LEAGUE PLAYER RULEBOOK







All members of the ACS and CCS are eligible to play in the following annual Championships:

UNITED STATES		
ACS Midwest	Davenport IA	Mid January
ACS Nationals	Las Vegas NV	Mid May
CANADA		
CCS Ontario	London ON	November
CCS Maritimes	Sydney NS	December
CCS British Columbia	Penticton BC	February
CCS Canadians	Niagara Falls ON	Mid March
CCS Western	Calgary AB	May

Visit the ACS and/or CCS websites for current dates.and locations.

www.americancuesports.org
www.cdnqsport.com

League Player Handbook

The rules contained in this handbook are the official rules used at all ACS and CCS Championship events. Rules used in local leagues may vary from the rules presented herein

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American CueSports Alliance
www.americancuesports.org
Canadian CueSports Association
www.cdnqsport.com

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The ACS/CCS follows the world-standardized rules established by the International Olympic Committee-affiliated world-governing body for pool: the World Pool-Billiard Association (WPA). The contents within this Player Handbook reflect the most recent minor changes the WPA made in the rules in June 2025. The WPA rules are followed by all official continental and national federations worldwide, and a 5-year moratorium on any further rule changes is typically followed.

SPORTSMANSHIP IN LEAGUE PLAY

Sportsmanship is simply treating your teammates and opponents with courtesy and respect. While everyone wants to win, the purpose of league play is to have fun playing the great sport of billiards in the company of friends.

By following a few simple guidelines, you can help ensure everyone gets the most out of their ACS/CCS League experience:

1. Know the rules: Most disputes can be avoided if both players are knowledgeable about the rules of the game.

2. Play to your potential: Being a good sport doesn't mean taking it easy on your opponent; quite the opposite. You'll be respected far more if you give it your best each turn at the table. If you're in a handicapped league, don't "sandbag" by keeping your wins as modest as possible. Handicaps are meant to be a genuine measure of your skill. It's poor sportsmanship to give anything but your best effort.

3. No “Sharking”: “Sharking” is any act designed to upset your opponent or disrupt their concentration at any time during the game. Examples are using profanity, making sarcastic comments, refusing to acknowledge an obvious foul, standing close to your opponent’s line of vision or creating sudden noise. These rules apply not only to you, but also to any person who is in your “cheering squad”.

4. Resolve disputes the right way: Disputes will occasionally occur, and most will arise over a judgement call. Learn the procedures for settling disputes in your league and follow them religiously. This way, disputes can be resolved equitably and calmly.

5. Respect your host and their equipment: Billiard rooms help sponsor your league and provide use of their facilities and equipment. Whether at home or away, you represent your host club or bar.

Sportsmanship is all about courtesy and respect. Be sure to shake the hand of your opponent before and after each game, acknowledge your opponent’s good shots, and make sure that the trademark of you and your teammates is good sportsmanship. Win or lose, that’s what league play is all about.

POOL CUE SPECIFICATIONS

Width of Tip:	No minimum/ 14 mm maximum
Weight:	No minimum / 25 oz. maximum
Length:	40 inches minimum / no maximum

The cue tip may not be of a material that can scratch or damage the addressed ball. The cue tip on any stick must be composed of a piece of specially processed leather or other fibrous or pliable material that extends the natural line of the shaft end of the cue and contacts the cue ball when the shot is executed.

The ferrule of the cue stick, if of a metal material, may not be more than 1 inch in length.

1. GENERAL RULES

The following General Rules apply to all the games covered by these rules except when contradicted by specific game rules. In addition, the Regulations of Pool Billiards cover aspects of the game not directly related to the game rules, such as equipment specifications and organization of events.

The games of Pool Billiards are played on a flat table covered with cloth and bounded by rubber cushions. The player uses a stick (pool cue) to strike a cue ball which in turn strikes object balls. The goal is to drive object balls into six pockets located at the cushion boundary. The games vary according to which balls are legal targets and the requirements to win a match.

[Editorial comments on the U.S. English version: The masculine gender has been used for simplicity of wording and is not intended to specify the gender of the players or officials. The word “game” is used to refer to a discipline such as nine ball rather than a rack or a match.]

1.1 Player’s Responsibility

It is the player’s responsibility to be aware of all rules, regulations and schedules applying to competition. While tournament officials will make every reasonable effort to have such information readily available to all players as appropriate, the ultimate responsibility rests with the player.

1.2 Lagging to Determine Order of Play

The lag is the first shot of the match and determines order of play. The player who wins the lag chooses who will shoot first.

The referee will place a ball on each side of the table above the head string and near the head string. The players will shoot at about the same time to make each ball contact the foot cushion with the goal of returning the ball closer to the head cushion than the opponent.

