ANAF Unit #5

In-House Pool League Rulebook

Season: September – April

Last Updated October 30th 2026

Table of Contents

League Information

1. Match Format

2. Teams, Captains & Spares

3. Captains' Responsibilities

4. Feats Draw

5. Balls and Racking

6. Break Shot

7. Open Table & Groups

8. Calling Shots

9. Play

10. Legal Shots

11. Fouls

12. Penalty for Fouling

13. Loss of Game

14. Coaching

15. Disputes and Rulebook Authority

16. Playoffs

17. Pool Table Etiquette

18. Respect for the ANAF

League Information

Season: September – April

Regular season: 25 weeks

Playoffs: 3 weeks

League night: Mondays or Tuesdays

Start time: 6:30 PM

Teams: 6 teams per night

Team size: 4–6 players

Team fee: $300 per team for the season

ANAF table fee: $8 per team, per week

Table fees and league admin/table maintenance costs are taken out of registration money first. Every other dollar of registration money collected goes back out as prize money.

Monday and Tuesday are two separate leagues. Each night has its own standings, regular season, playoffs, and prize payouts. You can play both nights, but your stats don't carry over between them — and the $300 team fee is charged separately for each night.

1. Match Format

A regular-season match is 16 games across 4 rounds. A playoff match is 13 games across 3 rounds.

1.1 Games Per Match

- Each match is 16 games.
- Teams can use 4–6 players in a match.
- A player can only face each opposing player once per match.
- The visiting team fills out their lineup first.
- Captains (or whoever the captain picks) are responsible for filling out the score sheet.

1.2 Handicaps

Handicap points for each team show up automatically on the score sheet. The captain (or whoever's filling it out) still needs to add those up along with each player's game points to get the total for the match.

2. Teams, Captains & Spares

2.1 Team Fee

The $300 team fee covers your whole team — it doesn't matter if you have 4, 5, or 6 players. It's up to the team to decide how that fee gets split.

2.2 Spares

- Finding a spare is the team's own responsibility.
- During the regular season, any player can spare for you — they don’t need to be registered with the league.

- Can't find one? Contact a Board of Directors (BOD) member — they keep a list of players available to spare.

2.3 One Team Per Night

A spare can only be registered to one team per night.

2.4 Playoff Spare Eligibility

- A playoff spare must have played at least 28 games during the regular season.
- Games from either Monday or Tuesday count toward that 28.
- A spare's first name and last initial must be on the score sheet for that game to count toward the 28 — their points still count either way, but the game itself won't count toward playoff eligibility without it.
- Once a player hits 28 games, they count as a registered league player and can spare in the playoffs.

2.5 Missing Fourth Player

If your team can't field a fourth player, every game you can't play counts as a 10–0 loss.

3. Captains' Responsibilities

Captains are responsible for:

- Collecting and submitting the $300 team season fee to the BOD
- Collecting the weekly ANAF table fee and putting it in the team envelope
- Filling out the score sheet with the correct lineup and player info
- Making sure spares have their last initial listed on the score sheet — without it, the spare's points still count, but that game won't count toward the 28 games they need for playoff eligibility

- Comparing score sheets with the other team during the night to make sure both sides agree on the score
- Managing player rotations and letting the other team know about lineup changes as soon as possible
- Finding spares, or contacting a BOD member if they can’t
- Helping settle disputes and confirming rules when needed
- Promoting fair play, good sportsmanship, and a positive team environment
- Keeping the team in the loop on league news
- Checking the league website and passing along anything the team might have missed

If a dispute can't be settled between players, a referee or the Board of Directors can be called in.

4. Feats Draw

The Feats Draw only runs during the regular season — feats don't count in the playoffs.

Every time you complete a qualifying feat, fill out a ballot and drop it in the Black Box at the front of the club. Each feat earns you one entry into the end-of-season prize draw.

4.1 ERO — Eight-Ball Run Out

You can earn an ERO one of two ways:

- **Option 1:** The breaker legally pockets a ball on the break, establishes their group, then pockets all seven of their group's balls plus the 8-ball — all in that same turn.

- **Option 2:** The break is legal but nothing goes in. The other player then comes to the table, establishes their group, and pockets all seven group balls plus the 8-ball — all in one turn.

4.2 First Attempt

- The breaker pockets a ball on the break, or establishes their group on their first turn.
- The other player then comes to the table for the very first time and clears their entire group plus the 8-ball, all in one turn — without the breaker ever getting another turn in between.

