

NYGPL, Inc.

Guidelines
and
Rules of Play

revised September 8, 2004

NEW YORK GAY POOL LEAGUE ("NYGPL"), INCORPORATED

GUIDELINES AND RULES OF PLAY

SECTION 1 - MISSION STATEMENT

New York Gay Pool League (NYGPL), Incorporated (the "NYGPL"), founded in 1984, is a not-for-profit corporation formed under New York law and is exempt from federal income tax under Section 501(c)(3) of the Internal Revenue Code of 1986, as it may be amended. The NYGPL's purpose is to provide relief to poor, distressed, underprivileged and indigent persons afflicted by the Acquired Immunodeficiency Syndrome (AIDS) virus in the New York City area. In furtherance of this charitable purpose, the NYGPL disburses the funds it raises to other 501(c)(3) organizations which provide relief, support and services to the poor, distressed, underprivileged and indigent members of the AIDS-afflicted community in the New York City area. The NYGPL is not formed for and shall not be conducted nor operated for pecuniary profit or financial gain, and no part of its assets, income or profit shall be distributed to or inure to the benefit of any private individual or individuals. Through its season long schedule of pocket billiard matches held throughout the city, the NYGPL helps build a sense of community and friendship among its sponsors and members.

SECTION 2 - THE SEASON, PLAYOFFS AND POST-SEASON TOURNAMENTS

2.1 The Regular Season

2.1A The regular season begins no earlier than the Monday after Labor Day and ends no later than the end of April.

2.1B Teams play one match a week. Half of the matches are home games and half are away games. Each team picks Monday or Tuesday as its own home night.

2.1C The specific scheduling format for a given season is dependent upon the number of teams participating in that season. The NYGPL may be divided into divisions or the season may be split into two half-seasons. In the event of divisional play, the Executive Committee will determine divisional assignment. Each season's specific format will be finalized at the pre-season Captains' Board meeting.

2.2 The Playoffs

2.2A The NYGPL championship is determined by a series of playoff contests.

2.2B Contending teams are seeded by their regular season records.

2.2C All playoff contests are decided by a best two out of three match series. The higher seeded team has home table for the first match and, if necessary, for the third match. The lower seeded team has home table for the second match.

2.2D The two losing semi-finalists will each be awarded third place in the playoffs.

2.2E Specific days for playoff matches and post-season tournaments will be determined by the President acting in concert with the affected teams and bars.

2.2F Neutral referees will be assigned to all playoff matches, if available.

2.2G The specific rules for playoff qualification and seeding vary with the number of teams. Division and half-season winners are always seeded above other qualifiers.

2.2H The following tie-breakers are used first to establish division or half-season winners, then playoff qualifiers and then playoff seedings:

1. head-to-head match record;

2. head-to-head number of games won, with forfeits counting 15-0;

3. if within same division, division match record;

4. percentage of total games won, excluding forfeits;

5. if within the same division, percentage of total games won within the division, excluding forfeits; and

6. one match playoff, with coin toss for home table.

2.2I If a half-season determination is to be made, tie-breakers are first measured by matches played within that half only. If tie-breakers 1-5 do not break a tie within a half, then tie-breakers are measured by matches played during the entire season.

2.3 Post-Season Tournaments

2.3A There will be a one to two week break between the end of the regular season and the start of the playoffs.

2.3B The Captains' Board tournament will be played during the break, preferably at a bar which is not in the playoffs. The tournament is a single elimination, randomly bracketed match.

2.3C The MVP tournament, matching each team's most valuable player, will be played during the break, preferably at a bar which is not in the playoffs. The tournament is a single elimination, randomly bracketed match.
2.3D If any tie-breaker matches are to be played before the playoffs begin, they will be played during the break.