A lag shot is bad and cannot win if the shooter's ball:

(a) crosses the long string;
(b) contacts the foot cushion other than once;
(c) is pocketed or driven off the table;
(d) touches the side cushion; or
(e) the ball rests within the corner pocket and past the nose of the head cushion. In addition, a lag will be bad if any non-object-ball foul occurs other than ***6.9 Balls Still Moving***.

The players will lag again if:

(f) a player's ball is struck after the other ball has touched the foot cushion;
(g) the referee cannot determine which ball has stopped closer to the head cushion; or
(h) both lags are bad.

1.3 Player's Use of Equipment

The equipment must meet existing WPA equipment specifications. In general, players are not permitted to introduce novel equipment into the game. The following

uses, among others, are considered normal. If the player is uncertain about a particular use of equipment, this should be discussed with the tournament management prior to the start of play. The equipment must be used only for the purpose or in the manner that the equipment was intended (see ***6.17 Unsportsmanlike Conduct***). A player is allowed to use their cue and any part of their body to aim and plan shots.

(a) Cue Stick – The player is permitted to switch between cue sticks during the match, such as break, jump and normal cues. A built-in extender or an add-on extender may be used to increase the length of the stick.

(b) Chalk – The player may apply chalk to his tip to prevent miscues, and may use his own chalk, provided its color is compatible with the cloth. A chalk may not be used as a marker for aligning or aiming purposes.

(c) Mechanical Bridges – The player may use up to two mechanical bridges to support the cue stick during the shot. Only bridges similar to standard bridges may be used. When using a bridge, the cue must be supported by the head of the bridge. And if two bridges are used, the second bridge must be supported by the head of the first bridge.

(d) Gloves – The player may use gloves to improve the grip and/or bridge hand function.

(e) Powder – A player is allowed to use powder in a reasonable amount as determined by the referee.

1.4 Spotting Balls

Balls are spotted (returned to play on the table) by placing them on the long string (long axis of the table) as close as possible to the foot spot and between the foot spot and the foot rail, without moving any interfering ball. If the spotted ball cannot be placed on the foot spot, it should be placed in contact (if possible) with the corresponding interfering ball. However, when the cue ball is next to the spotted ball, the spotted ball should not be placed in contact with the cue ball; a small separation must be maintained. If all of the long string below the foot spot is blocked by other balls, the ball is spotted above the foot spot, and as close as possible to the foot spot.

1.5 Cue Ball in Hand

When the cue ball is in hand, the shooter may place the cue ball anywhere on the playing surface (see ***8.1 Parts of the Table***) and may continue to move the cue ball until he executes a shot (see ***8.2 Shot***). Players may use any part of the cue stick to move the cue ball, including the tip, but not with a forward stroke motion. In some games and for most break shots, placement of the cue ball may be restricted to the area above the head string depending on the rules of the game, and then ***6.10 Bad Cue Ball Placement*** and ***6.11 Bad Play from Above the Head String*** may apply.

When the shooter has the cue ball in hand above the head string and all the legal object balls are above the head string, he may request the legal object ball nearest the head string to be spotted. If two or more balls are equal distance from the head string, the shooter may designate which of the equidistant balls is to be spotted. An object ball that rests exactly on the head string is playable.

1.6 Standard Call Shot

In games in which the shooter is required to call shots, the intended ball and pocket must be indicated for each shot if they are not obvious. Details of the shot, such as cushions struck or other balls contacted or pocketed are irrelevant. Only one ball may be called on each shot.

For a called shot to count, the referee must be satisfied that the intended shot was made, so if there is any chance of confusion, e.g. with bank, combination and similar shots, the shooter should indicate the ball and pocket. If the referee or opponent is unsure of the shot to be played, he may ask for a call.

In call shot games, the shooter may choose to call "safety" instead of a ball and pocket, and then play passes to the opponent at the end of the shot. Whether balls are being spotted after safeties depends on the rules of the particular game.

1.7 Balls Settling

A ball may settle slightly after it appears to have stopped, possibly due to slight imperfections in the ball or the table. Unless this causes a ball to fall into a pocket, it is considered a normal hazard of play, and the ball will not be moved back. If a ball falls into a pocket as the result of such settling, it is restored as closely as possible to its original position. If a settling ball falls into a pocket during or just prior to a shot, and this has an effect on the shot, the referee will restore the position and the shot will be replayed. The shooter is not penalized for shooting while a ball is settling. See also ***8.3 Ball Pocketed*** for balls that settle at the end of the shot.

1.8 Restoring a Position

When necessary for balls to be restored or cleaned, the referee will restore disturbed balls to their original positions to the best of his ability. The players must accept the referee's judgment as to placement.

