

UBAL Rules

Rules Are Subject To Change: From time to time UBAL may decide to make changes or adjustments to the current rules. Such changes will be posted both on the website and the UBAL app.

Players

1. Players must be at least 18 years old and must be a league member to participate in the league. ***Some venues require participants to be 21.***
2. Players in the United States and other countries must be legal residents of their respective Countries.
3. **Proof Of Identity:** UBAL and potential opponents shall have the right to request proof of identity. Acceptable forms of identification include government issued identification such as Driver's Licence, State ID, Passport, Military ID.
Misrepresentations or supplying false identification may result in suspension, disqualification or removal from the league.
4. Regardless of a players/teams location, a player/team will compete with all league players/teams throughout the United States and their countries.
5. Fees:
 - a. There is a \$25/year membership fee to be a league member.
 - b. There is a \$12/week fee per match (\$60/team) (Some areas are higher) to play in the weekly team matches. See Bye Rules for payment options on Bye weeks.**
 - c. These fees allow the members to play in the three yearly sessions, the finals (if their team qualifies) and allows them to compete for each session's prize money and the finals' prize money.
 - d. Weekly fees are due at the end of each match.
 - e. If the team weekly fees are not paid, teams will NOT be eligible for session playoff and/or payouts.
 - f. It is the captain's responsibility to collect and pay for weekly dues. However, everyone has the ability to pay from their account, on their device. Payments are due on the day of play. Although your score may reflect them, point(s) will not accrue until payment is made.
 - g. .3 points may be deducted for every late payment.

Table & Game Fees (greens fees): Teams should split all fees (if any) equally.

6. UBAL does not and shall not discriminate on the basis of race, color, religion (creed), gender, gender expression, age, national origin (ancestry), disability, marital status, sexual orientation, or military status, in any of its activities or operations. However, UBAL still maintains the right to refuse service to any individual where it may legally do so.

Teams

1. Teams consist of any five league members with a roster of up to Seven.
 - For players to play in a session, they must be signed up as a league member and on a team roster before the session grace period ends (first two weeks of each session).
2. **NO** professional player (see Definitions section) can compete in UBAL events or league play team.
3. Each team must have one Team Captain
 - Team Captains are responsible for payment of their players weekly fees regardless of how many players show up.
 - Team captains are responsible for accuracy of their teams score inputted into the UBAL app.
 - All Team Captains will keep a score sheet each week via the UBAL app and sign both their own team's score sheet and the opposing team's score sheet.
 - Team scores will be available for public viewing on the UBAL app.
4. Each Team Captain is responsible for payment of their teams' players weekly fees regardless of how many players show up.
5. If a team falls to less than five players during a session they can replace the player(s) as follows.
 - For the first two weeks of play there is no penalty for adding someone to your roster. During that time the incoming new players start as a 3 ball in hand. After that a new player will receive the following BIH or their current BIH whichever is lower:
 - ❖ Week 3 - 2 Ball in Hand
 - ❖ Week 4 - 2 Ball in Hand
 - ❖ Week 5 - 1 Ball in Hand
 - ❖ No players can be added after week 5
 - **Players must still play a minimum of 5 weeks with that team to qualify for playoffs.**
 - New Players joining after week 2 must be added by emailing or calling UBAL.

Sessions

1. There are up to four sessions during the year.
 - Qualified teams must maintain a current status in good standing with no outstanding dues or fees and continue to play in all sessions up until qualifying events.
 - Teams start each session at zero points. Session points do not carry over from one session to another.
 - If a player has played in a previous session your adjusted handicap will carry over to the new session.
 - Annual prize money is based on the average number of teams over the 4 sessions per year

2. Each team plays against another team once per week during each session. Each week, teams accumulate points based on the number of player matches they win. The teams with the most points at the end of each session will playoff to determine prizes. **Money is paid out at the end of the session based on the top playoff scores.**

3. At the end of the year, teams who qualify in at least one of the sessions will playoff to go to the finals for the main event. If a team qualifies in two of the sessions they have two chances to shoot a good score. If a team qualifies in all three sessions they have three chances to shoot a good score. (see playoff rules)

4. Players may play on multiple teams. However a player can only play on one team per division.

There are two types of matches, a player match and a team match.