SECTION 3 - AWARDS

3.1 Team/Sponsor Awards

Each season, the NYGPL shall give the following team/sponsor awards: NYGPL championship, NYGPL championship traveling plaque, playoff runner-up award, playoff third place awards, regular season division or half-season championship awards, sponsorship plaques to all bars in the NYGPL, a traveling plaque to the bar which causes the most money to be contributed towards NYGPL charities and the following:

THE ROBERT ADER SPONSOR AWARD is annually awarded by vote of the Captains' Board to the outstanding sponsor of the season who has done the most in support of the NYGPL during the season. It is awarded in memory of Robert Ader, who was the owner of the Candle, Crossroads and Tunnel bars. His sponsorship of three teams for the first eight seasons of the NYGPL's existence was a major factor in the establishment of the NYGPL. His work and charitable donations to the gay community and AIDS organizations were immeasurable.

3.2 Individual Awards

Each season, the NYGPL shall give the following individual awards:

A TEAM MVP AWARD is given to each team's most valuable player as selected by the individual teams by the captain's designation, tournament or team vote.

THE GORDON STOCK CAPTAINS' BOARD TOURNAMENT AWARD is presented to the winner of the Captains' Board tournament. It is awarded in memory of Gordon Stock, who was the first captain of the Candle Bar team and the second president of the NYGPL. Gordon's leadership abilities and sense of fairness enabled the NYGPL to establish credibility as a fair and viable organization.

THE KEN MILLER MVP TOURNAMENT AWARD is annually awarded to the winner of the MVP tournament. It is awarded in memory of Ken Miller, who was one of the fiercest, toughest and most feared competitors who ever wielded a cue stick in the NYGPL. Ken played out the game of life with the same courage and passion.

THE NYGPL LEADERSHIP AWARD is awarded at the discretion of the Captains' Board to a member of the NYGPL who through the years has displayed outstanding leadership qualities to the NYGPL, whose accomplishments have helped to better and improve the NYGPL and who helped in the raising of funds for AIDS charities.

THE L.A.M.B.I. AWARD (LEAGUE AWARD TO THE MOST BENEVOLENT INDIVIDUAL) is awarded at the discretion of the Captains' Board to that unique individual who has not only displayed outstanding service to the NYGPL, but has displayed exemplary service and commitment to the gay/lesbian community and AIDS organizations.

THE NYGPL HUMANITARIAN AWARD is awarded at the discretion of the Executive Committee to that NYGPL member who independently functions as a compassionate human being, without expectation of reward or recognition, in the noble cause of AIDS relief, justifiably becoming an inspiration to us all. Any NYGPL member may nominate a fellow member by bringing his noble deeds, or even a single act of human kindness or spiritual comfort, to the attention of the Executive Committee in a written submission anytime during the season. All nominations will be kept in the strictest of confidence to preserve the integrity of the selection process.

SECTION 4 - SPONSOR OBLIGATIONS AND FEE STRUCTURE

4.1 Sponsor Fees and Obligations

4.1 Each sponsor must pay a \$200 fee to enter a team in the NYGPL, which is due by November 1st of the season.

4.1B Established sponsors are encouraged to support additional teams. The sponsor fee is reduced to \$100 for each additional team entered by the same sponsor, from the same or different bars.

4.1C Each sponsor must provide free games during the match.

4.1D While not required, it is traditional that the host sponsor buys each team member one drink and provides something to eat.

4.2 Member Fees

Each member of the NYGPL is required to pay a \$40 membership fee before playing his first match.

4.3 Missed Meeting and Results Fines

4.3A A captain is fined \$10 if he misses a Captains' Board meeting and does not send a substitute from his team.

4.3B A captain is fined \$5 if he fails to call in match results by the designated deadline.

4.4 Forfeited Matches Fines

The captain of a team which forfeits a match is fined \$10.

SECTION 5 - NYGPL STRUCTURE

5.1 Captains' Board, Executive Committee and Officers

5.1A The Captains' Board concomitantly functions as the NYGPL's Board of Directors and is the collective authority for the operation of the NYGPL. Democratic vote by the Captains' Board is the ultimate authority for all matters concerning the NYGPL.

5.1B The Captains' Board is comprised of each team's captain, the four NYGPL officers and any outside directors.

