hand behind the head string, shooting the cue ball where it lies or allowing their opponent to break again. If the 8-Ball is driven off the table, it is automatic loss of game. If during the break, the shooter pockets the 8-Ball and drives another ball off the table other than the cue ball- that player wins the game.

BALLS DRIVEN OFF TABLE DURING NORMAL PLAY: If, during the course of “normal play” and not during the break shot as mentioned previously, any object balls belonging to the shooter are driven off the table, the opponent is granted ball-in-hand and any object balls in the shooters group are spotted. If the object balls driven off the table belong to the opponent’s group- they stay down and the opponent is awarded ball-in-hand.

If the 8 Ball is driven off the table, it is loss of game. If, when shooting the 8-Ball, the shooter drives either the 8 Ball or the cue ball off the table- it is loss of game.

SCRATCH OR FOUL ON FIRST OBJECT BALL: If, after the break, a shooter attempts to pocket their first object ball and either scratches or fouls, **the table shall remain open until such time that a player legally pockets an object ball without committing a foul.**

SHOOTING THE WRONG BALL: Once the category of balls has been determined and a player shoots the wrong category, the opponent **MUST IMMEDIATELY WARN** that player that a foul has occurred. Should the opponent fail to warn the player of the foul, the shooting player now “owns” that new category of balls.

ACCIDENTAL POCKETING: If the object ball falls into a pocket other than the called pocket, it stays down and an inning is marked in the score sheet. Play is then passed to the opponent. **If any object ball is pocketed by brushing up against it or in any accidental manner, that ball must be brought out and placed as close to where it was before it dropped. This is not a foul and the player may continue to shoot.**

DELAYED HANGING BALL DROP: If a ball hangs in a pocket for ***longer than four (4) seconds***, then drops - that ball must be brought out and placed as close to where it was before it dropped. Both players must share the cost of bringing a ball out, however, if both agree to leave it down...so be it! The match belongs to the players at the table. (***This rule also applies to the cue ball!***)

HANDING THE CUE BALL OVER TO THE OPPONENT: Even though touching the cue ball in any manner is really a foul, in this league we allow a player to hand over the cue ball to their opponent giving them ball-in-hand at any time without suffering the consequence of a foul. This includes when shooting on the 8 Ball. If this occurs as the player’s only action during an inning, no inning is marked. If this occurs at the end of a run of one or more object balls, this ends the player’s run and is marked as an inning.

MATCH START TIME: The first match of the evening must start within 15 minutes after the published start time unless both captains agree to a further delay. If one team does not have players present, then they forfeit the first match. After this, 15 minutes will be allowed until the start of the next match/ potential forfeit and so on with 15 minutes between subsequent matches/potential forfeits. If players are present then the games must begin by 15 minutes after published start time with the players on hand.

GAME CONCESSIONS: A game is conceded and marked as a loss if any of the following occur:

1. An opponent intentionally begins racking the balls before the game is completed.
2. An opponent picks up the rack before the player at the table has completed their last shot.
3. The opponent offers to shake hands before the 8 ball is shot.
4. Placing a hand in the pocket to stop the cue ball from scratching when shooting on the 8 Ball.

STALEMATED GAME: If both players reach a point where neither wishes to risk taking a shot, the game is considered to be stalemated if both players agree. When this occurs, the balls are re-racked and the original breaker player must break again. A stalemated game has no impact in terms of scoring.

K. CONTINUING PLAY- SHOT CLOCK INFRACTION:

The H.I.P.L. has adopted a 45 second “shot clock” time limit to execute a shot that commences from the time that the opponent retires from the table. If the shot is not executed within 15 seconds after the 45 second time has expired (a total of 1 minute), a mandatory timeout period of 1 minute will commence- with only 45 seconds left! Should no timeouts remain, it is a foul with ball-in-hand granted to the opponent. Please refer to the section describing TIMEOUTS.

Note that subjective estimates of time are unacceptable. If someone challenges a player stating that a shot clock period has expired, they should be prepared to offer proof by utilizing an accurate and properly calibrated time piece. Players are reminded to be respectful of others as they may have commitments. Please move the games along as rapidly as possible. Sometimes, pulling the opposing captain aside and diplomatically requesting that they attempt to speed up play- is a better alternative than calling a shot clock infraction.

