



# Official Team Manual

"A Pool League That Offers Modern Day Pool  
Designed For The Amateur Player"

Dear APL Member:

First of all I would like to welcome you to the Amateur Pool League, Inc. The Amateur Pool League offers modern day pool for the amateur pool player. This rulebook contains most of the rules that you would need to enjoy playing either 8-ball or 9-ball in the APL. We understand that there will be instances that are not covered in this manual. If there is a situation that needs more clarification we ask that you use good judgment, contact your Division Rep, or your League Operator.

Good sportsmanship is treating your opponents with the same respect that you would like to be treated with. Everyone wants to win however, having fun and playing pool with family and friends is what the APL is all about.

Please take the time to know the rules and take this manual to all of your league matches. Let's play pool, have fun and help promote the game we all love...Pool Everybody's Game...

Sincerely,

Joe Ferris  
League Operator

Many of our members have been playing organized league pool for years; however, some find themselves participating in league play for the first time. In either case, following these simple rules of conduct will make your league experience, as well as those of your teammates, as enjoyable as possible.

1. Before being allowed to compete in an **APL**-sponsored event or league, you must be a member in good standing with the **APL** and be willing to play under our General Rules as listed in this booklet. For example, membership includes filling out a complete membership application; paying your annual membership dues, league fees and tournament fees; and staying active for any events, sessions, or tournaments for which you or your team may have entered or qualified.

2. When you sign up to play in a league, you make a commitment to your league and teammates to play the entire league session. League pool is a team effort, and only through this commitment can we foster the type of fellowship and sportsmanship that we are looking to develop through active participation in the **APL**. Remember, the time to stop playing is not until you have completed your obligations and events for that session. Also, try your best to stay committed to the team you started with: changing teams is sometimes needed, but should be done only early in the session. Decisions regarding the ability of a player to switch from one team to another will be made at the discretion of the League Operator. Abuse of this privilege will not be tolerated.

3. Teams should make it a point to be on time to play league contests. It is a matter of common courtesy not to keep opponents waiting to start league play. If you do not start on time, your match could be forfeited. You can start your league contest with only one player from your team present, and league play can start no later than 15 minutes from scheduled start time. Individual matches are to start no later than (2) minutes after the proceeding one ends.

4. Always be courteous and polite to your opponents and fellow players. While we foster a competitive environment, we don't want competition to take precedence over the rights that all players have to enjoy themselves.

5. Abusive behavior and foul language will not be tolerated, and may be cause for suspension or revocation of your **APL** membership. Suspended players cannot participate in any **APL** events.

6. The **APL** does not condone gambling during league play.

7. Every member has an obligation to pay his/her share of league fees. You should remember that if you do not pay, the people who suffer are your fellow team members, as your shortages may result in your team being ineligible for post-session league play or other **APL** sponsored events. Also, your shortages will be posted on the weekly league rosters for other league teams to view: a team or player that is current in all fees may refuse to play any team or member not current in all fees.

8. If there is something that you don't understand about the way your league is being run, we encourage you to approach your League Operator or call your Division Rep. All inquiries will be answered.

9. Always respect the house rules of the sites in which you play.

10. The **APL** has the right to revoke your membership at any time and modify our rules to benefit the league.

11. The **APL** recognizes that not all rules can be covered in a rulebook. Situations arise that require interpretation on the spot. The League Operator has the right to interpret the rules during league play and make decisions on situations not covered in this book. Sometimes your League Operator or Division Rep may not be available: if this is the case, take good sportsmanship into account. Both players should mutually agree on the situation or declare a stalemate and just re-rack that game and start over.

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# The 9-Ball League

## Official Rules and Guidelines

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### Condensed **APL** Rules for 8-Ball

Coin flip determines which team calls the first player.

The Match cannot start until the captain that is supposed to call a player in fact calls his/her player. Then the captain on the opposing team can call their player. If a Captain is not present the match can start if only one-(1) player is present. Captain or attending player if Captain is not there has 2 minutes to call a player once the match starts.

Lag shot determines first breaker, then the winner breaks. If the lag hits the side rail or scratches in any pocket it is a loss of the lag. If the two balls collide, the players must lag again.

Racking: The 8-ball is placed in the middle of the rack and the two back corners cannot have the same category balls. Break must have 4 balls to rails or one to pocket. Failure to do this will give the opponent a choice to have the same breaker break again or choose to break. Miscuing or not hitting the cue ball on an attempted break is considered a failed break.

The table is always open after break.

If a player calls a shot after the break and completes that shot, and scratches, the table is still open for the opponent.

Skill level 2-3-4 has two, 1-minute time-outs per game. Skill level 5-6-7 has one 1-minute per game. This rule is in effect for the "Best Of The Rest" playoffs as well.

A player cannot refuse a time-out; a coach cannot refuse a time out.

The coach can place cue ball for the player in a ball-in-hand situation.

No sideline coaching, except anyone can remind to "mark the pocket".

If a marker is down near the selected pocket, the player that originally marked the pocket does not have to touch it again before he/she shoots the 8-ball.

If both players are on the 8-ball and one player marked the pocket and misses the opponent must then mark the pocket.

Safeties must be declared, or the shot will be the opponent's judgment.

Fouls are cue ball-in-hand to opponent. Except on the break where the cue ball must be placed 100% behind the head string.

Only the player, captain or coach can call a foul. Please pay attention to your game.

Moving ball foul, possible replacement of balls if movement did not have outcome on the game being won or lost. If the moving ball (s) had an outcome in the game it is a loss of game.

Frozen ball must be declared frozen prior to opponent shooting at the frozen ball. Each shot should be 45 seconds or less.