5.1C The Captains' Board may choose to elect up to three outside directors to serve as members of the Captains' Board. These individuals may or may not be members of the NYGPL.

5.1D The one year term of office for all Captains' Board members shall coincide with the fiscal year, which is July 1 through June 30.

5.1E The Captains' Board shall meet monthly during the season and at such additional times as the Executive Committee or a majority of the Captains' Board may elect.

5.1F A quorum must be present at a meeting to vote on any matters. A quorum is 50% of the number of teams in the NYGPL. Except as otherwise provided, a majority of the teams permitted to vote and present at a Captains' Board meeting must vote in the affirmative to take any action requiring a vote.

5.1G The Executive Committee of the Captains' Board is composed of the four NYGPL officers: President, Vice-President, Treasurer and Secretary. The Executive Committee may choose to elect a Chairman of the Finance Committee, who is authorized to represent the NYGPL in external financial matters.

5.1H Officers for the following season are elected by vote of the captains at the final scheduled Captains' Board meeting of the season. Nominations may be made at such meeting and the meeting immediately before. No individual may serve more than two consecutive years as President. The elections for the four offices will be held one at a time in the following order: President, Vice President, Secretary, and Treasurer. Nominations for each office remain open until the election for that office takes place. To be elected to any office, a candidate must receive votes from 50% or more of teams present and voting. In the event that no candidate receives at least 50% of the votes, a runoff election will be held between the two candidates receiving the greatest number of votes.

5.1I Officers and outside directors may not vote at a Captains' Board meeting, subject to the following:

1. The Secretary, Treasurer and Vice President (unless the Vice-President is serving as acting-President) may vote if also a captain.

2. If the President or the Vice-President (if the Vice-President is serving as acting-President) is also a captain, his team has no vote at a Captains' Board meeting, unless such officer appoints someone else from his team to represent the team.

3. Notwithstanding the foregoing, the President may vote to break a tie at a Captains' Board meeting, except as provided in Section 9.3.

5.1J If an officer resigns in the midst of their term, the remaining members of the Executive Committee will make an interim appointment to fill the vacated position. An election will be held at the first Captains' Board meeting after such appointment to fill the vacated position for the remainder of the term of office.

5.2 The President chairs all Captains' Board meetings, handles sponsor communication and relations, solicits new bars for NYGPL membership, ensures that permanent committees and officers are fulfilling their responsibilities, handles disciplinary and other problems between Captains' Board meetings, informs the Captains' Board as to any problems, prepares the Captains' Board agendas, enforces these Guidelines and Rules of Play and presides at all NYGPL affairs.

5.3 The Vice-President serves as acting-President in the temporary absence of the President, in the case of resignation or removal of the President serves as acting-President until such time as the Captains' Board elects a new President and assists the President in all functions.

5.4 The Treasurer collects all funds, monitors all disbursements, reconciles bank statements, reports to the President any team arrears and prepares monthly and annual statements.

5.5 The Secretary prepares and publishes the match schedules, Captains' Board minutes, NYGPL standings and team rosters.

5.6 Permanent Committees

5.6A Chairmen and committee members are appointed by the President during the first Captains' Board meeting of the season. Each committee will make a progress report at every subsequent Captains' Board meeting.

5.6B The rules committee resolves any questions of rule interpretation, proposes new rules to the Captains' Board and is responsible for maintaining correct and current rules documentation.

5.6C The charity committee is responsible for researching local 501(c)(3) organizations and at the end of the season recommending to the Captains' Board which charities should receive donations.

5.6D A significant portion of our funds for AIDS charities comes from raffles. The dedicated and conscientious performance of the raffle committee is essential to our success. Its responsibilities include soliciting donated prizes, printing and issuing raffle ticket booklets, controlling booklet distribution, collecting funds for sold tickets, monitoring and reporting on individual team performance, keeping track of unsold tickets, transferring collected funds to the Treasurer and selling 50-50 raffle tickets at all NYGPL gatherings. Our mission is to raise funds for AIDS charities. It is the responsibility of every team and every individual member to support fully all fund raising activities. Each individual and team is morally obligated to help aggressively with ticket sales.