4.3 Ten to Nothing

A 10–0 happens when you win the game while your opponent still has all seven of their group balls sitting on the table. It doesn't matter how many shots it takes you to finish.

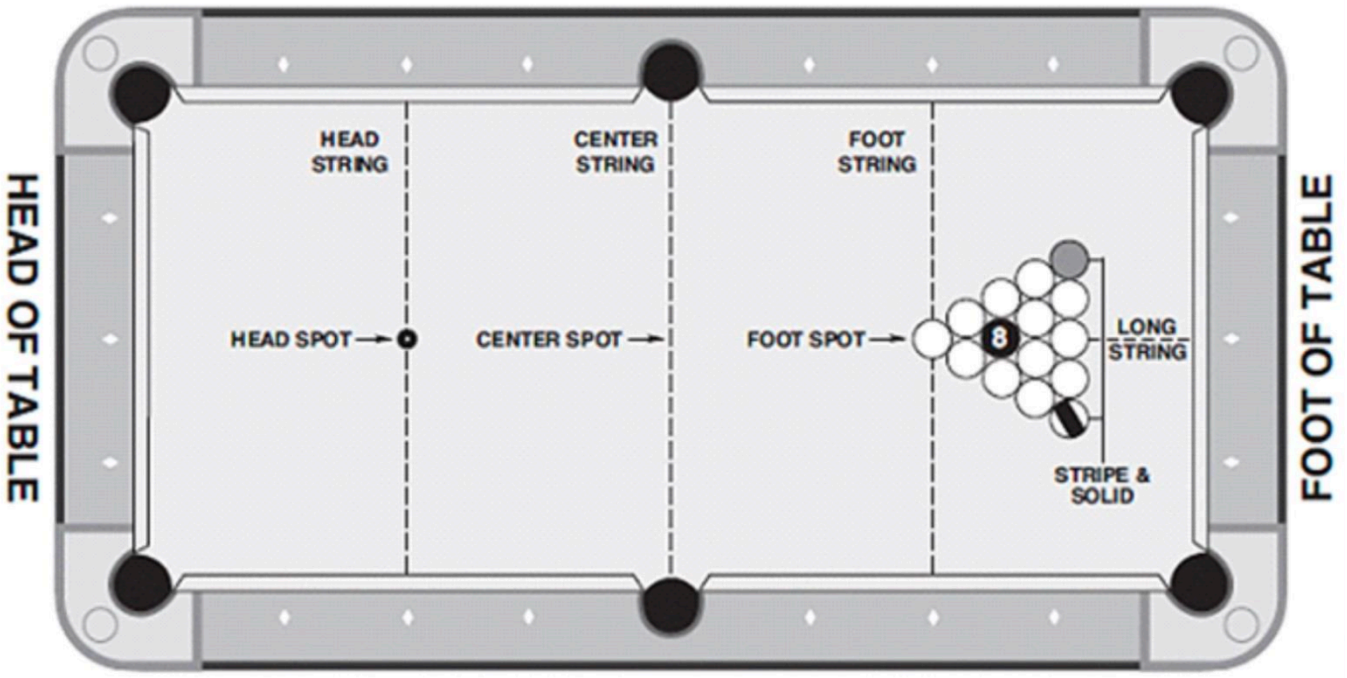
4.4 Eight-Ball Off the Break

This happens when the 8-ball is legally pocketed straight off the break, and the cue ball stays on the table.

5. Balls and Racking

Each game uses one cue ball and fifteen numbered object balls.

- Rack the balls in a triangle at the foot of the table.
- Put the 8-ball in the center of the triangle.
- Put one stripe ball in one back corner.
- Put one solid ball in the other back corner.
- The first ball of the rack goes on the foot spot.
- That ball doesn't have to be the 1-ball — any ball can go there



5.1 Object of the Game

Pocket every ball in your group — stripes or solids — then legally pocket the 8-ball to win.

6. Break Shot

6.1 Break Order

- Home team breaks in rounds 1 and 3.
- Visiting team breaks in rounds 2 and 4.
- A team can pass their break to the other team, who can accept it or pass it right back.

6.2 Legal Break

The breaker must hit the rack with the cue ball. The break is legal if it either:

- Drives four or more numbered balls into a cushion, or
- Pockets one or more object balls.

If the break isn't legal, it's not a foul — but the other team gets to choose:

- Play the table as it sits, or
- Rerack and take the break themselves, or
- Have the same player rerack and break again.