L. ASSISTANCE, TIMEOUTS and COACHING:

In our league, the game belongs to the players at the table. They are expected to be paying attention and to manage the game at hand with minimal assistance from the sidelines. Assistance from the sidelines can also be unwelcome and distracting.

Therefore, to limit the communications from the sidelines and players, we have adopted the following rules with regards to coaching and assistance:

THE COACH

1. Regardless of handicap level, The ONLY communications allowed during a shot is between a player and the audience is through a single individual- their designated COACH. A player's coach should be declared prior to the start of a match to save time but this is not a rule and may be delayed until such time that coaching is actually required. (Players may talk or get guidance from other team members while their opponent is at the table.)
2. If the designated coach is not a captain or co-captain then the captain, co-captain and all others, except the designated coach must refrain from direct communications with the player. Failure to do so may result in a ball-in-hand foul against the player OR in severe situations of continued "sideline interference"- loss of game.
3. Once a coach is declared, that single individual must remain as the coach for that specific player for the duration of that single series of games (match set) unless the opposing captain agrees to a permanent or temporary swap due to circumstances when the designated coach may not be immediately available (potty breaks, personal business, etc.).
4. The normal period of time whereby a coach may directly communicate with a player is referred to a "timeout" and each player is allowed two (2) timeout periods per game lasting 1 minute each.
5. During a timeout period, the coach may approach the player at the table and directly communicate with them. During this time, the coach may not disrupt any balls on the table, mark the table or rails in any manner (pointing to a spot on the rail is OK) or use a cue stick to line up a player's shot or place the cue ball during a ball-in-hand situation. Coaches are allowed to touch the felt but should avoid doing so. The coach must then leave the table and cease all communications with the player. Failure to comply is a verbal warning for the first offense and a ball-in-hand-foul for each subsequent offense. A live cue ball may not be touched or it is a ball-in-hand foul. The cue ball may not be "placed" by the coach.
6. A coach may solicit a 2nd opinion at the table, from anyone. However, the player must back away at that time and return only when their designated coach and only their designated coach is ready to offer their final advice.
7. For those players at handicap level 2, a special consideration is granted whereby UNLIMITED ASSISTANCE is allowed but they will still be granted a total of two (2) timeouts per game.

UNLIMITED ASSISTANCE

Players that are ranked at handicap level 2 are allowed to receive unlimited assistance at all times but ***ONLY FROM THEIR DESIGNATED COACH AND NO OTHER INDIVIDUAL.***

Unlimited assistance is different from a timeout in that the assistance may be given continuously, if required, but only from the sidelines. The coach is not allowed to approach the table at any time but may stand up and view the table from a considerable distance outside the playing area. For those situations where assistance at the table is required, a timeout must be called and every player, regardless of handicap level, is entitled to two (2) timeouts per game lasting no longer than 1 minute per timeout.

TIMEOUTS

Regardless of handicap level, every player is entitled to two (2) timeouts per game and space has been provided within the score sheet to mark each timeout for tracking purposes. Each timeout period may last no more than 1 minute and back-to-back timeouts (provided the player has 2 available) are allowed to extend the maximum timeout period to a full 2 minutes. After this, should a timeout extend into a period beyond the allocated total 2 minute or 2 timeout, whichever comes first, limit- a ball-in-hand foul is charged against the player exceeding the allocated maximum. Timeouts can be called by either the player at the table or any team member on the sideline. Any comments, hints or disruption in play by the designated coach or any teammate will be considered an INFERRED TIMEOUT. For an inferred timeout- the player **IS ALWAYS OBLIGATED TO TAKE THE TIMEOUT** and if no timeouts are available- a ball-in-hand-foul will be charged against the player. For this reason only, it can be seen that sideline comments that may be within “earshot” of the player at the table must be avoided as it places them at risk.

The player at the table or their designated coach shall always be allowed to ask the “scorekeeper” or opposing team captain if there are any timeouts available **by declaring “CLARIFICATION!”**, **However, if it is a coach asking, it must be accomplished in a subtle manner as to not be heard by the player at the table and NOT TO TIP THEM OFF THAT SOMETHING THEY ARE ABOUT TO DO- MAY BE WRONG!** Please see the section regarding “CLARIFICATION” for further information.

