



## **OFFICIAL NAPL TEAM MANUAL**

Dear NAPL Team Member:

This is the Official NAPL Team Manual. It includes everything you need to know to enhance and maximize your experience in league play. Many matches have inadvertently been won and/or lost due to the incorrect application of league rules. Therefore, it is the team's responsibility to know these rules inside and out. Everyone is encouraged to have a copy of the NAPL rules with them each league night.

By participating in the NAPL, every member agrees to abide by the rules written in this handbook. Please note that some of the rules may be subject to change during the course of time. These rules were constructed by me and other fellow pros & we reserve the right to adjust them if it's believed to enhance the league's quality of play.

The NAPL was designed for amateur players who want to have fun, compete and improve their game. But most of all, I want to help the sport grow. We have designed a skill level program that will make the matches exciting and competitive.

We will be awarding cash prizes as well as awards (trophies, plaques, etc) to the winning teams. So have fun, stay focused, play hard and always play to win!

Good luck to you all!

Sincerely,

Tony Robles  
League Operator  
National Amateur Pool League

The contents of this Team Handbook are the exclusive property of the National Amateur Pool League Inc. (NAPL)

## ***Pool Etiquette:***

### ***An Important Message from Tony Robles***

*As a professional pool player for over 30 years, I've taken pride in conducting myself in a respectful and courteous manner toward both my opponent and the game of pool. While not everyone has this same belief system, I am determined to promote the sport in a positive and honorable direction. Thus I will not tolerate a player who disrespects anyone associated with the league; whether it's a player, staff of the NAPL, a bar room owner, or a bar's customers.*

*I began this league with hopes of, introducing this beautiful game to new players, helping experienced players have more opportunities to compete, and showing the world that pool is a fun, first-class sport.*

*The rules were designed to give amateurs at every level the chance to win. Keep in mind that not every situation will be covered as it is impossible to imagine every possible incident that could arise. Thus, this guide will be updated periodically.*

*Always treat your opponent with respect. In order to make league play enjoyable, it is important to be ready to play & shoot at all times. Try to keep coaching to a minimum and have enough quarters to play the entire match. Always maintain good sportsmanship and feel free to cheer for your teammate but not against your opponent.*

*By following these guidelines, it will create a friendly yet competitive atmosphere to guarantee that everyone has a great experience.*

## **1. THE GAME IS EIGHT BALL**

Eight ball is played with a cue ball and fifteen object balls, numbered 1 through 15. The solid colored balls are numbered 1-7 and are also referred to as the "low balls". The striped colored balls are numbered 9-15 and are referred to as "high balls". The eight ball is the winning ball. A player must pocket balls of solid colors, while the other player pockets the striped ones. The player that pockets their entire group and then legally pockets the 8-ball wins the game.

## **2. LAG FOR THE BREAK**

Players will lag for the break. The player that ends up closest to the top rail wins the lag. If the lag is too close to call, the team captains will make the call. If the captains cannot come to an agreement, the players will lag again until there is a winner.

Players are only allowed to hit the bottom and top rails during the lag. A player automatically forfeits the lag if he/she hits the side rail or pockets the ball.

## **3. HOW TO RACK FOR EIGHT BALL**

Players are allowed to rack the balls in any order except for the eight ball and the bottom two corner balls of the rack. The eight ball should be placed in the center of the rack (third row in the middle) and the bottom two corner balls (fifth row) should have one of each group (a solid and a stripe).

The head ball should be racked on the spot. However, if it becomes very difficult to rack the head ball on the spot, the player will be allowed to rack the balls above or below the spot until the balls are frozen. The game begins with

cue ball in hand anywhere behind the head string.

#### **4. RACK YOUR OWN:**

Players will rack the balls for themselves when it is their turn to break. This will avoid having your opponent give you a bad rack.

#### **5. WINNER BREAKS:**

The NAPL will be using a winner breaks format. No soft breaks will be allowed in the NAPL. Players must make an attempt to break the balls hard at all times! If a player intentionally breaks the balls soft, they will get a warning and he/she must break again. If the breaker intentionally breaks soft again, the balls will be re-racked and their opponent will be rewarded with the break. If a ball is pocketed using a soft break, the opponent will be rewarded with ball in hand behind the headstring and there is no re-rack.

