

Ohio
Pool
Players
Association
Rulebook

WWW.OPPAPOOL.COM

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Mission statement of the Ohio Pool Players Association:

To provide, advance and promote an entertaining format for amateur pool players that is fair and equitable to players of all skill levels.

A message from O.P.P.A.,

Our focus is on leveling the playing field for players of all skill levels. We have created a point and player average system that allows players of all skill levels the ability to compete for a combination of win points, player average points and match points. In other leagues the handicap format can, and is, manipulated to maximize a team's ability to defeat other teams in tournament play. O.P.P.A.'s format, on the other hand, encourages players to bring their best game to the table every time they play. An important factor in the creation of this league was to play pool the way it should be played. To accomplish this, we modeled our rules by the World Standardized rules. These rules are what the pros follow in their competition. Since there are no pros in this league, the rules have been modified, yet stay true to the spirit of the game. The future of O.P.P.A. depends on its players, both present and future. This league was designed to eliminate the frustration and disappointment experienced with other leagues. It was created by league players for league players!

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Objectives

Game Objective: There are a number of objectives in OPPA league format. All of which are based on our point system. The objective is for players and teams to amass as many points as they can while preventing their opponents from amassing any points. Refer to the point system for details

Team Objective: To accumulate as many win points, player average points, match points, head hunter points and team handicap points as possible for a session.

Individual Objective: To accumulate as many win points, player average points and head hunter points as possible for a session.

Point System: There are a total of 51 points available consisting of 25 player average points, 25 win points, and 1 match point. In the 5 on 4 man team format there are a total of 41 points available. Each game is worth a minimum of 2 points. 1 point is awarded to the player that wins the game (win point). The Player Average (PA) Point is determined by the losing player, if the losing player pockets the number of balls indicated by his player's average he is awarded 1 AP point. If the losing player does not meet this objective, the AP point is awarded to the winning player.

(HH) Head Hunter point: The HH point is a bonus point and will be awarded to a weaker player when the weaker player has a PA of 3 to 4.5 and wins the game. ½ point is awarded when opponent's player average is 1 or 1.5 points more than the winning player's PA. 1 bonus point is awarded when beating a player with a PA two or more points higher than his. PA's of 5 or higher cannot earn a HH point. New players do not earn head hunter points! (Players must have an established OPPA Players Average before they are eligible to accumulate HH points.)

Match Point: 1 match point is awarded to the team with the most wins. A 1/2 point is awarded to each team in the event of a tie.

Team Handicap Points: Team handicap points will be awarded to the team fielding the weakest team, based on

comparison of their actual team handicap to the maximum handicap allowed. See score sheet for details.

Fees

1. Sponsorship Fees: Every team that competes in OPPA must pay a sponsor fee. The sponsor (the tavern a team is playing out of) is required to pay the sponsorship fee as determined by the directors. This fee is due by the second home match.

2. Membership Fees: For a player to be considered a member in OPPA, he/she must pay a membership fee. Membership fees are collected at the rate of \$10.00 per year. Membership will expire each year after the annual tournament. Membership fees must be current to qualify for team tournament events. If a player competes, and has not meet membership requirements, that player will have his/her games treated as forfeits. For points to count in a team standings, the player must be a member in OPPA. For example, if a player only plays 5 games throughout the entire session, and does not pay the membership fee, his/her points will be taken away and credited as forfeits to the opposing team. OPPA memberships are not transferable. For example, a team may not drop a player that paid a membership fee, and bring on another player to “assume” his/her membership. Tournament play is not tied to any session. If a player wishes to participate in tournament play but is not an active member on a current roster that player must pay membership dues to qualify for tournament play. These dues will only apply to the session in which the tournament is being played.

3. Weekly Fees: Weekly fees are a, per night, per team fee. If there is a team forfeit or Individual forfeit, team fees for the night are still due. Weekly fees are a team fee regardless of how many players actually play.

Any team not current with their fees will forfeit the right for any of the players on their roster to participate in tournament play and from receiving any prize monies and/or awards.

OPPA reserves the right to deduct points from individuals and/or teams for unpaid membership, sponsorship, weekly fees and

unsportsmanlike conduct.

League Format and Procedures

1. Team captain: Each team must have a team captain. Under OPPA standards a team captain will have the following responsibilities: Knowing the rules, keeping the match progressing in a timely fashion, checking the accuracy of the score sheet when signing it, rescheduling all make ups and notifying a league director of the makeup date, and collecting sponsorship, membership, and weekly fee's and they are responsible for the actions of the entire team.

2. Team roster: Each team may have up to 8 players on the roster. If at any time, a team attempts to add an additional player to a roster that is already maxed out, a member of original roster must be removed or the new player will not be added. A league director must be notified by the team captain should this happen. Players may be added to the team roster for the first 2/3 of the session. After that, any player additions must have the approval of a league director. In the event a player needs to change teams during a session, it can only be done at the discretion of the league directors. Once the request has been made the league directors will evaluate and decide based on the circumstances of the request.

