



ALBERTA-NWT COMMAND
THE ROYAL CANADIAN LEGION

SPORTS MANUAL



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ELIGIBILITY TO COMPETE

Legion sports are open to all members as defined in the General By-Laws. Ladies Auxiliary members may participate in Legion sporting events if they meet the same eligibility requirements as members of The Legion.

- i. **Members must be in good standing** and have their membership card for the year in which the event is being held on their person at the event. Members deprived of club house privileges are not in good standing.
- ii. **New Members** are eligible to participate at all levels of competition immediately. They must provide a Declaration for Participation in a Legion Sport.
- iii. **Reinstated Members**, in good standing, can participate in sporting events immediately.
- iv. **Senior Event Participants** are members in good standing and must be 50 years of age prior to January 1st of the year the sporting event is held.
- v. **Declaration of Participation in a Legion Sport** can be used in the place of lost or missing membership cards but will not be accepted at Dominion Level Play Offs.
- vi. **Spares** are to be named before the first level of competition. Spares are allowed to rotate in and out in all categories at the beginning of each new round. All spares playing in an Area, District or Command events must pay the registration fee.

NOTE: Spares are not authorized to participate at the Dominion Championships.
- vii. **Composite Branch Teams**
 - a) Branches with less than **100** members (as per Dominion Command) and in the same Area/District may join with one (1) other Branch to form a team at Area/District level. This team may then, if they qualify, compete at District and Command levels. However, one (1) Branch must assume responsibility for the team, with notification of such a team sent to Area, District, and Command. The team will take the designation of this Branch to conform to the rules in this Alberta-NWT Command.
 - b) Maximum number of teams from one (1) District to be sent to a Provincial event will be two (2).

REGISTRATION

- i. **Command Events Sports Registration Fee:**

A registration fee is payable at Command sports when registering. Cheques will be made out to **Alberta-NWT Command**.

 - a) If spares are in attendance, they must pay registration.
 - b) Alberta-NWT Command will not accept any financial responsibility (travel, accommodation, etc.) for participants in Branch, Area or District level competitions.

- ii. **Branch, Area and District Registration Fees** will be determined by the Branch, Area or District.
 - a) Host Branches will not be responsible for any costs associated with accommodations for players.

- iii. **Entry Forms - All** entries must be **PRINTED**, show names, initials and membership numbers exactly as indicated on Legion Membership Cards (or the Declaration for Participation in a Legion Sport) for each level of play. Do not use nicknames.
 - a) District Commanders, or their representative, will forward copies of the teams proceeding to the next level of play to the hosting District Commander.

 - b) **Registration Deadlines**
 - i. **Branches** will provide registration one (1) week before Area Playoffs;
 - ii. **Areas** will provide registration one (1) week before District Playoffs; and
 - iii. **Districts** will provide registration two (2) weeks before Command Playoffs.

Any deviation from the entry format and teams will not be eligible to play.

CODE OF CONDUCT

- i. All competitors must:
 - a) Participate in the Ritual, Opening Ceremonies and Closing Ceremonies.
 - b) Complete all games.
 - c) Any player showing unsportsmanlike conduct shall be refused further participation in the tournament.
 - d) Except for extenuating circumstances approved by the Command Sports Officer or their representative, any deviation from this policy may be cause for the Command Sports Officer to present Awards to the runners-up.
 - e) Participants who do not attend the next level of competition will not be permitted to participate in any **category of that sport** for the next year at

Area, District and Command level, unless pre-approved by the Command Representative.

- ii. Command Sports Officer **CAN** participate in Command Sports, but they will not mediate in disputes.
- iii. All participants in Command Sports shall conduct themselves in a manner appropriate to The Royal Canadian Legion.

NOTE: No swearing, distractive conduct, etc.

- iv. Dress for participants in Legion Sports shall be neat and tidy. Cut-offs, tank tops, muscle shirts, and sweat pants are not allowed.
- v. Disputes are to be resolved by (dependent on the level of play) the Area, District or Command Representative along with the Tournament chair. The most current Alberta-NWT Command Sports Manual shall be the final authority. All matters not covered by the Alberta-NWT Command Sports Manual shall be decided by the most current Dominion Command Sports Guide.

HOSTING INFORMATION

Branches wishing to host a Command Competition shall apply at their District Spring Rally and be confirmed at that District Rally. The application shall contain all information concerning Branch facilities, available accommodation and any other pertinent information.

SPORTS CALENDAR

An annual calendar will be issued showing the dates of Dominion and Command Playoffs.