Player Match

1. Each player plays a match once per week against an opposing team player (Note: A player who is playing on multiple teams cannot play themselves). Player matches are a race to four.

**In the event of slow play, the venue may elect to shorten the match to a race to three.

2. The break for the first game of each player match is determined by lagging (see Definitions section). Players can also agree to flip a coin. The player who wins the lag (or coin flip) breaks for the first game. After that, the breaks alternate between the two players during the match regardless of who won the previous game. All players get to break.

Note: Players with a 4+ handicap (see Definitions section) may elect to have someone from their team break for them during their player matches. See the Break section for more details on the break.

3. A player either wins or loses their match each week. There are no ties. The player who wins “the race” wins the match. The opposing player loses the match.

4. Games do not have to be played sequentially. For Example, if there is only one pool table, each player match can complete their Game 1 first before moving on to Game 2, and then all player matches can complete Game 2, and then Game 3 and so on. This way, players don’t have to sit around too long waiting to play.

Team Match

Each team will play one match per week against an opposing team and consists of five player matches (see above). Matches are randomly selected via the UBAL app.

At the end of the team match the teams then receive points for each team match (each week) based on the number of wins as follows:

Weeks 1-6		Weeks 7-10+*
5.0	5 Match Wins	7.75
4.5	4 Match Wins	6.25
4.0	3 Match Wins	5.25
3.5	2 Match Wins	4.25
3.0	1 Match Win	3.25
2.5	0 Match Wins	2.25
3.75	Forfeit Match Win	5
0.75	Forfeit Player Match Win	1
2	Forfeit Match Loss	2
0.4	Forfeit Player Match Loss	0.4
See bye rules	Bye	See bye rules

*Within a season, the first three sessions will be 10 weeks and the fourth session will be 13 weeks.

Teams short on players:

If a team is short a player(s) there are two options: a makeup or a substitution.

The Non requesting team has the option to do a **makeup** or a **substitution**.

1. Makeup

- a. Teams/Players may upon agreement do a makeup a match
- b. Requesting makeup must be made to the opposing team.
- c. Matches must be completed and signed within 1 weeks of the scheduled date.
- d. If a team cannot finish the make-up for any reason, a **forfeit of that player match is awarded to the requesting team and a win to the opponent.**

2. Substitutions

- a. If a substitution is requested, the opposing team shall have the right to choose who will play the substituted match.

- b. **Although emergencies happen, substitutions should be agreed upon at the beginning of the match and not towards the end after available players have left.** Teams found to be manipulating this rule may incur up to a 1.5 point penalty for each infraction.
- c. Teams must confirm who is available before a substitution is performed.
- d. Teams may substitute up to 2 people.
- e. There is no penalty for 1 substitution.
- f. **There is a .5pt penalty for 2 substitutions.**
- g. If a team shows up two weeks in a row with only three players, or a team **forfeits** two weeks in a row, the league can review the circumstances and make a decision whether or not to cancel the teams' membership for one year. In the week of review the team will automatically be suspended from team play and will forfeit their team match and receive 2 points for the loss. The team that was scheduled to play the suspended team wins the match and gets 5.5 points.

3. Forfeit

Unless previously agreed upon by both teams a team that arrives over 20 Minutes after match start time the following penalties may occur*

20 minutes after match start time	1 player match forfeited
30 minutes after match start time	2 player matches forfeited
45 minutes after match start time	All player matches forfeited

*It is up to the opposing team to allow the late team to compete or lose by forfeit. Teams are encouraged to keep in communication with their opponents as a courtesy for all people involved.

Handicap

1. The Handicap System levels the playing field and gives every player and team an equal chance of competing and winning money. Each player has a handicap, which is a number in the range from 0 to 6 . The handicap number represents the number of handicap balls in hand (BIH) (see definitions section) a player has during each game they play.

2. If a player plays on multiple teams they will have multiple handicaps, one per team, so their handicap can be different from one team to another. Their handicap on one team stays with that team. If a player is already playing in a session and decides to play for another team (either switching teams or playing on multiple teams), the players handicap on their new team starts out with their lowest current handicap from any other team they're playing for.