Handicapping (Rankings). Ranking limit 25 for 5-player team, 21 for 4, 18 for 3. Your roster must be able to show that 5 players shooting a match on league night cannot exceed 25 points.

A team can put up a player not present and forfeit that match. A player does not have to be present to forfeit that player's match.

New players come in at skill level 4 for males, 3 for females unless known player. 6 matches are needed for new players to play in any higher level **APL** tournament and 4 matches are needed for veteran players.

Professionals not allowed. A professional is a player that has an active pro-card. League Operator or the "Board" assigns known Players ranking.

The 8-ball is never neutral. It can be used in a multiple ball combination if it is not the first ball hit.

Call shot & pocket only, the shot does not have to go clean.

Opponent determines the intent (safety) if the shot was not declared.

All balls driven off table stay down except the 8-ball, which is a loss of game.

Game loss: scratch, unmarked 8-ball or 8-ball off the table.

Forfeits: There can be NO team forfeits in the last (2) weeks of a session, due to a team dropping or make-up matches not being played. This will result in the team receiving 3 points not 5 and all dues would still have to be paid.

Make-up matches: Make-up matches must be rescheduled within 2 weeks of the scheduled match. If not, the team attempting to schedule the match must inform the league office, who will schedule the match. If the league office and opposing team Captain are given 48 hour notice, a make up will be scheduled. If less than 48 hours notice, both team Captains must call the office and agree to the make-up, otherwise the scheduled match time will stand.

When playing the make-up match both teams must use the current weekly roster regardless of when the original match was scheduled.

Playoffs/Higher level tournaments: Your team must stay active before and during the time of any Higher Level team or singles playoffs sponsored by The Amateur Pool League. Players that qualify for an end of session Vegas Qualifier must be active in their yearly membership dues. Players that qualify for a yearly Vegas qualifier must be active and on a team during the time the yearly Vegas qualifier is held.



# Getting Started

## **Choosing Line-ups**

League play contests commence with opposing Team Captains (or players) flipping a coin, with the winner of the **coin toss** deciding which team will first **declare players** for the upcoming. At the beginning of each match each **captain declares** one player. The match can start if only one player is present and it does not have to be the captain.

A player may compete on only one table at a time. Both **multiple-day and multiple-division play** by teams and players are acceptable and encouraged.

## **Between Matches**

After the latest-commenced match has been completed each team has **2 minutes** to select and field another player or the succeeding match is subject to forfeit.

## **Time-Outs**

A player with a skill level of 2-3-4 is allowed two- (2) one-minute time outs and players with a skill level of 5-6-7 are allowed one- (1) one-minute time out per game. These are the only times when advice of any kind can be given while that player is at the table. In higher-level tournaments only (1) 1-minute time out is allowed. The “Best of the Rest” playoffs time outs will be the same as in regular weekly session play.

## **Coaching/Time-Outs/Fouls**

Prior to the start of each match, a player's teammate must be designated as the sole coach for that match who may give coaching to that player. This designation may not be changed during that match unless approved by the opposing team. Teammates may have unlimited communication while an opponent has control of the table except in post-season tournaments. A coach cannot refuse a time out from a player and a player cannot refuse a time out from a coach. This will eliminate the problem of anyone “asking” if a time out should be taken in a questionable situation. It is a cue-ball-in-hand foul if during a time-out if the coach touches any object balls on the table. The coach can place the cue ball for the player. It is also a foul to mark the playing area of the table, but simply touching the table is not a

foul. Once a time-out's one minute expires, the coach must cease communication with the player and the shooter must execute his/her shot in the remainder of the 45-second shot clock if applicable. If the 1-minute time limit is exceeded and called by the opposing team, the shooter can take an additional one-minute at the cost of another time-out if available. An outside player on the team can talk to the coach, who can then relay information to the player during a present time-out within the time limit except in post season tournaments. The link to the player is through the coach; no other passages to that player are allowed, including notifying a player that an opponent has fouled. If a Captain and or coach give signals of any kind during a match to any player while player is shooting it will result in ball-in-hand foul to the opponent. If the Captain and or coach show any displeasure to their player while they are shooting or getting ready to shoot by rolling the eyes, crossing their arms, looking up to the ceiling in disgust, or any show of displeasure will be given a first warning. Any subsequent shows of displeasure will result in ball-in-hand foul to the opponent. If the Captain, coach and or player from the team that has a player shooting approach the table with no time outs left and give the player help will a ball-in-hand foul to the opponent. If a Captain, coach or player from the team that has a player shooting ask if there are any timeouts left in a voice loud enough for his/her player to hear, will be given a first warning. Any subsequent signs that the Captain is giving these signals by asking if there are time outs, when there are none, will result in ball-in-hand foul to the opponent. In 9-ball, the player can shoot the 9-ball in with the cue ball or any other ball then the cue ball and it is not loss of game. If the player uses the tip or any part of their stick to knock in the 9-ball it is loss of game. It is a foul if during a time-out a coach touches any object ball or marks the table in any way. The table may be touched, and the coach may place the cue ball for the player during a time out.

#### **“Sideline” Coaching**

Any player on either team who interferes with the course of the match by offering advice, distracting a player, or otherwise disturbing play can subject the shooter to a foul. In this instance, the opposing Captain must warn the individual/s involved, that player's Team Captain/Coach, and the shooter. After the warning, any reoccurrence of the offensive behavior results in a cue-ball-in-

hand foul. However, anyone can call "mark the pocket" for an 8-ball shot as long as a certain pocket is not specified. As a team player on the sideline we encourage support for the player; however there is always the responsibility to provide it in a sportsmanlike manner.

