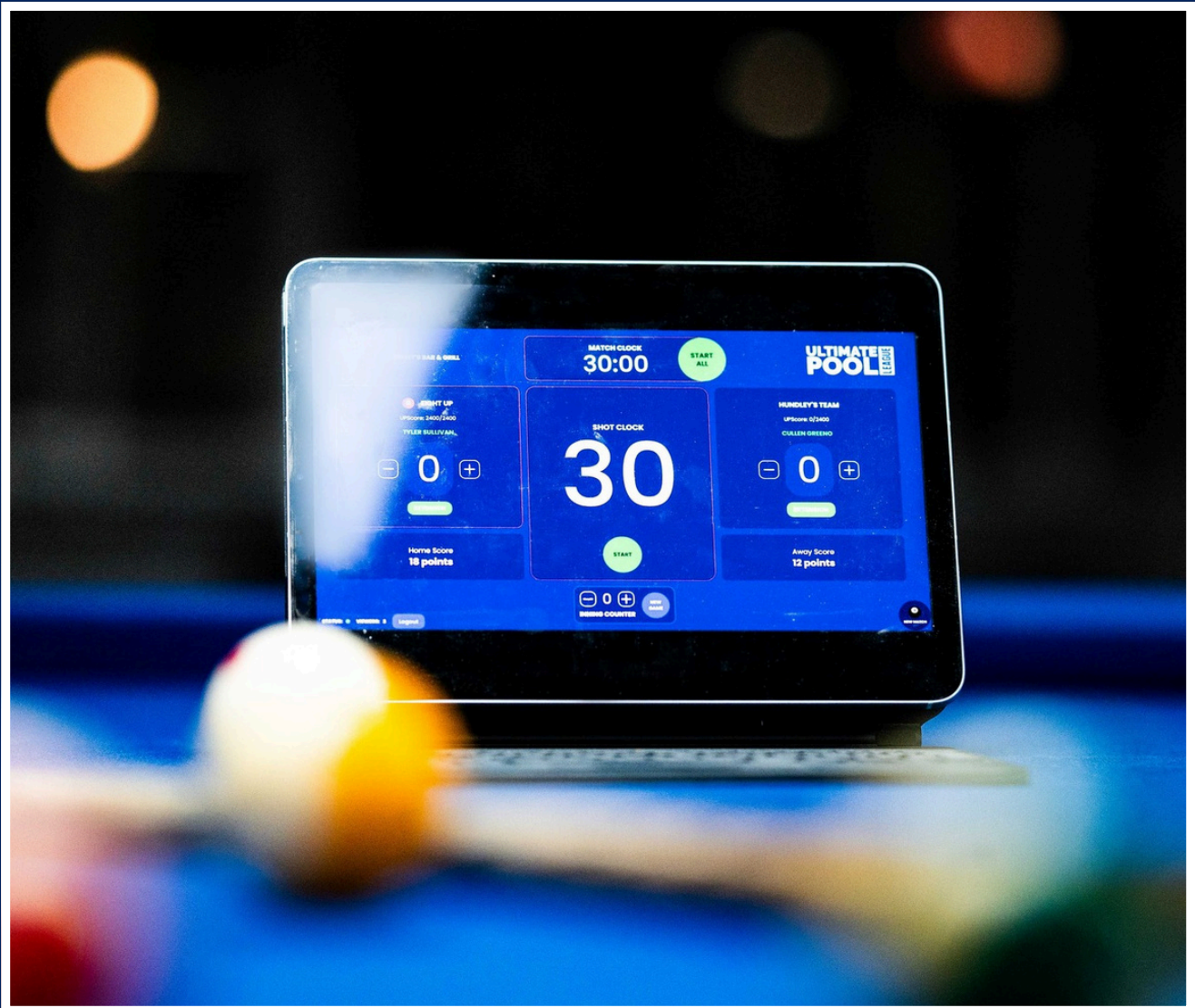


ULTIMATE POOL LEAGUE

8BALL TEAMS MANUAL



ULTIMATE POOL USA

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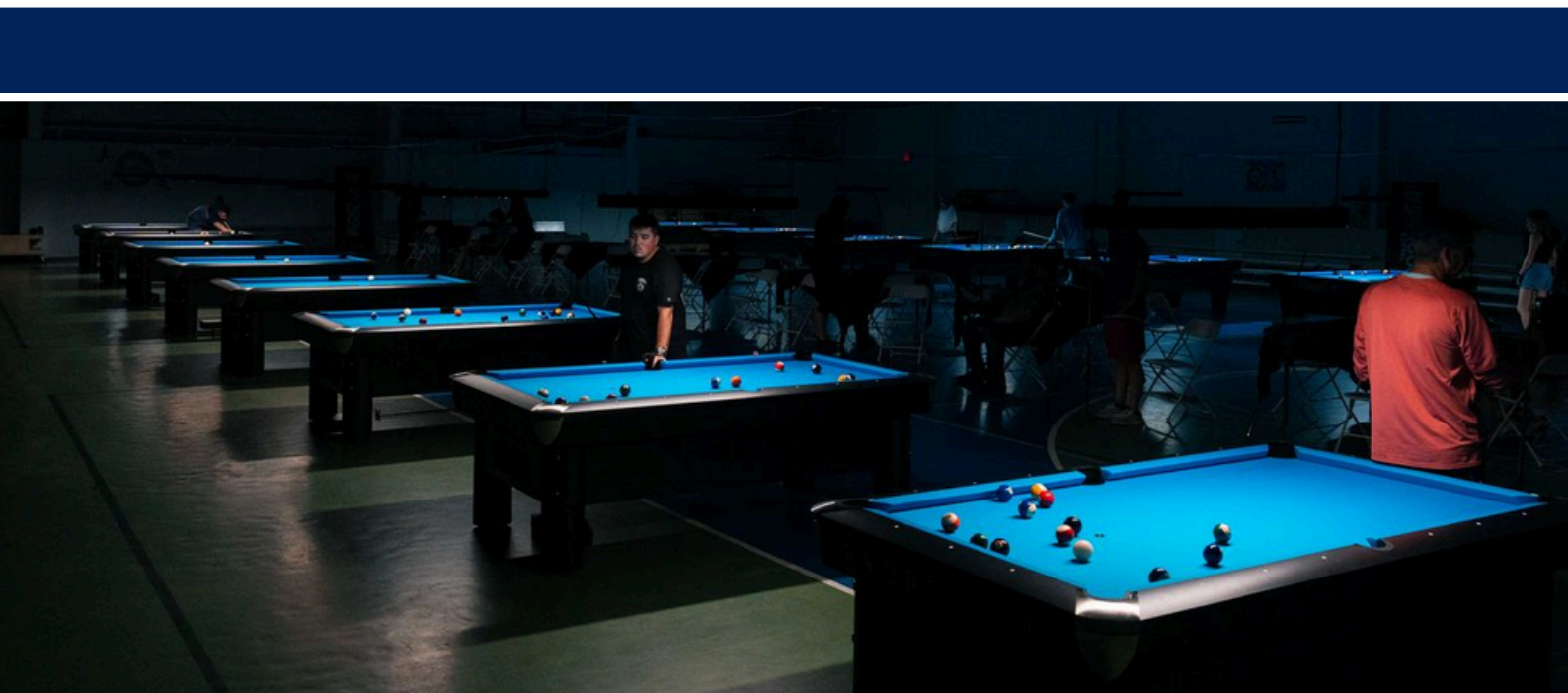
VERSION 4.0

TABLE OF CONTENTS

FORMAT / RESTRICTIONS -----	3
<i>Format</i> -----	3
<i>Match Restrictions</i> -----	3
HANDICAP RACE CHART -----	4
MATCH SCORING CHART -----	5
WEEKLY MATCH PLAY -----	6
<i>League Dues</i> -----	6
<i>Paying For Games</i> -----	6
<i>Deciding Who Plays</i> -----	6-7
<i>Deciding First Break / Format</i> -----	7
<i>Rack Verification</i> -----	7-8
<i>Match Clock Management</i> -----	8-9
<i>Foul Call Protocol</i> -----	9
<i>Close Contact Shot Protocol</i> -----	10
<i>Frozen Ball Dispute Resolution</i> -----	10
<i>Coaching</i> -----	11
<i>Player Break</i> -----	12
<i>Double Play</i> -----	12
<i>Match End</i> -----	12
<i>BYES and Forfeits</i> -----	13
<i>Rescheduling</i> -----	14
<i>Sportsmanship Fouls</i> -----	14

TABLE OF CONTENTS

TEAM ROSTERS -----	15
<i>Captains and Co-Captains</i> -----	15
<i>Adding/Removing Players</i> -----	15-16
<i>New Players</i> -----	16
<i>Multiple Teams and Leagues</i> -----	16
DIVISIONS -----	17
<i>Leaderboard Ties</i> -----	17
<i>GFQ Qualifying Positions</i> -----	18
<i>Wildcards</i> -----	18



FORMAT / RESTRICTIONS

International 8-Ball League Rules

- **Roster Size:** Up to 8 Players
- **Players Participating Each Week:** 5 Players
- **Races:** Handicapped, based on UPscore
- **Match Duration:** 30 minutes
- **Shot Time Limit:** 30 seconds
- **Extension:** 30 seconds, one per rack

MATCH RESTRICTIONS

Teams must follow these guidelines for the five matches played each week:

1. A maximum of 2 players can be a 600 rating or above, with **only 1 player permitted to be 700** or higher.
2. Each team must include at least one player rated **450 or below** in every match week.

