



**BUSTING BALLS
SINCE 1982.**

METRO EAST BILLIARD LEAGUE

MASTER RULE BOOK FOR 9-BALL

May 2022

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Good sportsmanship and respect for all shooters, sponsoring bar owners and establishments is required. Complaints against you can lead to a loss of points for that night, suspension, or being banned as a player dependent on severity and/or number of occurrences. Physical contact issues are an automatic suspension. It will be at the league operator's discretion to act in the best interest of the league in any events of verbal abuse of other players, league disruption, player disagreements regarding rules and any form of what could be determined as cheating. MEBL strives to represent the bar owners, captains, and players equally and fairly to make pool league a fun and competitive sport.

A. GENERAL RULES

1. All players in this league must be 21 years old or older. If a team is caught playing a player under a different name or is underage, that player will lose all earned points for the match they are playing. If other team knowingly allows this to happen they could be penalized also. A photo ID may be asked for to verify age or name of player.
1. A team will consist of a minimum of five players and a maximum of ten players. Each team will have a team captain. Players must be 21 or older to play in league. Players added to a roster must play the week they are added to establish active status. You can add a dropped player back on the roster with MEBL approval. Once a player has played for a team they cannot switch teams that session without MEBL approval. MEBL can authorize any adjustment to any roster at any time if it feels it is in the best interest of a team or the league. No new players after week 10 of summer or week 15 of winter sessions. SURVIVAL RULE: After the cutoff for new players, you may add a new player but will cost your team a 10 point penalty. This must be approved by MEBL.
2. If you are a solid "A" division player, make sure you find an "A" division team to play on. If a player is not on your original roster turned in at sign up, the team captain must call to see if it is ok to add that player to your team. MEBL will not allow you to turn in a roster of lower division players and get placed in a lower division, then add "A" division players to your team that were not on your original roster. This could result in a penalty or not allowing this player on your team. MEBL reserves the right to not allow or to restrict certain players in the league if they are considered pro status.
3. There is no rule or mandate by MEBL about your bar giving team drinks or T-shirts. This is at the bar's discretion. MEBL's only requirement is that the home team assures that away team has adequate seating.

4. Teams must use same cue ball during league play as the away team was allowed to practice with. Any legal regulation or house ball is ok, but no novelty balls. Away team should be allowed from 6:30-7:00 for team practice. If they are late for their team practice time, it's totally up to the home team to allow them extra time or go ahead and start league on time at 7pm.
5. Breaking/Racking
6. Opponent will rack. If breaker feels rack is not centered, on the spot, or loose, they can request opponent to re-rack. On the break, 4 object balls must contact a rail to be a legal break and you must hit any ball in the rack first before cue ball goes off a rail. Failure to do so is a re-rack, same player will re-break. If a legal break hasn't been made on 3rd attempt, the opponent will break.
7. Players will flip for the break of the first game of each match. The winner of the game will break in each of the following games.
8. If table is not open, players must split quarters for all league games.
9. MEBL reserves the right to switch captains on any team if there are issues with that captain as far as being accountable for the teams money, getting weekly envelope in on time every week, has sat out most the year, another player has played captain most the year and signed sheets, etc. The listed captain on record is always listed as the top player of the standings sheet.
10. A player cannot use or wear ear/headphones, Ipods, Bluetooth phones, cell phone, etc., while shooting a league match. This avoids any unauthorized coaching through electronics. The player can also hear opponent if they dispute a foul before they take the next shot and it becomes too late.
11. Player must keep a minimum of one foot on floor when taking a shot.
12. Player may not mark the table or rail with chalk or any other marker to line up a shot.

B.COACHING

1. The player must request that they want a coach. No coaching from table or audience.
2. Only the ONE selected coach from that team's roster can come to table to offer advice.
3. Neither player, nor coach, can touch table, chalk, balls, bridge, or anything at table while being coached. It is for advice only not to place the cue ball, put chalk on a special spot on rail, or to line up shot with stick. Keep your stick off table while being coached and no pointing at any ball or any area on table.