#### **6. LEGAL BREAK:**

A legal break shot requires the player to break with the cue ball anywhere behind the head string and strike the head ball first. No second ball breaks are allowed in the NAPL.

A legal break requires a player to drive four or more balls to a rail which can include the cue ball. Pocketing a ball is the equivalent of hitting the required balls to the rail.

**NEW Clarification:** Ball in hand behind the head string:

- If the breaker pockets a ball during an illegal break
- Cue ball scratches during the break
- 4 balls do not combine to hit a rail, including the cue ball or a pocketed ball, and a ball is pocketed on this illegal break
- Cue ball or another ball is jumped off the table
- Breaker does not hit the head ball first during the break

Note that in order for the break to be legal or illegal the rack must be struck first.

**No Penalty:** If while attempting to break, the cue ball crosses the headstring and fails to strike the racked balls and is not pocketed nor interfered with before it comes to a complete natural stop, the player is allowed to break again.

**Opponent Option:** If a player fails to execute a legal break, the opponent will have the option to break or have the offending player break again. Examples include:

- If the cue ball fails to strike the racked balls and is pocketed or is hit off the table, the opponent has the option to break.
- The player interferes with the cue ball after it has crossed the headstring. No 'swiping' the cue ball in motion to retry your break.
- 4 balls do not combine to hit a rail, including the cue ball or a pocketed ball and no ball was pocketed

The player has an unlimited amount of tries as long as the player does not execute a legal break.

## 7. EIGHT BALL ON THE BREAK:

If the 8-ball is pocketed on the break, it is a win as long as the player executed a legal break.

If the 8-ball is pocketed on an illegal break, the breaker loses that game. Thus, it is a loss of game if a player makes the 8-ball on the break and scratches, knocks another ball off the table and/or strikes the 2<sup>nd</sup> ball of the rack.

## 8. SOLIDS OR STRIPES:

Once a player executes a legal break, the table will always be open regardless of how many balls were pocketed. The player's designated group (solids or stripes) will not be determined until a called ball is legally pocketed.

A player is allowed to hit a solid to a stripe or vice-versa when the table is open until a ball is legally pocketed. Players will not be allowed to strike the 8-ball first as it is not a neutral ball. The 8-ball can be used in a combination shot as long as a legal ball is struck first.

Hitting the 8-ball first before pocketing your designated group is a foul and will result with ball in hand for your opponent. The only time a player is allowed to strike the 8-ball first is when he or she has pocketed their designated group of balls (solids or stripes).

## 9. CALL SHOT

When playing call shot, I encourage you to call the ball (# of the ball) and the intended pocket. You are not obligated to call an obvious shot (i.e. a ball in front of a pocket). A shot is considered obvious if the non-shooting player has no doubt as to, or does not question, the called ball and the called pocket. In addition, if a ball is shot and the object ball follows a direct line to a pocket, without a miscue present, it is considered obvious the shooter's intended pocket. The following types of shots are exceptions and are defined as being "not obvious":

1. bank shots;
2. kick shots
3. combination shots;
4. shots that include caroms, kisses or cushion contacts that are not incidental;
5. any shot judged as not obvious by the referee.

You are not required to indicate incidental kisses and caroms, or incidental cushion contacts that do not constitute bank shots or kick shots. Not all kisses, caroms and cushion contacts are incidental. If a dispute arises as to whether a shot was obvious and the captains cannot agree, the league operator's decision on the shot will rule. In the event a league operator or representative cannot be reached and the captains cannot come to an agreement, the rack will be played over.

If a player fails to call any shot that is not obvious, their inning will end and the incoming player will shoot from the position they were left in.

The 8-ball must be called and the shooter is responsible for making sure that his/her opponent or the opposing team captain acknowledges that the 8-ball was called. Marking the pocket is not required. To avoid conflicts, players should **always call the 8-ball, even if it's obvious!** A player that gestures his cue, hand, etc. towards the pocket they intend to pocket a ball has legally called their shot.

Captains, please make sure your players call every pocket. Captains are also allowed to remind their teammate to call the 8-ball. Reminding players will not be considered a coach. Neither a coach nor fellow teammate can call the pocket for a player. If the player does not call the pocket for themselves, it will result in ball in hand for the

opponent.

All balls will stay down once they are pocketed. There will be no re-spotting of any balls at any point whether it's a solid or a stripe.

When a player successfully pockets an object ball, their inning will continue until they either miss a shot or commit a foul.