3. Each player starts out with a 3 handicap when they first join the league.

4. Every week of play, a player's handicap is adjusted. Up 1 BIH for a loss down 1 BIH for a win. A 0 BIH player can attain a negative handicap where an additional BIH is given to their opponent.

5. A player handicap can reach a maximum of 6 BIH or a minimum of -1 BIH.

Handicap -1	Opponent receives an additional BIH
Handicap 0	0 BIH per game
Handicap 1	1 BIH per game
Handicap 2	2 BIH per game
Handicap 3	3 BIH per game
Handicap 4	4 BIH per game
Handicap 5	5 BIH per game
Handicap 6	6 BIH per game

Using your handicap BIH

1. A player's handicap BIH can be used at any time during the game with the following exceptions:

- When breaking
- When shooting for the 8 ball
- After missing a shot (because it's now the opposing player's turn)
- After committing a foul (because it's now the opposing player's turn)

2. A player should declare a BIH when electing to use one notifying the scorekeeper and their opponent.

3. Once a player picks up the cue ball (BIH), this is considered a declared BIH they may not replace it back.

4. A player's handicap BIH should not be confused with a ball in hand a player gets when their opponent fouls. These are two separate balls in hand. A ball in hand from an opponent's foul does not affect the handicap BIH.

UBAL 8 Ball Rules

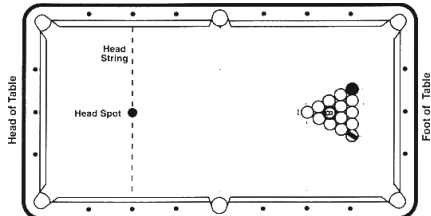
The Rack

1. All balls are racked tightly in a triangle with the one ball (which is a solid) on the spot and the 8 ball in the middle. Then the bottom two corner balls can be either two stripes or a stripe and a solid. There cannot be all solids on the three triangle corners. All other balls are placed randomly in the triangle and should be spread as evenly as possible to minimize the grouping of solids or stripes.
2. Either the breaker or opponent can rack the balls.
3. If the rack is not legal (all stripes or solids on the corners, eight ball not in the center) and the opposing team does not correct the rack before the break, it will be considered a legal break.

The break

1. The break for the first game of each player match is determined by lagging (see Definitions section). The player who wins the lag breaks for the first game. After that, the breaks alternate between the two players during the match regardless of who won the previous game. All players get to break. **Note: Players with a 4+ handicap (see Definitions section) can have someone from their team break for them during their player matches.**

2. A player must break from behind the line or head string (see Definitions section) and may hit any ball. The opening break shot must be performed with the center (base) of the cue behind the head string (i.e. between the head string and head rail).



3. A player must break hard. The breaker must make a best effort to hit at least four object balls to the cushion on the break. There are no safety breaks (see Definitions section).
4. If it is thought that a player intentionally safety breaks, the opposing team should get an impartial witness for that players' next break. If the player intentionally safety breaks again (verified by the impartial witness) the opposing player will get the break for the remainder of that player match.
5. If the 8 ball is pocketed on the opening break shot (without any foul) the player wins that game (8 on the break).
6. If the 8 ball is pocketed on the opening break shot but the player fouls (cue ball goes in a pocket, cue ball goes off the table) the player loses that game.

7. If a player fouls on the break (scratches, cue ball goes in a pocket, cue ball goes off the table) the incoming player has one of two choices:
 - a. Shoot at any ball, stripe or solid, from behind the head string.
 - b. Use one of their handicap balls in hand anywhere on the table. If the player has no handicap balls in hand to use then they must hit from behind the head string.

Exception: If a player fouls by pocketing or sending the cue ball off the table, without disturbing the rack, the opponent has the option to break. This does not change the rotation order of the subsequent breaks.