4. After coaching is done, coach must leave table area before player shoots, unless they are asked to watch a close hit.
5. **ONE** coach per game limit.
6. Time limit: A 1 minute 30 second time limit on anyone coaching. If opponent feels the need to keep time on this: At the 1 minute mark, tell your opponent "ONE MINUTE" and then at the 1:30 mark, tell them coach is over. Be respectful.
7. If MEBL feels you are testing the limit on ANY part of the coaching limitations or rules, MEBL may penalize you with a ball in hand, refer to any part of sportsmanship rules, or suspend any more coaching for remainder of match.
8. Any player on team can tell their shooter which group of balls they have (stripes or solids), tell them they have ball in hand, or tell them to call the 8 ball. Those are not considered a coach.

C. BASIC GAME RULES AND DESCRIPTION

1. 9-Ball is played with a cue ball and nine object balls numbered 1 through 9. 9-Ball is a rotation game, meaning the balls are shot in numerical order. The shooter must strike the lowest numbered ball on the table first. The game is over when the 9-Ball is pocketed. A player retains his turn at the table as long as he strikes the lowest numbered ball first and legally pockets a ball. He need not pocket the lowest numbered ball to continue shooting. He may, for example, shoot the 1-Ball into the 4-Ball thus pocketing the 4. He would continue shooting and must, once again, strike the 1-Ball first. If the shooter shoots the 1-Ball into the 9-Ball and the 9-Ball is pocketed, the game is over.

D. OBJECT OF THE GAME

The player who reaches his/her "Ball Target" first - Wins the Match.

E. RACKING THE BALLS

1. Nine balls are used and are racked in a diamond shape. The 1-Ball is at the front of the rack and on the foot spot. The 9-Ball is in the center and the rest of the object balls can be placed in any numerical order.

F. BREAKING THE BALLS

1. To be a legal break, players must break from behind the head string. The one ball must be struck first and at least four object balls must be driven to the rails or a ball must be pocketed. The cue ball may not be shot into a rail before the rack.
2. Failure to strike the 1-Ball first does not result in a foul. If the rack is struck, but the break does not qualify as legal, the balls are re-racked and re-broken by the same player. If the rack is struck, but the break does not qualify as legal and results in a scratch, the balls are re-racked and broken by the opposite player. **THE RACK MUST BE STRUCK BEFORE A FOUL CAN OCCUR.**

G. AFTER THE BREAK

Various circumstances can occur upon completion of the break. They are:

1. A foul on a legal break will result in ball-in-hand anywhere on the table for the breaker's opponent. Pocketed balls, if any, stay down (are not spotted), except the 9-ball.
2. No balls are pocketed and it is the other player's turn.
3. The 9-Ball is pocketed. This is a win unless the player scratches, in which case the 9-Ball is spotted and the turn passes to his opponent.
4. A ball or a number of balls are pocketed. It is still the breaker's turn and he shoots at the lowest numbered ball on the table.
5. Occasionally it occurs that a player mistakenly shoots the wrong ball. Although it is sportsmanlike for the sitting player to remind the shooting player he is about to foul by shooting the wrong ball, he is not required to do so.
6. Once the shooter has hit the wrong ball, the foul has occurred whether the ball is pocketed or not. If the ball is pocketed, it is permissible, though not recommended, that the sitting player allow the shooting player to continue shooting until he feels inclined to call the foul.
7. Any balls pocketed prior to the foul being called will not be counted for either player. The shooting player can escape penalty by quietly realizing his error and returning to shoot the correct ball and striking it first on a shot prior to his opponent calling the foul. In other words, the sitting player must call the foul before the shooter has shot the correct ball.

