



NAPL Singles 9-Ball League Rules

HOW TO PLAY:

- 9-Ball is played with a cue ball and nine object balls numbered 1 through 9. You shoot the balls in ascending numerical order, continuing to shoot as long as any ball is legally pocketed. The 9-ball or a spotted ball is the game-winning ball. The object of the game is to call & pocket the winning ball on any legal shot. The game is played by two players.

THE BREAK:

- Lag for the break
- Rack your own
- Winner breaks
- Break from anywhere behind the line
- The 9-ball does not count on the break regardless of which pocket it goes into. If the 9-ball is pocketed on the break, it is spotted immediately after the break and the breaker continues to shoot. If a player starts to collect the balls after the break thinking they won the rack, they do lose that rack.
- If there is a ball spot involved and the spotted ball is made on the break, it remains down until the lower handicapped player is at the table. It is the lower handicapped player's responsibility to put the ball back up when they return to the table. If the player forgets to spot the ball and shoots, they forfeit that ball spot for the rack.
- No soft break allowed. You must make an attempt to break hard. If your opponent does not feel you are breaking hard enough, a tournament director will observe and determine if a soft break is taking place.
- Absolutely no checking your opponents racks.

PUSH-OUT:

- Immediately following the break, the incoming player has the option to push out. You must notify your opponent before the shot that you intend to push.
 - The cue ball does not have to contact the lowest numbered ball first, or any object ball at all & no ball has to contact a cushion. All other rules still apply.
- Any object balls except the 9-ball &/or a spotted ball that are pocketed on a push-out remain pocketed. If the 9-ball or a spotted ball is pocketed on a push, they are spotted.
- After a legal push-out, your opponent may accept the table in position and shoot or require you to shoot again with the table in position.

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3-FOUL WIN:

- If a shooter commits three consecutive fouls during a single rack, they lose the rack.
- The offending shooter must be given a 2-foul warning by their opponent before the 3rd foul is committed, otherwise, the shooter does not lose the game and remains on two fouls. In the event a player is wearing a headset and does not hear their opponent issue the 2 foul warning, the warning is still considered issued. It is the player's responsibility to pay attention to the match.

BALL IN HAND FOULS:

- If the cue ball scratches in the pocket
- If a player does not hit the lowest numbered ball on the table first
- If you fail to hit a rail after contacting the legal ball
- If a player moves an object ball in any way (with their cue, their hand, the bridge, their clothes, a piece of chalk) AFTER the cue ball has been struck and at any time while the balls are still moving
 - NOTE: If a player moves an object ball BEFORE he/she strikes the cue ball, your opponent has the option of keeping it where it moved to or placing it back to its original position. If the shooter moves it back without giving their opponent the option, it is a foul & ball in hand.
- If a player accidentally moves more than one ball illegally.

CALL THE WINNING BALL (9-BALL &/OR BALL SPOT):

- All players must call the 9-Ball or spotted ball/balls to win.
 - If only the 9-ball is left on the table and a player calls the 9-ball and pockets it in the wrong pocket, the shooter loses their turn at the table, the 9 ball is spotted and the incoming player shoots from where the cue ball lies
 - If a player calls the 9-ball or their spotted ball earlier in the rack & another ball is pocketed during this attempt, the shooter continues shooting despite the called shot being unsuccessful.
 - If a player wrongfully pockets their own spotted ball, they do not win the rack, but they do continue shooting and their spotted ball stays down.
 - If a shooter pockets their opponent's spotted ball during a foul, the ball is spotted. If they pocket their opponent's spotted ball during a legal shot, the ball stays down and the shooter continues their inning.
 - The 9-ball/spotted balls cannot be called on the break.
 - Players will not lose the game if they fail to call a shot that's obvious. You must call any bank, carom, or kiss shot to a winning ball.

NATIONAL AMATEUR POOL LEAGUE

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JUMP SHOTS:

- Jump cues are allowed but it is illegal to jump with just a shaft. The penalty for jumping with a shaft is ball in hand for your opponent.

TAKING A BREAK:

- Only one 5 minute break per hour can be taken when it is that player's turn to shoot. If you leave the playing area while your opponent is at the table, you will be warned once, then lose that rack if it's done again. One warning per night.

FORFEITS:

- Forfeits really hurt a league's quality. We ask that players avoid forfeiting their matches at all cost. However, we do understand that things happen. We will only allow a player to lose THREE (3) matches by forfeit and still qualify for the playoffs. If you lose more than THREE (3) matches due to forfeit, you will be disqualified from the playoffs.

SPORTSMANSHIP:

- You must be seated when your opponent is at the table - if you do not remain in your seat a warning will be issued. If you do it a second time, you will lose that rack.
- Players are not allowed to talk to spectators when their opponent is at the table – first a warning will be issued. If it's done a second time, the offending player will lose the current rack. One warning per league night.
- Cell phones must be turned off during your match - If your phone rings during the match a warning will be issued. If this occurs a second time it will result in the loss of a rack. One warning per league night.
- Any player involved in any type of physical confrontation will be ejected from the league and forfeit not all fees paid but also any prize money that he/she may have won.

LEAGUE OPERATORS/DIRECTORS:

- When available, league directors can make a hit call. If you fail to call the director for a hit call, the call will go to the shooter.
- If a player decides to call the director and the opponent decides to shoot before the league director gets there to make a hit call, that is a foul and ball in hand for the opposing player.

NATIONAL AMATEUR POOL LEAGUE