

ANAF

MONDAY & TUESDAY NIGHT IN HOUSE POOL LEAGUE RULES

These rules are based on VNEA rules that have been modified to fit our league.

Pool Table Etiquette is taken from APA Rules with modification to fit our league & venue.



ARMY NAVY & AIR FORCE UNIT #5 IN-HOUSE POOL LEAGUES



25 Weeks (plus 3 for playoffs) Mondays OR Tuesdays

September/October to April

7:00 pm start (start early if all players are there and both teams agree)

REGISTRATION AT THE ANAF

Monday Sept 15 & 22 at 7:00 pm

Bring your cues for pool to follow the meeting.

**Six teams (each night) of 5 players \$250 per team for the year.
plus \$8.00 per team per week for ANAF Table Fees.**

**WITH THE EXCEPTION OF WEEKLY TABLE FEES,
ALL MONEY COLLECTED WILL BE PAID OUT IN PRIZE MONEY.**

Monday and Tuesday leagues are not a combined league. Each night will have their own stats, playoffs and payouts.

Players are welcome to play on both nights understanding that their stats are not combined and they pay registrations for both nights.

Each team player will play each team player from the opposite team once for a total of 4 games for each player or 16 for the entire team per night. Captains or designates will fill out the lineup on the scoresheets. Visitors fill out their lineup first.

Teams are responsible for finding their own spares.

Spares will be a 10.0 average no matter how many times they play.

No fourth player will result in a 10 - 0 loss.

There are no spares in the playoffs.

FIVE PERSON TEAMS

IT IS UP TO EACH TEAM HOW THEY WANT TO ROTATE THEIR PLAYERS AND THEIR LINEUP.

Only 4 players are needed for a full roster each evening however all 5 players can play by rotating out your lowest scorer (or if someone wants to leave early, for example) in the 3rd or 4th round.

OR every 5th week each player will take turns sitting out, (but are encouraged to come and cheer on your team).

If all players want to play and you will be rotating in a player, the opposition must be notified at the end of the the previous round or before the balls are broken on the first game of the round the new player is coming into.

Not informing the other team of your changes of rotation could result in the game(s) being replayed or forfeited.

SIXTH PLAYER

I will keep stats for up to six players on a team. A sixth player can be added to your team by week 8. This will give teams who have team members who can't for health or personal reasons come every week, but want an opportunity to play join in the fun and community.

In order to play in the playoffs, players must play at least 30 out of a possible 100 games during the regular season.

SPARES

Teams are responsible for finding their own spares.

Spares will be a 10.0 average no matter how many times they play.

No fourth player will result in a 10 - 0 loss.


There are no spares in the playoffs.

HANDICAPS - The Great Equalizer

Our league has every caliber of player. To create more competitive and fair matches between players and teams of differing skill levels, we will be using handicaps. Handicaps level the playing field by giving an advantage to the weaker team allowing them to compete more closely with a stronger opponent. The weaker team is given extra points each round depending on their rounded average.

HANDICAP is the difference between the home team and visitor teams total averages per round. Just a little bit of arithmetic, but we can handle it.

Handicaps will come into effect on Week 3

WEEK #: _____ MONDAY  **ANAF MONDAY & TUESDAY NIGHT IN HOUSE POOL LEAGUES**

DATE: _____ TUESDAY

HOME TEAM: _____							VISITORS TEAM: _____							
PLAYERS NAME(S)	Rounded Average	BREAK		BREAK		PLAYERS POINTS TOTAL	PLAYERS NAME(S)	Rounded Average	BREAK		BREAK		PLAYERS POINTS TOTAL	
		ROUND #1	ROUND #2	ROUND #3	ROUND #4				ROUND #1	ROUND #2	ROUND #3	ROUND #4		
1		1	5	9	13		1		8	11	14			
2		2	6	10	14		2		5	12	15			
3		3	7	11	15		3		6	9	16			
4		4	8	12	16		4		7	10	13			
HANDICAP	TTL Rounded Average	HANDICAP						HANDICAP	TTL Rounded Average	HANDICAP				
ROUNDS POINTS TOTAL INCLUDING HANDICAPS							ROUNDS POINTS TOTAL INCLUDING HANDICAPS							

HANDICAP is the difference between the home team and visitors teams total rounded averages per round.