1.9 Outside Interference

When outside interference occurs during a shot that has an effect on the outcome of that shot, the referee will restore the balls to the positions they had before the shot, and the shot will be replayed. If the interference had no effect on the shot, the referee will restore the disturbed balls and play will continue. If the balls cannot be restored to their original positions, the situation is handled like a stalemate.

1.10 Prompting Calls and Protesting Rulings

If a player feels that the referee has made an error in judgment, he may ask the referee to reconsider his call or lack of call, but the referee's decision on judgment calls is final. However, if the player feels that the referee is not applying the rules correctly, he may ask for ruling by the designated appeals authority. The referee will suspend play while this appeal is in process (see also part **(d)** of ***6.17 Unsportsmanlike Conduct***). Fouls must be called promptly (see ***6 Fouls***).

1.11 Concession

If a player concedes, he loses the match. For example, if a player unscrews his jointed playing cue stick while the opponent is at the table and during the opponent's decisive rack of a match, it will be considered a concession of the match.

1.12 Stalemate

If the referee observes that no progress is being made towards a conclusion, he will announce his decision, and each player will have three more turns at the table. Then, if the referee determines that there is still no progress, he will declare a stalemate. If both players agree, they may accept the stalemate without taking their three additional turns. The procedure for a stalemate is specified under the rules for each game.

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2. NINE BALL

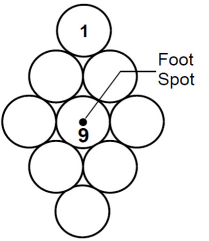
Nine ball is played with nine object balls numbered one through nine and the cue ball. The balls are played in ascending numerical order. The player legally pocketing the nine ball wins the rack.

2.1 Determining the Break

The player who wins the lag chooses who will break the first rack (see ***1.2 Lagging to Determine Order of Play***). The standard format is to alternate the break, but see Regulation 15, Subsequent Break Shots.

2.2 Nine Ball Rack

The object balls are racked as tightly as possible in a diamond shape, with the one ball at the apex of the diamond towards the head of the table and the nine ball in the middle of the diamond and on the foot spot. Alternatively, tournament officials may elect to rack the balls with the one ball on the foot spot. The other balls will be placed in the diamond without purposeful or intentional pattern.



Nine Ball Rack

2.3 Legal Break Shot

The following rules apply to the break shot:

(a) the cue ball begins in hand above the head string;

(b) if no ball is pocketed, at least four object balls must be driven to one or more rails, or the shot is a foul;

(c) additionally, and only when Three Ball Break Rule is used, if no ball is pocketed, three balls must touch the head string, or the break is considered 'illegal break'. (See Regulation 18, Three Ball Break Rule.)

2.4 Second Shot of the Rack – Push Out

If no foul is committed on the break shot, the shooter may choose to play a "push out" as his shot. He must make his intention known to the referee, and then rules 6.2 Wrong Ball First and 6.3 No Rail after Contact are suspended for the shot. If no foul is committed on a push out, the other player chooses who will shoot next.

2.5 Continuing Play

If the shooter legally pockets any ball on a shot (except a push out, see ***2.4 Second Shot of the Rack – Push Out***), he continues at the table for the next shot. If he legally pockets the nine ball on any shot (except a push out), he wins the rack. If the shooter fails to pocket a ball or fouls, play passes to the other player, and if no foul was committed, the incoming player must play the cue ball from the position left by the other player.

2.6 Spotting Balls

If the nine ball is pocketed on a foul or push out, or driven off the table, it is spotted (see ***1.4 Spotting Balls***). No other object ball is ever spotted.

2.7 Standard Fouls

If the shooter commits a standard foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface (see ***1.5 Cue Ball in Hand***).The following are standard fouls at nine ball:

6.1 Cue Ball Scratch or off the Table
6.2 Wrong Ball First - The first object ball contacted by the cue ball on each shot must be the lowest-numbered ball remaining on the table.
6.3 No Rail after Contact
6.4 No Foot on Floor
6.5 Ball Driven off the Table - The only jumped object ball that is spotted is the nine.
6.6 Touched Ball
6.7 Double Hit / Frozen Balls
6.8 Push Shot
6.9 Balls Still Moving

6.10 Bad Cue Ball Placement
6.13 Playing out of Turn
6.15 Slow Play
6.16 Ball Rack Template Foul

2.8 Serious Fouls

For ***6.14 Three Consecutive Fouls***, the penalty is loss of the current rack. For ***6.17 Unsportsmanlike Conduct***, the referee will choose a penalty appropriate given the nature of the offense.

2.9 Stalemate

If a stalemate occurs the original breaker of the rack will break again (see ***1.12 Stalemate***).