3. League start times: League play begins at 7 p.m. Teams are required to have their first player at the table ready to play within 15 minutes of the start time. The player not present at that time will forfeit the first game. At any point in the match, there are 2 minutes allotted in between games and 5 minutes allotted in between rounds. If a team cannot produce a player with in those time frames the appropriate number of games will be forfeited. A player cannot forfeit an entire round because he/she was not there when it was supposed to start. The absent player must be given 2 minutes in between games, (10 minutes for five games) before the entire round can be declared a forfeit. Please be aware of the following rule concerning round 1. If no one is present from a team by 7:15 p.m. the first game is forfeited. If no one is present by 7:17 p.m. the second game is forfeited. If no one is present by

7:19 the third game is forfeited etc... If no one is present from a team by 7:30 p.m. it is considered a team forfeit and a league director must be called.

4. Rounds: In each round, the visiting team player will play his games consecutively while the home team players will play their games one at a time.

5. Match: A match is played over a series of 5 rounds in tournament play and 4 rounds during league play in the 5 on 4 format.

6. Nightly line up: Round 1 can start with 1 player present from each team. The Home team may fill in its line up as players arrive. It is the home team's responsibility to let the visiting team know what player will be shooting first. With the exception of round 1, the lineup must be completed prior to the start of each round. Changes may not be made to a round once it has begun. It is possible for the home team to play all of its players in one night via substitutions.

7. Substitutions: Substitutions can only be made by the home team and only in rounds 2 through 5. The substitution must be made prior to the start of the round.

8. Player ID # (ID #): The first night a player plays "NP" (new player) will be filled in on the score sheet. A player will be assigned ID # after his/her first night of play. Once a player is assigned their ID #, this will follow him/her throughout their OPPA career. It must be recorded on the score sheet whenever he/she plays. Any opposing player may ask for a player to identify them self by presenting an appropriate picture ID.

9. Player Average (PA): All players will establish a player's average after they have played 9 games. New male players without an established OPPA player average will play as a 4.5 for their first 9 games. Female players will also start as a 4.5 for their first 9 games. When a new player is competing against a player with an established player average the following rules apply: If the player has an established player average of 6 or above, the established players will play with a player average of 5. Example:

a new player verses a 7, becomes a 5 verses 4.5 matchup. If the player has an established player average of 5 or below the established player stays the same. Example: a new player verses a 3, becomes a 4.5 verses 3 matchup. For new female players, all player averages will remain the same. Please note, when any established player is competing against a new player, the player average will only come down, it will never move up.

A new player will be highlighted on the stat sheet so team captains can be aware of this situation when it arises. Once a player has reached the minimum 9 game requirement, he/she will be assigned a player average ranging from 3-8. In OPPA league format, a players average represents the minimum number of balls a player must have off the table at the end of the game to receive the player average point. Player's averages are recalculated following each match. OPPA reserves the right to assign a players average to any player as it deems necessary.

10. Team Average Limits: The 5 man team player average point total may not exceed 28 per round (5 players). The 4 man team PA point total may not exceed 22.5 per round (4 players). This limit applies to both teams.

11. Exceeding Team Average Limits: If a team exceeds the team average limit in any round, the 5th game will not be counted for either player and the points will be treated as forfeit points. A forfeit player will automatically assume a player average of 4. If after 5 games including the forfeit player and the team average limit still exceeds the established limit the last actual player will also be treated as a forfeit and a player average of 4 will be assigned to that position as well.

12. Balls Made (BM): Players are awarded balls based on their designated group of balls (stripes or solids). At the end of the game, all pocketed balls are awarded as a ball made to the player designated to that group of balls, regardless of which player pocketing the ball.

*****Please note the following in counting pocketed balls*****

A) *Table Run (TR):* opponent is always scored with 0 balls

made even if balls from his group were pocketed in the course of the TR (see rule 15, Table Run).

B) *Dead Ball (DB)*: The dead ball rule only applies when the last ball off the table for the shooter was his/her point ball and was pocketed as a result of an illegally executed shot taken by the shooter. Pocketing the 8 ball in the same stroke as your point ball will result in a dead ball. The opponent can pocket a player's point ball and it will not be considered a dead ball.

C) *Eight Ball*: Any time a player pockets the 8 ball which results in the loss of the game the shooting player is never credited a ball made for the 8 ball.

13. Dead Ball: Shooters point ball that was illegally pocketed. Dead balls must be recorded in the dead ball column on the score sheet. Player may have multiple dead balls. At the end of the game, all balls off the table from a player designated group of balls are credited to that player minus any applicable dead balls. The ball made column and dead ball column should total a player's actual balls off the table.