SECTION 6 - TEAM CAPTAIN RESPONSIBILITIES

6.1 Roster and Fees

The captain turns in his team's opening roster and player fees at the first Captains' Board meeting after the season starts. Membership fees for added members are due at each subsequent meeting. At each Captains' Board meeting, the captain must turn in any and all moneys due to the NYGPL. There is no grace period for turning in any owed money. Any team in arrears will forfeit all future matches until paid in full. Payments are usually made only to the Treasurer; to avoid forfeiture, payment can be made to any officer.

6.2 Match Supervision

The captain assigns players to games, assigns referees, names that evening's coach and monitors rule compliance. It is the captain's responsibility to avoid embarrassing his sponsor by making sure that the team has enough players present so as not to forfeit. Repeated forfeitures can result in NYGPL action to inform the sponsor.

6.3 Guidelines and Rules of Play

The captain gives a copy of these Guidelines and Rules of Play to each team member, makes sure that all members fully know the Guidelines and Rules of Play and brings a copy to each match.

6.4 Hospitality

The captain maintains a cordial atmosphere for the match. It is traditional for the sponsor to offer free food and a drink to both teams. In gratitude for the host's hospitality, it is appropriate that each team member purchase at least one beverage from the sponsor.

6.5 Sportsmanship

The captain monitors and controls the behavior of his team. All sportsmanship guidelines detailed in Section 7 must be strictly adhered to. In the case of any controversy during the match, only the captain may speak for his team.

6.6 NYGPL Activities

The captain informs all team members of all NYGPL activities. Parties and social functions should be supported by all members of the NYGPL.

6.7 Weekly Result Reporting

Results of matches are called in to the phone number which appears at the bottom of the score sheet by both the winning and losing captain by 4:00 a.m. of the morning following the evening the game started.

6.8 Score Sheets

The captain fills out score sheets during each match and maintains a complete set of copies throughout the season.

6.9 Captains' Board Meetings

The captain attends all Captains' Board meetings. If he cannot attend a meeting, an alternate member of the team must be sent as a replacement. If the team is not represented at two consecutive meetings, the sponsor will be notified.

SECTION 7 - SPORTSMANSHIP

7.1 Poor Sportsmanship

Incidents of poor sportsmanship will not be tolerated by the NYGPL. It is the responsibility of the captain to report the details of any such incident to the Captains' Board in the form of a written report or protest.

7.2 Sanctuary

For the duration of any NYGPL match or activity, the host bar shall be considered a sanctuary. Such conduct as airing old or new disagreements, trying to serve legal papers, trying to sell insurance, etc. cannot be permitted to intrude on the sanctity of the match. While the NYGPL will attempt to discuss banned individuals with a sponsor, the sponsor has final and absolute authority over its premises.

7.3 Physical Violence

Anyone who resorts to physical violence during a match will be automatically suspended from NYGPL play by the President and is subject to being permanently expelled from the NYGPL by the Captains' Board.

7.4 Verbal Abuse

In recognition that verbal abuse often leads to physical violence, anyone who resorts to verbal abuse during a match is subject to suspension by the President until the Captains' Board can discuss the circumstances of the incident, determine its seriousness and take any action. Verbal abuse is defined as racial comments, threats, insults, name-calling, cursing and taunting.

7.5 Referee's Position Is Unassailable

In any disagreement involving a referee's decision, the NYGPL cannot emphasize enough that the referee's position is unassailable. The referee is protected by the integrity of these Guidelines and Rules of Play and the NYGPL cannot tolerate anyone making him a target of verbal or physical abuse. The referee's decision on a shot during the game is final and irreversible.

7.6 Spectators

Members of non-participating teams may not interfere or get involved with any other match in progress.

7.7 No Warnings

Disciplinary action, including forfeiture of games and matches, suspensions and NYGPL expulsion may be taken by the Captains' Board without the issuance of any specific prior warning to an individual or team.