H. COMBINATION SHOTS

1. Combination shots are legal and extremely common in 9-Ball. Just make sure to hit the lowest numbered ball on the table first

I. OBJECT BALL FROZEN TO A RAIL

1. The object ball is frozen to a rail and the player is contemplating playing a safety. In order for the following frozen ball rule to be in effect, the shooter must declare that the ball is frozen and the opponent should verify. Once it is agreed that the ball is frozen, then the player must either drive the object ball to another rail (of course, it could hit another ball, which in turn hits a rail), or drive the cue ball to the rail after it touches the object ball.
2. If the latter method of safety is chosen then the player should take care that he quite obviously strikes the object ball first. If the cue ball strikes the rail first or appears to hit both the rail and ball simultaneously, then it would be a foul unless either the cue ball or object ball went to some other rail.

J. BALLS ON THE FLOOR

1. Knocking the cue ball off the playing surface is covered under fouls. Object balls that get knocked off the playing surface would be immediately spotted on the foot spot. If the foot spot is taken, the ball would be placed on a line directly behind the foot spot as close to the foot spot as possible. If two balls are knocked on the floor, they are placed in numerical order with the lowest numbered ball closest to the foot spot. Spotted balls are frozen to one another. Knocking an object ball on the floor is not a foul. It might occur that a player legally pockets a ball while simultaneously knocking some other ball(s) on the floor. In this situation, the ball(s) is spotted and the player continues shooting until he misses.

K. POCKETED BALLS

1. Balls must remain in a pocket to be legal. If a ball goes in a pocket but bounces back onto the playing surface, it is not considered pocketed.

L. SPOTTED BALLS

1. Other than the circumstances described in BALLS ON THE FLOOR, the only ball that would ever be spotted would be the 9-Ball when the shooter has pocketed the 9-Ball and scratched or otherwise fouled.

2. If the shooter makes the 9-Ball on the break and fouls or scratches, the 9-Ball (and only the 9-Ball) is spotted.
3. If the shooter is shooting at the object ball and plays it into the 9-Ball and pockets the 9-Ball, but scratches or otherwise fouls in the process, the 9-Ball is spotted.
4. The opponent has ball-in-hand and will be shooting at the lowest numbered ball on the table.
5. Note: If a ball which is hanging in a pocket and the shooter walks away, and suddenly falls in, it is to be placed back on the table where it was originally sitting.

M. FOULS

If any of the following fouls are committed, the penalty is ball-in-hand for the incoming player. Make certain you have ball-in-hand before you touch the cue ball. Confirm it with your opponent before touching the cue ball.

- a. Touching the cue ball: Even after having addressed the cue ball a player may, if not satisfied with the placement, make further adjustments with his hand,
 - b. Touching a moving object ball:
 1. Touching a moving object ball or allowing a moving ball to hit a foreign object is a ball in hand foul.
 2. If the accidental movement of a ball(s) results in the disturbed ball(s) being struck by any moving balls in play, it results in a ball in hand foul. (NOTE: If the 9 ball is pocketed the opponent has the option to place the 9 ball on the foot spot or place it back to its original position.)
 - c. Touching a still object ball: Any still object ball moved can only be moved back to its original position with the permission of the opponent. However, the opponent may exercise the option of keeping disturbed ball(s) in new position if they so choose. Only after receiving consent from the opponent, the player who has committed the error may move the disturbed object ball(s) back to original position. If the player who has committed the infraction touches any of the disturbed balls without consent of the opponent, it will result in a loss of turn with ball in hand to the opponent.
6. NOTE: If a stationary 9 ball is accidentally pocketed by an object other than a ball, such as (a cue stick, a bridge, a player's hand, coach's hand, chalk, etc.), the 9 ball will be replaced as close as possible to its original position on the table. The opponent must approve replacement of the 9 ball to its original position before it is moved or it results in ball in hand!
- a. Anytime the cue ball goes in a pocket, on the floor, or otherwise ends up off the playing surface.