### **Lagging for the Break**

Once two opponents have been selected for a match, they must "lag" for the break. The winner of the lag has the option of selecting which opponent breaks in that match's first game; each game's winner breaks for the remainder of the match. The "lag shot" is executed by striking a ball which is 100% behind the head string, bouncing it off the foot cushion and having it come to rest as close as possible to the head cushion. The winner of the lag is the player whose ball stops closest to the head cushion, whether or not the ball makes contact with the head cushion. If a lagged ball is pocketed or contacts a side cushion it is disqualified. If both lagging balls are disqualified as above or contact each other, the players must re-lag. The cue ball should not be used for lagging.

### **Defensive Shots**

A player must declare a defensive shot (or "safety") whenever he/she is about to perform a shot with the intent to have the opponent shoot next. That player must surrender the table after the safety, and any object balls (either category) pocketed by slop play stay down. If the opposing player feels that a defensive shot, successful or not, was intended but not declared, he/she must direct the scorekeeper to record that shot as a defensive shot. Repeatedly failing to declare or note defensive shots the Def column on the score sheet is unsportsmanlike, and disciplinary actions could be taken against that player or team. The players should work out any disputes first, but if necessary the League Operator or Division Rep has the final say. The following example is a defensive shot: A player can purposely call a pocket and make the ball and call safe. Other examples of a defensive shot: Fouling on purpose, such as when the shooter has a difficult chance of making a good hit and decides to hit the opponent's ball to tie them up and avoid opponent from completing the rack. In this case the opponent will have ball in hand. It is not automatically a defensive shot when a shooter is in a situation with very little chance of completing a skill shot and/or not fouling. The player should still call some low-chance pocket. Fouling on

purpose is always defensive, and the opponent has the final say on whether a shot was defensive, especially if it was undeclared.

### **Fouls**

A player committing a foul must relinquish his/her turn at the table and is penalized by having to at least give his/her opponent cue-ball-in-hand. (As noted elsewhere in these rules, some fouls are also penalized by loss of game, ball replacement, re-rack, etc.) If a player is shooting a questionable shot a third party should be asked to watch the shot. If a third party is not called to watch the shot and there is a discrepancy the call will go to the shooter.

### **Cue-ball-in-hand**

Is defined as placing the cue ball anywhere on the playing surface without any part of the shooter touching another ball. The player may continue to adjust the position of the cue ball by hand or by cue stick until shooting. If any other balls are touched when placing the cue ball or if the shooter is in position and touches the cue ball while stroking it is a foul and the incoming player has ball in hand; for a foul on the break in 8-Ball, the placement must be 100 % behind the head string. If the opponent places the ball below the head string and pockets a ball he must be told immediately after the shot that he fouled giving the breaker ball in hand. If the opponent was not informed he placed the cue ball below the head string and is allowed to shoot a second ball the balls that are shot will be their category of balls.

The opponent has the final judgment of whether a shot was defensive and/or fouled on purpose, especially if it was undeclared.

The following are examples of commonly occurring fouls:

### **Foot Foul**

A shooter has fouled if during any shot he/she does not have at least one foot touching the floor. (Note: This rule does not apply to players who are applicably physically impaired.)

### **Bad Hit**

If the first ball contacted by the cue ball is not of the player's category, or if no balls are contacted, the shot is a bad hit and considered a foul. If an opponent suspects that a player is about to play a shot that might foul by not achieving a proper hit, the

opponent must stop play and ask that a league official, referee, or another mutually-accepted third party observe the shot. In this instance, it would be that individual's duty to watch and, if necessary, judge the hit. If the opponent fails to stop play or find an observer, the judgment will go to the shooter if a controversy should arise. Split hits go to the shooter and are not a foul.

### **Scratch**

If a player causes the cue ball to leave the playing surface, either by pocketing it or launching it off the table, it is a foul. In an 8-Ball game, if this occurs during any 8-ball shot or while pocketing the 8-ball on the break, the shooter loses the game.

### **Push Shot / Double Hit**

As long as the shooter hits the cue ball with a stroke, and not a push, is no foul when the cue ball and the target object ball are touching (frozen) or the distance (width) of a piece of chalk. A push is when the shooter lays the cue tip onto the cue ball and does not bring his/her arm back before the stroke and pushes the cue ball rather than stroking it. There is no foul if a shooter strokes the cue ball no matter where it is in relation to the object ball.

### **Split Hit**

If a player's cue ball shot makes simultaneous first contact with both a proper ball and an improper ball, this does not constitute a foul, but steps should be taken to have close hits observed by a third party. A split hit goes to the shooter.

### **Accidental Movement of Balls**

Except after a ball-in-hand award, a shooter commits a foul if he/she in any way causes the cue ball to move prior to the shot. It is not considered a foul if a player moves any resting non-cue ball, but the opponent has discretion to return a moved ball to where he/she thinks it was or leave it as moved.

It is a foul if the player disrupts any moving ball immediately after a shot. If a ball, which was inadvertently moved, makes contact with a moving ball it is a cue-ball-in-hand foul. If the shooting player inadvertently bumps a ball into a pocket (for example with his/her arm or the side of the cue), the opponent has the option of leaving the ball down (this includes the 8-ball which would be loss of game) or having it returned to its original position. Any cost of retrieving such a ball is to be paid by the offending player. Player

moves a ball with stick during shot and causes the ball to move out of the way keeping the cue ball from striking the ball when it should have: This is a foul since the cue ball moved into an area where the moved ball originally was. The outcome of the shot has been affected and restoration at this point is impossible. Player has ball in hand and while positioning the cue ball he drops it and moves an object ball: This is a foul since the rule is very strict on placement. When placing the cue ball into position the hand becomes live and anything moved or touched with the ball or hand is considered a foul.

