

Ghost Ball Bye Rules

During the UBAL session there may from time to time be a bye week where you do not have an opponent to compete against.

Ghost Bye requirements:

- Weekly \$60 dues, teams pay for the bye just like any other week of play.
- To start the racks, each player must present himself to the camera and show his ID to the camera.
- Each rack must be recorded from the Break to the final shot.
- Player must stay in view of the camera during the entire rack.
 - If a player needs a coach, the coaching player must approach the table.
- Racks will not be streamed live but may be used by UBAL at a later date.
- You can download the required app here:
 - Apple Store
<https://itunes.apple.com/us/app/larix-broadcaster/id1042474385?mt=8>
 - Google Play
https://play.google.com/store/apps/details?id=com.wmspanel.larix_broadcaster

The Ghost Bye rules are the same as in the league session play unless otherwise stated here.

The Ghost Game

3 racks of 8 ball:

Players will play three racks of eight ball by themselves. A player can earn up to ten points per rack for a total of 30 points for all three racks. For each rack, each ball (solid or stripe) is worth one point. The eight ball is worth three points.

Video Recorded:

All playoff games must be video recorded and submitted to UBAL to be valid, accepted scores. Format will be explained before playoffs begin.

The Handicap:

For the Ghost Game you play at your current handicap.

The break:

- Each player racks for themselves and then breaks.
- (Note: a 4+ handicap player can have another player from their team break.)
- Player must play the balls made on the break either stripes or solid.

- If you make at least one of each, a stripe & a solid you can choose to play either ball
- If Player makes the 8 on a legal break, player gets 3 points. The eight stays down but the player's run continues. As a bonus, the player then has the option of shooting either stripes or solids regardless of any other balls pocketed.

Exceptions:

- **If you make no balls, you have the choice to play either solids or stripes**
- **If you foul on the break by either pocketing or sending the cue ball off of the table, you will incur a -2 point penalty (maximum score for that rack would be 8). Balls are spotted according to the following rule:**

Spotting the cue ball: After a foul on the break the cue ball is placed behind the head string for the first shot. Although a player may use a Ball in Hand if one is available, the player is not charged a ball in hand if the cue ball is placed behind the head string.

Spotting a ball(s) after fouling on the break: No balls are spotted. All pocket balls remain down and the score is attained by the remaining balls on the table.

The Run

Players run the table to try to get in as many balls in a row as possible (calling each shot), all stripes or solids first (depending on which group they have) and then the eight ball. As soon as the player misses a shot or fouls (with the exception of the break) that rack is complete and the rack score is tallied.

****Balls pocketed on a foul do not count towards your score.**

Scoring:

After each rack, player adds up the number of balls made, one point per ball, and 3 for the eight ball. They do this for three racks and then add up the points for each of the three racks. After all five players are done with their three individual racks they add up all of their points for a team's total for that week's bye. A team can have a maximum of 150 points, 30 points per player.

Here are the available points for the Ghost Game

Week 1-6	Number of points made	Weeks 7-10+
3.0	0-77	3.25
3.5	78-85	4.25
4.0	86-97	5.25

4.5	98-116	6.25
5.0	117+	7.75

Handicap:

Player handicap will be affected by playing a ghost match just like a standard match in the following way:

- A score of 15 points or less in a player's 3 Ghost racks will constitute a loss.
- A score of 16 points or more in a player's 3 Ghost racks will constitute a win.