- b. Failure to hit a correct ball first. In general, the shooter has the advantage in close hit situations unless his opponent has asked an outside party to watch the hit. If you think your opponent is getting ready to shoot a shot that could possibly be a bad hit, stop him from shooting and get someone to watch the shot. Potential bad hit situations are usually fairly obvious and protests and disputes over these close situations can almost always be avoided if someone is asked to watch the shot. If the outside party cannot determine which ball was struck first, the call goes to the shooter. Teams involved in repeatedly calling bad hits without outside party verification may be subject to penalty points for disruptive unsportsmanlike behavior.
 - c. Failure to hit a rail after contact. A rail must be hit by either the cue ball or any other ball after the cue ball and the object ball contact. A pocketed ball counts as a rail even if it the ball bounces back onto the playing surface, it is considered to have hit a rail, as the pocket liner is part of the rail. A sentence that should answer many questions is: ANY ball must go to a rail AFTER LEGAL contact.
 - d. The object ball is frozen to a rail and the player is contemplating playing a safety in order for the following frozen ball to be in effect, the shooter must declare that the ball is frozen, then the player must either drive the object ball to another rail (of course, it could hit another ball, which in turns hits a rails), or drive the cue ball the rail after it touches the object ball
7. If the latter method of safety is chosen then the player should take care that he quite obviously strikes the object ball first. If the cue ball strikes the rail first or appears to hit both the rail and ball simultaneously, then it would be a foul unless either the cue ball or object ball went to some other rail.
- a. Jumping or scooping is NOT ALLOWED. No Masse shots above the shoulder.
 - b. Causing even the slightest movement or altering the course of the cue ball, even accidentally, is a foul. Even dropping the chalk on the cue ball is a foul. It is not a foul, however to accidentally move any other balls unless during his turn at the table a player moves a ball and in turn comes in contact with the cue ball.
8. Any ball moved accidently during the shot must be replaced by the opponent after the shot is over and all balls have stopped rolling. If it occurs before the shot it must be replaced before the shot is taken.
- a. EXCEPTION: If an accidently moved ball comes in contact with the cue ball creating a foul, no object ball will be replaced. If during the course of a shot, the cue ball does not touch anything.

- b. Exercise caution when picking up or placing the cue ball in a ball-in-hand situation. The cue ball is always alive. If the cue ball, or the hand holding or moving it, touches another ball it is a cue ball foul and your opponent has ball-in-hand. Be especially careful when you are picking up or placing the cue ball in a tight spot.

N. 9- BALL HANDICAP

1. Week 1: Player will start with a BHC based on the lowest division you currently play on any other MEBL league and will be as follows:

2. Division BHC for Week 1 and 2

A	7
B	6
C	5
D	4

1. New players to MEBL will start as a 5
2. A players average in not counted when matched against a blind.

O. FORFEITS AND BLINDS

1. A match is forfeited when a team does not have at least 4 players to play by 7:30 p.m. (Match should start at 7:00 p.m.) unless agreed on by both captains. If a team does not have lineup filled out and ready to play the 1st match by 7:10pm, opposing team can request a -10 point penalty for starting late. (They must call or text MEBL to verify time and situation before we enforce penalty.)
2. If a team forfeits twice, it is at MEBL's discretion to either forfeit them out or let them finish the season. If the team forfeits out they are dropped from the league with no compensation.
3. Any team forfeiting in either of the last 2 weeks of the session forfeits out completely, even if it is their first forfeit. For any team that forfeits on the 1st week, it is at MEBL's discretion to either forfeit them out or let them continue with the season. Forfeits are a loss; 0 points. Opposing team gets 75 points for forfeit or bye.
4. If a player is late, or leaves, they will forfeit each game absent, unless agreed to by each team captain before the match begins. (In case of emergency, team captains decide or call MEBL to make a ruling or offer suggestions captains can use).
5. A player matched with a blind gets 15 points per game. This is for the team score only, and will not affect that player's average or TP. The blind gets 0 points per game.
6. We do not pay in money for a scheduled bye, only blinds. Blinds or forfeits not paid for that night, will be subtracted from the team's payback at the end of the season

P. SCORING

1. A player receives one (1) point for each ball made. A player receives two (2) points for the nine ball. The match consist of a number of games and continue until one player reaches their "Ball Target". A "Run From The Break" is 10 Points. (this means the player breaking the balls runs the table). (Note: If a player does not break the balls and runs the table it is not counted as a "Run from the Break" the player still receives 10 points). A nine ball on the break is 2 points plus 1 point for each additional ball made on the break.