14. 8 ball on the break (8/B): Pocketing the 8 ball on the Break is not an automatic win or loss.

- A. When the 8 ball is made on the break and the cue ball remains on the table. The losing player will have the choice of taking the loss or pay the table and spot the 8 ball. If the losing player chooses to take the loss, 2 points will be awarded to the shooter. If the losing player chooses to pay the table and spot the 8 ball (after the 8 ball is spotted) the shooter (the person that broke) has the option to play the table as it lies or to re-rack and break again.
- B. When the 8 ball is made on the break and the cue ball scratches. The losing player (the breaker) has the option to take the loss or pay the table and spot the 8 ball. If the breaker chooses to take the loss, 2 points will be awarded to the opponent. If the breaker chooses to pay the table and spot the 8 ball (after the 8 ball is spotted) the opponent has the option to play the table as it lies with ball in hand behind the line or to re-rack and take the break.

15. Scratch on the 8 (S/8): It is always a loss of game if a player:

A. Makes the 8 ball out of turn.

B. Pockets the 8 ball and scratches, or the 8 ball comes to rest off the table anywhere other than the pocket intended.

It must be noted in the column S/8 on the score sheet. Players are credited with all balls made prior to the scratch on the 8.

16. Table Run (TR): A table run in OPPA standards occurs only when the shooter approaches the table with all 15 balls on the table and pockets all the balls from a group of balls (stripes or solids), and legally pockets the 8 ball to win the game. When a TR occurs the opponent is always scored with 0 balls made even if a ball(s) from his group were pocketed in the course of the TR.

17. Average Point (AP): 1 average point is awarded for each game played. There are a total of 25 AP's available per night of league play in the 5 man team format and 20 AP's in the 5 on 4 man team format.

The AP is always determined by the player that loses the game. To be awarded the AP point:

A. Balls made (from his group of balls) must be equal to or greater than his player average.

B. Last ball made (from his group of balls) cannot be a dead ball.

18. Win Point (W): 1 win points is awarded for each game played. There are a total of 25 win points available in the 5 man format and 20 in the 5 on 4 man team format per night of league play. Please note the win point is always awarded to the player that wins the game. A player's last ball and the 8 ball cannot be made in the same shot.

Please note, based on the above explanation of the average point and win point, the ultimate goal of all players is to attempt to score both points in every game.

19. Match Point: 1 match point can be awarded per night. The match point is awarded to the team with the most win points. In the event of a tie ½ point is awarded to each team.

20. Time outs (TO): Time outs should be tracked in the column labeled (TO) just to the right of the total column. To minimize confusion and possible disputes the box should be marked with a (P) if called by the shooter or a (C) if called by a team mate. A player may ask advice from a fellow team mate during the game. Any team member may call the time out. If a player is allowed two time outs per game a team member may call one of the time outs, the other time out may only be called by the shooter. A player with a player average of 3 or 3.5 is allowed 2 time outs per game. A player with a player average of 4 or 4.5 is allowed 1 time out per game. New players (players without an established player average) are allowed 1 time out per game. Established 5's and above are not permitted a time out. Once the time out is called there is one minute to discuss whatever is needed with the shooter. If a time out is taking longer than one minute the opponent may give verbally warning.

If any of the following happens concerning a time out it's a foul and the opponent receives ball in hand.

- A. If anyone other than the shooter calls for more than one time out or influences the shooter in any way to call more than one time out.
- B. If the coach touches the cue ball, disrupts the position of the balls on the table, or marks the table.
- C. If the shooter has exceeded the one minute time limit for a time out more than once. Please note, this rule is meant to keep league play fair and progressing in a timely fashion. Do not abuse it, use it in good sportsmanship.

21. Sideline coaching: The only time a player may talk to another player about how to play the table, is during a time out. Players are not allowed to talk to their team mates while waiting for their turn at the table on how to play the table. Any outside influence from team mates to the player, unless during a time out, is considered side line coaching. If this occurs, the opponent may verbally warn the opposing team captain once. If it happens again,

at any point in the match, it's considered a foul and the opponent receives ball in hand.

22. Slow Play: A player has 45 seconds to complete his/her shot. The 45 seconds starts when he/she approaches the table or pockets a ball. If a player calls a time out, the 45 seconds starts immediately after the time out is over. If the opponent feels this time limit is being violated he/she has the right to verbally warn the shooter. If the infraction occurs again, the shooter has committed a foul and the opponent receives ball in hand. Please note, this rule is to keep league play progressing in a timely fashion. Use this rule in good sportsmanship and do not abuse it.