Note that a “FORCED” timeout will occur anytime a player exceeds 15 seconds over the 45 second shot clock limit and that timeout will be reduced by the 15 second overage. Therefore, for that timeout, only 45 seconds will remain. **Any excess time over and above the full 2 minutes allocated for the 2 timeouts will result in a ball-in-hand foul!**

MORE ON INFERRED TIMEOUTS: We must keep in mind that the overall goal is to place the competition between two players directly under their control. And, under this condition, the player's knowledge will grow through trial and error. One of the best ways to learn is to make a costly mistake! The outcome is rarely forgotten.

One of the most profound abuses to the rules that we encounter is perceived legal circumvention of the rules by our players that will allow an "expert" that is not playing- to control the player at the table via inference. Here are a few examples:

A player is at the table and is about to do something very risky and obviously very wrong. The coach or someone else on their team jumps up and hollers "Hey, do you want a timeout?"

Obviously, the player at the table has received a "hint" that something is wrong- by inference and may then modify their strategy without having to take a timeout. Thus, a "sideliner" has controlled their player.

The Inferred Timeout rule will force the player at the table to take a timeout and if none is available, suffer the consequences which are:

- 1st offense – A verbal warning
- 2nd offense- Ball-In-Hand foul
- 3rd offense- Loss of Game
- 4th offense- Loss of Match

In another example, an opponent has fouled and then missed but the foul was not recognized by the player. The coach jumps up and requests the player to take a timeout- WHICH MUST BE TAKEN BY THE PLAYER. The coach then requests the player to ask their opponent "Is it ball-in-hand?" and explains the reasoning to the player. This is a perfectly legal reason to force a timeout but the risk is that the opponent may not realize or admit that they fouled and a "ruling" on the foul by the captains may not be favorable and a timeout wasted. With only two (2) timeouts available, limited sideline interference is ensured.

CLARIFICATION

A player, coach or captain may request clarification at any time during play and the period required to clarify the situation will NOT count as a timeout. Upon hearing the term "CLARIFICATION!" all play must cease immediately until the situation is remedied. The following will be allowed for a non-timeout Clarification "Break":

1. A request for clarification regarding rules. The decision shall be considered final- right or wrong. Captains are urged to have a hard copy of the rules on their person to avoid controversy and speed up the decision making process.
2. A request to the scorekeeper or captains to determine if any timeouts remain for a player at the table.

NOTE: To prevent “hinting” to a player that they may need a timeout, requests to determine if a timeout is available must be subtle and not overheard by that player. The decision as to whether a timeout is available shall be final, regardless of whether it is right or wrong. Scorekeepers are urged to pay attention! For loud “are there any timeouts for my player left?” the inferred timeout rule shall prevail and the player either forced to take a timeout if one is available OR suffer a ball-in-hand foul should no timeouts be available.

INTERFERENCE

Any individual that interferes with the course of a match by offering advice, distracting or disturbing the players- may subject their player to a foul. For the 1st instance, a warning will be issued by the opposing captain to both the individual and the opposing captain. For subsequent instances: 2nd instance- Ball-in-hand foul, 3rd instance- loss of game, 4th instance- loss of match.

HOW THE CAPTAINS FIT IN

As can be seen from the above, a captain’s (or their assigned designee) responsibility during normal match play is to keep the peace, become involved in rulings that may be required to settle controversy, settle rules violations, interpret rules and to warn a player and the opposing captain during unusual circumstances.

M. FORMING A TEAM and TEAM RULES:

A team may consist of up to seven (7) individuals including a captain and co-captain that will manage the team. A minimum of five (5) individuals is recommended. However, we have experienced teams with as few as 4 individuals that have been successful in the past.

Captains and co-captains are endorsed by the members of their team, not necessarily voted in and are not necessarily the best players on a team. Captains should especially be chosen based upon their communications skills and diplomacy as these skills will often come to bear during regular league play. Team members should be chosen based upon reliability, skills and handicap level so as not to risk exceeding the MAX HANDICAP RULE during regular league play and ensuring that an adequate number of individuals will show up on a given match night. A well rounded team will consist of both higher level and lower handicap level players.