IF YOU WILL BE PLAYING ALL FIVE OF YOUR PLAYERS IN A MATCH:

- print the replacements name above the player they are replacing and their initials in the game box(es) they will be playing.
- print their average above the player's they are replacing, do the math to correct the handicap for those round(s).
- inform your opponents as soon as you can, or at the latest, before the balls are broken for game 1 of the round where the new player will be coming in. Pass your score sheet to your opponents to make changes on their sheet.
- not informing the other team of your roster change could, at the discretion of your opponent, result in the game(s) being replayed or forfeited. Please communicate your intents well in advance.

Players may not play the same person twice in the same match or round.

WINNER receives 10 points (7 plus 3 for the win).
 LOSER receives 1 point for each object balls sunk during the game.

Visitor Team initials _____
 Home Team Initials _____

Don't forget to enter your Feats for Year End Draws. Ballots are in an envelope in the league's purple tin at the end of the bar.

*Spares will be a 10.0 average no matter how many times they play.
 Teams are responsible for finding their own spares.
 There are no spares in the playoffs.*

CAPTAINS RESPONSIBILITIES



- **Collecting \$250 season fees for your team by Sept 22nd, 2025. Pay early by EMT to hfullager@gmail.com. Please pay the full \$250 at the same time.**
- **Collecting the \$8.00 ANAF table fee each week and pass onto the ANAF bartender.**
- **Completing the scoresheets weekly with lineup and averages/handicaps, or ask a team mate to do it if needed.**
- **Compare scoresheets during the evening to be sure the scores are the same with both teams, or ask a team mate to do it.**
- **Managing player rotations. Inform opponents of your lineup changes as soon as you know.**
- **Settling disputes and confirming rules.**
- **Finding spares if needed.**
- **Ensuring fair play by coaching and guiding your team members, promoting good sportsmanship and maintaining a positive team dynamic.**
- **Monday league, please put completed and signed score sheets in the purple tin at the end of the evening for pick up Tuesday.**



ARMY NAVY & AIR FORCE UNIT #5 IN-HOUSE POOL LEAGUES



COACHES AND REFS

Coaching time out.

When requested by the shooter, players are permitted a **1 minute coaching / advise time out per game**. Coaches can only verbally coach and may not physically position a player's cue with their hands or touch the player they are coaching.

Sideline coaching is a foul. Any member of a team called for sideline coaching will result in a foul on the team member shooting.

There are no coaching time outs during the playoffs.

Designated refs if needed.

Because we are all playing in one place, we've decided that we would use refs if the shooter or opponent want a shot watched or a rule clarification, you may call a ref whose team is not involved with the match you are playing. Only the shooter or opponent may call a ref.

Our designated refs are:

MONDAY

Tim Thomas
Jim Mooney
Darold Zukowsky

TUESDAY

Karen Parent
Doug Fullager
Darold Zukowsky

Refs may not be used for rule clarification during the playoffs. Know the rules.



**ANAF MONDAY & TUESDAY NIGHT
IN HOUSE POOL LEAGUES**

Feats Draw

Every time a feat is achieved,
fill in a ballot for a year end draw!

ERO (Eightball Run Out)

There are two ways of getting an ERO:

1. After breaking and making at least one object ball, the breaker legally declares high or low, runs their balls and successfully pots the eight ball, all in one turn.
2. After a legal break where no balls are pocketing, the opponent comes to the table, legally declares high or low, runs their balls and successfully pots the eight ball, all in one turn.

FIRST ATTEMPT

A First Attempt is when the breaker makes one or more object balls off the break or even declares their set of balls.

Upon missing, the opponent comes to the table for the first time, shoots all their object balls and then successfully pots the eight ball, all in one turn.

TEN TO NOTHING

A 10 - 0 is a win in any number of shots with the opponent still having all 7 of their object balls still on the table.

EIGHT BALL OFF THE BREAK

If the 8 ball is potted off the break and the cue ball stays on the table. Other balls can also be potted.

LET'S HAVE FUN!!!