7.8 Spirit of these Guidelines and Rules of Play

Unwillingness to adhere to the spirit of these Guidelines and Rules of Play shall be considered by the NYGPL as a manifestation of unsportsmanlike conduct and will be dealt with severely by the NYGPL.

SECTION 8 - TEAM ROSTERS

8.1 Roster Size and Registration

8.1A Team roster is 6 to 12 players at any given time.

8.1B The Secretary will maintain a master roster and will periodically publish the entire roster. The master roster will be brought to every Captains' Board meeting. It is the individual captain's responsibility to confirm the accuracy of his roster.

8.1C To add a player who is new to the NYGPL, the captain must inform the NYGPL office at least 24 hours before the first match that the new member will participate in.

8.1D No player can be added to a roster after the deadline which is established at the start of each season by the Executive Committee. Under special circumstances, a team may petition the Executive Committee for exemption from this restriction.

8.1E In order to be eligible to participate in the playoffs, a player must attend a minimum of five matches in the regular season.

8.1F Initial team rosters are due at the first Captains' Board meeting after the start of the season. Up until that time captains are free to include players who do not ultimately appear on their rosters.

8.1G A player can only appear on one team roster at a time.

8.1H A player may only play on one team per week.

8.2 Changing Teams

8.2A A player may change teams once during the course of the season. After December 1st, a player may only change to a team with a winning percentage of less than 50%. The new captain must notify the former captain and the NYGPL office.

8.2B The player will not be allowed to play in the new team's next scheduled match, based on the date which the NYGPL office receives the notice of change.

8.2C Members of a team that leaves the NYGPL during the season shall be considered new members for purposes of this Section 8.

SECTION 9 - PROTESTS

9.1 Protests

A captain may file a protest over any conflict that occurs during a match. The issue may be rule interpretation, unsportsmanlike conduct, bar conditions, etc. On all judgment calls, the referee's decision is final and cannot be appealed.

9.2 Procedure

9.2A Prior to the next Captains' Board meeting, the President must be notified of the team's intention to file a protest so that it may be placed on the meeting agenda. The President cannot refuse to place a protest on the agenda. Prior notice of intention to file a protest must be given to the opposing captain by the President.

9.2B The protest must be presented in writing by the captain filing the protest with enough copies for each member of the Captains' Board.

9.3 Responsibility of the President

It is the responsibility of the President to uphold the integrity of these Guidelines and Rules of Play and to act constructively in his leadership role by demonstrating impartiality, discriminating judgment and wisdom in the resolution of protests. The President may not vote on matters relating to protests involving his own team.

SECTION 10 - MATCH RULES AND STRUCTURE

10.1 Rounds

Each match consists of three rounds of play.

10.2 Games

Each round consists of four singles games followed by one doubles game.

10.3 Players

10.3A A minimum of 6 players to a maximum of 12 players may compete. To play all 15 games in a match, a minimum of 6 players must compete.

10.3B All players must be on the official roster kept by the NYGPL office after the first Captains' Board meeting after the season starts.

10.4 Playing Restrictions

10.4A No player can play in more than three games in a match; either two singles and one doubles or one singles and two doubles. Under no circumstance can a player shoot in three singles or three doubles in a match.

10.4B A player may not shoot all three of his games in one round. A player may shoot up to twice in a round.

10.5 Alternate Break

The visiting team breaks in the odd number games and the home team breaks in the even number games.

10.6 Line-ups

Each captain independently prepares his or her lineup. Once the two captains meet for the purpose of exchanging lineups prior to the start of each round, no changes may be made.

10.7 Match Forfeiture

10.7A A match is forfeited when a team does not have three members available to play at 8:00 p.m. The team not forfeiting will be awarded a match win but no game wins.

10.7B Either captain can request that a match be rescheduled. All reasonable and timely requests must be honored; all requests given at least 72 hours in advance are automatically deemed to be both reasonable and timely. Requests made between 72 and 24 hours in advance must be for good cause and cannot be unreasonably refused. A team is limited to making no more than two "less than 72 hour" requests in a season. The President will arbitrate any disputes as to rescheduling. Rescheduled matches are to be made up as soon as possible. All first half matches must be played by the Wednesday of the last scheduled week of the first half. All second half matches must be played by the Wednesday of the last scheduled week of the second half.