23. Weekly Score Sheets: It is both team captains responsibility to keep score. We strongly recommend captains check each other's score sheets after each round. This will ensure that both teams will have accurately scored nightly competition. The home team will have the blue copy, this will be the one that gets signed and turned into the office. The visiting team will have the white copy. It is imperative the score sheet is legible, accurate, and completely filled out. The information from the stat sheet needs to be accurately transferred to the score sheet. Both the yellow and white score sheets must be turned in.

24. Money envelopes: Each team's weekly folder will contain a Brown 6.5 X 9.5 envelope, with a white money envelope inside of it. The Brown envelope will have a session running total of all monies paid. Team captains are to initial the opposing team's envelope in the appropriate column to ensure the correct total of money is enclosed. The white envelope is sealed with monies inside of it and put in the Brown envelope. The white envelope should have a list of players that paid for the night, any players that paid membership fees, and if a sponsorship fee was included.

25. Forfeits (individual): All individual forfeits will be assigned a player average of 4. There is never a player's name filled in for a forfeit, just write in "forfeit." Individual forfeits are scored in the following manor:

Example: The first 2 games forfeited in a match will credit the opposing team the player average point and win point. Any

game forfeited after the first 2 will credit the opposing team only the win point. Please refer to “League Start Times” on time limits before a team must forfeit a game/match.

In round 1 the home team exceeded the time limits so the first 3 games were forfeited. Average point and game point were credited to the opposing team for the first 2 games forfeited. Only the win point is credited to the opposing team for the 3rd and continuous games forfeited in round 1 and match.

In round 2 the visiting player had to forfeit the last two games so both points were credited to the home team.

In round 3 the visiting player did not arrive in time for the first 2 games, but did arrive in time for the remaining 3. For round 3, on the visiting side, only the win point was credited to the home team.

Captains please remember forfeits do not count as games played even if your player is not the player forfeiting the game. We recommend that you do not wait until the final match of the season to qualify your players for tournament play.

26. Forfeits (team): Team forfeits, or a team dropping out, will be treated in one of the following ways.

1. If the 2 teams have not met in the current session, the non-forfeiting team will receive,
 - A. *Four Rounds* - 23 points, (20 win points, 2 handicap points, and 1 match point).
 - B. *Five Rounds* – 28 points (28 win points, 2 handicap points, and 1 match point).
2. If the 2 teams have met in the current session, the non-forfeiting team will receive the same number of points won in their previous meeting or 23 (28 for five round play) points, whichever is greater. The forfeiting team will always receive 0 points. For a division that has a bye and knockdowns, the 2nd bye will credit a team their average points earned to that point.

27. Make ups: Captains are responsible for fielding a team. If a captain knows in advance he/she cannot field a team, he/she needs to contact the other team captain. A makeup date must be agreed upon and played within 2 weeks of the night in question. The makeup must be confirmed to a director by the non-offending team captain. If a makeup date cannot be agreed upon, the team needing

to reschedule will forfeit and all fees are still due from both teams. If no agreement can be reached, the non-offending team will be credited the forfeit points when the weekly dues for the night in question are paid. Under no circumstances will league directors be involved in the rescheduling of a match.

28. Unsportsmanlike conduct: By OPPA standards, unsportsmanlike conduct is any of the following:

- A. Any actions by a player or team that interferes with the flow of the game or the match.
- B. Any actions committed by a player or team with the intent of distracting his/her opponent from the game or match.
- C. Any manipulation of the contents of the score sheet or rule book to maximize an individual or teams ability to defeat their opponent. At the discretion of the directors, unsportsmanlike conduct can result in loss of game, loss of remaining games, or loss of match for the team. OPPA has the right to revoke membership at any time if deemed necessary.
- D. We realize every rule for every circumstance may not be covered. Circumstances may arise that require on the spot interpretation. Use this book as a guide and let good judgment and sportsmanship do the rest.

29. Eligibility: For players to be eligible for awards and tournament play, he/she must have a minimum of 1/3 (.333) games played for the session. To qualify for the MVP award a player must play no less than 53% of the total games available to be played in the session or the minimum number of games needed to qualify for tournament play whichever is higher. Example; a 15 week session (with no byes) has a maximum of 75 games an individual can play, 53% of 75 is 39.75 this is rounded up to 40 games needed to qualify for the MVP award. To qualify for team tournament play a player must meet the 1/3 game minimum with the team whose roster he is on.

- A. OPPA does not allow a player to play on more than 1 team within the same division. Players are permitted to play in multiple divisions.

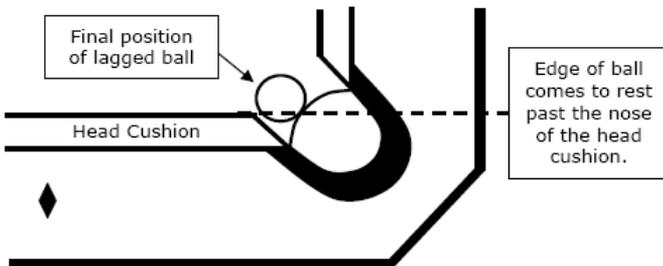
30. Fouls: In OPPA format, all fouls result in cue ball in hand for the opponent. This means the opponent may put the cue ball into

play anywhere on the playing surface or anywhere behind the head string on the shot after the break. The head string is the imaginary line drawn between the second diamonds at the head end of the table.