6.3 Stopping or Deflecting the Cue Ball

If the shooter stops or deflects the cue ball before it reaches the rack, that's a foul and their turn ends. The other team can choose to take the break, or have the same player break again.

6.4 Scratch or Cue Ball Off the Table on a Legal Break

If the breaker scratches, or the cue ball leaves the playing surface, on a legal break:

- Any balls pocketed stay pocketed, except the 8-ball.
- It's a foul.
- The table stays open.

- The other player gets the cue ball in hand, anywhere on the table.

6.5 Cue Ball Positioning

The cue ball may be placed anywhere behind the headstring, but the entire ball must remain behind it. If the cue ball is set up in the wrong spot for the break, the other player has to say so before the shot is taken. If they don't, the break counts as legal. If they do speak up in time, the breaker has to reposition the cue ball first.

6.6 8-Ball on the Break

If the breaker legally pockets the 8-ball on the break, they can choose to rerack and break again, or have the 8-ball spotted and keep shooting.

If they pocket the 8-ball and scratch on that same shot, the other player chooses: spot the 8-ball and take cue ball in hand anywhere on the table, or rerack and take the break.

Note: Nobody can win or lose the game from an 8-ball pocketed on the break — no matter what else happens on that shot.

6.7 No Balls Pocketed on the Break

If the break is legal but nothing goes in, the other player shoots next on an open table.

6.8 Cue Ball Leaving the Table

If the cue ball jumps off the table during the break, the other player chooses: play the cue ball from where it landed, or have the original breaker play it from where it landed.

6.9 Object Balls Leaving the Table

If an object ball flies off the table during the break, that's a foul. The other player can choose to play the table as it sits, or take cue ball in hand anywhere on the table. Any balls that came off are placed back on the table in numerical order.

If the 8-ball comes off the table on the break, Rule 6.6 (8-Ball on the Break) applies instead.

7. Open Table & Groups

7.1 Open Table

The table is “open” until a player legally pockets a called stripe or solid. Right after the break, the table is always open — no matter which balls went in.

7.2 Shooting on an Open Table

While the table is open, you can hit any stripe or solid first, as long as you’re trying to pocket your called ball. Pocketing either a stripe or solid legally is what sets your group. Hitting the 8 Ball first is a foul.

7.3 Establishing a Group

Once you legally pocket a called stripe or solid, that group is yours — the other group belongs to your opponent. Anything legally pocketed while the table was open stays down.

8. Calling Shots

8.1 Obvious Shots

You don't need to call obvious balls or pockets. If your opponent isn't sure which one you mean, they can ask.

8.2 Banks and Combinations

Banks and combinations are never “obvious” — you must call both the ball and the pocket. If you don't, it's a loss of turn.

8.3 What You Actually Need to Call

Just the ball and the pocket. You never need to call cushions, banks, kisses, caroms, or any other detail of how the shot will play out.

8.4 Opening Break

The break itself is never a “called shot.” If you legally pocket a ball on the break, you keep shooting.

8.5 Shooting the 8-Ball

Once you've cleared your whole group, you have to call your pocket for the 8-ball — point to it with your cue or hand, or say it out loud. If you don't, it’s a loss of game (see Rule 13.5).

9. Play

9.1 Continuing Your Turn

You keep shooting as long as you legally pocket one of your group's balls. Miss, and your turn ends.

9.2 Pocketing Your Opponent's Ball

If you accidentally pocket one of your opponent's balls, it stays down. If you also legally pocketed your called ball on that shot, you keep shooting. If not, your turn ends. Either way, this is not a ball-in-hand foul.

9.3 Safety

You can call a safety before you shoot — it still has to be a legal shot. You're allowed to pocket one of your own group's balls on a safety, but calling one always means you give up your next turn. After a legal safety, your opponent shoots next.

9.4 Failing to Hit the 8-Ball

If you're required to hit the 8-ball and miss it entirely, that's a foul — not a loss of the game. Your opponent gets ball in hand and play continues.

9.5 A Ball Falls from Outside Interference

If a ball is sitting on the edge of a pocket and falls in due to outside interference (such as vibration, a fan, someone stomping their feet, or a person bumping the table), the ball shall be restored as close as possible to its original position.

If the interference is caused by a player during play, normal foul and loss-of-game rules apply.

Exception: If the 8-ball falls into a pocket solely due to outside interference that is not caused by either player, the 8-ball shall be restored as close as possible to its original position and play shall continue.