ALLOCATION OF A PROVINCIAL COMMAND SPORTING EVENT

Allocation of a Provincial Command event to a District of the Alberta-NWT Command is the responsibility of the Alberta-NWT Command Sports Committee, and these allocations should be done at least eighteen (18) months in advance. Branches should be aware of their Districts allocations prior to making a request to host an event.

- i. The Host Branch Information Sheet must be received by the District Commander within two (2) weeks (14 days) of the Spring Rally.
- ii. The host team cannot participate in any area or district playoffs.
- iii. **Senior category** may be combined with either Legion or mixed categories (played in the same Branch). Each category must be simultaneously played within its own category, not seniors against Legion or Mixed.
- iv. **Host Branch Playoff** may be held at the Branch so that the Host Branch may enter one (1) team in the Sport they are hosting providing they have met all the criteria to meet qualifications.

RESPONSIBILITIES

- i. **The Command Representative** will have the final say on the rules of play and the overall running of the event.
- ii. **The Host Branch** will be responsible for booking blocks of rooms for accommodations, organizing volunteers and equipment and other general duties as required by the Command Representative.
- iii. A **Host Branch Representative** will be appointed by the Host Branch for communicating with the Command Representative.

FORMAT OF PLAY AT PROVINCIAL COMMAND LEVEL

- i. Four (4) rounds or more on Fridays.
- ii. Remainder of Rounds on Saturday.
- iii. **Referees and Scorekeepers** for all sporting events shall be provided by the host Branch.
- iv. Host Branches must ensure they have enough **equipment** to host an event according to the rules of the Sport and category they are hosting.
 - a) Provide a scoreboard or boards large enough to record scores of each event. The scoreboard or boards are to be displayed in an area which is accessible to viewing by all participants and officials.
- v. Host Branches should extend an invitation for LA Representation.
- vi. **Opening and Closing Ceremonies** are to be conducted by the Branch President or designate.
- vii. **Accommodations** When a Branch is awarded a Command sport they are to reserve a block of rooms in a hotel to assure available accommodation. Payment for and the confirmation of accommodations are the responsibility of the players participating.
- viii. **Registration for all Command Sports** will commence on Friday at 1600 hours to 1745 hours. Opening Ceremonies will be at 1800 hours, play to commence at 1815 hours.
 - b) Registration fees for Command Events must be sent to Provincial Command with the Sports Registration sheet within one (1) week of the completion of the event.
 - c) Provide a registration table for the Command Sports Officer and other officials. Registration is to take place prior to the start of play.
- ix. **Refreshments** such as coffee, lunch and banquet to be provided at no charge to the participants at Command Level only. Food will be available at the Branch from 11:00 a.m. during the games.
- x. **Banquets** for Command level sports are to be held Saturday evening.
- xi. **Awards and Closing Ceremonies** will be conducted immediately following the banquet.
- xii. Host Branch is required to complete the **Host Branch Financial sheet** and submit to Alberta-NWT Command within ten (10) days.
- xiii. **Entertainment** will not be considered as a sports expense when filing the Host Branch Financial form. If a Branch desires to have entertainment, it will be a cost to the Branch. Entertainment is not necessary at Command Sports.

SPORTING EVENTS BY CATEGORY:

CRIBBAGE

Provide tables and chairs to accommodate up to 36 pairs (72 people) and sufficient area to allow cribbage players and officials to move about freely without interfering with games in progress. The area should be large enough to accommodate at least 120 people.

REGULATIONS

- i. **Teams**
 - a) **Doubles** will consist of two (2) players – pairs or senior pairs.
 - b) **Legion Cribbage** will consist of four (4) players - two (2) sets of pairs (all from the same Branch) with one pair drawn to “A” side, the other to “B” side.
- ii. All games will be 121 points.
- iii. A game will consist of two (2) legs and one (1) point will be awarded for each leg won. A leg is completed when the first team/player obtains or exceeds 121 points. One (1) additional point will be awarded for a skunk and another additional one (1) point will be awarded for a Double Skunk.
- iv. Command Playoffs shall be round-robin of two (2) legs per game.
- v. The Command Representative will call for the game to commence. Any player or players not present at this time will forfeit that game to their opponents. Some compassion should be used if a player becomes ill or in extenuating circumstances.
- vi. In the event of a tie for first place, a playoff will be held. The game shall be decided on a best two-out-of-three basis. If more than two (2) are tied for first place, the playoff will be decided by the Captains and the Command Representative. (Suggest a draw be made to determine who plays who. Games shall be decided on a best two-out-of-three basis.)
- vii. In the event of a tie for second place, a play-off will be held to determine which team will advance. The play-off games will consist of best two-out-of-three basis.
- viii. **Team play winner:** The winning team will be the team with the greatest combined total points (from both pairs).