31. Break Determination: For each game played, the break will be determined by lagging. A coin flip may be used if both players agree.

Lagging for Break: The lag begins with each player having ball in hand behind the head string. One to the left of the long string and one to the right of the long string.

1. The balls must be of equal size and weight.
2. The players shoot at approximately the same time toward the foot cushion.
3. The ball must contact the foot cushion.
4. When the balls come to rest, the player whose ball is closest to the head cushion wins the lag.
5. The players will lag again if the lag is a tie or if they both lose.
6. You lose the lag if:
 - a. Your ball does not contact the foot cushion
 - b. Your ball contacts the foot cushion more than once
 - c. Any part of your ball contacts the long string when it comes to rest
 - d. Your ball contacts a side cushion
 - e. Your ball is pocketed
 - f. Your ball is jumped off the table
 - g. Your ball comes to rest past the nose of the head cushion (see Lag Diagram).
7. The player who wins the lag may either break or require their opponent to break.



32. Racking: The balls should be racked by the non-breaking player. However, if both players agree, the breaker may rack their own break. The non-racking player reserves the right to check the rack for proper placement of the rack and balls and may ask for a re rack if there is a problem. The balls should be racked in the following way.

- A. The apex, the point at which the ball makes contact with the table, of the first ball must be on the foot spot.
- B. The 8 ball must be the center ball in the third row.
- C. The 2 balls immediately behind and touching the 8 ball must be a solid and a stripe.
- D. The end balls of the last row must be a solid and a stripe. All balls should be touching (as best you can, depending on the condition of the table and the balls).

33. The Break: The break is the opening shot of the game. The break is considered executed once the cue tip makes contact with the cue ball in a forward motion and the cue ball goes beyond the head string. The cue ball must be placed so that the apex of the cue ball is behind the head string. If the shooter places the cue ball above the head string the opposing player must alert the shooter of the improper positioning before the shot is taken. If the opposing player says nothing and the shot is taken, no foul has been committed. If the shooter is warned and does not adjust the cue ball to a proper position it's a foul and results in ball in hand for the opponent. A legal break is pocketing a numbered ball or driving at least 3 numbered balls into a rail. Any diversion of the cue ball once it has passed the head string is illegal. Not executing a legal break is a foul and the opponent has the following options.

- A. Play the table as it lies.
 - B. Take ball in hand behind the head string line
 - C. Have the balls re racked and he/she breaks.
 - D. Have the balls re racked and the original breaker breaks.
- Please note, if a numbered ball is jumped off the table on the break (with the exception of the 8 ball), it is a foul. The ball gets pocketed and the opponent may only take ball in hand behind the head string line or play the cue ball from where it lies.

34. Choosing stripes or solids: The table is always open until a

player makes a called shot without scratching. When the table is open, a player may use a stripe to pocket a solid or vice versa. As long as the player informs his opponent of which ball he intends to pocket this is allowed. Once a player executes a called shot, he has chosen his/her group of balls for the remainder of the game. A safety may not be used to determine your group of balls. The 8 ball may never be the first ball contacted in any combination shot.

35. Rules: It is the responsibility of each member to know and understand the rules. If a player has a question or needs interpretation, it's their responsibility to ask a league director. We would hate to see a player negatively affected from lack of knowing the rules.

36. Scratch on the break: When there is a scratch on the break it is a foul and the incoming player takes ball in hand behind the head string. The cue ball must be positioned so the apex is behind the head string. If the cue ball is not positioned behind the head string and the opposing player says nothing, no foul has been committed. If the opposing player warns the shooter of the improper positioning and the shooter ignores the warning and executes the shot from a position outside the kitchen it is a foul. The incoming player (the player that had the warning ignored), receives ball in hand anywhere on the table. When a shooter has ball in hand behind the head string, it is a foul to make first contact with any ball whose apex is behind the head string without the cue ball hitting a rail or a ball outside of kitchen area first. To legally pocket a ball that lies with in the kitchen the shooter must first shoot the cue ball past the head string (towards the foot end), and then by hitting a rail or a legal object ball (any numbered ball except the 8 ball), causes the cue ball or other object ball to come back and strike a ball that is behind or on the head string.

37. Scratch: When the cue ball comes to rest off the bed of the table, with the exception of scratching on the break, the opponent receives ball in hand anywhere on the table.