Name _____ Week # _____ <input type="checkbox"/> ERO (8 Ball Run Out) <input type="checkbox"/> 1st Attempt <input type="checkbox"/> 10 to 0 win <input type="checkbox"/> 8 Ball off the break
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Name _____ Week # _____ <input type="checkbox"/> ERO (8 Ball Run Out) <input type="checkbox"/> 1st Attempt <input type="checkbox"/> 10 to 0 win <input type="checkbox"/> 8 Ball off the break

Pool Table Etiquette

Our pool league gives us the opportunity to meet new people and have fun with friends; a fun game with many unspoken & unwritten rules of etiquette. Breaking these rules can result in arguments and hard feelings between players and teams. Please show good sportsmanship and common courtesy to both your opponents and our host the ANAF, by observing these basic etiquette guidelines:

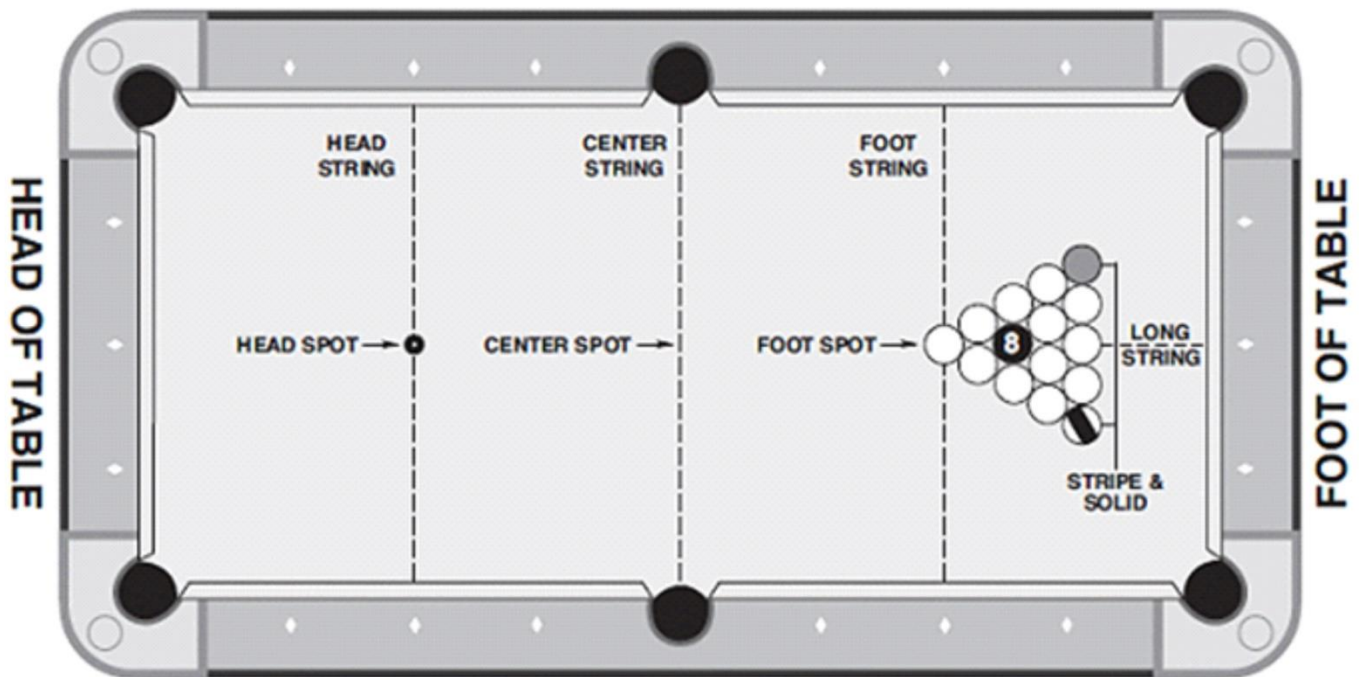
- Treat your opponent as you would like to be treated.
- Wish your opponent good luck before the match begins.
- Stay away from the table and out of your opponent's line of sight when they are shooting.
- Do not engage your opponent in conversation while they are shooting.
- Call your own fouls – do not wait for a foul to be called on you, or to be asked if you committed a foul. Players with integrity call their own fouls and tell their opponent when they have ball-in-hand, or hand their opponent the cue ball.
- Pay attention to your match.
- Be ready to shoot when it is your turn.
- Do not break down your cue until your match is over.
- Show respect to your opponent, win or lose.