THE DEAL

- i. When playing the team and doubles event, one (1) player from each pair will be designated to keep the score.
- ii. The other member of the team will cut the deck of cards to determine who has first deal. The player cutting the lowest denomination card will deal first. The Ace is defined as the lowest possible card
- iii. The player on the immediate right will be offered the opportunity to cut the deck.
- iv. The playing cards will be dealt one (1) at a time commencing with the player on the left of the dealer until each person has been dealt five (5) cards.
- v. Upon completion of the deal, the deck of cards is to be placed on the table and not touched until all players have discarded one (1) card to form the crib.

THE CUT

- i. The dealer shuffles the cards and the player on the left must cut the deck for the turn up card.
 - (a) Upon completion of the cut, the dealer will take the top card off the portion of the deck remaining on the table and the player who performed the cut will replace the portion of the deck that had been cut. The dealer will place the playing card removed from the deck face up on the top of the deck of cards.
 - (b) The person performing the cut will not “flash” or look at the bottom playing card of the portion of the deck that was picked up during the cut. Should this card be “flashed” or looked at, the opponents may call a misdeal and the dealer will re-deal the playing cards. A penalty of two (2) pegging points will be imposed against the person cutting the cards and his partner.
- ii. The above procedure is to be followed during the singles event; however, six (6) cards are to be dealt.
- iii. The deal moves to the left.

THE COUNT

- i. The recognized standard counting procedure will apply. A “Jack” turned up on the cut will count as two (2) points for the dealer, at all times, and a game may be finished in this manner.
- ii. All players are responsible to check the scoring (pegging and card count) at all times.
- iii. Any scoring irregularities must be pointed out immediately prior to the resumption of play.

- iv. Players must place their cards face up on the table when counting in order to permit all other players to verify the count. They shall be left face up until all hands have been counted.
- v. The card count begins with the player on the left of the dealer and moves to the left, ending with the dealer. The dealer will count the points in his hand and the crib.
- vi. A player deliberately causing the count to be confused by knocking the cribbage board to the floor, turning the cribbage board over so the counting pegs fall out or pulling counting pegs, will forfeit the game to the opponent regardless of the score at the time of the infraction.

THE GO

- i. A player who calls “go” to an opponent when able to play a card may not correct this error after the next card is played.
- ii. A player who gains a “go” and fails to play additional cards when able to do so, may not correct this error after the next card is played.
- iii. In both instances, the card(s) withheld are “dead” as soon as seen by the opponents and the offending player may not play or peg with them. The offending player will be assessed a penalty of two pegging points.

EUCHRE

Provide tables and chairs to accommodate up to 19 teams and sufficient area to allow Euchre players and officials to move about freely without interfering with games in progress. The area should be large enough to accommodate at least 50 people.

REGULATIONS

- i.** A game will consist of two 2 legs. Each leg will consist of ten 10 points with a thirty (30) minute limit.
- ii.** The team Captains are responsible for the conduct of their team and are the only persons allowed communicating with the referee for rulings.
- iii.** Tournament winner will be determined by the team with the largest number of points.
- iv.** Scoring for Legion Euchre shall be ten (10) points for the winner and the loser is awarded the number of points counted on the scorecard.
- v.** The Command Representative will call for the Legs to begin. Any player or team not present at this time will forfeit that Leg to their opponents, at a score of ten 10 points to zero (0). Some compassion should be used if a player becomes ill during competition.
- vi.** In the event of a tie for first place, a playoff will be held. The winner shall be determined by a game to ten (10) points no time limit. If more than two (2) teams are tied for first place, a mini round robin shall take place, with a series of single games to ten (10) points.
- vii.** In the event of a tie for second place, follow the same procedure for Euchre regulation “**vi.**”