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3. EIGHT BALL

Eight ball is played with fifteen numbered object balls and the cue ball. The shooter's group of seven balls (one through seven or nine through fifteen) must all be off the table before he attempts to pocket the eight ball to win. Shots are called.

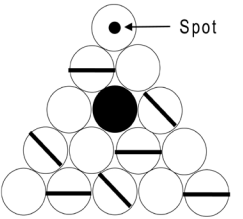
3.1 Determining First Break

The player winning the lag has the option to determine who has to execute the first break shot (see ***1.2 Lagging to Determine Order of Play***). The standard format is to alternate the break, but see Regulation 15, Subsequent Break Shots.

3.2 Eight Ball Rack

The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the eight

ball as the first ball that is directly below the apex ball. One from each group of seven will be on the two lower corners of the triangle. The other balls are placed in the triangle without purposeful or intentional pattern.



Eight Ball Rack

3.3 Break Shot

The following rules apply to the break shot:

(a) The cue ball begins in hand above the head string.

(b) No ball is called, and the cue ball is not required to hit any particular object ball first.

(c) If the breaker pockets a ball and does not foul, he continues at the table, and the table remains open (see ***3.4 Open Table / Choosing Groups***).

(d) If no object ball is pocketed, at least four object balls must be driven to one or more rails, or the shot results in an illegal break, and the incoming player has the option of

(1) accepting the table in position, or

(2) re-racking and breaking, or

(3) re-racking and allowing the offending player to break again.

(e) Pocketing the eight ball on a legal break shot is not a foul. If the eight ball is pocketed, the breaker has the

option of
(1) re-spotting the eight ball and accepting the balls in position, or
(2) re-breaking.

(f) If the breaker pockets the eight ball and scratches (see definition ***8.6 Scratch***), the opponent has the option of
(1) re-spotting the eight ball and shooting with cue ball in hand above the head string; or
(2) re-breaking.

(g) If any object ball is driven off the table on a break shot, it is a foul; such balls remain out of play (except the eight ball which is re-spotted); and the incoming player has the option of
(1) accepting the table in position, or
(2) taking cue ball in hand above the head string.

(h) If the breaker fouls in any manner not listed above, the following player has the option of
(1) accepting the table in position, or
(2) taking cue ball in hand above the head string.

3.4 Open Table / Choosing Groups

Before groups are determined, the table is said to be "open," and before each shot, the shooter must call his intended ball. If the shooter legally pockets his called ball, the corresponding group becomes his, and his opponent is assigned the other group. If he fails to legally pocket his called ball, the table remains open and play passes to the other player. When the table is "open," any object ball may be struck first except the eight ball. However, if a group has been completely pocketed on an open table, the shooter may temporarily claim that group, and thereby be shooting the eight ball, possibly for a win.

3.5 Continuing Play
The shooter remains at the table as long as balls from the assigned group are pocketed legally, or the rack is won by pocketing the eight ball.

3.6 Shots Required to Be Called
On each shot except the break, shots must be called as explained in ***1.6 Standard Call Shot***. Each called ball must be from the player's group until the group is cleared from the table, and then the eight ball is the called ball. The shooter may call "safety" in which case play passes to the opponent at the end of the shot and any object ball pocketed on the safety remains pocketed (see ***8.17 Safety Shot***).

3.7 Spotting Balls
If the eight ball is pocketed or driven off the table on the break, it will be spotted or the balls will be re-racked (see ***3.3 Break Shot*** and ***1.4 Spotting Balls***). No other object ball is ever spotted.

3.8 Losing the Rack
The shooter loses if he

(a) pockets the eight ball and fouls;
(b) pockets the eight ball before his group is cleared;
(c) pockets the eight ball in an uncalled pocket; or
(d) drives the eight ball off the table.

These do not apply to the break shot. (See ***3.3 Break Shot***).

3.9 Standard Fouls
If the shooter commits a foul, play passes to his opponent.

The cue ball is in hand, and the incoming player may place it anywhere on the playing surface (see 1.5 Cue Ball in Hand).

The following are standard fouls at eight ball:

6.1 Cue Ball Scratch or off the Table
6.2 Wrong Ball First The first ball contacted by the cue ball on each shot must belong to the shooter's group, except when the table is open. (See ***3.4 Open Table / Choosing Groups***).
6.3 No Rail after Contact
6.4 No Foot on Floor
6.5 Ball Driven off the Table (See ***3.7 Spotting Balls***).
6.6 Touched Ball
6.7 Double Hit / Frozen Balls
6.8 Push Shot
6.9 Balls Still Moving
6.10 Bad Cue Ball Placement
6.11 Bad Play from Above the Head String
6.13 Playing out of Turn
6.15 Slow Play
6.16 Ball Rack Template Foul

3.10 Serious Fouls

The fouls listed under ***3.8 Losing the Rack*** are penalized by the loss of the current rack. For ***6.17 Unsportsmanlike Conduct***, the referee will choose a penalty appropriate given the nature of the offense.