Captains must have the ability to communicate with league management via internet or email as our league is an "E" based league and most communication is accomplished over the internet.

TEAM ROSTERS

At the start of a session, captains will be requested to submit a roster of player's, captain's and co-captain's names along with the estimated handicap level for any new players that have never played with us before. Our records go back many years so if we have any record on a player, that handicap level will be used as a starting point in those cases where the player may have been absent for an extended period. We ask that the rosters be submitted as soon as possible before the start of a session to allow loading of the database for a new session.

As the session progresses, we can accommodate roster changes up until such time that the rosters are frozen. However, roster changes create a significant amount of work so we ask that they be minimized if at all possible.

Rosters are frozen on a match date equal to the final match date minus the longest period of time to qualify for either MVP awards or to qualify to play in the playoffs. Therefore, for a 15 week session with a 6 match qualification for MVP (5 matches to qualify for the playoffs), rosters are frozen after Week #9. This will give a new player joining us an opportunity to qualify for all awards and qualify to play in the playoffs. Roster changes after the Frozen Roster date are discouraged but can be accommodated by a captain's vote.

AWARDS AND PLAYOFF QUALIFICATIONS

The minimum number of matches to be played is subject to change and will be listed in our newsletter and on the Player Stats page. For a 15 week session they are typically 4 matches for Most Effective Break Award, 5 matches to qualify for the playoffs and 6 matches for Most Improved Player and MVP awards.

MAXIMUM HANDICAPS RULE

In order to foster the development of teams with a balance of both high and lower level players and as a deterrent to prevent team “stacking” with mostly high level players, the Hillsboro Independent Pool League has adopted the Maximum Handicaps Rule. The rule is a modified offshoot from the TAP “25 Rule” and states the following:

1. During a typical regular session match of league play, the sum of the four (4) player’s handicaps that will play may not exceed a total of 21 and the players may be played in any order.
2. During the playoffs, the event is considered to be a 5 match contest and the sum of the five (5) player’s handicaps that will play may not exceed a total of 25 and the players may be played in any order.
3. Players may play in any order. In other words, during the playoffs, three 7s could play in the first three matches in an attempt to win the race to 3. Captains must declare the players that they intend to play for a playoff match, prior to the start of said match.
4. For a playoff match, those teams that may consist of only 3 players the maximum sum of the player’s handicaps may not exceed 18. For a playoff match, those teams that may consist of only 4 players, the maximum sum of the player's handicaps may not exceed 21.
5. A team must forfeit only those matches that are in violation of the above maximums.
6. When a team is short players and the opposing captain chooses a player that will play more than once, the choice cannot be a player that will force a team to exceed the maximums above and result in a forfeit. They must pick a player that meets the 21 or 25 maximums if a player is available to play. If there is no such player, then unfortunately a forfeit is the only alternative.

PLAYING MULTIPLE TIMES

During regular league play, a single individual is allowed to play as many times as necessary to complete the evening of competition- ***as long as their total handicap for all matches played does not exceed The Maximum Handicaps Rule and as long as no other individuals are available to play.***

For each match played, a player will receive a credit for MVP/MIP qualification. However, credit for qualifying for playing in the playoffs is limited to a maximum of 1 credit per match night.

During the playoffs, a single individual may play a maximum of twice and in any match order- as long as their total handicap for all matches played does not exceed The Maximum Handicaps Rule and as long as no other individuals are available to play.

Multiple match play is only allowed to avoid forfeits caused by a team being short players or to avoid a forfeit caused by exceeding The Maximum Handicaps Rule!

The team with sufficient players present shall always maintain the right to choose which player will play again, from the opposing team that is short of players. If both teams are short players, the decision of the team with the most players present shall prevail.

MAKE UP MATCHES

The league director may cancel matches at any time due to weather or other emergencies. When a cancellation occurs, the league director or his or her designated assistant will contact team captains by phone. It is up to the team captains to contact their players. Should a cancellation occur, it is up to the two captains to coordinate and schedule an agreeable make-up match. The league director should also be notified as to the date, time and location of the make-up match.