EUCHRE RULES OF PLAY

- i. **Players:** 4 players in 2 partnerships.
- ii. **Cards:** The pack of 24 cards. The rank of the cards is, in general: A (high), K, Q, J, 10, 9, but trump suit the Jack (called the right Bower) is elevated to the highest trump, and the second highest trump is the other Jack of the same color as the Right Bower (called the Left Bower). Example: If Hearts is trump: J Hearts (right), J Diamonds (left) A, K, Q 10, and 9.
- iii. **Preliminaries:** Draw high card for the first deal, Ace High. The dealer shuffles the cards and the player on their right must cut the deck. The cut must leave minimum of 4 cards in the deck.
- iv. **Dealing:** Five cards are dealt to each player by 2 and 3 or 3 and 2. The cards are dealt in rotation to the left, beginning with the player to the left of the dealer. After dealing the last card to himself, the dealer places the pack face down on the table and turns over the top card face up. This turn up proposes the trump suit for the deal. If any card is exposed during the deal, the deal is voided and will be re-shuffled and re-dealt by the same player. All cards are to be left facedown on the table until the dealer has completed dealing.
- v. **Making:** The person to the left of the dealer may “Pass” or may accept the turn up as trump. The latter choice is signified by saying “Pick it Up or Order it Up”. Since the dealer alone had the right to take the turned up card into his hand. If the first person passes, the person on their left then has the same option. If the partner of the dealer wishes to accept the suit of the turned up card as trump, the hand must be played alone without assistance from the partner. Should any player, including the dealer, accept the turn up card as trump, the dealer will immediately discard one (1) card from their hand facedown to the bottom of the deck and accept the trump into their hand. Any player ordering the dealer to pick it up or the dealer making the turn up trump must have at least one (1) trump in their hand. The Left Bower is not considered trump until trump is made. If all four (4) hands pass, the dealer will put the turned up card face up and crosswise below the deck, signifying that the purposed trump has been turned down. The person to the left of the dealer now has the right to “Name a Trump Suit”, other than what has been turned down, or to Pass. If the first person passes, the person to their left then has the same option. If all four (4) pass again, in the second round, the cards are thrown in and the next dealer shuffles, has the cards cut and deals out the cards.

- vi. **Playing alone:** The hand that makes the trump, whether in the first or the second round of bidding, has the right to declare “I Play Alone”. The partner of the lone player then lays their cards face down on the table and does not participate in the play. The only words that will be heard during the bidding round will either be PASS or PICK IT UP, or ORDER IT UP.
- vii. **The Call** of “No Ace, No Face, No Trump” may be made prior to the first lead by any player, once proven, the hand is considered a loss of deal, and the next dealer in sequence will shuffle, has the cards cut and deals out the cards. **NO** points awarded.
- viii. **The Play:** The lead is always started by the player to the left of the dealer. A lead card calls upon each hand to follow the suit led. If unable to follow the suit led, a player may play any card from their hand. A trick is won by the highest trump played or by the highest card of the suit led. The winner of the trick shall lead to the next trick, and so on until the hand is complete. All cards must be played out face up. The object of the play is to win a minimum of three (3) tricks. If the making side fails to win three (3) tricks, they are to be considered to have been Euchred. Only one (1) player from each team is allowed to lift in the tricks, each hand, so as to prevent confusion.

SCORING

The following table shows all the scoring situations:

- | | | |
|-------|---|--|
| i. | Partnership making trump wins 3 or 4 tricks | 1 Point |
| ii. | Partnership making trump wins 5 tricks | 2 Points |
| iii. | Lone Hand making trump wins 3 or 4 tricks | 1 Point |
| iv. | Lone Hand making trump wins 5 tricks | 4 Points |
| v. | Partnership making trump is Euchred | 2 Points for opponent |
| vi. | Reneging on partnership hand | 2 Points against offending Partnership |
| vii. | Reneging on lone hand | 4 Points against offending Partnership |
| viii. | Exposed Hand | 2 Point Loss / Loss of Deal |
| ix. | Markers: Typically, the use of the 5” from the deck, are used for marking purposes. It is the responsibility of all players to see the scores are properly marked and maintained at all times. | |

- x. **At the completion** of each game, the team Captain's will have their opponents initial their score sheets, prior to bringing their score sheets to the official scorekeeper for recording and verification.

IRREGULARITIES

- i. **Misdeal:** There will be a new deal by the same dealer if a card is exposed in dealing or a card is faced in the deck, previous score stands. A deal by the wrong player may be stopped before a card is turned up and returned to its correct player, however, if the error is not noticed until later, the deal stands.
- ii. **Error in Bidding:** A player, who orders it up when he is partner of dealer, is deemed to have accepted the turned up card for trump. If a player names for a trump, the suit of the turned up card after it is turned down, it is a void call, and his team may not make the trump this hand.
- iii. **Declaration Out of Turn:** If a player makes a declaration for trump out of turn, other than a "pass" it is void and his partner may not make trump.
- iv. **Lead Out of Turn:** If a hand leads out of turn and all other hands play to the trick before the error is noticed, the trick stands. But if any hand has not played, the false lead must be taken back on demand from any player and becomes an exposed card. Any cards played to the incorrect lead may be retracted without penalty. The correct player will now continue by leading whatever suit they wish.
- v. **Exposed cards:** A card is deemed to be exposed, it is led or played out of turn, dropped face up on the table, except as a regular play in turn, played with another card intended to be placed, or named by a player as being in his hand. An exposed card **MUST** be left face up on the table and **MUST BE PLAYED** at the first legal opportunity.
- vi. **Renegue:** Failure to follow suit when able is a renege. A renege may be corrected before the trick is quitted, and if corrected, is treated as an exposed card. Any cards played after the renege, if corrected, may retract their card and substitute it, if able to. If a player so mixes the tricks, that a claim of renege against their side cannot be proven, the claim will be considered to have been proved. Upon proof of a renege, the non-revoking side has the option of scoring the hand as played or of taking the reneging penalty score.
- vii. **Hesitation:** Undue hesitation by any player, especially during bidding, can be considered a sign of indication, and can lead to loss of bidding privileges in the hand, by the offending team if hesitation persists in the game, notification should be given to tournament officials for official ruling and or repercussions.
- viii. **Indication:** Anything that may be questioned as a sign of indication to the value of usefulness of the hand, such as hitting the table, tapping of the feet, or any