3.11 Stalemate

If a stalemate occurs (see ***1.12 Stalemate***) the original breaker of the rack will break again.

4. 14.1 CONTINUOUS POOL

See 14.1 Continuous world-standardized rules at www.wpapool.com.

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5. BLACK BALL

See Black Ball world-standardized rules at www.wpapool.com

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6. FOULS

The following actions are fouls at pool when included in the specific rules of the game being played. If several fouls occur on one shot, only the most serious one is enforced. If a foul is not called before the next shot begins, the foul is assumed not to have happened.

6.1 Cue Ball Scratch or off the Table

If the cue ball is pocketed or driven off the table, the shot is a foul. See ***8.3 Ball Pocketed*** and ***8.5 Driven off the Table***.

6.2 Wrong Ball First

In those games which require the first object ball struck to be a particular ball or one of a group of balls, it is a foul for the cue ball to first contact any other ball.

If the cue ball strikes a legal object ball and a non-legal object ball at approximately the same instant, and it cannot be determined which ball was hit first, it will be assumed that the legal object ball was struck first.

6.3 No Rail after Contact

If no ball is pocketed on a shot, the cue ball must contact an object ball, and after that contact at least one ball (cue ball or any object ball) must be driven to a rail, or the shot is a foul (see ***8.4 Driven to a Rail***). If the cue ball strikes a legal object ball and a cushion at approximately the same instant, and it cannot be determined which was hit first, it will be assumed that the legal object ball was struck first.

6.4 No Foot on Floor

If the shooter does not have at least one foot touching the floor at the instant the tip contacts the cue ball, the shot is a foul.

6.5 Ball Driven off the Table

It is a foul to drive an object ball off the table. Whether that ball is spotted depends on the rules of the game (see ***8.5 Driven off the Table***).

6.6 Touched Ball

It is a foul to touch, move or change the path of any object ball except by the normal ball-to- ball contacts during shots. It is a foul to touch, move or change the path of the cue ball except when it is in hand or by the normal tip-to-ball forward stroke contact of a shot. The shooter is responsible for the equipment he controls at the table, such as chalk, bridges, clothing, his hair, parts of his body, and the cue ball when it is in hand, that may be involved in such fouls. If such a foul is accidental, it is a standard foul, but if it is intentional, it is ***6.17 Unsportsmanlike Conduct***).

6.7 Double Hit / Frozen Balls

If the cue stick contacts the cue ball more than once on a

shot, the shot is a foul. If the cue ball is close to but not touching an object ball and the cue tip is still on the cue ball when the cue ball contacts that object ball, the shot is a foul. If the cue ball is very close to an object ball, and the shooter barely grazes that object ball on the shot, the shot is assumed not to violate the first paragraph of this rule, even though the tip is arguably still on the cue ball when ball-ball contact is made.

However, if the cue ball is touching an object ball at the start of the shot, it is legal to shoot towards or partly into that ball (provided it is a legal target within the rules of the game) and if the object ball is moved by such a shot, it is considered to have been contacted by the cue ball. (Even though it may be legal to shoot towards such a touching or "frozen" ball, care must be taken not to violate the rules in the first paragraph if there are additional balls close by.)

The cue ball is assumed not to be touching any ball unless it is declared touching by the referee or opponent. It is the shooter's responsibility to get the declaration before the shot. Playing away from a frozen ball does not constitute having hit that ball unless specified in the rules of the game.

6.8 Push Shot

It is a foul to prolong tip-to-cue-ball contact beyond that seen in normal shots.

6.9 Balls Still Moving

It is a foul to begin a shot while any ball in play is moving or spinning.

6.10 Bad Cue Ball Placement

When the cue ball is in hand and restricted to the area above the head string, it is a foul to play the cue ball from on or below the head string. If the shooter is uncertain whether the cue ball has been placed above the head string, he may ask the referee for a determination.

6.11 Bad Play from Behind the Head String

When the cue ball is in hand above the head string, and the first ball the cue ball contacts is also above the head string, the shot is a foul unless the cue ball crosses the head string before that contact. If such a shot is intentional, it is unsportsmanlike conduct.

The cue ball must either cross the head string or contact a ball in front of or on the head string or the shot is a foul, and the cue ball is in hand for the following player according to the rules of the specific game. If such shot is intentional, it is also unsportsmanlike conduct.