10.7C If neither team has six players, as many games as can be legally scheduled will be played. If one team can play more games than the other team, those games are forfeit wins for the team with more players. In the case of a tie in the number of games won, an additional tie-breaking singles game is played, suspending Section 10.4 for such game. The final score for the match is based on the actual number of games played, plus games forfeited plus the tie-breaking game (if played).

10.7D If a team withdraws from the league prior to the first Captains' Board meeting after the start of the season, all matches played by that team thus far will be removed from the season statistics, and all future scheduled matches will be treated as "no game this week". If a team withdraws after the first Captains' Board meeting after the start of the season, prior match results will stand and all future matches will be reported as forfeits with the team not forfeiting being awarded a match win but no game wins.

10.8 Game Forfeiture

10.8A A game is forfeited when the player whose name is on the line-up for that game cannot be found.

10.8B A game is forfeited when no player can legally shoot that game because of Section 10.4.

10.9 Starting Time

10.9A The match shall start promptly at 8:00 p.m.

10.9B With the cooperation of the sponsor, the table shall be reserved for the exclusive use of NYGPL players from 7:00 - 8:00. In the interest of fairness, table access should alternate between members of the two teams.

10.10 Controlling Length of Match

10.10A A player has two minutes to shoot. After 90 seconds, the referee must give a 30 second warning to the shooter. If the shooter is not in a shooting stance after his two minutes expire, he has committed a foul.

10.10B The table must be immediately racked upon the conclusion of a game. The table does not have to be racked by the game's referee.

SECTION 11 - COACHING

11.1 Designation of Coach

11.1A The captain will designate one player to serve as that match's coach before the first round of play.

11.1B The captain may designate himself as the coach.

11.1C When the coach is shooting, he may designate one other player to serve as his coach for that match.

11.2 Limits on Coaching

11.2A No coaching is allowed except by the designated coach.

11.2B Each player may have a brief strategy conference with the captain and coach before the start of his game.

11.2C There are no limits on player-coach conversations when it is not the player's turn to shoot.

11.2D When it is his turn to shoot, the shooter must advise the referee of his desire to speak to the coach, up to three times in a game. The referee will summon the coach to the table.

11.2E The referee will keep track of the number of coach visits in a game and should advise the player when there is only one coach call remaining.

11.2F If a team's coach is refereeing a match, that team loses the right to any coaching during that game.

11.3 Illegal Coaching

11.3A Illegal coaching will cause the loss of the game in progress.

11.3B Illegal coaching defined:

1. When it is the player's turn to shoot, the coach may not offer unsolicited advice. The coach can only offer advice when so requested by the shooter and brought to the table by the referee.

2. A player other than the designated coach may not coach or offer advice during the course of the game. Advice such as "chalk up" or "take your time" shall not be considered illegal coaching.

3. Players can talk to team members when it is not their turn to shoot. Only the coach may suggest shots or strategies. To avoid any conflicts or misunderstandings, team members are advised to say nothing to the players.

11.4 Doubles Coaching

11.4A Doubles partners are unrestricted in speaking with each other.

11.4B A total of three coach calls are permitted for both players combined.

SECTION 12 - REFEREE FUNCTION AND RESPONSIBILITY

12.1 Assignment to Game

12.1A Teams alternate in refereeing games. The referee for each game comes from the team which is not breaking.

12.1B Only those players who are thoroughly familiar with these Guidelines and Rules of Play may be assigned as a referee.

12.2 Fairness

The referee must conduct himself in a fair and impartial manner. He may not cheer or coach his teammate, may not be distracting to any of the players, must concentrate on the game being played and may not impede the line of sight of the shooter.

12.3 Judgment Calls

A judgment call cannot be challenged or appealed. The referee's call is final.

12.4 Disputed Calls

12.4A The captain, coach or player may politely question the referee concerning a ruling based upon these Guidelines and Rules of Play.