### **Coaching Foul**

It is a foul if during a time-out a coach touches any object ball or marks the table in any way. The table may be touched, and the coach may place the cue ball for the player during a time out.

### **Equipment Fouls**

The **APL** does not prohibit any equipment a player might elect to use to play pool, subject to house rules. This includes the general principle that any cues, including jump sticks may be used. A player cannot break down their cue and use the shaft to jump a ball. A player moves any ball while positioning the bridge into shooting position either before or after the shot: This is a foul.

### **Ball Frozen on the Rail**

This is when an object ball is touching a cushion or touching another ball, which is touching a cushion. If the opponent correctly declares a ball frozen before the shot is commenced, then to prevent a ball-to-rail foul on that shot the shooter must (1) move the frozen ball to a different cushion and/or (2) contact the frozen ball and then move any ball(s), including the cue ball, to any cushion(s). If the two players do not agree whether a ball is frozen, a third non-team party must be consulted for determination.

### **Shot Clock / Slow Play**

There is a 45-second time limit to every shot. The time measurement commences when the shooter's shot ends and all the balls come to rest. If a player is taking a significantly long amount of time to execute a shot, the opposing player or coach has the right to direct a league official or the player's coach to administer a slow-play warning. If after being warned the player

continues to play past the 45-second limit, the player has fouled and the opponent will immediately receive cue-ball-in-hand after each violation. In all matters concerning slow play, the decision of the League Operator and or Division Rep will be final.

### **Stalemate Game**

If both players hand the cue ball back and forth to each other 3 times and agree they have reached a point in the game where progress toward completion cannot be made, they have the option of mutually declaring a stalemated game and then re-racking and replaying the game with the same player breaking.

### **Concession**

A player loses the game if he/she concedes or takes some action, which could distract an opponent who is attempting a game-winning shot. For example, the unscrewing of a jointed cue stick, except to change a shaft, is considered to be a concession unless undisruptive prior notification was provided to the opponent. Also grabbing the rack before the 8-ball is shot.

### **Protests and Disputes**

In our league the match belongs to the two players at the table. With this comes their responsibility of paying attention to each shot no matter who else is observing. Both have a right to protest a situation, but any protest needs proof in order to be evaluated. If a protest cannot be substantiated with proof, the protesting player can lose a match point for a frivolous protest. If both players are paying attention and sportsmanship and common sense are utilized, there will be no reason for protests or disputes.

### **Handicapping**

Players' league rankings range from 2 up to 7. These rankings are based on data taken from score sheets for each league match. Complete, clear, and accurately marked score sheets are a must! Players, Team Captains, League Representatives, League Operators and Division Reps do not have the right to change any data on the official roster. (The forging of rosters is a serious violation that will be dealt with.) There is always the possibility that an error has been made when posting data. If this seems to be in question, the matter should be called to the attention of the League Operator, who will be responsible for

addressing the matter. Ranking reviews (audits) of any players may be requested by contacting the League Operator. The handicapping formula developed by the **APL** is copyrighted, and as such is proprietary property belonging to the **APL**.

#### **Fielding a Team (The 25 Rule)**

To field a legitimate five-player line-up for a specific 5-match contest, the sum total of the 5 players' rankings (from the roster of up to 8 players) may not exceed 25. A team can play its players in any order it chooses as long as the 25 Rule is not violated, and each player is disclosed to the opposing team only as the individual matches commence. A team cannot shoot (3) skill level 7's in any one match

#### **Violation of the team 25 point rule**

If a team's roster cannot supply a legitimate 5-player line-up according to the 25 Rule, the team must then field the line-up as follows. This rule applies when the totaled rankings of the roster's 5 lowest-ranked players exceed 25: totaled rankings for a 4-player line-up cannot exceed 21, totaled rankings for a 3-player line-up cannot exceed 18.

#### **Failure to Field a Legitimate 5-Player Line-up**

The team must also show they are within the 25 point team handicap with 5 players on the score sheet. At the end of the 3rd or 4th match a team must show they can make the 25 point team handicap. If they cannot they lose the entire match. (Example: if a team uses 20 handicap points in the first 3 matches they must have a 3 and a 2 or two 2's left on their roster or they will lose the entire match. If a team uses 23 handicap points in the first 4 matches they must have a 2 left on their roster or they will lose the entire match.

#### **Adding and Dropping Players**

A team can have no more than 8 players on its roster. A team has 4 weeks to add or drop a player from its roster. A player must be added before the match starts and the opposing captain must be informed of the addition before the match starts. If a player is added after the match starts and the opposing captain was not informed they lose that match. Teams competing in higher-level **APL** events for which they qualified during the session are to keep



at least 4 players from the original team that qualified that session. In the End of Session Vegas Qualifier tournament held after each session, the team that qualified is the team that plays! Keep in mind that new players to the league needs (6) matches to compete in any higher-level tournament and if they are veteran players they need (4) matches to compete in any higher-level tournament. When choosing players, a team must make sure all teammates understand they are expected to complete the session and associated session events. When players come in too late in the session that team could lose all points contributed by that player and the team could lose its qualification from session events. Choosing teammates is the responsibility of the team, not the league players or the League Operator. There are no refunds for any league events due to a team's inability to field that team or be present at the events for which it qualified or if the team drops before the end of the session.

#### **Teams That Drop Before End of Session**

Teams that drop before the end of the session will be charged for the remaining weeks left in the session and forfeit any awards such as trophies or qualifications for any tournament sponsored by the APL until all monies due are paid in full.

#### **Known Player Rule**

The League Operator or the Handicap Review Board may assign a player who is brought into the league a ranking if his/her skill level is already known. This is regardless of whether he/she has previous ranking or league experience.