6.12 Deleted

6.13 Playing out of Turn

It is a standard foul to unintentionally play out of turn. Normally, the balls will be played from the position left by the mistaken play. If a player intentionally plays out of turn, it is ***6.17 Unsportsmanlike Conduct***.

6.14 Three Consecutive Fouls

If a player fouls three times without making an intervening legal shot, it is a serious foul. In games scored by the rack, such as nine ball, the fouls must be in a single rack. Some games such as eight ball do not include this rule.

The referee must warn a shooter who is on two fouls when he comes to the table that he is on two fouls. Otherwise, a possible third foul will be considered to be only the second.

6.15 Slow Play

If the referee feels that a player is playing too slowly, he may advise that player to speed up his play. If the player does not speed up, the referee may impose a shot clock on that match that applies to both players. If the shooter exceeds the time limit specified for the tournament, a standard foul will be called and the incoming player is rewarded according to the rules applicable to the game being played (rule ***6.17 Unsportsmanlike Conduct*** may also apply).

6.16 Ball Rack Template Foul

It is a foul when a Ball Rack Template, removed from the playing surface, interferes with the game i.e. if the template is lying on the rail and a ball (cue or object ball) touches the template that is lying on the rail.

6.17 Unsportsmanlike Conduct

The normal penalty for unsportsmanlike conduct is the same as for a serious foul, but the referee may impose a penalty depending on his judgment of the conduct. Among other penalties possible are a warning; a standard-foul penalty, which will count as part of a three- foul sequence if applicable; a serious-foul penalty; loss of a rack, set or match; ejection from the competition possibly with forfeiture of all prizes, trophies and standings points. Unsportsmanlike conduct is any intentional behavior that brings disrepute to the sport or which disrupts or changes the game to the extent that it cannot be played fairly. It

includes:

(a) distracting the opponent;
(b) changing the position of the balls in play other than by a shot;
(c) playing a shot by intentionally miscuing;
(d) continuing to play after a foul has been called or play has been suspended;
(e) practicing during a match;
(f) marking the table;
(g) delay of the game; and
(h) using equipment inappropriately.

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7. RULES/REGULATIONS FOR WHEELCHAIR COMPETITION

7.1 Player's Eligibility

The criteria for a player to be eligible for Wheelchair competition is that he must be wheelchair mobility dependent for a minimum of 80% of the time. In some cases, a doctor's letter may be required to determine eligibility.

7.2 Violations Resulting in Fouls

(a) The shooter must remain seated while playing a shot (at least one cheek on the seat or seat pad). If a seat pad is used, it must remain flat and cover the seat of the wheelchair evenly. The seat pad cannot be bunched up on the seat straddled by the shooter with the shooter's legs or stumps. The shooter may not sit on the wheel or armrest. The point where the shooter's

buttocks rest on the seat or seat pad must not be higher than 27 in / 68.5 cm from the surface on which the wheelchair rolls in its normal operating position.

(b) Players must not have their foot/feet on the floor while playing a shot. Players must not use their legs or stumps as a leverage against any part of the table or the wheelchair while playing a shot.

(c) Players are permitted to use any help aids such as cue extensions, special bridges, etc. Players may not be assisted when actually shooting (however, another person may hold the bridge, but must not help with the stroke of the cue). If a player requires assistance to roll around the table, another person may help them, but must not be touching the wheelchair during the actual shot.

Violations of the above are considered to violate ***6.17 Unsportsmanlike Conduct***.

7.3 Wheelchair Requirements

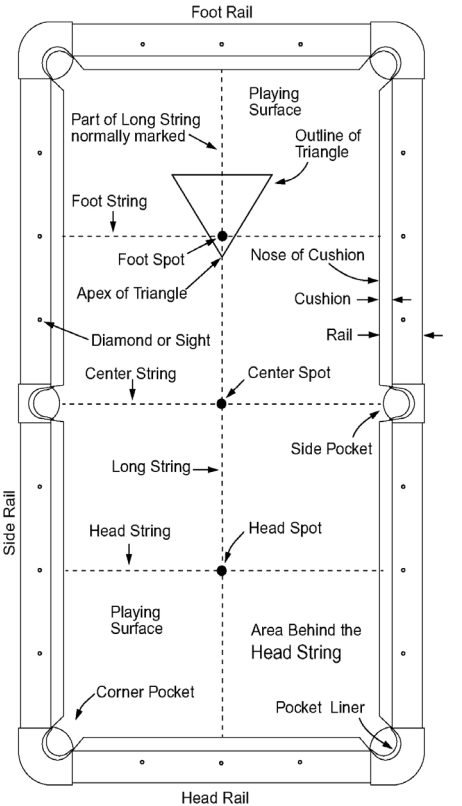
No standing wheelchairs may be used in the standing position. A player's wheelchair should be clean and in good working order.

