

9-Ball League Rules

The objective of this league is to offer good competition to everyone. Individual standings and schedules shall be posted weekly at Fiddlestix plus on the internet.

The game is 9-ball. All rules are in accordance with those rules set forth by the Billiard Congress of America. All regular season games must be played no later than two days prior to the date prize money is scheduled to be paid or they shall be considered forfeited. Any problem in scheduling makeup games should be referred to the league secretary as soon as possible.

Computation of Averages

This league relies on the honor system. Therefore, "sandbagging" is not permitted. After each league night, the secretary shall prepare a standing sheet and the averages shall be updated. Averages are computed by dividing total games won for the season by the total number of games played. 'Handicapped' wins do not count for purposes of computing averages.

Computation of Handicaps

A roster, with names and telephone numbers, plus a schedule shall be prepared and posted on the internet and Fiddlestix bulletin board by the second week of the season. A player's starting average is generally his or her ending average from a prior league with minor adjustments to account for the difficulty level of that league. The league may also estimate a player's starting average if one has not been previously established. For the first week of league play, each player's average shall be based on his starting average. The

player's average after three weeks shall be based on his actual average. Until such time, the player's average is computed based on his starting average and actual average, with more emphasis placed on his actual average until three weeks have been played. No player shall be handicapped more than two (2) games per set in a race to 5; three (3) games per set in a race to 7; or four (4) games per set in a race to 9. The league reserves the right to adjust starting averages for non-established players (up or down) as their ability becomes apparent. For this handicapping system to have merit, the league secretary must be informed in any case where a player's starting average appears to be too high or low.

Handicaps are based on 100-percent. The following is an example of how the handicaps are computed:

- Player A has a .600 average and Player B has a .500 average:
- $.600 - .500 = .100$
- $.100 \times 13 = 13$
- (The number 13 is the factor used for races to 7. See the chart below.)

Race	Factor
1	1
2	3
3	5
4	7
5	9
6	11
7	13
8	15
9	17
10	19
11	21
12	23
13	25
14	27
15	29

Player B is spotted one (1) game in each race to seven. Both players race to seven (7). There shall be a cap on handicaps. No player shall be handicapped more than three (3) games per each race to seven (7).

Scoring - The player who has the most points at the end of the season wins the league. One match is scheduled for each night of league play. Players earn one (1) point for each race won and one (1) additional point for the most wins in a three-race set. Points shall be tabulated and a standings sheet shall be prepared by the league secretary for the following week along with updated averages and handicaps. Handicapped games are included in determining points earned but not for purposes of computing

averages. The person with the most points accumulated at the end of the league season shall win the league. The tie breaker for standings is based on:

1. High Average
2. Most games won (excluding handicap)

Miscellaneous

If you are unable to play, you should call your opponent prior to league play and reschedule the match. Any player who doesn't arrive for a scheduled match, or arrives after 7:30 p.m. without calling beforehand forfeits the match. However, in the spirit of league play, consideration should be given to allow for emergencies, unforeseen problems, etc. Any problem in scheduling makeup games should be referred to a league officer as soon as possible.

Two forfeits in a row may result in automatic disqualification from the league and loss of prize money. All breaks will be limited to a maximum of ten minutes and reasonable discretion must be used as to when they are taken. Violation of this rule may result in loss of the respective set. All players must mark their own score to avoid confusion.

All matches shall be played on the Diamond 9-foot tables unless both players mutually agree to play on another table. However, runs shall only be recorded if the game is played on a Diamond 9-foot table. Players must lag to determine who breaks. Coin flipping is permitted if both players agree. The winner breaks game 1, races 1 and 3. The loser breaks game 1, race 2. Alternate breaks after game 1 each race. Players rack their own unless both players agree to the alternative. 9-ball on the break is NOT a win. Rather, the breaker

spots the 9-ball and continues shooting. The 9-ball made out of turn is a win. Three consecutive fouls is loss of game. Gambling is not permitted. League players are not permitted to bring their own food or drink into Fiddlestix.