38. Calling Shots: In OPPA league format it's not always necessary to call your shot. In cases that the shot is obvious, straight in shots and some cut shots, a player does not have to

designate the intended pocket. In the cases of combinations, kick shots, banks, masses, and jump shots, the shooter must always inform his/her opponent of the intended ball and pocket before the shot is taken. It's not necessary to tell the opponent how a ball is being pocketed, just what pocket it's going in. If the opponent is not sure what the intended shot is he has the right to ask the shooter what his intentions are before the shot is taken. It is the shooters responsibility to ensure his called shot is acknowledge by his/her opponent.

39. Legal Hit/Good Hit: The shooter must hit a ball from their group of balls first. After contacting a ball from their group, any ball on the table must contact a rail or a legal ball must be pocketed. Not making a legal hit is a foul and results in cue ball in hand for the opponent.

40. Safety: There are no limits on the number of safeties that can be played in a game. A safety is the defensive positioning of balls to minimize the opponent's ability to win the game. When a safety is called the shooters turn at the table will end. However, it's the shooters responsibility to inform his/her opponent of the intended safety. If a shooter pockets one of his/her object balls, and the opponent was unaware of the safety being played, the shooters turn at the table will continue. If a ball is pocketed on a safety, the ball and pocket must be called if it is the shooters point ball. If it is not called it will be scored as a dead ball.

41. Intentional Foul: OPPA allows players to intentionally commit a foul and give his/her opponent ball in hand as a defensive strategy. There are no limits on intentional fouls.

42. Inning: An inning is a turn at the table. A player's inning ends when he/she does not pocket a ball from his/her group, calls a safety that the opposing player is aware of, and/or commits a foul.

43. End of Shot: A shot has ended when all balls on the table have become motionless. If any balls fall into a pocket five or more seconds after all balls have become motionless then the ball must be spotted as close to prior positioning as possible.

44. Foot on the Floor: The shooter must always have at least one foot in contact with the floor at the moment the cue tip makes contact with the cue ball. Failure to do so is a foul, and the opponent receives ball in hand.

45. Jumped Balls: When a numbered ball or the cue ball is jumped off the table a foul has been committed. The opponent receives ball in hand. The numbered ball is considered pocketed for scoring purposes. If a ball is jumped off the table on the break, the table is still open and the incoming player receives ball in hand behind the head string. If at any time in the game, the 8 ball is jumped off the table, this is an automatic loss of game.

46. Accidental Ball Movement: This refers to the numbered balls before the stroke (before the players cue tip makes contact with the cue ball). If this occurs, the shooter should pause and allow the opponent the option of replacing the accidentally moved ball as close as possible to its original position or leaving it where it lies. If the accidentally moved ball gets pocketed it is the opposing players choice to leave it down or spot the ball as best as possible to its original position. If the shooter does not allow the opponent the opportunity to replace an accidentally moved ball the Incidental Ball Movement rule will apply.

47. Incidental Ball Movement: This refers to numbered balls being accidentally moved after the stroke (after the players cue tip makes contact with the cue ball). It's a foul if any of the following occur after the stroke.

- A. A moving ball makes contact with the ball that was accidentally moved.
- B. A moving ball passes thru the area which was originally occupied by the accidentally moved ball. The area affected is one ball width to each side of the original position.
- C. Two or more balls are accidentally moved.

48. Frozen Object Ball: A ball is considered frozen when it's in contact with another ball or a rail. It's the opponent's responsibility to declare a ball frozen before the shot is taken. Once a ball has been declared frozen, it remains frozen until it's obvious that it's not or both players agree that it's not. If

the ball was not declared frozen and a question arises whether a legal hit has been executed, the controversy ends in the shooters favor. To be considered a legal hit when a frozen object ball is the first ball contacted with the cue ball, an object ball must be pocketed, or the cue ball or any other numbered ball must hit a rail. Failure to execute a legal hit on a frozen object ball is a foul and the opposing player receives ball in hand.

49. Frozen Cue Ball: When a cue ball is frozen to a numbered ball of the shooters group, it must be declared frozen prior to the shot. If the cue ball and a numbered ball are declared frozen they are considered 1 ball and the shooter may take a normal stroke through the cue ball. If the balls are close but not frozen then the double hit rule may apply.

50. Double Hit: If the cue stick makes contact with the cue ball more than once on a single stroke it's a foul and the opponent receives ball in hand. In the instance where the cue ball and object ball are almost touching, it may be impossible to see the double hit with the naked eye. As a rule of thumb, if the object ball and cue ball are 1 inch or less apart, 1) if a draw stroke is taken the cue ball cannot penetrate beyond the contact point of the object balls original position before the stroke. If it does it is an automatic foul. 2) If a follow stroke is taken the cue ball and object ball cannot travel down the table at the same speed. If they do it is an automatic foul. When these situations arise OPPA strongly recommends the player not shooting calls for third party assistance to ensure his opponent does not have a double hit.