#### **New Players**

Unless the Known Player Rule applies, a player (male) joining the league who has not had a previously established ranking will come in a 4 a female as a 3. If a player has established a handicap in another league they must bring that ranking with them into the **APL**. After his/her first match, the new player's ranking will be subject to the same criteria as all other players and will be evaluated based on his/her performance in subsequent league matches and the also by the Handicap Review Board.

### **Professional Players**

Individuals who hold current membership by way of a pro card in a professional billiards association is not allowed to compete in **APL** handicapped league events.

### **League Fees**

All teams and individual players are responsible for the payment of league fees. League fees can change during the course of time, please ask your operator what the weekly fees are before starting the session. Forfeit matches are no exception. If a team forfeits a match you may put up a player and that player will receive the win. The full amount agreed upon should be paid weekly at the end of play. If a team stays at a negative balance for (2) consecutive weeks they will be penalized (1) point each week, until the balance is paid, from their team standings, as well as losing the opportunity to participate in any event that the team or player(s) is qualified for, regardless of when the teams or divisions qualified. If a team does not turn in paper work by the deadline they will be penalized (1) point from their team standings.

### **Forfeits**

A team can forfeit an individual match during regular weekly league play if the player is not present. This is not the case in higher level tournament play.

- (1) A scheduled team match does not commence within 15 minutes of the contest time and 5 minutes thereafter for each match until all five matches are forfeited (Up to five points can be awarded to the team present with no less than 5 players); (2) a team is unable to field a player whose ranking is eligible for the given match as described by the criteria set forth under the Team Total Ranking Criteria clause; (3) a team does not post a player within the required 2-minute time frame (that sole match can be forfeited); (4) unsportsmanlike conduct; (5) a shooting player is not current with league fees; (6) willful submission of incorrect data; and (7) any form of cheating. A forfeiting team is not required to declare in advance when forfeits will occur and may use a forfeit for any match. All forfeits must be properly marked on the score sheets. For a team to claim a forfeit a Player's Name must be listed for the winning team and as Forfeit for the losing team. Forfeited matches do not count toward any

new player's (6) required matches. Only (1) forfeited match can count toward an established player's required matches (Note: Forfeited match league fees are still due.) There can be no team forfeits the last (2) weeks of play. If a team forfeits more matches then the amount of weeks in their schedule they will be dropped from the league. An example is: If there are 14 weeks in a session and a team has forfeited their 14<sup>th</sup> match they will be dropped.

There will always be players who, for whatever reason, try to test the system and manipulate the rules to their advantage. The League will take the appropriate steps necessary to ban a team or player from post session tournaments. In these cases the APL has the right to drop these teams and or players from the league.

### **Post-season tournaments/playoffs**

Teams competing in higher-level **APL** events for which they qualified during the session are to keep at least 4 players from the original team that qualified to keep their team qualification. In the End of Session Vegas Qualifier tournament held after each session, the team that qualified is the team that plays! These teams must field the team with the same players that were on the team when they qualified. In addition, if they are a new player to the league they need (6) matches to compete in any higher-level tournament and if they are veteran players they need (4) matches to compete in any higher-level tournament. Your team and or players must be active to participate in any Higher Level team or singles playoffs sponsored by The Amateur Pool League. In any post-season tournament your player must be present to forfeit their individual match! This is not the case in regular weekly league play. If there are any additional post-season tournaments, other than the End of Session Vegas Qualifier, the rules and qualifications will be posted before the tournament.

### **Byes**

In some leagues there will be an uneven number of teams competing during a league session. When this happens, a "Bye" will be written into the schedule to even it out. On a night when a team is scheduled to receive a bye it will be credited with a 3-2 match with no league fees due.

### **Make-up Matches**

All make-up matches should be completed within 2 weeks of the date of the scheduled match, and no matches can be made up within the last two weeks of regular-session play. There can be NO team forfeits in the last (2) weeks of a session, due to a make-up match not being played or due to a team dropping. This will result in the team receiving 3 points not 5 and all dues would still have to be paid. Make-up matches must be rescheduled within 2 weeks of the scheduled match. If not, the team attempting to schedule the match must inform the league office, who will schedule the match. The league office will give the opposing team Captain 48 hour notice to make up the match. If less than 48 hours notice, both team Captains must call the office and agree to the make-up, otherwise the scheduled match time will stand. When playing the make-up match both teams must use the current weekly roster regardless of when the original match was scheduled. When a new division is starting, the League Operator may offer new team make-ups to allow that team to catch up.

#### **League Session / Playoffs**

A league session consists of a specified number of weekly contests, meeting on a designated day and consisting of two opposing teams playing a specified number of consecutive matches. The winning team of each match is awarded 1 point.

#### **Keeping Score**

A league score sheet must be fully completed for every team contest played. This is the vehicle, which determines rankings, making it extremely important that these forms be completed accurately and neatly. Please record all defense shots!

Once the sheets have left the site they cannot be altered except by a League Official making corrections. As a rule, each team should assign a scorekeeper. It is a matter of courtesy during league play that a player never be forced to keep his/her own score because of the need to concentrate on the game. However, it is suggested that after a player shoots he/she keeps score for the next team player. Team Captains must review and/or compare the sheets before signing the score sheet and leaving a match site.

### **Score Sheet Categories**

It is the scorekeeper's and Captains responsibility to make sure the scoring totals are correct and legible in the appropriate areas for data entry. This applies to all of the categories on score sheets. If a player wins games with totals, which aren't possible, the team could be flagged for using improper scoring to cheat.