The H.I.P.L. encourages make up matches to avoid forfeits at any cost, especially during periods of inclement weather. It is not worth risking your precious life to attend league play! This includes the playoffs.

Advance notice and direct communications between players and their captains, between the captains of opposing teams and between the teams and league management are the key ingredients to understanding the short term variables that may require a make up match and for all to plan accordingly. We will always accommodate requests for make up matches!

SCORE SHEET SUBMITTALS

Score sheets should be submitted within 24 hours of a match using the accepted method at the time which is subject to change. Typically, this is via FAX or Email and if you don't have a FAX machine available, the league will reimburse the cost if you need to use a commercial establishment. Scores not submitted within 48 hours run the risk of not being published on time due to potential scheduling conflicts. (Scores submitted by email should be in scanned format, utilizing the league score sheets.)

As our league uses real-time and potentially changing handicaps; if score sheet data cannot be compiled on time due to rescheduled matches or late receipt of the score sheets- The league will attempt to minimize the impact on the majority of their players by:

1. Refreshing any handicaps for those where we have fresh data.
2. Freezing the handicaps for those players where we have not received fresh data.
3. Freezing the team standings.
4. Freezing the Player Stats and removing the web page to avoid confusion.

N. OTHER RULES and INFORMATION:

FORFEITS: By the very nature of our rules, we attempt to avoid forfeits at all cost. However, there are certain unfortunate circumstances that will result in no other option than a forfeit. The following attempts to summarize some, but not all, of these circumstances:

- A team with no players present to ensure that they can meet the Maximum Handicaps Rule for all matches to be played.
- Numerous warnings and fouls against a player caused by either that player or another individual for behavior that is deemed to be disruptive and upsetting to the matches.
- Out and out cheating or willful submission of false data by a team.
- A scheduled match does not begin within 15 minutes of published start time or subsequent matches do not begin within 15 minutes of that or subsequent forfeits due to a team's failure to appear.
- Un-sportsmanlike conduct.
- Etc, etc.

Forfeited matches will not count towards a player's qualifications for the playoffs or any individual awards.

Please mark the score sheet with the player's name that forfeited and the other appropriate statistics for games won/lost, completes, innings, etc. It is our hope that we never have to deal with a single forfeit in this league!

PROTESTS AND DISPUTES: The match belongs to the two players at the table, ONLY and it is their choice to ask for assistance. The players at the table are required to pay attention. Protests may require proof and support from a witness or witnesses. Should a protest or dispute occur, the captains of both teams shall become the judges for the matter and their decision will be considered final, right or wrong. If in doubt, call the league director or co-director for an opinion. Proof shall prevail. Without proof- you are on your own.

A pattern of protests without proof could subject the player to loss for submitting frivolous protests. Above all, protect your reputation and if you believe something is wrong- don't hesitate to mention it- especially if you believe it was blatant and/or witnessed by others. Patterns of frivolous protests will become apparent over time. Stand up for what you believe is right and be prepared to defend your position!

IV. THE PLAYOFFS!

The culmination of each league session is a playoff event. This is an exciting time where the “competitive juices” will flow. Throughout the session, players have had the opportunity to learn the rules and assess the abilities of their potential opponents.. As a result, the playoffs tend to be more competitive and the rules “hardened” somewhat, as the focus becomes more about winning! The goal is to take home the prize money for your team and enjoy some intense competition. Please play hard, play fairly, but be a good sportsman!

As the H.I.P.L is a non-profit organization, our goal is to pay out the majority of our league revenue in prize money. There are no membership dues or league management fees with all league revenue derived from match fees and donations, so other than typical league administrative costs, awards or a banquet, all revenue is returned back to the players in the form of prize money. Regardless, this is the event that will return as much revenue as is reasonable and prudent- back to our teams.

Exact prize amounts are predetermined by a captain's vote prior to the start of any session. Should a captain's vote not be available, then the previous session prize money payout structure will take precedence.