51. Push Shot: In OPPA a Push Shot is defined as; a slow exaggerated stroke that alters the direction of the intended object ball. A push shot can only accrue if the cue ball is frozen to the intended object ball. If a push shot accrues it is a foul and results in ball in hand for the opponent. (A normal stroke when the cue ball is frozen to the intended object ball is not a foul see rule 49). If you feel a shot may result in a push we recommend you ask the shooter to wait while you ask for third party assistance.

52. Jump Shot: A jump shot is defined as a legal shot which causes the cue ball to rise off the bed of the table. To execute a legal jump shot the player must elevate his/her cue stick and hit high on the cue ball. If a player “digs under the ball” to execute a jump shot, this is a foul and results in ball in hand for the opponent.

53. Multiple Balls in One Shot: If a player calls more than one ball on a single stroke, all designated balls must be pocketed as designated or it’s considered a missed shot and his/her inning is over. It is never a legal hit to pocket the eight ball on the same stroke in which the shooter pockets the final ball of his/her group.

54. Split Hit: In the event the cue ball may strike the numbered balls from both groups at the approximate same instant and it cannot be determined which ball was hit first the call will go in favor of the shooter. In close split hit situations we recommend the opposing player ask for third party assistance before the shot is taken to determine if a legal hit is made.

55. Player responsibility: The shooter is responsible for everything at the table. If any piece of equipment causes the cue ball to move (other than the tip of the cue stick) it’s a foul. If any piece of equipment causes any ball to be diverted from its normal trajectory it’s a foul. See rule number 63 “Positioning the Cue Ball” with ball in hand.

56. Non player interference: If a player is bumped by another person that directly affects the game being played, the balls should be replaced as near as possible to their original position prior to the incident. Play shall then resume with no penalty to the affected player. If the players agree that the balls cannot be replaced they may restart the game, with the original breaker breaking.

57. Third Party Assistance: Only the players at the table may ask for third party assistance, unless the player has a timeout remaining and a time out is called. If another team mate calls for it, or influences the shooter in any way to call for it, it’s a foul and the opponent receives ball in hand. OPPA strongly recommends players to call a third party to observe and determine if the shooters intended shot will result in a legal hit. The decision of the third party is final. OPPA advises players to call a third party to watch

the shot that knows and understands OPPA rules. If team captains are acting as a third party, we expect them to have the integrity it takes to make accurate calls regardless of whose team the call favors.

58. Local Rules: Always respect the rules of the establishment being played in.

59. Concession: OPPA does not recognize the loss of a game due to a concession (the unscrewing of a jointed cue stick).

60. Stalemate: If both players agree they have reached a point in the game where progress toward completion is not and cannot be made: they have the option of mutually declaring a stalemate game and should re rack and replay the game.

61. Pro Status: Individuals who hold current membership, in men's or women's, professional pool associations are not allowed to compete in league play.

62. Byes: There may be a division with an uneven number of teams competing in a session. Therefore, a bye must be written into the schedule. On a night a team is scheduled for a bye it will receive 0 points and fees are not due.

63. Positioning the cue ball: When a player has cue ball in hand it is not a foul to position the cue ball with the shaft of the stick, the shaft includes the faro. It is however considered a shot if the tip touches the cue ball while positioning it. If the cue ball or any part of the hand (from the wrist down) holding the cue ball makes contact with an object ball while placing the cue ball it is a foul and ball in hand for the opponent.

64. Standings: All standings will be based on the accumulated point average. The first tie breaker will be match points. The second tie breaker will be win points. The third tie breaker will be player average points. The final tie breaker will be total balls made. For individual standings tie breaker will begin with the second tie breaker.

Cue ball fouls

1. Ball in Hand behind Head String (Kitchen)

Fouls that result with ball in hand in the kitchen for the opponent.

- A. If the shooter breaking is warned and does not adjust the cue ball position to behind the head string.
- B. If the shooter does not execute a legal break.
- C. If a ball is jumped off the table on the break.
- D. If the cue ball scratches on the break.

2. Ball in hand Anywhere

Fouls that result in ball in hand anywhere on the table for the opponent.

- A. If a player has ball in hand behind the line and has the cue ball positioned incorrectly
- B. If a player with ball in hand behind the line illegally hits a ball below the head string.
- C. If a player does not execute a legal/good hit.
- D. Intentional fouls.
- E. If a player does not have 1 foot in contact with the floor at the moment the cue tip contacts the cue ball.
- F. Jumped balls.
- G. Incidental ball movement.
- H. If a player does not execute a legal hit on a frozen object ball.
- I. Double hit.
- J. Push shot.
- K. Illegal jump shot.
- L. Any piece of a player's equipment affects the balls while they're in motion.
- M. If the shooter has been verbally warned and continues to exceed the 1 minute time limit allotted for a time out.
- N. If during a time out the coach touches the cue ball, disrupts the position of the balls, or marks the table.
- O. Side line coaching.
- P. If a player has been verbally warned and continues to exceed the 45 seconds allotted to execute his/her shot.
- Q. If the cue ball is moved in any manner that does not result in a legal hit

Tournament Adjustments

1. Rounds: Tournament play is a round robin format. Each player will play only one game in each round and cannot shoot an opponent more than once in a match.