## **10. BALL IN HAND PENALTIES:**

Except for immediately following the break, anytime a foul is committed during a game, the player will lose his/her turn at the table with the incoming player getting ball in hand anywhere on the table to start their inning.

A player commits a foul if:

1. Player touches the object ball or the cue ball while it's moving. This includes touching a moving ball with your body, chalk, cue, etc.
2. During ball in hand, the player touches the cue ball with the tip of the cue while moving it to a specific spot on the table. The player is allowed to move the cue ball with their hand or the ferrule (white part of the shaft just below the cue tip) or shaft.
3. Aside from ball in hand, if the cue ball touches a foreign object other than the playing surface i.e. a person, a piece of chalk, any part of clothing, etc.
4. Player fails to hit a legal ball (solid or stripe) first. (See rule #14 'HITTING THE WRONG OBJECT BALL')
5. Player fails to hit the cue ball or an object ball to a rail after making contact with a legal ball. (See rule #16. 'NO RAIL FOUL')
6. Player pockets the cue ball (scratches). (This excludes a scratch on the break which is ball in hand behind the headstring. (See rule #13 'CUE BALL SCRATCH')
7. Player jumps any ball off the table or playing surface, including pocketing a ball accidentally with your hand or other foreign object. (If this foul is committed immediately following the break, the incoming player has ball in hand behind the headstring.) (See rule #17 'JUMPED BALLS')
8. Player accidentally taps the cue ball during their warm up strokes and/or double hits the cue ball. (See rule #18 'DOUBLE HIT')

If your opponent has committed a foul, it is your responsibility to know that a foul was committed before your opponent continues to shoot. If you do not call the foul, and your opponent continues their inning, he/she will not lose their turn at the table and it will no longer be considered a foul, so please pay attention!

## **11. EIGHT BALL FOULS:**

Anytime the cue ball is pocketed when shooting the 8-ball (assuming that all designated ball (solids or stripes) have been pocketed), that will result in a loss of game regardless of whether or not you hit the 8-ball. However, if a player makes an attempt to hit the eight ball (i.e. kick shot) and misses it entirely but doesn't scratch in a pocket, it is a foul and the opposing player will get ball in hand.

If the 8-ball is pocketed before making all of your solids or stripes, it is a loss of game.

If a player accidentally pockets the 8-ball with their cue stick, their hand or any other foreign object while shooting at another ball, it is a loss of game. Any player that intentionally or accidentally interferes with the 8-ball being pocketed, will lose the rack. For example, if a player is shooting their designated ball, and while the shot is in progress, the player's cue moves the 8-ball in a way that would prevent it from being pocketed illegally had the shot been undisturbed, it is considered a loss of game.

While shooting the 8 ball, if a player touches the 8 ball and/or cue ball while either are in motion, it is considered a loss of game.

## **12. OBJECT BALL FOULS:**

Altering the path of any ball that affects the shot's result will be considered a foul with the opponent receiving ball in hand.

Touching a motionless object ball that did not interfere with the shot is not a foul. The accidentally moved ball can only be replaced at the opponent's instruction. Your opponent has the option of moving it back to the original position or keeping it where it lies. The offending player is not allowed to move the object ball to its original position without consent from his/her opponent. If the offending player moves the fouled ball back without consent from his opponent, it will result in the loss of his/her turn at the table and ball in hand for the opponent.

If two or more balls are moved, it is a foul and ball in hand foul for your opponent.

Object balls that are illegally pocketed will remain down and the player loses their turn at the table and ball in hand is awarded to the opponent. No exceptions.

## **13. CUE BALL SCRATCH:**

If the cue ball jumps off the table or playing surface and/or is pocketed, it is a foul and ball in hand anywhere on the table for your opponent with the exception of a foul immediately following the break which will result in ball in hand behind the headstring. (See rule #6 Legal Break)

## **14. HITTING THE WRONG OBJECT BALL:**

If any numbered ball that is not from your designated group is contacted by the cue ball before your own designated group is struck, it is a foul and will result in ball in hand for your opponent. This is assuming that stripes & solids have already been determined & that all balls from your group have not already been pocketed. Note: Once all the balls from your group have been pocketed, you will then hit the 8-ball first.