Qualification for a player to play in the playoffs will vary and is published prior to the start of each session. For the last few sessions, a player had to play on at least 5 match nights out of 15 weeks of “seeding” to qualify to play in the playoffs. We’re pretty lenient and are sensitive to folk’s non-pool priorities. ***Players participating in the playoffs must be an active member on a team’s roster. No substitutions are allowed.***

Choice of table, potential BYES and the schedule during the playoffs are based upon the final position of each team at the end of the “seeding period” which is the same as the duration of regular play, prior to the playoffs. The highest seed positions will receive maximum advantage and in some cases we may guarantee a cash payout to at least one of the top seeded positions. Once determined, the seed position is maintained throughout the playoffs. Playoff format and payouts are always subject to voted approval at the captains and players meetings that occur prior to the start of each session and are subject to change. The majority approved “agreement” for each session will be posted on our website.

IV. THE PLAYOFFS!

The playoffs are single elimination best of 5 matches and considered a 5 match event for purposes of The Maximum Handicaps Rule even though they are a race to three. The following is a sample playoff schedule from our 6 team fall 2010 session:

ROUND 1:

Seed #1 and Seed #2 BYE
Seed #5 at Seed #4
Seed #6 at Seed #3

ROUND 2:

Seed #5 at Seed #4 Winner at Seed #1
Seed #6 at Seed #3 Winner at Seed #2

ROUND #3

Winners from Round #2 (winners bracket playoff for 1st and 2nd)
Losers from Round #2 (losers bracket playoff for 3rd)

During the playoffs, table choice goes to highest seed and that choice may be any table at any location. Thus it is possible that a lower seeded team may get bumped off their home table during the playoffs.

PLAYING MULTIPLE TIMES IN THE PLAYOFFS

During the playoffs, a single individual may play only a maximum of twice and in any match order- as long as their total handicap for all matches played does not exceed The Maximum Handicaps Rule and as long as no other players are available to play.

Appendix A- Glossary of Pool Terms

AROUND THE WORLD: A unique pocket billiards game played only in the Manchester, NH area where only the 1 ball is the object ball and must be pocketed in all six pockets, in order, beginning in the lower right corner pocket (#1), counter-clockwise and ending in the right hand side pocket (#6). The 1 ball is placed on the spot anytime it is pocketed. The other object balls are used to gain position but once they are pocketed, they remain down. See Queen City Pool League on the Internet for more information or contact Bob Mobile if you are interested in joining the league.

BALL-IN-HAND: Placing the cue ball, by hand, either anywhere on the table or behind the head string.

BANK SHOT: When an object ball is driven to a rail first before being pocketed. All banks must be specifically called by ball and pocket (not rails) in our league.

BRIDGE: A structure in New York City between Manhattan Island and Kings County that is often offered for sale. Also a legal pool tool.

COMBINATION (aka “Combo”): When two or more object balls are contacted to pocket the final object ball. The 8 Ball may never be the first ball to be contacted in a “combo”. All combination shots must be specifically called by ball and pocket (not the combination) in our league.

CROSS CORNER: Assumed to be a single bank shot (cross) where the object ball is driven to one and only one rail then pocketed in the corner pocket (and never a side pocket) opposite that rail. The problem with this call is that sometimes the intended corner pocket may be diagonally opposed to the rail contacted first and way up table. To avoid controversy, all banks must be specifically called by ball and pocket (not rails) in our league. Should anyone call a cross corner shot and the object ball drops in a side pocket- it is a miss!

CROSS SIDE: Assumed to be a single bank shot (cross) where the object ball is driven to one and only one rail then pocketed in the side pocket opposite that rail. All banks must be specifically called by ball and pocket (not rails) in our league. Should anyone call a cross side shot and the object ball drops in a corner pocket- it is a miss!

DRAW: Backspin applied to the cue ball by hitting it below the centerline. Used to make the cue ball move backwards after striking an object ball to gain position, prevent a scratch or to force the first object ball contacted to move forward.

ENGLISH: Spin applied to the cue ball on either the left or right side of the centerline. Various forms of English, combined together can force the cue ball to behave differently; Top Left, Top Right, Low Left and low right.

FOLLOW: Top spin applied to the cue ball by hitting it above the centerline to force the cue ball to move forward after striking an object ball.

FOLLOW-THROUGH: Acceleration of the cue stick through the cue ball to ensure that the cue ball follows a true course.