2. Match: A match is played over a series of 5 rounds (25 games) for 5 man teams and 16 games for 4 man teams. When league play is the 5 on 4 format tournament play will follow the 5 man team format. Visiting team players will move down a position for each round. I.E. player one in first round will be player two in second and so on. Last player in the first round becomes first player in the last round.

3. Line up: Lineups must be completed prior to the start of each round. Each team will be given an opportunity to make substitutions after seeing opposing teams line up. Home team presents line up first.

4. Substitutions: Both teams are able to make substitutions to their line ups. The 5 original players, those who play in round one, must return to their original position when they return to the lineup. The substitution must be made prior to the start of the round. Each team will be given an opportunity to make substitutions after seeing opposing teams line up. Home team presents line up first.

5. Points: Head hunter points and team handicap points remain in effect thou out tournament play.

Definitions

Accidental Ball Movement: A ball other than the cue ball is caused to move from its original position prior to the cue tip making contact with the cue ball and the opponent has been given an opportunity to replace the ball to its original position.

Apex: The point at which the base of the ball touches the bed of the table.

Ball in hand: When the cue ball may be placed anywhere on the bed of the table. A shooter has ball in hand from the time it's picked up until the shot is taken. There is no limit on how many times a shooter may pick up and place a ball before taking the shot. However the 45 second shot begins when the opponents inning ended.

Ball in hand behind the line: When the cue ball may be put in place anywhere behind the head string.

Call shot: Requires that a player designate, in advance, the ball to make and the intended pocket. Carom shot: A shot, in which the intended object ball makes contact with another ball prior to being pocketed.

Coaching: Receiving assistance from an outside source.

Combination shot: A shot in which the cue ball first strikes an object ball other than the ball intended to be pocketed.

Dead Ball: Any time the shooters point ball is not pocketed as the result of a legally executed shot. See rule 42 for special safety situations.

Double hit: A shot in which the cue ball is struck twice by the cue stick on the same stroke.

Draw: Reverse spin on the cue ball that would cause the cue ball to move backwards away from the object ball after contact.

End of shot: A shot has not ended until all balls on the table have remained motionless for 5 seconds.

Foot of the table: The end of the table at which the balls are racked.

Foot spot: The point on the foot of the table where imaginary lines are drawn between the center diamonds of the short rails and the second diamonds of the long rails intersect.

Frozen: A ball in contact with another ball or rail.

Head of the table: The end of the table from which the opening break is executed.

Head string: The imaginary line drawn between the second diamonds at the head of the table.

Incidental movement: A numbered ball is caused to move from its original position after the cue tip makes contact with the cue ball.

Inning: A turn at the table. A player's inning at the table is over after creating a foul, not pocketing one of his/her object balls, or calling a safety that the opponent was aware of.

Jumped ball: Any ball coming to rest off the bed of the table that has not been pocketed.

Jump shot: A legal shot in which the cue ball raises off the bed of the table after being struck in a downward motion above its center point to the table.

Kitchen: Area behind head string line, section of the table that a shooter breaks from

Legally executed shot: A shot is legally executed when the end result of the shot does not result in a foul or loss of game.

Legal hit: When the cue balls first ball contacted is a ball from a players group of balls and a numbered ball is then pocketed, and/or any ball on the table is driven into a rail.

Match play: 25 games total played over a series of 5 rounds in 5 man team format and 16 games played over a series of 4 rounds in 4 man team format.

Point Ball: Legally pocketed ball equal to player's average.

Push shot: When the cue tip is in contact with the cue ball longer than it takes to make a hit.

Rounds: A round consists of 5 games played in 5 man team format and 4 games played in 4 man team format.

Safety: The defensive positioning of balls to minimize the opponent's ability to win the game. This is a legal shot, but must be declared in advance and acknowledged by the opponent. A called safety will end the players turn at the table whether a ball is pocketed or not.

Scratch: Any time the cue ball comes to rest off the playing surface.

Slow play: Not approaching the table once the balls have become motionless. Consistently taking more than 45 seconds to execute a shot.

Substitutions: Replacing a player (that played in previous round) with another player.

Time out: The stopping the game for a player to receive assistance from another teammate.

OPPA reserves the right to change the contents of the rule book at any time.

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