9.6 A Ball Jumps Off the Table (During Play)

If an object ball jumps off the table during play, that's a foul and a loss of turn. It gets spotted back on the table in numerical order.

If the 8-ball jumps or gets knocked off the table, that's a loss of game — unless it happened on the opening break, which is covered by Rule 6.6 instead.

9.7 Slow Play

Don't intentionally stall the game. After a warning, here's how it's enforced:

- 1st infraction: Warning.
- 2nd infraction: Foul, and loss of turn.
- 3rd infraction: Loss of game.

While this rule is being enforced, taking more than one minute between shots may be called as a foul.

9.8 Stalemated Game

A game can be called a stalemate if both players agree that trying to pocket or move a ball would immediately lose them the game. Before that can happen:

- Each player must have taken 3 turns in a row at the table (6 turns total).
- During those turns, both players purposely fouled or scratched instead of trying to pocket or move a ball.
- Both players agree that playing on would mean an instant loss.

Once agreed, the game ends, the balls get reracked, and whoever broke the stalemated game breaks again.

10. Legal Shots

Except on the break, you must hit one of your own group's balls first. After that contact, you must either:

- Pocket one of your group's balls, or
- Send the cue ball or any other ball into a rail.

The rail contact has to happen after you hit your own ball — if neither of these happens, it's a foul.

10.1 Kick Shots

You can bank the cue ball off a rail before it hits your group's ball. But after that contact happens, you still need to pocket one of your group's balls or send a ball into a rail — hitting a rail before contact doesn't count.

10.2 Safety Shots

You can declare a safety for tactical reasons. Before you shoot, you have to say “safety” clearly.

A safety still has to be a legal shot — hit your own ball first, then either pocket one of your group's balls or send a ball into a rail.

- You can declare a safety whether or not you end up pocketing your own ball.
- If you declare a safety but don't make a legal shot, that's a foul.
- Any ball pocketed on a safety stays down.
- Your turn ends after a legal safety.

11. Fouls

Unless a rule says otherwise, your opponent has to call a foul before the next shot is taken. A scratch is automatically a foul — it doesn't need to be called.

11.1 Not Making a Legal Shot

See Rule 10 — not meeting those requirements is a foul.

11.2 Cue Ball Scratch

Shooting the cue ball into a pocket, or off the table, is a foul (a scratch).

11.3 Break Fouls

Fouls that happen on the break are covered by Rule 6.

11.4 Accidental Contact While Placing Ball in Hand

If you're placing the cue ball for ball in hand and your forward stroke accidentally makes contact with it, that's a foul — unless that contact was actually part of a legal shot.

11.5 Shooting Without a Foot on the Floor

You need at least one foot on the floor when your cue tip contacts the cue ball.

11.6 Sideline Coaching

Coaching can only happen through the proper coaching call process (see Rule 14). Coaching from the sidelines outside of that process is a foul. If a player receives coaching this way, that player gets the foul, and the other team gets ball in hand.

11.7 Double Hit

A double hit is when your cue tip touches the cue ball more than once on a shot — it's a foul. To help avoid one: leave about a chalk's width between the cue ball and object ball on a straight shot, or shoot at roughly a 45° angle. If there's any question, call a referee before the next shot.

11.8 Object Ball Frozen to a Rail

If the first ball the cue ball touches is frozen against a rail, give your opponent a fair chance to check and confirm that before you shoot. A ball only counts as “frozen” if both players agree it is — if you don't give your opponent that chance, it won't count as frozen for that shot.

After hitting a frozen ball, at least one of these has to happen:

- A ball from your group is pocketed, or
- The cue ball hits a rail, or
- The frozen ball hits a different rail, or
- Another object ball hits a rail it wasn't already touching.

If none of those happen, it's a foul. This applies to safety shots too. If there's a dispute about whether a ball is frozen, call a referee before shooting.

11.9 Cue Ball Frozen to Your Object Ball

If the cue ball starts out already touching one of your own group's balls, shooting straight into it counts as a legal hit — as long as a ball from your group then goes in, or a ball then hits a rail. If you shoot away from that ball instead — without moving it — that does not count as hitting it.

11.10 Accidentally Moving or Touching a Ball

Accidentally bumping an object ball with your hand, cue shaft, clothing, or body is not a foul — unless:

- The cue ball is the one that got moved or touched, or
- The moved ball touches the cue ball, or
- The moved ball gets pocketed or jumps off the table, or
- The moved ball causes another ball to get pocketed or jump off the table.