FOOT RAIL: The short rail behind where the balls are racked, directly opposite the “head rail”.

FOOT SPOT: The intersecting point exactly between the two side rails and the exact center of the foot rail. Also the point where the first ball of a full rack must be spotted.

FOUL: An infraction of the rules that retires a shooter from the table and usually awards the opponent with ball-in-hand.

FROZEN: When two balls are touching each other or when a ball is touching a rail.

HEAD RAIL: The short rail closest to where a breaking player breaks.

HEAD SPOT: The point of intersection absolutely midway along the head rail and the head string.

HEAD STRING: An imaginary line, intersecting the head spot, between a point 2 diamonds down the side rails from the head rail.

INNING: A player’s turn at the table which ends when either they miss, foul or sink the last 8 Ball to win the entire match set.

KICK SHOT: When the cue ball is banked off a rail in order to contact and pocket an object ball. All kick shots must be specifically called by ball and pocket (not the kick) in our league.

KISS SHOT (aka carom): When a ball contacts another ball or balls first before another entirely different ball is contacted. All caroms must be specifically called by ball and pocket (not the kiss) in our league.

KITCHEN: The area between the head string and the head rail.

LAG: A procedure for determining which player shoots first. Each player banks a ball off the foot rail and when the balls come to rest, the closest to the head rail wins

MISCUE: Anytime the cue tip slides off the cue ball. Usually caused by inadequate chalking, a poor stroke or the miss-application of English.

OBJECT BALL: Any ball other than the cue ball that the player is attempting to contact or pocket.

POSITION (aka “SHAPE”): Executing a shot in a manner as to place the cue ball in a specific location after the shot is executed.

SCRATCH: Typically when the cue ball falls into a pocket. This always results in a ball-in-hand foul either anywhere on the table or behind the head string if it occurs during the break.

SNOOKER/ SNOOKERED: A condition when the cue ball does not have a direct line-of-sight path to an object ball of interest. Snooker is also a pocket billiards game consisting of 15 solid red un-numbered balls (cherries) worth 1 point each and six(6) numbered object balls (2-7) worth their face value, played on a very large (typically 6 x 12’) table with very tight pockets.

SLICE (aka “Ginsu”): A thin cut.

SOLIDS (aka “Lows”): The solid colored object balls numbered 1-7. Even though the 8 ball is also a “solid”, it is omitted from the term “Solids” as it is a common object ball for both players.

STOP: Hitting the cue ball near center or slightly below to freeze it’s location after it strikes an object ball.

STRIPES (aka “Highs”): The striped object balls numbered 9 – 15.

THREE RAILER: When the cue ball or object ball contact 3 rails first before an object ball is pocketed. Similar to “two railer” (typically a double bank), “five railer”, etc. All banks must be specifically called by ball and pocket (not rails) in our league.

THROW SHOT: When the normal path of a ball is forced to deviate typically by applying English directly to the cue ball or by English that naturally occurs when two or more frozen balls are hit off center from their straight line axis.

SPOTTED: Placing balls either directly on the foot spot or directly behind it if spotting multiple balls. Balls must be spotted directly inline with the center of the foot rail and if any object balls interfere with this line or the foot spot itself, spotted balls are frozen against them and behind them in a direction towards the foot rail without changing the interfering balls location. In (14.1) Straight Pool, sometimes an object ball must be spotted on the head spot if it is a “break shot” and resides in the area where a fresh rack of 14 balls will be placed.

These are just a few of the billiards terms that a player may run across in our league. There are many more!

Appendix B- Revision History

This section lists the revision history for this document. Any revisions will be listed here and placed in bold red font into the main document which will be uploaded to our website. The red bold font will remain for the time period of one full session and then changed to black.

2/7/11: Revision “O” accepted by majority vote during players meeting.

9/7/11: Revision “1” Page 14 added: One and only one practice lag allowed- accepted by majority vote during 9/6/11 player’s meeting.

2/7/12: Revision “2” Page 15: The verbiage regarding a “Soft Break” was modified, Page 22: The table shall remain open until such time that a player pockets an object ball without committing a foul, Page 22: The rule regarding “accidental” pocketing of an object ball has changed – accepted by majority vote during 2/6/12 players meeting.