other unnecessary sound or visual signs is strictly prohibited. Upon being brought forward to the attention of the referee, a verbal warning will be issued, and if repeated, the offending team will be expelled from the tournament and all opponents will be granted one (1) win with ten (10) points to zero (0).

DARTS - ALL CATEGORIES

Provide a minimum of ten (10) clock the bull pattern tournament dart boards and sufficient area to allow dart players and officials to move about freely without interfering with those games in progress (practice boards to be available, if possible.) The area should be large enough to accommodate at least one hundred (100) people at Command level only. NO Mechanical Score Boards are to be used.

REGULATIONS AND RULES OF PLAY

- i. All events shall be round-robin and a game will consist of 3 legs with one point awarded for each leg won.
- ii. Regulation clock, bull pattern board will be used.
- iii. Throwing distance will be 7 feet 9.25 inches (237 centimetres).
- iv. The center of the board will be 5 feet 8 inches in height (173 centimetres).
- v. A team will consist of:
 - a) **Legion** - A maximum of four (4) players. Rotation of players may be changed after completion of a set. (3 games is a set).
 - b) **Mixed Seniors and Mixed** - Teams will consist of four (4) players, two (2) men and two (2) women, no exceptions, alternate rotation.
- vi. Toe line shall be clearly marked and be at least 18 inches in length. Players must toe the line or stand behind it. One must not tread on the toe line. If this rule is not adhered to, the player's entire throw (3 darts) will be discounted.
- vii. Start and finish of games.
 - a) **Legion** All games 701 Double In – Double Out
 - b) **Mixed** All games 701 Fly In – Double Out
 - c) **Mixed Seniors** All games 501 Fly In – Double Out
- viii. The bull (double 25) shall be accepted to start or finish a game.
- ix. Order of play shall be toss of a coin by the Captains. The loser of the first game starts the second game following in rotation.
- x. Toss of a coin will decide the start of the third game, start at the top of rotation.
- xi. Any normal darts may be used. Scoring will be by deduction.

- xii.** A throw consists of three (3) darts, except when a game finishes.
- xiii.** No darts may be re-thrown and only darts, the points of which are in the board, will count. Darts must be in the board when the scorekeeper (marker) as referee, calls the score, otherwise it does not count. A dart counts from the point of entry. Under no circumstances will “chalk and walk” be permitted.
- xiv.** A player may be told by the marker what number he has scored. The Team Captain, at the request of the player, may inform the player what double is required and how to achieve it.
- xv.** When a player is throwing for a double to finish a game no player or spectator should be allowed within three (3) feet of the player (this applies during the entire game as well), nor will one person be permitted to pass any remarks concerning the play except the team captain.
- xvi.** In the event of a tie for first place, a playoff will be held. The winner shall be decided on best two-out-of-three games (1 set). If more than two (2) are tied for first place the playoff will be decided by the Captains and the Command Representative. (Suggest a draw be made to determine who plays who. Winners shall be decided on best two-out-of-three games (1 set).
- xvii.** In the event of a tie for second place, a play-off will be held to determine which team will advance. The play-off will consist of a best two-out-of-three.
- xviii.** In the event of a winning team being unable to continue play or defaulting, the runner-up team shall take its place.
- xix.** All games are to be governed by an Official Referee appointed by the Command Representative. He must not be a member of a participating team.

Note. 180 pins will be awarded to eligible contestants for a perfect score at all playoffs leading to and including the Command playoffs. Alberta-NWT Command will only supply 180 pins for Command level. Branch, Area and District Levels have to order and purchase their own stock. One (1) pin per person per level.