### **Player Name and ID#**

In the proper spaces on the score sheet, please clearly print each player's first and last names along with the membership number as found on the roster. If a player is new, print N/P instead in the Player ID# section of the score sheet.

### **Ranking (Handicap) and Race To**

Use the Ranking (Handicap) / Race Grid on score sheet to determine the number of games each player needs to win the match. The races vary depending on the skill level rankings of the players involved. Simply mark the rankings and resulting number of games needed to win in the appropriate areas on the score sheet. If a player is a 5 skill level 5/4 should be placed in the race grid box.

### **Time-Outs**

Mark time-outs in an area near players name.

### **Innings**

The inning ends with the player that loses the lag, even if he is the home team. This player will end the inning throughout the match. After this player misses it should be marked as an inning. If they have more then (8) innings you do not stop keeping track of innings. Place the total innings in the "Total Inning" box. If the player that ends the inning wins the game an inning is not added since that player did not miss.

### **Def (Defense)**

When a player shoots a defensive shot, you must mark it in the defense column and if it ends the inning the inning but be marked as well. The opponent always has the final say on whether a shot is defensive, also known as a safe shot. Place the total amount of defenses in the "Defense" box.

### **Left on Table**

This column refers to the number of category balls that each player has left on the table at the end of a game. (If a game ends on an early 8-ball, probably there will be balls left on the table for both the winner and the loser.) Count the number of category balls and mark that number in this column (for both players if necessary). If a player makes the 8-ball on the break, LOT needs to be marked for both players. Place the total amount of balls left on table from each game in the "Total Left on Table" box.

### **8-B and B&R (8 ball on the Break and Break and Run)**

8 on the break and break and runs must be noted to clarify ball totals for later audits. An 8-B is accompanied by up to 14 LOT marks between the two players, and B-R would have up to 7 LOT for the loser. Because categories of object balls were never assigned in an 8-B game, the higher number, if any, of solids or stripes becomes the loser's LOT. Print the ID# of the player that records an 8-B or B-R on the bottom of the score sheet.

### **Matches/Games Won and Lost**

Indicate who wins the game by placing a "W" in the appropriate small box of each inning. When the match is over, the number of wins/losses in these blocks needs to be totaled. Write the total number of games won/lost in the score column. Indicate a "W" for a win or an "L" for a loss in the W/L column.

## **Rules for APL Team 8-Ball**

### **Object of the Game**

The game of **APL** Team 8-Ball is played with the cue ball plus fifteen object balls numbered 1 to 15. The usual method to win the game is to pocket either all of the solids (numbers 1-7) or all of the stripes (numbers 9-15), after which the player is entitled to win by pocketing the 8-ball in a marked pocket. Pocketing the 8-ball before all category of balls are legally pocketed is called an Early 8-ball (E-8), or scratching (S-8), and is loss of game. Pocketing the 8-ball on the opening break wins the game immediately, except that it is an immediate loss of game is the cue ball scratches or leaves the table. Any time a player scratches while pocketing the 8-ball, or while attempting to pocket a called 8-ball is

a loss of game. **You must mark the pocket you are going to shoot the 8-ball in.** A player only has to mark the same pocket once. If opposing player is shooting the 8-ball in the same marked pocket they must mark that pocket with their marker. Any time a player marks the wrong pocket and pockets the 8-ball it is a loss of game.

### **Racking the Balls**

The fifteen object balls are racked in the standard triangular pattern and oriented in the customary placement on the foot spot. The 8-ball must be in the center of the third row; the fifth row must have a solid ball at one end and a stripe at the other. The other 12 balls are distributed throughout the rack at the racking player's discretion. Loose racking is not allowed, before breaking the rack the breaking player may request a re-rack by the racking player.

### **Break Shot**

The player entitled to break the rack, either by the lag decision or by winning a preceding game, has cue-ball-in-hand anywhere 100% behind the head string. To accomplish a legal break the breaking player must drive the cue ball directly into the first or second row of racked balls causing at least any 4 balls to hit any cushions, or causing at least one object ball to be pocketed. Otherwise, the opposing player has discretion to re-rack and may also elect to break. If on any break shot any object balls leave the playing surface, either by pocketing or launching off of the table, they are out of play. On any shot if the cue ball leaves the playing surface this is a foul and the incoming player is awarded cue-ball-in-hand, but on a scratch break the cue ball is placed 100% behind the head string. In this case, the player shooting after the break can shoot at his/her choice of any non-8-ball that is at least 50% outside the head string. As mentioned under Object of the Game, a player pocketing the 8-ball during a legal break wins the game. If the breaking player also scratches on that same break, that player loses the game instead. If the player launches the 8-ball off the table during any shot, he/she loses the game. If a player pockets the 8-ball and launches a non-cue ball off the table, the player wins the game.

### **Continuing Play After the Break**

If a player pockets one or more category balls on the break without fouling, that player shoots again. The categories remain unassigned (the table is open) until a shooter has completed a

skill shot by pocketing a called ball in a called pocket. If that player scratches on the completed skill shot, after the break, the table is still open. Multi-category combination shots (Except hitting the 8-ball first) are legal on an open table until the players' categories have been determined. Once categories of balls have been assigned, players continue shooting their categories until they miss, foul, play defense, or win/lose the game. Accidentally pocketing balls (slop) does not allow a shooter to continue. If a player doesn't win/lose, the opponent assumes control of the table and does the same until the game ends.