Cheering for your teammate is part of the fun, but don't root against your opponent. Observing these guidelines and displaying good sportsmanship helps ensure a fun and competitive evening of League play.

Thank you to the ANAF UNIT #5, without them there would be no In House or Drop in Pool. Remember we are their guests. The ANAF has the right to refuse service to anyone, at any time. Please follow these basic guidelines:

- Be courteous and polite to the staff.
- Always respect the equipment – table, balls, cues, etc.
- No Jumpshots.
- Take care not to dig the tip of your cue when breaking.
- Do not slam balls or bang cues on the floor or table.
- Do not set drinks on the pool tables.
- Do not sit on the rails. You must have one foot on the floor when shooting.
- Be aware of your surroundings. If someone is in the way of a shot, wait for them to move or politely ask them to move.

The Pocket Billiard Table



A. BALLS AND RACKING

1. The game is played with one cue ball and 15 numbered object balls.
2. The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the footspot, a stripe ball in one corner of the rack and a solid ball in the other corner, as the above illustration shows. **NOTE:** The 1 ball **does not** have to be on the footspot position.
3. The object of the game is to make one group of numbered object balls, either stripes or solids, and then **LEGALLY POCKET THE 8-BALL** which then wins the game.

B. BREAK SHOT

1. Home team breaks on the 1st and 3rd rounds. Visitors break the 2nd and 4th rounds. You may pass your break to your opponent, who can accept or pass it back.

BREAKSHOT....CONT

2. If the breaker hits the racked balls with the cue ball (from on or behind the headstring) driving four or more numbered balls into a cushion or pocketing one or more object balls, the game is considered started.

If the breaker fails to make a legal break, it is not a foul; however, their opponent has the option of

- a) accepting the table in position and shooting
- b) have the balls reracked and break
- c) have the original breaker rebreak

3. Stopping or deflecting the cue ball prior to hitting the racked balls is a foul and loss of turn. The opponent has the choice to break or have the original breaker rebreak.

4. If a player scratches on a legal break shot:

- a) all balls pocketed remain pocketed (exception, the 8-ball)
- b) it is a foul.
- c) the table is open with cue ball in hand behind the headstring. **NOTE:** The shooter **may not** shoot any object ball whose base is not above the headstring, unless shooting the cue ball past the headstring causing the cue ball to come back behind the headstring and hit the object ball. If a player positions the cue ball completely and obviously above the headstring and shoots the cue ball, it is a foul, if called by the opponent.

5. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he/she must then reposition the cue ball.

6. Making the 8-Ball on the Break. The breaker may ask for a rerack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8-ball and shooting from behind the headstring or reracking and assuming the break. A game cannot be won or lost with an 8-ball on the break, regardless of what is pocketed on the same shot.

7. If the player legally breaks the racked balls and does not make any balls, their opponent then shoots, having an open table.

8. If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the headstring and shooting. Any jumped balls are spotted in numerical order

C. OPEN TABLE

The table is “open” when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice versa. Note: The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid. On an open table, all pocketed balls remain pocketed. The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

D. GAME

In Call Pocket, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. **Banks and combinations are not considered obvious and both the object ball and the pocket must be called or it is a loss of turn.**

When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

The opening break is not a "called pocket." Any player performing a break shot in 8-Ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.

When a player has pocketed all of the balls in his group, he then shoots at the 8-ball, **verbally and/or physically designating his pocket** with his cue or hand.

E. PLAY

1. If a shooter inadvertently pockets their opponent's ball, it remains down and the shooter continues if they made their called shot, however, if the shooter did not legally pocket their called shot, it is a loss of turn. It is not a ball in hand.

2. Each player continues to shoot as long as they legally pocket any of their object balls (Exception: calling a safety). Should a player fail to pocket their designated ball, it is a loss of turn.

3. **If a player fails to hit the object 8-ball it is a foul not a loss of game**, play continues with a ball in hand for their opponent.

4. In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.

5. If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are spotted in numerical order.

6. **SLOW PLAY RULE:** Exaggerated slow play will be penalized. After a warning, any longer than **ONE MINUTE** between shots **may** be called as a foul. The third infraction will result in loss of game.

7. **STALEMATED GAME:** If in 3 consecutive turns at the table by each player (6 turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked and the breaker of the stalemated game will break again

8. **COACHING:** During regular season players are permitted a **1 minute coaching per league game only when requested by the shooter**; otherwise see H 6 for coaching infractions.