**NEW:** A simultaneous hit of a ball from both the shooter's designated group and the opponent's designated group and/or the 8-ball is considered a legal shot so long as one of the balls struck was from the shooter's designated group and the hit happened simultaneously. A simultaneous hit is defined as:

1. When the cue ball first strikes more than one object ball at the same time.
2. When it cannot be determined which object ball the cue ball struck first.

## **15. SHOOTING WHILE BALLS ARE STILL IN MOTION:**

If a player shoots while any ball is still in motion from the previous shot, that is a foul. Shooting while any ball is moving or spinning is a foul.

## **16. NO RAIL FOUL:**

Once the cue ball makes legal contact with the object ball, the cue ball or any object ball must hit a rail or fall into a pocket. If not, it is a foul and your opponent gets ball in hand.

## **17. JUMPED BALLS:**

If during a shot, any ball except the 8-ball leaves the playing surface (i.e. is jumped off the table) and stays off the table or on top of the rail, the ball is not re-spotted. The ball stays down, the player is charged with a foul, and the incoming player is awarded ball in hand. If the 8-ball is jumped off the table or accidentally pocketed, it is a loss of game.

The cue ball is allowed to leave the playing surface as long as it stays on the table i.e. jump shot. However, if the cue ball jumps off the table, hits a person or any foreign object and lands on the table, that's also a ball in hand foul for your opponent.

Any ball jumped off the table during a break will be a foul and the incoming player has ball in hand behind the headstring. If the 8-ball is jumped off the table, it is a loss of game.

## **18. DOUBLE HIT:**

If the cue tip strikes the cue ball twice on the same shot/stroke, it is a ball in hand foul. If the balls are frozen and a direct shot is taken at the cue ball, it is a foul if the cue ball travels at the same speed as the object ball. This will result in ball in hand for your opponent. When two balls are very close together, a double hit is more likely. There are two good ways to identify a double hit:

1. The cue ball followed the object ball it hit and traveled at the same speed as the object ball. When a double hit does NOT occur, the impact from the cue ball to the object ball transfers most of the speed to the object ball which in turn slows down the speed of the cue ball. This normally happens when you are hitting the object ball relatively full. Thus if the cue ball with such a full hit still travels at the same speed as the object ball after contact, it's likely the cue gave it additional energy with a double hit.
2. Listen for a double click.

I strongly suggest that both captains as well as a neutral player (if available) take a look at the shot to determine if a foul was committed.

## **19. THE HEAD STRING:**

When breaking, the base or the bottom of the cue ball must be inside the head string. If a player breaks with the base of the ball past the head string, it is a foul and will result with ball in hand with the table as it lies. If four balls fail to touch a rail, the incoming player will have the option to shoot the rack as it lies or re-rack & break themselves.

In the event a player scratches on the break, the incoming player has ball in hand behind the head string. The player has the option to shot any ball below the head string. A player is not allowed to shoot a ball behind the head string unless they cross the head string first.

If a ball is on or near the head string, the base or the bottom of the object ball must be below the head string for it to be a legal ball to hit. In other words, if the bottom, base or half of the object ball is touching the head string, the player cannot shoot it.

## **20. JUMP SHOTS:**

No jump cues are allowed in the NAPL. Jump shots are legal as long as they are shot with a full length cue. Players are allowed to use their break cue for a jump shot. Miscuing during a jump shot is a foul. Scooping underneath the

cue ball is illegal and will result in ball in hand for your opponent.

## **21. FOOT ON THE FLOOR:**

A player must always have at least one foot on the floor when shooting. Failure to do so will result in ball in hand for your opponent. If a bar, pool room etc. has no bridge, the player is permitted to ignore this rule and climb on the table to take a shot, so long as the bar, bar owner, manager etc. does not mind.

## **22. PLACEMENT OF THE CUE BALL:**

Touching an object ball with the cue ball while placing it (when you have ball in hand) is a foul and the incoming player is awarded ball in hand. Accidentally dropping the cue ball in a pocket while placing it on the table (with ball in hand) will result in a foul & the opponent gets ball in hand.

## **23. ILLEGAL USE OF EQUIPMENT:**

It is illegal to use a piece of chalk, an out of play ball, a rack or marking the table etc. to gain an advantage or use it as a measuring device before executing a shot. For example, if a player marks the table for a bank shot, that person will be penalized unless he/she removes the marking before the shot is taken. Failure to do so will result in ball in hand for your opponent.