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8. DEFINITIONS USED IN THE RULES

The following definitions apply throughout these Rules.

8.1 Parts of the Table



The following definitions of parts of the table refer to the accompanying diagram. Some details of exact size and

placement are in the WPA Equipment Specifications. See the WPA website at **https://www.wpapool.com** for current information.

The table is comprised of rails, cushions, a playing surface and pockets. The foot end of the table is where the object balls usually begin, while the head end is where the cue ball usually begins.

Above the head string is the area between the head rail and the head string, not including the head string.

The cushions, tops of the rails, pockets and pocket liners are parts of the rails. There are four "strings" on the playing surface as shown in the diagram:

- the long string down the center of the table;
- the head string bounding the quarter of the table closest to the head rail;
- the foot string bounding the quarter of the table closest to the foot rail;
- and the center string between the two side pockets.

These lines are only marked as mentioned below.

The rails may have inlays referred to as diamonds or sights which mark 1/4th of the width and 1/8th of the length of the table measured from nose to nose on the cushions.

On the playing surface, which is the flat, cloth-covered part of the table, the following will be marked if they are used in the game being played:

- the foot spot, where the foot string and the long string meet;
- the head spot, where the head string and the long string meet;
- the center spot, where the center string and the long string meet; the head string;
- the long string between the foot spot and the foot rail; and
- the triangle, either in outline or by alignment marks depending on the game.

8.2 Shot

A shot begins when the tip contacts the cue ball due to a forward stroke motion of the cue stick. A shot ends when all balls in play have stopped moving and spinning. A shot is said to be legal if the shooter did not foul during the shot.

8.3 Ball Pocketed

A ball is pocketed if it comes to rest in a pocket below the playing surface or enters the ball return system.

A ball hanging over the edge of a pocket partly supported by another ball is treated as pocketed if removal of the supporting ball would cause the ball to fall into the pocket.

Possible situations include two balls jammed together in the jaws, or a full pocket with pocketed balls supporting a ball at the edge. Any such supported ball will be removed from the pocket and placed as if it had been pocketed according to the rules of the game being played.

If a ball stops near the edge of a pocket, and remains apparently motionless for five seconds after the shot is over,

it is not considered pocketed if it later falls into the pocket by itself (see ***1.7 Balls Settling*** for other details). During that five second period, play is suspended.

An object ball that rebounds from a pocket back onto the playing surface is not a pocketed ball. If the cue ball contacts an already pocketed ball, the cue ball will be considered pocketed whether it rebounds from the pocket or not. The referee will remove pocketed object balls from full or nearly full pockets, but it is the shooter's responsibility to see that this duty is performed.

8.4 Driven to a Rail

A ball is said to be driven to a rail if it is not touching that rail and then touches that rail. A ball touching a rail at the start of a shot (said to be "frozen" to the rail) is not considered driven to that rail unless it leaves the rail and returns. A ball that is pocketed or driven off the table is also considered to have been driven to a rail. A ball is assumed not to be frozen to any rail unless it is declared frozen by the referee, the shooter, or the opponent. See also Regulation 28, Calling Frozen Balls.

8.5 Driven off the Table

A ball is considered driven off the table if it comes to rest other than on the playing surface but is not pocketed. A ball is also considered driven off the table if it would have been driven off the table except for striking an object such as a light fixture, piece of chalk or a player which causes it to return to the table.

A ball that contacts the top of the rail is not considered to have been driven off the table if it returns to the playing

surface or enters a pocket.

8.6 Scratch
A shot on which the cue ball is pocketed is called a scratch.

8.7 Cue Ball
The cue ball is the ball that is struck by the shooter at the beginning of a shot. It is traditionally white, but may be marked by a logo or spots. In pocket billiard games, a single cue ball is used by both players.

8.8 Object Balls
The object balls are struck by the cue ball with the usual intent of driving them into pockets. They are typically numbered from one to the number of balls used in the game. Colors and markings of the object balls are covered under the WPA Equipment Specifications.

8.9 Set
In some matches, the match is divided into parts called sets, with a certain number of sets won required to win the match. In turn, a certain number of points or racks won is required to win each set.

8.10 Rack
The rack is the framing device, typically triangular, used to arrange the object balls for the break shot at the start of the game. It also refers to the group of balls so arranged. To rack the object balls is to group them with the rack. A rack is also a portion of a match played with a single rack of object balls. Some games, such as nine ball, are scored at one point per rack.

8.11 Break
A break shot is the opening shot of a match or rack, depending on the game. It happens when the object balls have been racked and the cue ball is played from above the head string usually with the intent of breaking the rack apart.