F. LOSS OF GAME

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.
2. Pocketing the 8-ball on the same stroke as the last of your group of balls.
3. Jumping or knocking the 8-ball off the table at any time.
4. Pocketing the 8-ball in a pocket other than the one designated.
5. Third infraction of the slow play rule.
7. Pocketing the 8-ball without clearly verbalizing or physically designating the pocket with cue or hand

Note: All infractions must be called before the next shot is taken. Only the players involved may call an infraction.

Note: It is not a loss of game if you pocket the white ball while shooting the eight ball, if the eight ball remains on the table. It is a ball in hand for your opponent.

G. LEGAL SHOTS

On all shots except the break, the shooter must hit one of his group of balls first and:

- 1) pocket any group ball or
- 2) cause the cue ball or any other ball to contact a rail.

KICK SHOTS: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, any group ball must be pocketed, OR the cue ball or any other ball must contact a rail.

“SAFETY” SHOT: For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring “safety” in advance. A safety shot is a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, they must declare a “safety” to their opponent. If this is NOT done, and one of the shooter’s object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

H. FOULS

All fouls must be called by the opponent and acknowledged before next shot is taken. (exception: scratching)

The following results in a foul:

1. Failure to make a legal shot as noted above.
2. Shooting the cue ball into a pocket or off table.
3. It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls. The incoming player receives ball in hand behind the headstring.
4. When **placing the cue ball in position**, any forward stroke motion contacting the cue tip with the cue ball will be a foul, if not a legal shot.
5. Shooting without at least **one foot touching the floor**.
6. **Sideline coaching is a foul**. Any member of a team called for coaching will result in a foul on the team member shooting.
7. **Double hits are fouls**. To avoid a double hit (which is when the cue ball makes contact with the tip of your cue twice), a good rule of thumb is to have at least one chalk width between the object ball and the cue ball if shooting straight on **or** shoot at a 45 degree angle from the object ball. **CALL A REF.**

8. Object Ball Frozen To a Cushion

This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion. After the cue ball makes contact with the frozen ball, the shot must result in either:

- a) A ball being pocketed, or;
- b) The cue ball contacting a cushion, or;
- c) The frozen ball being caused to contact a cushion attached to a separate rail, or;
- d) Another object ball being caused to contact a cushion with which it was not already in contact.

CALL A REF - Failure to satisfy one of those four requirements is a foul.

******* An object ball is not considered frozen to a cushion unless it is examined and announced as such by both players prior to that object ball being involved in a shot.*******

9. ACCIDENTALLY moving or touching any ball with your hand, cue shaft or clothing is **not a foul** unless:

- 1) the moved ball is the cue ball or
- 2) a moved ball makes contact with the cue ball or
- 3) a moved ball that is jumped off the table or pocketed or causes any ball to be jumped off the table or pocketed. (exception to #3: If the 8-ball is jumped off the table or pocketed it is loss of game).

Only the opponent can decide to replace the ball(s) moved to as closely as possible of where it was, or leave it where it rests. If the shooter replaces the moved ball without their opponent's permission, is a foul.

FOULS.....CONT

Touching any ball with the tip of your cue is a foul except the cue ball during a legal shot.

10. Picking up or shooting the cue ball while any balls are **still in motion** is a foul.

11. **With cue ball in hand**, touching any object ball with the cue ball is a foul or touching any object ball with your hand while touching the cue ball is a foul.

12. When the **slow play** rule is enforced taking longer than ONE MINUTE between shots is a foul.

13. Jumping object balls or cue ball **off the table** is a foul.

14. If your opponent commits a foul, you must **receive their acknowledgement of the foul prior to touching the cue ball**. Touching the cue ball without your opponent's acknowledgement is a foul. (Exception: scratching)

I. PENALTY FOR FOULING

1. **Only the players involved may call a foul.** In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the headstring except on opening break or immediately after a foul on the break). **(If a team member calls foul it will not be deemed a foul)**

2. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.

PLEASE NOTE: Three consecutive fouls by one player is not a loss of game except for time fouls. Three consecutive time fouls is a loss of game.

Have Fun!

Play fair!

Don't sweat the small stuff!

It's all practice for the playoffs!