SHUFFLEBOARD

Command Shuffleboard - Provide a minimum of three (3) standard boards having a playing surface fourteen (14) feet in length and nineteen (19) inches in width. It is preferable to have six (6) boards for quicker play.

REGULATIONS

- i. All shuffleboard games shall be governed by the official rules and regulations of the Canadian Shuffleboard Congress.
- ii. Playoffs shall be decided on a round-robin basis, one (1) leg consisting of one (1) game.
- iii. All games shall be played on a standard board having surface of 14 feet in length and 19 inches in width. All games shall be 21 points.
- iv. The Host Branch will supply a Referee and Scorekeeper.
- v. Teams shall consist of two (2) players and will play in groups as listed below:

Men's Doubles - 1 spare
Ladies Doubles - 1 spare
Mixed Doubles - Male and Female (2 spares)
Senior Doubles - 1 spare

RULES OF PLAY

- i. Partners station themselves at opposite ends of the board and remain in such positions for the duration of the game.
- ii. The starting players will be determined by a flip of a coin. The winner shall choose the red, blue (or other color) rocks. The player with the red rocks will shoot first, in the event of there being no scoring. The player who delivered the last rock shoots first.
- iii. Players shall remove any wearing apparel that may come in contact with the playing surface. In addition, at no time during the game shall a player allow their hands or fingers to touch the playing surface. **PENALTY:** Warning for the first offence and the loss of two (2) points for each succeeding offence in the same game.

- iv. **Spares:** Spares can be used throughout the entire event. Spares can come in at the beginning of a new game.
- v. **Fouls:** A player shall not walk past the Foul Line of the table or it constitutes a foul. **PENALTY:** Warning for the first offence and the loss of one (1) point for each succeeding offence in the same game.
- vi. While delivering a rock, the lower half of the player's body shall not exceed beyond the end of the shuffleboard table, both legs must be behind the end of the table. **PENALTY:** No warning the rock is declared dead.
- vii. If a player accidentally delivers an opponents rock, it shall be exchanged for one of the deliverer's remaining un-played rocks without penalty.
- viii. A player who delivers out of order shall finish the frame in such rotation.
- ix. Coaching during play is permitted and only when their turn for delivery.
- x. While a player is in position to deliver a rock, the other players shall remain behind and clear of the delivering player. **PENALTY:** Warning for the first offence and the loss of one (1) point for each succeeding offence in the same game.
- xi. If a delivered rock does not completely cross the Foul Line, it shall be declared dead and be removed from the playing surface.

SCORING

- i. Score One (1) point if the rock is in the One Zone, but not touching the 30" line.
- ii. Score Two (2) points if the rock is in the Two Zone, but not touching the Two Line. (If touching the Two Line, score one (1) point).
- iii. Score Three (3) points if the rock is in the Three Zone, but not touching the Three Line. (If touching the Three Line, score two (2) points).
- iv. Any part of the rock which protrudes over the end of the playing surface is a Hanger and scores four (4) points.
- v. Whether or not a rock is resting on or touching a line must be determined by looking down directly over the top of the rock, preferably for the end of the board.

8 BALL POOL

Provide a minimum of three regulation 8-ball tables (4' X 8' or 7' X 3.5' playing surface) or a combination thereof. Four (4) tables preferred as it is quicker play.