### **Skill Shot / Good Hit**

The **APL** 8-ball league is a call your pocket format to improve a players' game (also known as skill play). Once a player's particular category of balls is determined, the player must make contact with that category with the cue ball first. For a shot to be judged a good hit, it must make proper contact, and then at least one ball of that player's category, their opponent's category or the cue ball must make contact with a cushion or be pocketed. It is a bad hit if the cue ball first strikes the 8-ball prematurely, the opponent's category of balls, or if no balls are struck. A bad hit means a foul has been committed; the opponent comes to the table with cue-ball-in-hand anywhere on the table, except on the break where the cue ball must be placed 100 % behind the head string. If the player pockets any object balls other than the called shot (slop), those balls stay pocketed. (If the 8-ball is pocketed out of turn it is loss of game.) During play uninterrupted by fouls, a player successfully pocketing the declared called ball in the called pocket, regardless of how the ball is pocketed in that pocket, is considered to have completed the shot and continues shooting until he/she wins or loses; otherwise play passes to the opponent for him/her to shoot the cue ball where it stopped. This means that the pocketed ball can touch any balls and cushions on the table, but if it went into the called pocket it is a legally called and completed shot.

### **Calling Shots; Bank, Kick, and Carom Shots**

Because this is a call pocket league, it is not necessary to predict cushions or secondary balls to be used in bank, kick, and carom shots. If a player does not call the pocket his opponent could determine that the simplest shot was a slop shot. For these rules, players should protect themselves by calling all their pockets.



NOTE: Please remember we are all out to have a good time. If a shot is evident and a player does not call it please do not construe the above statement as a means to cheat the player out his shot. The game goes to the best pool player not the best interpreter of rules.

### **Combination Shots**

Combination shots are legal during league play. The shooter must strike his/her category of balls first to execute such a skill shot, and if the categories have not been determined all solid/stripe balls are neutral. The only call the shooter must make is which ball will be pocketed in which pocket, and if the table was open the pocketed ball becomes the first of the shooter's category. The 8-ball is never neutral for first cue ball contact but can be used as part of a combination as long as it is not the first ball in the combination chain.

### **Ball Off the Table**

In 8-Ball games, if a player launches one or more of the opponent's balls off the table, except for the 8-ball, those balls stay down. Unless a completion was achieved, the opponent then shoots from where the cue ball came to rest. The shooter loses the game immediately if the launched ball is the 8-ball, but a game is not lost if a completed 8-ball shot is accompanied by some other object ball being launched off the table.

### **Shooting the 8-ball**

When shooting the 8-ball to win the game, the shooter must use an object to physically mark the pocket called, and this object must be visible to the opponent and something other than a generic cube of pool chalk. That player wins as long as the 8-ball goes in that marked pocket during a good, non-foul hit. It is a loss of game if there is a scratch on this shot, or if the 8-ball goes into an unmarked pocket, or if the shooter touches any ball preventing these two occurrences. With other fouls the game continues with a cue-ball-in-hand award plus the opponent's replacement of any balls, which were illegally moved due to a pre-contact foul. Without using a time-out, anyone may remind the shooter to mark an unspecified pocket. If a marker, placed by the original shooter is at the intended pocket, they do not have to remark that pocket. If the opponent is shooting the 8-ball in the same pocket they have

to mark the pocket. The pocket closest to the marker is the designated pocket.

## **Rules for APL Team 9-Ball**

### **General 9-Ball Rules**

#### **Object of the game**

Nine-Ball is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until missing, committing a foul, or winning the game by marking and pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table. Players are not required to call any shot, however, the shooter must mark the pocket when shooting the 9-ball. The 9-ball must be marked when shooting the 9-ball including combinations on the 9-ball. A coaster or something visible (not chalk) can be used as a marker. A match ends when one of the players has won the required number of games needed to win.

#### **Racking the balls**

The object balls are racked in a diamond shape, with the 1-ball at the top of the diamond and on the foot spot, the 9-ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.

#### **Order of break**

Winner of the lag has the option to break. In APL 9-Ball, the winner of each game breaks next.

#### **Legal break shot**

The rules governing the break shot are:

1. The breaker must strike the 1-ball first and drive at least four numbered balls to the rail or pocket a ball. If the requirements of

the break are not met, the incoming player has a choice of breaking or having the same player break over.

2. If the cue ball is pocketed or driven off the table, it is a foul, and the incoming player has cue ball in hand anywhere on the table.

3. If on the break shot, the breaker causes an object ball to jump off the table, it is not a foul and the object ball stays down, except the 9-ball, which is spotted. If no balls are pocketed on the break the incoming player shoots next.

### **Push out**

There is no push after the break.

### **Fouls**

When a player commits a foul, he must relinquish his run at the table and any balls pocketed on the foul shot are not re-spotted (exception: if a pocketed ball is the 9-ball, it is re-spotted). The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

A player must have one foot on the floor while shooting a shot. If he/she does not the incoming player has ball in hand. (This rule does not apply to the physically impaired).

### **Bad hit**

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

### **No rail**

If no object ball is pocketed, failure to drive the cue ball or any numbered ball to a rail after the cue ball contacts the object ball is a foul.

### **Cue ball-in-hand**

When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table. The player may continue to adjust the position of the cue ball by hand or by cue stick until shooting. If any other balls are touched when placing the cue ball or if the shooter is in position and touches the cue ball while stroking it is a foul and the incoming player has ball in hand.

**Balls jumped off table**

An un-pocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. The jumped object ball(s) is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted) and the incoming player shoots where the cue ball came to rest.

**Touching object ball foul**

If an object ball is moved by the player while shooting it is not a foul (regardless of whether it was moved by a hand, cue stick follow-through). The opponent has the option to let the ball stay where it came to rest or have the shooter place the object ball where it was. (Exception: if the moving ball/s caused the 9-ball to be pocketed in a marked pocket it is then a foul, the 9-ball must be spotted, and the opponent has cue ball in hand from anywhere on the table.