8. If a player miscues or does not hit a ball on the break they can re-break without a foul.
9. On a miscue, if the cue ball gently touches the rack the player may re-rack and break again without a foul.
10. If no ball is made on the break, the table is open and the incoming player has their choice of which group of balls to play, solids or stripes.
11. If a ball is made on the break, the person breaking has that group of balls (solids or stripes). For example, if a solid ball is pocketed on the break then the breaker has solids for the remainder of that game and the opposing player has the other group of balls (stripes) for the remainder of the game.
12. If the breaker pockets at least one ball of each group (solids or stripes) then the breaker has their choice of group.
13. If the breaker does not legally pocket a ball after making at least one of each group (solids or stripes) then the table is considered open and the incoming player may choose either group (solids or stripes).
14. On an open table, you may shoot a combination using any ball except the 8 ball. (Example: You may shoot a stripe ball into a solid to make a stripe ball) If the player pockets a ball, they are now stripes or solids based on which ball is pocketed.
15. Once a player legally pockets a ball (solid or stripe), that is the players group for the remainder of that game and the opposing player has the other group of balls for the remainder of that game.
16. After the break, the breaker made at least one of each group (solid and stripe) and then commits a foul (e.g., cue ball goes in) then the table is still open for the opposing player.

17. Players with a 4+ handicap (see Definitions section) can have someone from their team break for them during their player matches.

General Play

1. A player must call every shot, including the 8 ball at the end of the game. They must call the ball and the pocket it is going into. It does not matter how it goes in (kiss, carom, etc.) as long as the cue ball hits one of the players balls (stripe or solid) first and then goes in the called pocket. This a legal shot.

2. If a player pockets a ball in their group (stripes or solids) in a pocket other than the called pocket they lose their turn at the table and the opponent shoots. The ball the player made stays down in the pocket.

3. Combo shots (see Definitions section) are allowed as long as the player hits one of their balls (stripe or solid) first.

4. Once a player misses a shot or commits a foul (see Definitions section) the opposing player has their turn at the table. Player cannot use a BIH after he/she misses or commits a foul.

5. Spotting balls: All balls stay down

This includes:

- Pocketing any ball on a safety play.
- Pocketing any ball on any foul
- Pocketing a ball in the wrong pocket (not pocket called)

This rule does not apply to playoffs. (See playoff rules)

6. Cue ball fouls only. If a player accidentally touches any ball other than the cue ball there is no penalty. Simply move the ball back to its original position or the opposing team can make the decision to leave the ball where it came to rest. It is the opposing teams' option. If a player accidentally touches the cue ball this is a foul and the incoming player has a ball in hand anywhere on the table. This does not count as a handicap ball in hand for the incoming player.

7. For any questionable shot, before the shot is made, a team should get an impartial witness to watch the shot and then rule on it after the shot is made. If the opposing team fails to get an impartial witness for the shot then the shooter is deemed to have made a legal shot even if it is an obvious foul. If a team gets an impartial witness to watch a shot and the player shoots before the witness arrives to see the shot, this is considered a foul and the opposing team player will get a ball in hand. This is not considered a handicap ball in hand.

8. Once a player pockets all of their balls (stripes or solids) they can play the 8 ball to win the Game.

9. 8 ball rules

a. The 8 ball must be hit into the called pocket

b. Ball in hand:

1. A handicap ball in hand cannot be used when shooting for the 8 ball even if the player still has handicap balls in hand remaining during that game.
2. A player may use a ball in hand to play the 8 ball if the opponent commits a foul (this is not considered a handicap ball in hand). For example: the opponent scratches and the player only has the 8 ball left on the table.
3. A player may use a ball in hand to play the 8 ball if the opponent does not make a legal safety (see Definitions section). This is not considered a handicap ball in hand.
4. When placing the cue ball from a ball and had, cue ball must be placed at least a chalks width away from the intended object ball

c. When shooting at the 8 ball to win, if the player does not hit the 8 ball this is considered a foul and the incoming player gets the cue ball in hand anywhere on the table (this ball in hand does not count as a handicap ball in hand). This is not a loss of game.

d. The following constitutes a loss of game:

1. If a player calls the 8 ball in one pocket but the ball actually goes in another pocket.
2. If a player makes the 8 ball in the pocket but the cue ball goes off the table.
3. If a player makes the 8 ball in the called pocket but the cue ball also goes in a pocket.
4. If the 8 ball goes off the table.

e. Not legally hitting the 8 ball or pocketing the cue ball while shooting on the 8 ball is not a loss of game unless one of the above rules are met. It is simply a ball in hand foul.