Q. PROTEST

1. A match may be protested by writing "PROTEST" on the scoresheet where it reads: "Team captain's signature", before the last game ends. The match must be completed even if being protested. If both captains sign both scoresheets, the match will be considered correct. Regardless of protesting, money and sheets for both teams still will be turned in like usual.

R. PAYMENT OF GAMES & POSSIBLE FINES

1. Cost for Coed, Men's, Women's, Metro and 9 Ball is \$7 per player (\$35 per team) per night. If team captains should be in charge of their team's money. The visiting team captain is in charge of both teams money at the end of the evening. Do not depend on other people to turn the money and sheets in. This is the away team's responsibility for the night.
2. Visiting team captain is in charge of both teams money, and score sheets, to be turned in at one of the drop off places by no later than 11 a.m. the next day (10:30am for Bridge Inn or Trackside drop offs). Failure to get it there on time will result in a 10 point penalty for the visiting team that is responsible of the drop off and a \$10 late fee penalty for us having to do a 2nd pick up for your sheet. This will be strictly enforced. Sheets not turned in on time hold up the stats getting done for that entire division. MEBL has drop offs in Alton, Wood River, Granite City, Collinsville and Caseyville; we can't make 2 trips for 1 sheet. In this case, we usually don't call you but will give both teams a temporary score of 110, until we get the sheet on next pickup. If money is more than a week late, MEBL reserves the right to suspend your team.
3. Teams that are short part of their team's money at drop off may be charged a \$10 accounting fee each time short.
4. Special times of having money in the same night after play may be listed for any week at bottom of sheets due to a vacation or holiday schedule. 10 point penalty will apply here also.
5. Both teams' money must be turned in weekly at the same time as the sheets. This will be enforced with no exceptions.
6. Byes and blinds will be deducted from the team's payback at the end of the season

S. END OF SESSION

1. **POSITION WEEK EXPLANATION:** Winter always has 24 even weeks but summer league may have an odd week scheduled. Ex: If there is a 17 week session and you see “Position Week” listed on your schedule for week 17 it is a normal week of play with handicap. Week 17 schedule will be 2nd@1st, 4th@3rd, etc.
2. After the last week, it takes approximately 4 weeks to get all trophies ordered and done and to have the financial paperwork prepared.
3. Each team’s payout will be given by check to that team’s captain. It is the team’s captain’s responsibility to split up their team’s payback and give it to them.
4. If no one from that team picks up the trophies or check for that team at the packet pick-up, that team’s trophies will be dropped off at their bar and the check will be mailed to the last address given to us by the captain at our convenience.
5. **TIEBREAKER:** After last week is played, if 2 teams are tied in placing positions (1st-3rd), they will have a playoff game without handicap if they can agree to it. If 3 or more teams are tied for placing position, there will be no playoff game. MEBL will review the total balls received in handicap during the season. The team that received the least amount of handicap balls will get the higher place. Any ties from 4th or lower do not playoff.

T. BOARD MEMBERS

6. MEBL Board members do not participate in everyday operations or any of the financials of the league. Please direct any related questions or concerns to MEBL. MEBL board members are available to provide unbiased second opinions on rulings or other situations during the season, as needed. Board members also participate in discussion related to possible changes and/or wording in the rule book, as well as assessing players or teams skill levels for placement into a division. If a board member is present during any MEBL match or tournament, they can determine any sportsmanship violations or the need to call a game if the overall conduct of a player or team is unruly.

U. TROPHY INFORMATION AND OPTIONS

1. MEBL provides trophies for the most runs, 9’s on break, MVP’s, and a 1st place bar plaque. See details below:
 - a. **1st PLACE BAR PLAQUE:** It has all the players’ names on it and is awarded to the bar.