**Scoring**

Please keep track of innings, ball count, defensive shots and games won and lost. If the innings are longer than (8) innings you still must keep track of the innings for the remainder of the game.

**Three consecutive fouls**

If a player fouls three consecutive times on three successive shots without making an intervening legal shot, the game is NOT lost.

**Push Shot / Double Hit**

As long as the shooter hits the cue ball with a stroke, and not a push, is no foul when the cue ball and the target object ball are touching (frozen) or the distance (width) of a piece of chalk. A push is when the shooter lays the cue tip onto the cue ball and does not bring his/her arm back before the stroke and pushes the cue ball rather than stroking it. There is no foul if a shooter strokes the cue ball no matter where it is in relation to the object ball.

**Split hits**

When a player hits both the lowest number ball on the table and the 9-ball at the same time it is not a foul. It is best to have a neutral player or referee observe the shot. If no one has observed the shot and there is a controversy the call will go to the shooter.

**Coaching foul**

If the coach moves the balls, marks the table or touches any object ball with the cue ball it is ball in hand to the opponent. The coach may place the cue ball for the shooter. The coach may touch the table. Any person who coaches from the sidelines or distracts a player will be given a warning. If the offense occurs again the incoming player will be given ball in hand. Any one on the team can tell the shooter to mark the 9-ball in a sportsmanlike manner. If a player or coach calls a time out and the coach comes to the table and starts to talk to the player, when there are no time outs left, is a ball in hand foul to opponent.

**Coaching**

A player with a skill level of 2-3-4 is allowed two- (1) one-minute time outs and players with a skill level of 5-6-7 are allowed one- (1) one-minute time outs. A player must keep the coach they started with for the remainder of their match unless agreed by both captains. (See 8-ball rule for time-outs during higher level tournaments).

**Forfeits**

If there are no players from the opposing team within 15 minutes from the starting time the first match will go the team that has their players present. After every 5 minutes if a shooter is not available it is a loss of a match until all 5 matches are forfeited. If the match starts then a team only has (2) minutes to call their next shooter. Please remember all reasonable efforts must be made before taking the forfeit.

**Make up matches**

All matches must be made up within two- (2) weeks unless your league operator has made other arrangements. No make up matches can be made up within the last two- (2) weeks of regular session play. This will result in the team receiving 3 points not 5 and all dues would still have to be paid. (See 8-ball rule). There can be NO forfeits the within the last (2) weeks of the session. Same rule applies.

**Adding/dropping players**

New players can be added to your roster or dropped from your roster during the first four- (4) weeks of the session.

### **League fees**

All teams and players are responsible for payment of league fees (forfeits are no exception). The league fees are subject to change in the course of time. Please ask your league operator what the league fees are before you start the session. (See 8-ball ruling)

### **End of game**

The game ends when a legal shot pockets the 9-ball, or when a player forfeits the game as the result of a foul. You must mark the pocket when shooting the 9-ball. If a player does not mark the pocket when shooting the 9-ball and makes the 9-ball it is loss of game. If the player marks the pocket when shooting the 9-ball and makes the 9-ball in another pocket (not the marked pocket) the 9-ball is spotted and the incoming player must shoot from the position (cue ball) left by the previous player. If the player marks the pocket on a 9-ball combination and makes the 9-ball in another pocket the 9-ball is spotted for the incoming player. If the player marks the pocket on a 9-ball combination and makes the 9-ball in another pocket and makes the lower number ball he is shooting, the 9-ball is spotted but the player continues to shoot. If a player marks the pocket and makes the 9-ball and scratches the 9-ball is spotted and the opposing player has cue ball-in-hand. In 9-ball the player can shoot the 9-ball in with the cue ball or any other ball and it is not loss of game. If the player uses the tip of their cue or any part of their stick or their hand to knock in the 9-ball it is loss of game.

A player cannot call safe and pocket a ball. If they do they must shoot again.

### **25-rule handicap**

A team of (5) players must not go over the sum total of 25 points when playing a match. (See 8-ball ruling)

### **Disputes**

Not all rules and situations can be covered in a rulebook. Using common sense and being courteous can settle most disputes. The players involved and the Captains should make every effort to settle the dispute using good sportsmanship. If the dispute cannot be resolved the Division Rep or League Operator should be contacted and their decision is final.

### **Post-season tournaments/playoffs**

Teams competing in higher-level **APL** events for which they qualified during the session are to keep at least 4 players from the original team that qualified to keep their team qualification. In the End of Session Vegas Qualifier tournament held after each session, the team that qualified is the team that plays! These teams must field the team with the same players that were on the team when they qualified. In addition, if they are a new player to the league they need (6) matches to compete in any higher-level tournament and if they are veteran players they need (4) matches to compete in any higher-level tournament. Your team and or players must be active to participate in any Higher Level team or singles playoffs sponsored by The Amateur Pool League. In any post-season tournament your player must be present to forfeit their individual match! This is not the case in regular weekly league play. If there are any additional post-season tournaments, other than the End of Session Vegas Qualifier, the rules and qualifications will be posted before the tournament.

### **Conduct**

Verbal abuse consists of threats, name-calling, harassment or just being a generally argumentative person. This can result in loss of game, match or suspension. Physical contact is strictly prohibited. Any player who initiates physical violence will be banned from the league for life. Other penalties regarding law enforcement agencies may be applied. League Management is not a judge and cannot consider who started the problem and if retaliation was justified. If a problem occurs League Management must take action on one or both teams.

### **Conduct toward the APL**

Derogatory remarks or argumentative behavior toward the APL office, staff, Division Reps, referees or players will result in ejection from the league. Any actions that would be considered detrimental or harmful to the APL will result in ejection from the league.



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