10. Players cannot carry over unused handicap balls in hand (if any) from one game to another. Each game starts with the players' current handicap.

11. It is up to both teams to keep track of the score and handicap balls in hand per player.

12. Both teams should score each game and match together.

a. The honor system is in place. If there is a situation that cannot be resolved by the two teams during the game then a coin flip will determine the outcome.

- b. Any close shot or circumstance should be watched by an impartial witness before the shot takes place.
- c. The opposing team has the right to stop questionable shots and call for an impartial witness to watch the shot.
- d. If the opposing team does not get an impartial witness to watch a close shot the shooter will always get the decision even if they committed an obvious foul. It is up to the opposing team to get an impartial witness for these kinds of situations (close hit, ect.)

13. Coaching a team player is allowed. Each player is allowed to be coached once per rack (option for them). Coaching should be no longer than 2 minutes.

14. Deadlock/Stalemate: If during the game both opponents find themselves in a situation where neither wants to take a shot and they offer ball in hand back and forth 3 consecutive times this is considered a deadlock. The game is then re-racked with the original breaker breaking.

Definitions

4+ Handicap: A player who has a 4, 5, or 6 handicap

Ball in Hand: If a player fouls, the incoming player gets to place the cue ball anywhere on the table for their next shot. This ball in hand is not to be confused with the handicap BIH.

Combo or Combination Shot: The cue ball first contacts an object ball other than the object ball to be pocketed. A player may only use a combo shot when hitting one of their balls (stripe or solid) first. Any other ball(s), including the 8 ball, may be hit between the first object ball and the object ball to be pocketed.

Cue Ball: The White Ball

Double Hit: A double hit is when the cue ball and object ball are touching or slightly apart (guideline ¼ inch) and the cue stick contacts the cue ball more than once on the shot, this is illegal. If the cue ball is hit twice, meaning not one forward motion, then it is a foul. For this situation, the shooter must elevate the back end of the cue (at 45°+) and stroke through with one motion. This will then be a legal shot.

The opposing team has the right to stop play and call over an impartial witness on any ball that is close to the cue ball, before the shot is hit. The impartial witness should watch the shot and decide on the ruling. If the opposing team does not use an impartial witness the shot is deemed legal regardless if it is an obvious foul. If the opposing team calls for an impartial witness and the player shoots the shot anyway prior to the impartial witness being available, the shooter will lose their turn at the table regardless of the outcome. The impartial witness makes the final decision and their word is final.

Foul:

If a player fouls in any of the following ways the incoming player gets the cue ball in hand anywhere on the table. Receiving a ball in hand due to your opponents foul does not count against your Handicap BIH.

- a. Player fails to call the shot (unless very obvious)
- b. Cue ball goes in a pocket
- c. Cue ball goes off the table
- d. Not hitting a players' group of balls (stripes or solids) first
- e. Hitting the opponent's group of balls (stripes or solids) first
- f. Accidentally touching the cue ball
- g. Hitting the 8 ball first, if the player still has at least one of their group of balls (stripes or solids) on the table
- h. Not making a legal safety
- i. Flagrant Foul: A foul where the rules are blatantly, intentionally violated; in contexts in which this qualifies as unsportsmanlike conduct a stiffer penalty may apply than normal for a foul (e.g. loss of frame)
- j. No three-foul rule in effect

Handicap Ball in Hand BIH: When it's a players' turn to shoot, they can pick up the cue ball and place it anywhere on the table for their shot. A players' handicap ball in hand can be used at any time during the game with the following exceptions:

- When breaking
- When shooting for the 8-ball
- After missing a shot
- After committing a foul

This handicap ball in hand is not to be confused with ball in hand due to foul.

Head String: An imaginary line that runs horizontally across the table from the second diamond (from the head rail) on one long rail to the corresponding second diamond on the other long rail.
Inning: A players' turn at the pool table. An inning ends when the player misses a shot, fouls or wins the game.