HANDICAP RACE CHART

The Handicap Race system is designed to level the playing field by adjusting the starting score based on the difference in UPscore ratings between players.

The higher-rated player will start with a negative score depending on the point difference between them and their opponent.

Minimum UPscore Rating Difference	400 & Below	401 - 520	521 & Above
40	-1	-1	-1
80	-2	-2	-2
120		-3	-3
180	-4		

MATCH SCORING CHART

Match Result	Points Awarded	Explanation
Match Win	<ul style="list-style-type: none"> • +5 for win • +1 for Each game won beyond handicap • NO points awarded if winning player score is 0 	<p>Teams receive 5 points for winning the match, plus 1 point for each game won after overcoming any starting deficit from the handicap.</p> <p>Zero points will be awarded to a winning player if their final score is 0</p>
Match Loss	<ul style="list-style-type: none"> • +1 for Each game won beyond handicap 	<p>Teams earn points for each game won after overcoming any initial handicap deficit.</p>
Match Draw	<ul style="list-style-type: none"> • + Final score for each player 	<p>Teams receive the final score in points.</p> <p>I.E match ends 5-5 Each team earns 5 points</p>

NOTE: A maximum of 20 points can be earned per individual match.

WEEKLY MATCH PLAY

LEAGUE DUES

Each player participating in an official league match must pay the weekly fee on the night of play.

Fee amounts will vary by area.

Your League Operator will advise on how to make the payment each week.

PAYING FOR GAMES

Teams and/or players will split all table fees for the night of play.

DECIDING WHO PLAYS

To start the match, teams will flip a coin to see who puts their player up first.

The team that wins the coin toss can either put a player up first or defer to their opponent.

- After the first match, the winning player's team will put up first for the next match.
- For a draw, it goes back to the team who put up first in the previous match.

Team captains will have 3 minutes to decide the next player in their lineup.

DECIDING FIRST BREAK / FORMAT

- Players will lag for the first break
- Alternate Breaks
- Players rack their own
- All players have 2 minutes to rack and start next game.

Failure to start within time limit can result in a Sportsmanship Foul for the team.

RACK VERIFICATION

- Prior to the break, the opponent shall have the right to inspect the rack to ensure it conforms to the official rack illustration, including the correct positioning of solids and stripes, and the placement of the eight ball on the foot spot.

- If the rack does not meet these standards, the opponent may request a re-rack. However, once the rack has been broken, it is deemed acceptable and final, and no further challenges to its configuration will be permitted.

MATCH CLOCK MANAGEMENT

The teams in the match shall take turns on being the Time Keeper. This decision will happen at the coin toss.

- The team that wins the toss will decide on which team shall start as Time Keeper.

That team captain will decide which team member shall take responsibility.

- The Time Keeper will alternate between the teams after the match has concluded.

The official match clock shall be maintained by the designated Time Keeper.

It is their responsibility to announce time warnings at 10 seconds and 5 seconds remaining in the shot clock.

These announcements must be made, even while the current player is down to shoot.

Players can choose to not have these verbal warnings but must let the Time Keeper know ahead of time.

- In the event of a technical issue—such as a loss of connection with the displayed clock—the Time Keeper may declare an "All Stop" to pause play until the issue is resolved.

Play shall resume only once the clock is fully operational and visible to all parties.

FOUL CALL PROTOCOL

- A foul may only be officially recognized if it is announced by the opposing player or shooter.
- If a foul is called by any individual other than the opponent, the foul shall be voided, and the current player may continue their turn without penalty.
In such cases, the opposing team will be issued a sportsmanship violation for improper conduct.

Time Fouls: It is the Time keepers responsibility to call any fouls resulting from shot clock violations. **Time fouls called by any other individual shall be voided.**

CLOSE CONTACT SHOT PROTOCOL

In situations where a close contact shot requires observation and a referee is not available, the shooting player may request to have the shot watched by a neutral third party—someone unaffiliated with either team—or may choose to film the shot for review.

An "All Stop" may be called to allow time for the neutral observer to be positioned or for camera setup. **Once the observer is in place or the recording is ready, the match clock shall resume, and play may continue.**

FROZEN BALL DISPUTE RESOLUTION

In the absence of a referee, if the opposing player declares that two balls are frozen together or that a ball is frozen to a rail, and the current player disagrees with this assessment, the current player may call an "All Stop".

During the All Stop, a neutral individual—someone with no affiliation to either team—may be brought to the table to make a determination regarding the frozen status of the ball(s) in question.