12.4B A captain, coach or player's request to halt play while the application of these Guidelines and Rules of Play is questioned must be honored.

12.4C During the match, the referee has the final decision. A captain may file a protest with the Captains' Board if he feels that these Guidelines and Rules of Play have not been adhered to. The protesting captain should mark his score sheet "disputed game".

12.5 Alleged Fouls

If a captain, coach or player feels that there has been a foul on a shot which was not called, they must bring the question to the referee prior to the next shot being taken. Quiet civil behavior is required under the sportsmanship guidelines detailed in Section 7.

12.6 Time Limits

The two minute to shoot rule should be adhered to as closely as possible, especially during a coach call.

12.7 Interference

When a player's shot is physically interfered with by someone not involved in the game, it is the responsibility of the referee, in consultation with both captains, to devise a fair solution, if that interference created an unfair situation. Such solutions include leaving the table as is, the referee's restoring the table to its position before the interference as closely as possible or replaying the game with the same player breaking.

12.8 Legal Shot Call

The referee should inform the player if a called shot is not legal. This rule includes shooting the 8-ball when it is not the player's last ball on the table.

12.9 Maintaining Order and Sportsmanship

12.9A The referee is responsible to make sure that each game is played according to these Guidelines and Rules of Play.

12.9B No one may interfere with the game by heckling, name calling, whistling, loud or boisterous behavior or doing anything else to distract a player.

12.9C Acts of poor sportsmanship will not be tolerated and it is the referee's responsibility to enforce this prohibition.

12.9D If incidents of unsportsmanlike behavior are brought to the referee's attention without satisfaction, they can be brought to the NYGPL's attention in accordance with Section 9.

SECTION 13 - CHANGING OF THESE GUIDELINES AND RULES OF PLAY

13.1 These "Guidelines and Rules of Play" concurrently serve as the NYGPL's by-laws.

13.2 General Conditions

13.2A Any proposed change must be given to the captains two weeks in advance of any vote.

13.2B Approval of 75% of all teams in the NYGPL is required to waive the two week notice rule.

13.3 Changes to Sections 1 - 13

13.3A Changes to Sections 1-13 must be approved by a majority of all teams in the NYGPL.

13.3B The effective date for changes to Sections 1 - 13 is at the discretion of a majority of teams permitted to vote and present.

13.4 Changes to Section 14, "Rules of Play"

13.4A To be effective at the start of the next season, changes to Section 14 must be approved by a majority of all teams in the NYGPL.

13.4B For changes to Section 14 to be effective immediately, a second vote is required with 75% of all teams in the NYGPL voting for immediate implementation.

13.4C The NYGPL has adopted the Billiard Congress of America's Rules of Play as its own rules of play with certain minor modifications. All B.C.A. rule changes are automatically adopted effective with the start of the next season unless the requirements of Section 13.4A-B are met to create additional modifications or to change the effective date.

SECTION 14 - RULES OF PLAY

14.1 Modifications to B.C.A. Rules

The League has adopted the B.C.A. rules except for these modifications to the 8 Ball Rules:

14.1A RULE 2 CALL SHOT: All balls and pockets are clearly indicated to the referee.

14.1B RULE 4 ALTERNATING BREAK: Breaker is determined pursuant to Section 10.5.

14.1C RULE 5 JUMP AND MASSE SHOT FOUL: Jump shots are not allowed.

14.1D RULE 14 FOUL PENALTY: After a foul in which the cue ball remains on the table, the referee shall remove the cue ball from the table and hand it to the incoming player. If the incoming player touches the cue ball prior to its removal by the referee, he has committed a foul.

14.2 World Standardized Rules of 8-Ball

DISCLAIMER: This file contains property copyrighted by the Billiard Congress of America. Any modification or sale of the information herein is strictly prohibited by the laws governing that copyright. Please direct questions regarding interpretation of the following, or information on how to receive the current BCA "Billiards – The Official Rules and Records book" to the Billiard Congress of America.