- b. MOST RUNS: One presented for each division. The player with the most runs receives the most runs trophy. If there are multiple players tied for lead, there is no trophy.
 - c. MOST 9's ON BREAK: One presented for each division. The player with the most 9's on the break receives the most 9OB trophy. If there are multiple players tied for lead, there is no trophy.
 - d. MVP: The player with the highest average with the minimum times played to qualify receives this trophy. Minimum times played is determined by season length. Current minimum times played are as follows: Summer League – 10 (Based on the current 14 week session) and Winter League – 17.
- 2. ADDITIONAL PLAYER TROPHIES: Individual trophies can be ordered for any player or team, at cost. This cost will be rounded up or down to the nearest even dollar and be subtracted from your team payback.
 - 3. DECLINED TROPHIES: If any player wishes to decline their run, 8 on the break or MVP trophy; MEBL will give your team a \$25 cash credit to your team payout.

V. TOURNAMENT LIMITS/RESTRICTIONS

- 1. TOURNAMENT WIN LIMITS: A player is limited to 2 tournament wins per session whether it be any combination of singles winner or couples winner. After 2 wins, they cannot enter any MEBL tournament the remainder of that session but will be eligible again on the next session.
- 2. COUPLES TOURNAMENT WINNERS: Once you become a 3-time coed scotch doubles winner, you cannot enter tournament with any other 3-time couples winner as your partner.
- 3. NEW WINNER TOURNAMENT: This is an open singles tournament for all MEBL players who have never won any singles tournament in MEBL.

W. COMMUNICATIONS:

- 1. MEBL has over 170 teams with all leagues combined. Facebook is considered the main source for overall general notifications as it is the fastest and most efficient way to provide current and updated information you may need during your night of play. We will also attempt to reach teams captains with a general or group text or a phone call when necessary. The website is not the best source to obtain last minute information.
- 2. CONTACT INFORMATION

Captains: It is important to call us when you have an address or phone number change. We need two player's number for each team at all times. If something isn't right on the sheet or money isn't right and we don't have your contact information right or updated, all we can do is take the other team's word.

Like Metro East Billiard League on Facebook or visit our website at meblpool.com. The best media outlet to obtain last minute updates is the MEBL Facebook page.

DROP OFF ENVELOPES: PLEASE COMPLETE EACH LINE ON THE PRE-PRINTED DROP-OFF ENVELOPES. INFORMATION PROVIDED SHOULD BE:

- DATE
- LEAGUE/DIVISION
- WEEK NUMBER OF PLAY
- AMOUNT ENCLOSED
- **BOTH TEAM NAMES**

Envelopes not turned in on the night of play **MUST** be turned in by 11:00 a.m. the next day.

NOTE: A special drop off time may be listed at the bottom of sheet if that week's play is connected with a vacation, bye week, or holiday schedule.

X. DROP OFF LOCATIONS

HOOCH & SIXTEEN'S 1511 PONTOON BEACH, GRANITE CITY, IL	11:00 A.M. PICK UP DEADLINE
KEN'S LOUNGE 1539 20 TH STREET, GRANITE CITY, IL	11:00 A.M. PICK UP DEADLINE
TOWN CLUB 2400 BROADWAY, ALTON, IL	11:00 A.M. PICK UP DEADLINE
BRIDGE INN 519 N MAIN STREET, CASEYVILLE, IL	10:30 A.M. PICK UP DEADLINE
TRACKSIDE 100 JOE STREET, COLLINSVILLE, IL	10:30 A.M. PICK UP DEADLINE
R & L SPORTS BAR 525 E. ST. LOUIS AVE, EAST ALTON, IL	11:00 A.M. PICK UP DEADLINE

Y. TEAM PAYOUT EXAMPLE

NAME	TP	PAYOUT		
Mike	14	\$105.00		
Jason	15	\$112.50		
Jamie	19	\$142.50		
Diane	18	\$135.00	TEAM MONEY WAS:	\$900.00
Larry	17	\$127.50	DIVIDED BY TOTAL TP:	120
Michelle	11	\$82.50	EQUALS AMT OF PAYOUT PER TP	<u> \$7.50</u>
Roger	10	\$75.00		
Noel	8	\$60.00		
Rick	7	\$52.50		
Lisa	1	\$7.50		
	120	\$900.00		