Once a decision has been made, the match clock shall resume, and play will continue accordingly.

COACHING

- Coaching is allowed for any player 450 and under during an extension only.
- The **player or the coach** MUST be the one to call for the timeout.

Once a timeout has been called, it must be used.

- If a coach calls for a timeout and one has already been used, it will be ball in hand foul and ball in hand for the opponent.
- If it happens again during the entire team match, that team will be issued a sportsmanship foul and their player will lose that current rack.
- If another individual calls for a timeout it will be a ball in hand foul and ball in hand to the opponent.
- Extension must be selected on scoring app BEFORE coach approaches the table.

Clock will continue to run as normal during timeouts.

PLAYER BREAK

There will be no player breaks allowed during a 30 minute league match.

DOUBLE PLAY

- Teams are allowed to play 2 players twice to fill a 5 player lineup if they don't have enough players.
- Teams **MUST** let their opponent know at start of match.
- Double Play matches must be played last. (Either match 5 or matches 4 & 5)
- There will be no Double play allowed in Session 3 after week 7 (7 matches for express session) or GFQ/GF events

Opposing team selects which player will double play. Players chosen must be within match restrictions.

MATCH END

Upon match end, teams should shake hands, confirm match through the app and Team Captains will need to handle the payment procedure as directed by the League Operator.

Captains need to ensure that league-owned tablets and shot clocks are given to venue staff and put on charge if the venue is storing them.

BYES AND FORFEITS

Team BYES

20 points

Individual Forfeit

8 Points for Weekly Play

20 Points for GFQ or GF

Team Forfeit

25 Points

If Team Forfeit happens during final 2 weeks of a session it will be scored as follows,

Take team's average score for the session per night and that's what they'll be rewarded.

Example: Team receiving the forfeit stands at 250 points through week 13, they're receiving a forfeit in week 14, they will be rewarded 19 points for that forfeit.

$250 \text{ points} / 13 \text{ weeks} = 19.23 \text{ points (round up or down)}$

RESCHEDULING

Matches can be rescheduled at the discretion of your League Operator.

All matches must be completed by scheduled end date of session or they will be scored as a 0 for both teams.

SPORTSMANSHIP FOULS

Sportsmanship and professionalism are the most important aspects of a league night. Players are expected to behave in a professional and respectful manner at all times during play.

Arguing, cussing, fighting, or any type of misconduct can result in suspensions or lifetime bans. If there are any issues, please speak directly to your team captain or co-captain. They will relay any concerns to the League Operator.

Any action deemed to be a sportsmanship foul during play will first receive a warning, and second will result in forfeiture of the current match unless otherwise stated.

TEAM ROSTERS

CAPTAINS AND CO-CAPTAINS

Team Captains and Co-Captains will be in charge of all team operations. Captains will be the direct line of communication for the League Operators and any issues or concerns a team may have. They are also responsible for making sure the team's weekly dues are paid for the night.

ADDING/REMOVING PLAYERS

Teams can add and remove players from their roster as follows,

- **Full Session** – Up to 7 weeks during 1st and 2nd Sessions only.
- **Full Express Session** – Up to 4 weeks during 1st and 2nd Sessions only.
- **Half Session** – Up to 3 weeks during 1st and 2nd Sessions only.

The following restrictions apply,

- GFQ qualified teams must maintain 5 of the qualifying roster to maintain eligibility.

NEW PLAYERS

- Players who have no known ability or league ratings will start as a 400 UPscore.

MULTIPLE TEAMS AND LEAGUES

- Players can play on multiple rosters within a format but cannot be within the same division.
- In a GFQ or GF event, a player who is on both rosters of a match has to sit out and cannot compete, coach or assist on either roster for that match.

DIVISIONS

LEADERBOARD TIES

Every division in a format has its own leaderboard.

Teams are placed first by points earned in each match played.

If there is a tie at end of session, winning team will be decided first by W/L record.

- If there is still a tie, it will be decided by who won between the teams when they LAST played.
- If teams have not played in that session, tie will be decided by individual match wins for that session. e.g. Team A won 63 individual matches and Team B won 47 individual matches, Team A will be awarded the position.
- If still tied, teams will have to play a playoff match under session rules.

GFQ QUALIFYING POSITIONS

- 1st and 2nd place teams from each division will qualify in a Full Session and Full Express Session.
- 1st place team from each division will qualify in a Half Session.

These teams will be entered into the Grand Finals Qualifier for that area, which is played following the end of the third session.

Qualification does NOT pass down if team is already qualified.

WILDCARDS

League Operators have the option to select 1 wildcard team per division, per session. This Wildcard team will be qualified for GFQ at end of that season.