Touching any ball with your cue tip is always a foul, except the cue ball as part of a legal shot. If the 8-ball gets pocketed or jumps off the table this way, it's a loss of game.

If balls get accidentally moved and none of the above happened, your opponent decides whether to put them back close to where they were, or leave them where they landed. You can't reposition them yourself without their OK. Doing so is a foul.

11.11 Cue Ball While Balls Are Still Moving

Don't pick up, move, or shoot the cue ball while any ball is still in motion — that's a foul.

11.12 Cue Ball in Hand

While placing the cue ball for ball in hand, touching an object ball with the cue ball is a foul. Touching an object ball with your hand while you're holding or touching the cue ball is also a foul.

11.13 Slow Play

When the slow play rule is in effect, taking more than one minute between shots is a foul. See Rule 9.7.

11.14 Ball Jumped Off the Table

Jumping an object ball or the cue ball off the table is a foul, unless another rule specifically makes it a loss of game (see Rules 9.6 and 12).

11.15 Foul Acknowledgement

After a foul, the incoming player needs their opponent to acknowledge it before touching or moving the cue ball. Touching it before that happens is itself a foul. (A scratch is the one exception — no acknowledgement needed before taking ball in hand.)

12. Penalty for Fouling

Unless a rule says otherwise, a foul means ball in hand for the other player — they can place the cue ball anywhere on the table. It does not have to go behind the head string. Only the two players actually in the game can call a foul — a call from anyone else doesn't count. (Break fouls are the exception — see Rule 6.)

12.1 Stopping Play After a Foul

Once a foul is called, the player has to stop shooting. If they refuse, the other team’s captain can protest.

12.2 Three Consecutive Fouls

Three regular fouls in a row by the same player does not cost them the game. A third slow-play infraction by the same player does — see Rule 9.7.

13. Loss of Game

Any of these situations ends the game immediately as a loss:

13.1 8-Ball Pocketed Early

Pocketing the 8-ball before you've legally cleared your whole group — except on the opening break (see Rule 6.6).

13.2 8-Ball Pocketed With Your Last Group Ball

If the 8-ball goes in on the same stroke as your last group ball, that's a loss. You need to pocket your last group ball first, then take a separate shot at the 8-ball.

13.3 8-Ball Off the Table

The 8-ball jumping or getting knocked off the table, at any time, is a loss — except on the opening break (see Rule 6.6).

13.4 8-Ball in the Wrong Pocket

Pocketing the 8-ball anywhere other than the pocket you called is a loss.

13.5 8-Ball Pocket Not Designated

Pocketing the 8-ball without clearly calling your pocket — verbally or by pointing with your cue or hand — is a loss.

13.6 8-Ball Pocketed by Illegal Contact

If the 8-ball goes in from anything other than a legal stroke with the cue tip — your hand, clothing, cue, or any other object, intentional or not — that's a loss.

13.7 Third Slow-Play Infraction

A third slow-play foul in the same game is a loss.

13.8 Cue Ball Pocketed While Shooting the 8-Ball

If you pocket the cue ball while shooting at the 8-ball, it's not a loss of game — as long as the 8-ball is still on the table. It's a foul, and your opponent gets ball in hand.

14. Coaching

14.1 Player Coaching Call

Every player gets one individual coaching call per game during the regular season — this is separate from the team's coaching calls (below). So a single game could see one team coaching call and one individual coaching call. Each coaching call — team or individual — can last up to one minute.

14.2 Team Coaching

Any team member can call Coach and must approach the table. Each team is allowed one Coach call per round (4 per match). Players still receive one personal Coach call per game. Both team and player Coach calls can be used in the same game. Calling Coach more than once per round, or calling Coach while a player is down on a shot, results in a foul and loss of turn, with no ball in hand.

14.3 Team Coaching Calls

The entire team shares one team coaching call per round, regardless of how many players are on the team. With 4 rounds per match, each team is

allowed a maximum of 4 team coaching calls per match (one per round). Unused calls do not carry over. Calls reset at the start of each match. The team member who calls Coach must approach the table and provide the coaching. They cannot call Coach to pause the game and send another team member in their place.

14.4 Calling “Coach”

Any team member can call “Coach” when one of their teammates is shooting, but only before the player is down over the shot. If the player goes down over the shot, Coach cannot be called. However, if the player gets back up, Coach can then be called. The team member who calls Coach must approach the table and provide the coaching. Play stops for up to one minute.