14.3 General Rules of Pocket Billiards

Except when clearly contradicted by these additional rules, the General Rules of Pocket Billiards apply.

4.1 OBJECT OF THE GAME

Eight-Ball is a call shot game played with a cue ball and 15 object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). The player pocketing either group first, and then legally pocketing the 8-ball wins the game.

[Diagram of Table]

4.2 CALL SHOT

In Call Shot, 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. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. 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 shot." Any player performing a break shot in 8-Ball may continue to shoot so long as any object ball is legally pocketed on the break.

4.3 RACKING THE BALLS

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 foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner.

4.4 ORDER OF BREAK

Winner of the lag has the option to break. The winner of each game breaks in the next. The following are common options that may be designated by tournament officials in advance:

- (a) Players alternate break.
- (b) Loser breaks.
- (c) Player trailing in game count breaks the next game.

4.5 LEGAL BREAK SHOT

(Defined) To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. When the breaker fails to make a legal break, it is a foul, and the

incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and having the option of shooting the opening break or allowing the offending player to re-break.

4.6 SCRATCH ON A LEGAL BREAK

If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball: see rule 4.8), (2) it is a foul, (3) the table is open. Please Note: The incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

4.7 OBJECT BALLS JUMPED OFF TABLE ON THE BREAK

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 head string and shooting.

4.8 8-BALL POCKETED ON THE BREAK

If the 8-ball is pocketed on the break, breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a re-rack or having the 8-ball spotted and begin shooting with ball in hand behind the head string.

4.9 OPEN TABLE

(Defined) 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 first in the process of pocketing the called stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, it is a foul and no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; the incoming player is awarded cue ball in hand; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

4.10 CHOICE OF GROUP

The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups, because the table is always open immediately after the break shot. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

4.11 LEGAL SHOT

(Defined) On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail. Please Note: It is permissible

for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the object ball, an object ball must be pocketed, or the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

4.12 "SAFETY" SHOT

For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue a turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, the shooter must declare a "safety" to the opponent. It is the shooter's responsibility to make the opponent aware of the intended safety shot. 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.

4.13 SCORING

A player is entitled to continue shooting until failing to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball.

4.14 FOUL PENALTY

Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the headstring except on opening break). This rule prevents a player from making intentional fouls which would put an opponent at a disadvantage. With "cue ball in hand," the player may use a hand or any part of a cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot. (Also see Rule 3.39.)

4.15 COMBINATION SHOTS

Combination shots are allowed; however, the 8-ball can't be used as a first ball in the combination unless it is the shooter's only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-ball, it is a foul.

4.16 ILLEGALLY POCKETED BALLS

An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed and are scored in favor of the shooter controlling that specific group of balls, solids or stripes.

4.17 OBJECT BALLS JUMPED OFF THE TABLE

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 not re-spotted.

4.18 JUMP AND MASSÉ SHOT FOUL

While “cue ball fouls only” is the rule of play when a match is not presided over by a referee, a player should be aware that it will be considered a cue ball foul if during an attempt to jump, curve or massé the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

4.19 PLAYING THE 8-BALL

When the 8-ball is the legal object ball, a scratch or foul is not loss of game if the 8-ball is not pocketed or jumped from the table. Incoming player has cue ball in hand. Note: A combination shot can never be used to legally pocket the 8-ball, except when the 8-ball is the first ball contacted in the shot sequence.

4.20 LOSS OF GAME

A player loses the game by committing any of the following infractions:

1. Fouls when pocketing the 8-ball (exception: see 8-Ball Pocketed On The Break).
2. Pockets the 8-ball on the same stroke as the last of his group of balls.
3. Jumps the 8-ball off the table at any time.
4. Pockets the 8-ball in a pocket other than the one designated.
5. Pockets the 8-ball when it is not the legal object ball.

Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

STALEMATED GAME

If, after 3 consecutive turns at the table by each player (6 turns total), the referee judges that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may be applied regardless of the number of balls on the table. Please Note: Three consecutive fouls by one player in 8-ball is not a loss of game.

Effective July 1, 2002