REGULATIONS

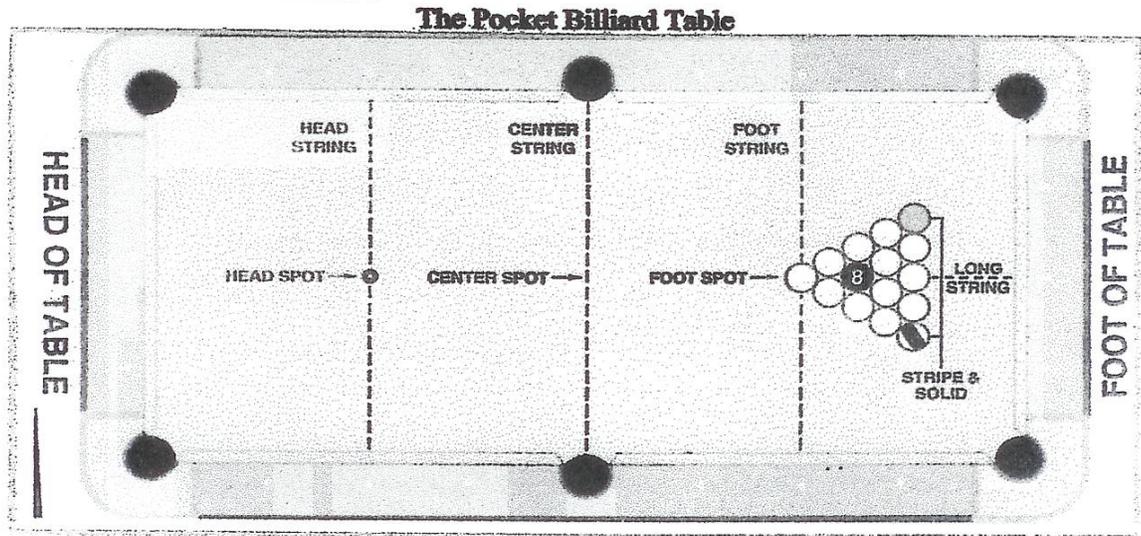
- i. The Dominion Command Sports Guide is the final authority in all cases. Any questions not covered will then be answered using the World Pool-Billiards Association rules.
- ii. Playoffs shall be decided on a round-robin basis.
- iii. All games shall be played on 4' X 8' or 7' X 3.5' tables or combination thereof.
- iv. The Host Branch will supply a Judge and Scorekeeper and table size information.
- v. Playoffs will be held in two (2) categories: Singles and Doubles. The Doubles may consist of a spare.
- vi. 8-Ball Pool to be played as a two 2 leg round-robin event.
- vii. The cue ball shall be the same size as the object ball.
- viii. Scoring for all 8-ball pool shall be as the VNEA rules. The winner of the game shall receive ten (10) points and the loser shall receive points according to the number of legally pocketed balls.
- ix. First and second place Doubles Team members will make up the team to advance to Dominion Team Playoffs.

8-BALL OFFICIAL RULES OF PLAY

For handicap and scoring procedures, see “handicapping and scoring” in the **World Pool-Billiards Association Rules**.

BALLS AND RACKING

A. BALLS AND RACKING



- i. The game is played with one (1) cue ball and 15 numbered object balls.
- ii. 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, as the above illustration shows.
- iii. The object of the game is to make one group of numbered object balls, either stripes or solids, and then legally Pocket the 8-Ball which then wins the game.

BREAK SHOT

- i. Start of play. The home team breaks first and writes their line-up down first. The break will alternate thereafter. During International Competition, the teams will flip a coin to determine home team.
- ii. If the breaker hits the racked balls with the cue ball driving four or more numbered balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls re-racked and shooting the break himself or have original breaker re-break.

- iii. Stopping or deflecting the cue ball prior to hitting the racked balls is considered fouls and loss of turn. The opponent will receive cue ball in hand behind the headstring.
- iv. When positioning the cue ball for the break shot, the base of the ball must be behind the headstring (kitchen).
- v. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball) or (2) it is a foul or (3) the table is open.
- vi. **Please Note:** Incoming player has cue ball in hand behind the headstring and may not shoot an object ball whose base is not outside the headstring, unless he/she first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent.
- vii. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he/she must then reposition the cue ball.
- viii. With an 8-ball pocketed on the break, the breaker may ask for a rerack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8 or re-racking and assuming the break. Should the incoming player decide to spot the 8, he must shoot from behind the head string. A game cannot be won or lost with an 8 on the break, regardless of what is pocketed on the same shot.
- ix. If the player legally breaks the racked balls and does not make any balls, his opponent then shoots, having an open table.
- x. 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.

OPEN TABLE

The table is “open” when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice versa.

Note: The table is always open immediately after the breakshot. When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid. On an open table, all pocketed balls remain pocketed. The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. The 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.

PLAY

- i. If a shooter inadvertently pockets his opponent's ball, it remains down; however, if the shooter does not legally pocket one of his own group, he loses his turn.
- ii. Each player continues to shoot so long as he legally pockets any of his object balls. Should a player fail to pocket his designated group ball, he loses his turn.
- iii. If a player fails to hit or make the 8-ball while shooting at it, the game continues.
- iv. In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations from a fan or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.
- v. If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are spotted in numerical order.
- vi. **Slow Play Rule:** Exaggerated slow play will be penalized. After a warning, any longer than ONE (1) MINUTE between shots will be a foul. The third infraction will result in loss of game. Timing for slow play begins when all balls on the table cease moving.
- vii. **Stalemated Game:** If in three (3) consecutive turns at the table by each player (6 turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be reracked and the breaker of the stalemated game will break again.

Note: Three (3) consecutive fouls by one player is not a loss of a game.