Jump Cue and Masse shots: Although it is legal to use a jump cue or shoot a masse shot, it is at the discretion of the local venue whether they are allowed.

Lagging: Both players from opposing teams hit an object ball at the same time from behind the head string towards the end rail and back towards the head string.
The player whose ball stops closest to the head string rail (by either hitting the rail or not) wins the lag and breaks first.

Legal Shot: A player must make contact with one of their group of balls (stripe or solid) or the 8 ball, when shooting for the 8 ball at the end of the game, and then either the cue ball or one object ball must hit a cushion or pocket a ball. Failure in doing so is a foul, giving ball in hand to your opponent. If the object ball is frozen to the rail cue ball or another object ball must strike a rail after contact to be a legal shot.

Miss: Not pocketing a ball of declared group (stripes or solids) or not pocketing the 8 ball at the end of the game to win.

Open Table: The choice of group (stripes or solids) hasn't been decided yet.

Professional Player:

1. A professional player is any player who competes, or has ever competed in a professional tournament. If you are not sure if you're a professional or not, please send a letter to the league explaining what tournament(s) you played in and how you did. The league staff will make the final decision.
2. If a player is deemed a pro by UBAL, their team will be reviewed and points potentially adjusted accordingly.
3. UBAL maintains the right to review and correct **all** questionable play.

Safety: A player must make contact with one of their groups of balls (stripe or solid) or the 8 ball, when shooting for the 8 ball at the end of the game, and then either the cue ball or one object ball must hit a cushion. Failure in doing so is a foul giving ball in hand to your opponent. A safety does not have to be called.

If the object ball is frozen to the rail cue ball or another object ball must strike a rail after contact to be a legal shot.

Safety Break: When the player breaking intentionally leaves the incoming player with no (easy) shots.

Special Rules

1. A player must play in at least 5 weekly matches on the same team during a session in order to play in the playoffs and finals.
2. Players with a 4+ handicap (see Definitions section) can have someone from their team break for them during their player matches and during the playoffs.
3. Any of the following tables may be used in league play. Tables will be assigned by the venues.
 - 3.5' x 7' (bar table)
 - 4' x 8'
 - 4.5' x 9' (normal pool room size)
4. Opponents of a 4+ handicap player cannot intentionally hit the 4+ players' balls (solids or

stripes) first and give the 4+ player another ball in hand or foul.

- a. If a player does intentionally hit the 4+ players' balls (solids or stripes) first the level 4+ player has the option to put the balls back in their original position. Additionally, the 4+ player would receive a ball in hand for their next shot (which will not count as one of their handicap balls in hand).
- b. However a player may play any kind of safety or shot as long as they hit their own ball(s)(solids or stripes) first.

Sportsmanship clause: In order to maintain sportsmanlike behavior UBAL may strictly enforce the following code. It is our goal that all play commences in an amicable manner. It is the responsibility of each player to do everything possible to ensure that the game atmosphere is friendly and good-natured.

The following rules of sportsmanship will be enforced:

- No player or team shall:
 - Use abusive language, threaten or abuse any other player or employee, before, during, or after the game.
 - Participate in a game for which he/she is ineligible.
 - Cheat (including but limited to):
 - Manipulating the rack
 - Fabricating scores
 - Sharking your opponent
 - Shifting balls in play on the table
 - Giving false information to your opponent
 - Intentionally manipulating your handicap
 - Argue or talk back to the UBAL representative/Venue operator/impartial witness. Only the captain (or "acting captain") may address (courteously) the UBAL representative/Venue operator/impartial witness concerning an interpretation of a rule.
 - Intentionally strike, push, or trip another player.
 - Mistreat the facility, equipment, or supplies of the venue.
 - UBAL does not allow gambling on any of our weekly play, playoffs or other events.
- Penalty for unsportsmanlike conduct:
 - UBAL representative or Venue owner/operator has the right to discharge any player.
 - Players or teams can be barred from playing for up to an unspecified period of time for extreme behavior.
 - Any infractions of the code of conduct may disqualify the player or team from weekly play, playoffs or other UBAL events.
 - A UBAL representative may deduct overall points from a player and/or their team.