## **24. OUTSIDE INTERFERENCE:**

If someone accidentally bumps you or hits your cue and causes you to miss a shot or make it and play bad position, that will be considered outside interference. The player then has the option to continue the inning or play the shot again from its original position so long as a ball was not pocketed during the interference. If a ball was pocketed, or the table had more than 3 three balls moved during the interference, the player can only continue the inning as the balls lie. It is considered a foul if the interference was caused by your own teammate.

## **25. SHARKING:**

If your opponent intentionally distracts you i.e. talks, screams, grabs chalk off the table when it's not their turn, jingles quarters in a loud fashion, moves around to try & make you miss etc., a warning will be issued by the captain of both teams. If the player continues to distract their opponent, they will lose that game and if he/she does it a third time, they will lose the match and lose any racks they've won for that match. The offending player will also be responsible to pay his/her match fee and might also be suspended or banned from the league depending on the severity of the situation.

If the offending player is suspended or banned from the league, he/she will forfeit any registration fees, weekly fees as well as any other applicable fees that were paid to the NAPL.

## **26. SAFETY PLAY:**

A safety is a legal shot taken for defensive reasons. A player must make a legal hit or ball in hand will be awarded by the foul. A player can call a safety and pocket a ball as long as they pocket the ball in a legal way.

Players must notify their opponent & captain when they are playing a "safety" (defensive shot). If a ball is pocketed during a safety shot, the player that called the safety loses his turn at the table. It is the shooters responsibility to make sure that their opponent is aware that he/she called a safety shot. Otherwise, the player is obligated to continue shooting. The league strongly recommends a player be certain their opponent knows they are playing a safety if

they intend on pocketing a ball during the safety.

Any ball that is pocketed during a safety attempt will remain pocketed.

## **27. COACHING:**

Every player who's ranking is a Rookie (2) and/or Rookie +1 (3) is allowed two coaches per game from any teammate. Players ranked Intermediate and above are allowed only 1 coach per game. If an additional coach is taken above the allowed amount per rack, it is a foul, the shooter loses his/her turn and the incoming player is awarded ball in hand.

Players and captains are allowed to ask their teammate if they would like a coach or would like to talk! There is no penalty for asking your teammate if they need a coach. If the player would like a coach and still has one available for the rack they must notify the captains that a coach is being taken.

**All coaches will be limited to 1 minute!** If a player or captain feels that players are taking too long for a coach, both captains must use a stop watch to start the clock before the next coach is taken. In the event that a player fails to shoot within a minute, it is a foul and the opposing player gets ball in hand.

Only two players besides the shooter will be allowed to coach their teammate. No group coaches will be allowed. The penalty for a group coach (more than two players) will result in ball in hand for the opposing player.

Coaches are permitted to place ball in hand wherever they believe their teammate should place it.

During a coach, coaches may not move the player's cue to guide them on where to aim, nor can a coach continue to advise a player once the player is down on a shot ready to shoot. If a player is down on a shot ready to shoot, the coach is considered completed and the coach should no longer provide instruction.

## **28. TIME TO SHOOT:**

Players in general should take no more than 60 seconds per shot while shooting. If you feel that someone is shooting extremely slowly, please consult the opposing captain and have them talk to their player to speed it up.

**NEW:** Starting Winter/Spring 2013, the NAPL will enforce shot clock rules for matches in excess of 1 hours' time. One hour from the start of a match, if the match has still not been completed, the match will be put on the shot clock. We highly recommend both captain write the start time of matches so no arguments ensue over how long a match has been in play. Both captains must agree to one player controlling the shot clock. Shooters will get 45 seconds to shoot a ball. If a shot clock is used, it always applies to all players at that table. Shot clock procedures follow:

1. The shot clock starts the moment all balls on the table come to a complete stop. Exceptions are:
  - a. If a player has ball in hand, the shot clock starts when the player has possession of the cue ball.
  - b. Immediately after the break, the shot clock begins when the shooter is at the table with their playing cue.
2. If the shooter is not already down on the shot when ten seconds remain on the shot clock, the player will receive a ten second warning from the shot clock keeper (announced as clearly as "ten", loudly enough for the shooter to hear). If the player does not strike the cue ball within ten seconds, it is a ball in hand foul.