LOSS OF GAME

- i. Pocketing the 8-ball when it is not the legal object ball except on an opening break.
- ii. Pocketing the 8-ball on the same strokes as the last of his group of balls.
- iii. Jumping or knocking the 8-ball off the table at any time.
- iv. Pocketing the 8-ball in a pocket other than the one designated.
- v. Fouling while (pocketing) the 8-ball in the designated pocket.
- vi. Third infraction of the slow play rule.
- vii. Not correctly marking the pocket while pocketing the 8-ball.

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

GAME

In Call Pocket, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Banks and combinations are not considered obvious and both the object ball and the pocket must be called or it is a loss of turn. When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

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

When a player has pocketed all of the balls in his group, he then shoots at the 8-ball, designating his pocket by a pocket call. Scratching when the 8-ball is his legal object ball is ball in hand for the opponent.

LEGAL SHOTS

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 any group ball or (2) cause the cue ball or any other ball to contact a rail. There are two groups of balls: stripes and solids.

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

“Safety” Shot: For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring “safety” in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a “safety” to his opponent. If this is not done, and one of the shooters object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed. **When playing a safety, the cue ball must contact an object ball or a cushion before coming to rest. Failure to do so will result in “Ball in Hand”.**

FOULING

All fouls must be called and acknowledged before next shot is taken. (Exception: scratching). The following results in fouls:

- i. Failure to make a legal shot as noted above.
- ii. Shooting the cue ball into a pocket or off table. When a stroke results in the cue ball being a jumped ball, meaning jumped completely off the pool table onto the floor, the stroke is a foul. The cue ball may leave the playing surface and return, which is not considered a foul. **** (Excerpt from VNEA Rule book).**

- iii. It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls. The incoming player receives (Cue ball in hand behind the headstring.)
- iv. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
- v. Shooting without at least one (1) foot touching the floor.
- vi. If a ball is frozen on a cushion, (the opposing player must notify the player shooting before the shot), the player must contact the frozen ball and then:
 - (a) pocket the frozen ball or any other object ball, or
 - (b) cause the cue ball to contact a cushion, or
 - (c) drive the frozen ball to another cushion, or
 - (d) cause another object ball to contact a cushion. Failure is a foul.
- vii. ACCIDENTLY moving or touching any ball is not a foul unless the ball is the cue ball (cue ball only fouls). Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball it will be considered a foul. However, if you accidentally move an object ball during a shot and it makes contact with the cue ball it is considered a foul.
- viii. Picking up or shooting the cue ball while any balls are still in motion is a foul.
- ix. Push shots - It is a foul if the cue tip pushes the cue ball with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such are usually referred to as push shots.) With a cue ball and object ball frozen, shooting the shot from any angle other than at least 45 degrees above, or at least 45 degrees to the right or at least 45 degrees to the left of center from the straight line of the frozen balls is a foul and must be so called. ** (Excerpt from VNEA Rule book).
- x. Double Hits – It is a foul if the cue ball is struck more than once on a shot by the cue tip (such shots are usually referred to as double hits). If, in the referee's judgement, the cue ball has left initial contact with the cue tip and then is struck a second time in the course of the same shot, it shall be a foul. (Note: this can be a difficult call in officiating because on shots where the distance between the cue ball and the object is very short, the referee must judge whether the cue ball had time to move out of contact with the cue tip prior to being impeded and then propelled again by the follow through stroke.) Nonetheless, if it is judged by virtue of sound, ball position and action and stroke used that there were two separate contact of the cue ball by the cue tip on a stroke, the stroke is a foul and must be so called. ** (Excerpt from VNEA Rule book).
- xi. With cue ball in hand, touching any object ball with the cue ball is a foul or touching any object ball with your hand while touching the cue ball is a foul.

- xii. The slow play rule will be enforced; taking longer than ONE MINUTE between shots is a foul. Timing for slow play will start when all balls on the table cease moving.
- xiii. Jumping object ball off the table.
- xiv. After a scratch on a legal break, if a player positions the cue ball, completely and obviously outside the kitchen and shoots it is a foul.
- xv. If your opponent commits a foul and you do not receive his/her acknowledgment of such foul prior to touching the cue ball you have committed a foul. (Exception: scratching).
- xvi. **Illegal Jumping of Ball** - It is a foul if a player strikes the cue ball below center ("digs under" it) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such "jumps" are not to be considered fouls on their face; they may still be ruled foul strokes, if for example the ferrule or cue shaft makes contact with the cue ball in the course of the shot.
** (Excerpt from VNEA Rule book).

PENALTY FOR FOULING

- i. Only the players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the headstring except on opening break or immediately after a foul on the break).
- ii. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.

PROTEST PROCEDURE

- i. A game may be played and finished under protest, which may alleviate the original protest.