“Coach” cannot be called:

- When it isn't a teammate's turn
- While the player is down over the shot
- After the player has started their final stroke
- More than once per round for team coaching

Calling Coach at the wrong time results in a foul and loss of turn, with no ball in hand.

14.5 What a Coach Can and Can't Do

A coach can give verbal advice, point to a spot, or show where or how they think the shot should be played. What they can't do is touch, move, or reposition any ball — including demonstrating a shot by moving a ball. If the player has ball in hand, the player places the cue ball themselves.

15. Disputes and Rulebook Authority

Everyone is expected to follow this rulebook.

15.1 Resolving a Dispute

Try to work it out between yourselves first. If you can't agree, call a referee to make the call.

15.2 Board of Directors

The Board of Directors can be called in to resolve a dispute, clarify a rule, or review a referee's decision. If you disagree with a referee's call, it can be taken to the Board — whose decision is final. These steps apply the same way in the regular season and playoffs, unless a rule says otherwise.

15.3 Calling an Infraction

Infractions have to be called before your opponent's next shot. Only the two players in the game can call one. If you disagree, call a referee — and if that doesn't settle it, it goes to the Board of Directors.

16. Playoffs

Playoff matches follow the regular-season rules, except where the rules below say otherwise.

16.1 Match Format

Playoff matches are 13 games across 3 rounds, instead of the usual 16 games across 4 rounds.

16.2 Tables

Any available league table can be used to keep playoff matches moving — including more than one table for the same match, with players moved between tables as needed.

16.3 Playoff Spares

The regular-season spare rules still apply, including the 28-game requirement. On top of that, every playoff spare needs BOD approval before the match starts, and a spare's average has to be equal to or lower than the player they're replacing. If a spare's average is just slightly higher, a BOD member can still approve them.

16.4 Team Handicaps

Team handicaps lock in at the start of the playoffs and stay the same for the whole playoff period.

16.5 Home Team

Whichever team finished with the most regular-season points is the home team for the playoffs.

16.6 Break Order

- **Round 1:** Home team breaks.
- **Round 2:** Visiting team breaks.
- **Round 3:** Coin flip before each game decides who breaks.

16.7 Coaching

The team coaching system applies during the playoffs. Any team member can call Coach, with the entire team sharing one coaching call per round. Each player still receives one individual coaching call per game, as usual.

Note: This rule is being implemented on a trial basis for the current season and may be reviewed, modified, or removed by the Board of Directors before the playoff season.

16.8 Missing Player

If a team is short a player, each game that can't be played is a 10–0 loss. The team can either play out the rest of the match taking those losses, or forfeit the whole match.

16.9 Rules, Referees and Disputes

The same dispute process from Rule 15 applies in the playoffs: work it out between players first, call a referee if you can't agree, and the Board of Directors has final say if it still isn't resolved.

17. Pool Table Etiquette

This league is about competing, meeting people, and having fun. Good sportsmanship and common courtesy help prevent arguments and hard feelings between players and teams. Please:

- Treat your opponent the way you'd want to be treated
- Wish your opponent good luck before the match
- Stay clear of the table and out of your opponent's line of sight while they're shooting
- Don't talk to your opponent while they're shooting
- Call your own fouls
- Tell your opponent when they have ball in hand
- Pay attention to your match

- Be ready to shoot when it's your turn
- Don't break down your cue until your match is over
- Show respect to your opponent, win or lose
- Cheer for your teammates without heckling your opponent

Good sportsmanship helps ensure a fun and competitive league.

18. Respect for the ANAF

Thank you to ANAF Unit #5 — without their support, there'd be no In-House or Drop- In Pool. We're guests of the ANAF, so please respect the club, its staff, members, and equipment. The ANAF can refuse service to anyone, at any time. Please:

- Be courteous and polite to staff
- Respect all equipment — tables, balls, cues, everything
- No jump shots
- Be careful not to dig your cue tip into the table when breaking
- Don't slam balls or bang cues on the floor or table
- Don't set drinks on the pool tables
- Don't sit on the rails
- Keep at least one foot on the floor when shooting
- Stay aware of your surroundings — if someone's in the way of a shot, wait for them to move or ask them politely to move
- Players are responsible for the cost of repairing any damage they cause to the pool tables

Thanks for helping keep the ANAF a welcoming place for everyone.