3. If a player is already down on the shot with ten seconds remaining, no announcement is made. The shot clock will pause at ten seconds and the player may exceed the 45-second limit provided they do not stand up off the shot. However, if the player stands up off the shot, the shot clock keeper will immediately announce “ten”, and the shot clock will resume. If the player does not strike the cue ball within ten seconds, it is a foul. “Down on the shot” means the player is in a customary shooting position as it relates to their bridge hand and grip of the cue, or, if using a mechanical bridge, the bridge has been placed for the shot and the cue placed in the bridge’s groove with the player’s grip hand on the cue, and they are performing their warm up strokes.

4. Each player is permitted one 45-second extension per rack. To use an extension, the player must verbally announce “extension” to the shot clock keeper. If the player has no extension remaining, “extension not allowed”. Captains may want to write “E” and circle it on their scoresheet to acknowledge any extensions taken.

5. The shot clock will be reset if the shooter takes a coach (to be timed at 1 minute).

For bars that host more than one same size table and assuming this table is available for league play (including permission from the bar), teams **MUST** start their next match on the available 2<sup>nd</sup> table if:

1. By 10pm, the 3<sup>rd</sup> match hasn’t been completed.
2. By 11pm, the 4<sup>th</sup> match hasn’t been completed.

Please keep in mind that we want to make it fun and fair for everyone. This is to prevent delays and will help the matches finish at a reasonable time.

## **29. MATCH CONCESSIONS:**

Unscrewing your cue or taking any other action that would indicate that you have conceded the match will result in a forfeit even if your opponent hasn’t cleared the table yet.

## **30. TEAM CAPTAINS:**

Team captains will also have the power to make a hit call. It is highly recommended that the captains of both teams watch any shot that may be considered questionable. Team captains are not allowed to give advice to their player during the shot unless the player requests a coach and has one available.

It is the responsibility of the opposing player to call the captains to watch the hit. If he/she fails to call the captains to watch the hit, the call will go to the shooter.

If a decision cannot be reached by both parties, the game will be replayed with the original player breaking. Team captains also have the option to let a spectator or neutral player call a hit as long as both players agree to it.

If a captain requests a rule clarification from the league operator, the opposing team must allow the captain to make the call. If the league operator cannot be reached within 5 minutes, the captains must use their best judgment to make the decision. If a request to reach the league operator is denied or ignored, it is a foul.

## **31. KNOWING THE RULES:**

All league members are responsible to know the rules and regulations before each match.

### **32. SCHEDULE:**

Players and captains are also responsible to know their schedules.

### **33. LEAGUE OPERATORS:**

League operators are the only officials with the ability to make a special ruling. Any situation or rule that is not covered in this manual shall be decided by the League Operator or a member that has been selected by the League Operator. Every situation shall be reviewed by the League Operator and his staff before a decision is made. Once a league operator makes a decision, in the spirit of good sportsmanship, that rule will be respected.

### **34. SPLITTING THE COST:**

It is highly recommended that players have sufficient quarters for the entire match. Players must split the cost of the table per game.

### **35. QUALIFYING FOR PLAYOFFS:**

Players must play a minimum of 5 weeks to qualify for the playoffs.

### **36. REGISTRATION FEES:**

All registration fees (\$25 per player) are due before the start of each season.

### **37. WEEKLY FEES:**

Every team will play five matches per night. The weekly fee per team is \$50 (\$10 per player). It is the team's responsibility to make sure that five matches are played every week. If for example, four matches are played, the team is still responsible for \$50 and will share the cost evenly to make up the difference.

**NEW:** Any player that has not paid all outstanding dues by week 4 will not be allowed to play until all registration and weekly fees have been paid. Any player that plays a match without dues paid will have their match changed to a forfeit.

### **38. STALEMATE:**

If at any point in time, both players commit 3 consecutive fouls in a row, that will be considered a stalemate and a re-rack. The player that broke the previous rack will break again.

### **39. FINALIZING TEAMS:**

Team captains will have 7 weeks after the start of each season to finalize their team roster. During this time, a new player will be allowed to join a team as long as it's within the 7 week period.

For the first 2 weeks of play and in special circumstances during the season as approved by the league operator, teams that have less than 5 players on a league night will be allowed to double up players as long as they are the lowest handicapped players that have already competed that same evening. i.e. If a Master, 2 Advanced players and an IT have already played, only the IT can double up. If a player decides to play twice, he/she is responsible for paying the match fee twice (\$20).

Once a player is on a roster, he/she will not be allowed to switch to another team if they've already played a match for their original team.

A player will be allowed to switch to a different team if no matches have been played during the season with their original team. Players that have never played on a team, cannot provide a comparable league equivalent ranking and/or do not have an official skill level will start out as an Intermediate+1 (5) or higher until an NAPL staff member or representative can evaluate them.

While two Grand Masters can play on the same team together, only one Grand Master can play during a league match/night.

#### **40. DROP OFF:**

All team captains will be responsible to drop off their score sheets, weekly fees and any unpaid registration fees at any of the two convenient drop off locations in a sealed envelope addressed to the NAPL by no later than Thursday at 9PM.

The drop-off locations for Manhattan are: Amsterdam Billiards & Paddy Maguire's.

Any team that drops off their score sheet and \$50 weekly fees before the deadline will be rewarded a bonus rack for the night.

#### **41. ADDITIONAL TABLES FOR PLAY:**

Skill Level		Value
GM	Grand Master	8
M	Master	7
A	Advanced	6
IT1	Intermediate+1	5
IT	Intermediate	4
R1	Rookie+1	3
R	Rookie	2

If more than one table is available, teams will be allowed to use two tables as long as both captains agree. Please note that neither captain is obligated to play on more than one table.

#### **42. SKILL LEVEL POINTS ALLOWED IN A NIGHT:**

Each handicap is awarded a skill level value. There is a maximum 25 point skill level value limit allowed per league night. The penalty for going over the 25 point limit is a forfeiture of the last three of the five matches. Again keep in mind, only one Grand Master can play per night.

Please remember to be aware of your team roster before the matches begin.

#### **43. TEAM FORFEIT:**

All matches should start at 7PM sharp. If a team doesn't have a player ready to play by 7:20PM, that team will lose the first match. If no one is there by 7:30PM, the team will lose their second match and if no one is there by 7:45 PM, the team that didn't show up will forfeit the entire match. Each team is still responsible for the \$50 weekly fee.

It is the team captain's responsibility to notify their opponents if they are running late or cannot make it at all.

Once a match has ended, both captains must have their next player ready to play within 5 minutes of the previous match. Failure to have a player ready will result in a forfeit. Each 5 minutes that pass without play will result in additional forfeits.

In the event both team's must forfeit a match and a tie occurs in the matches won/lost for the night, the winner of the night is determined by the team who won the most racks that night. This will include the handicapped racks given

on the wire.

For example if in match 1 a Rookie plays a Grand Master, the Rookie must win 2 games, while the Grand Master must win 8 games. This means the Rookie is given 6 in a race to 8. If the Grandmaster wins 8-0, the Grandmaster has 8 racks to add to the team total and the Rookie adds 6.

If both teams have won an equal amount of racks, a tiebreaker match must be played. Anyone can play in the tie breaker match, including a player that has already played that evening so long as the teams still abide by the 25 point match rule.

I.e. Team A & Team B both won two matches for the night. Neither team has a 5<sup>th</sup> player for the evening and must forfeit the night.

In the event the entire team fails to show up, they forfeit the night. The team that forfeits will receive the loss, and will lose the night 2-3 in matches. Both teams are still responsible for the weekly dues regardless of actual play. In the event your forfeit comes from a team that quit the league, the weekly dues are still owed by each team. If a team, player or captain decides to quit at any point during the season or is banned/suspended from the league, that entire team, captain or players will forfeit any registration fees, weekly fees as well as any other applicable fees that were paid to the NAPL. The team, captain or players are also responsible to pay all remaining fees for the remainder of the season. This is the only way the NAPL can guarantee the prize money for winning teams.

#### **44. SPORTSMANSHIP:**

As I mentioned in the beginning of this manual, as a professional pool player for over 30 years, I've taken pride in conducting myself in a respectful and courteous manner toward both my opponent and the game of pool. While not everyone has this same belief system, I am determined to promote the sport in a positive and honorable direction. Thus I will not tolerate a player who disrespects anyone associated with the league; whether it's a player, staff of the NAPL, a bar or pool room owner or staff, or a bar's customers.

Any player involved in any type of physical confrontation will be ejected from the league and forfeit any registration, weekly fees, and or any prize money that he/she may have won. Any player banned from the league will forfeit all dues paid and monies and prizes won. This also includes any fees that are associated with the league i.e. playoffs, finals and any other applicable fees or dues.