8.12 Inning
An inning is a player's turn at the table. It begins when it is legal for him to take a shot, and ends at the end of a shot when it is no longer legal for him to take a shot. In some games a player may choose not to come to the table in certain situations when play would normally pass to him, and then the player remaining at the table continues the inning (e.g. a push-out at nine ball). The player whose turn it is to play is called the "shooter."

8.13 Position of Balls
The position of a ball is determined by the projection of its center vertically downward onto the playing surface. A ball is said to be placed on a line or spot when its center is placed directly over that line or spot.

8.14 Re-spotting Balls
In some games, object balls are required to be placed on the playing surface other than when forming a new rack. They are said to be re-spotted when they are so placed (see ***1.4 Spotting Balls***).

8.15 Restoring a Position
If the balls are disturbed, the rules of the game may require them to be replaced where they were. The referee will replace the balls to their original position as accurately as possible.

8.16 Jump Shot

A jump shot is one in which the cue ball is made to go over an intervening obstacle such as an object ball or part of the cushion. Whether such a shot is legal depends on how it is accomplished and the intention of the shooter. A legal jump shot is played by elevating the cue stick and driving the cue ball down into the playing surface from which it rebounds.

8.17 Safety Shot

A shot is said to be a safety shot if the game in play is a call shot game and the shooter declared the shot to the referee or his opponent to be a “safety” before the shot. Play passes to the other player at the end of a safety shot.

8.18 Miscue

A miscue occurs when the cue tip slides off the cue ball possibly due to a contact that is too eccentric or to insufficient chalk on the tip. It is usually accompanied by a sharp sound and evidenced by a discoloration of the tip. Although some miscues involve contact of the side of the cue stick with the cue ball, unless such contact is clearly visible, it is assumed not to have occurred. A scoop shot, in which the cue tip contacts the playing surface and the cue ball at the same time and this causes the cue ball to rise off the cloth, is treated like a miscue. If an unintentional miscue causes the cue ball to leave the playing surface, including partially or fully jumping over a ball, it is treated like a legal jump shot. Note that intentional miscues are covered by ***6.17 Unsportsmanlike Conduct (c)***

9. TEN BALL

See Ten Ball world-standardized rules at www.wpapool.com

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10. ONE POCKET

See One Pocket world-standardized rules at www.wpapool.com

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11. BANK POOL

See Bank Pool world-standardized rules at www.wpapool.com

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1. Administrative Discretion

These regulations address dress requirements, protests, scheduling issues, and other items that are not part of the actual Rules of Play but need to be regulated for the individual event. Some aspects of applying the regulations vary from tournament to tournament, such as the number of sets in a match and who breaks after the first rack at nine ball. The management of an event is entitled to enforce regulations for the event. These Regulations do not have the same force as the Rules; the Rules have priority.

2. Exceptions to the Rules

The actual Rules of Play may not be altered unless a specific waiver is issued by the ACS National Office for the individual event. A written explanation of any rules change should be made available at the players' meeting.

3. Dress Code

Each player's attire must always meet the level of the competition and be clean, proper and in good condition. If an athlete is unsure about the legality of his attire, the athlete should approach the tournament director before the match and ask whether the attire is legal. The tournament director or Head Referee if one is present has the final say with regards to the legality of attire. A player may be disqualified for dress code violation.

All clothing shall be conservative and appropriate in appearance. "Examples of inappropriate clothing are, transparent clothing, profanity, explicit/vulgar language, etc."

If there is no announcement before the event, the ACS dress code is assumed.

Singles Competition

- All Players must wear sleeved shirts of golf or button-down style with a conventional fold-over or tuxedo collar.
- Players must wear neat, clean, untorn long style pants, jeans, skirts, or shorts. Yoga Style Pants / Leggings are permitted.
- Absolutely no T-shirts, sweats, warm-up suits, jogging suits, swim suits, cut-offs, or similar allowed.

- All styles of leg coverings shall be of a length that hangs around the knee area at a minimum. The waistband shall be on or above the waist area when worn.
- All Players must wear clean, neat, close-toed shoes at all times in the playing area.
- Novelty head gear, ear buds, Bluetooth devices, etc. are not permitted.

Scotch Doubles

Same requirement as Singles Competition. Matching shirts worn by Scotch Doubles teams are preferred, but not mandatory.

Team Competition

- The dress code must meet the Singles Competition requirements.
- Team shirts are required for all teams during Team Competition.
- The color and style of team shirts must be matching (except for the players' names) for all team members. This includes the front and back of shirts if they have a logo or monogram.
- Each playing member of a team must have their own team shirt. "Borrowing" the shirt of a teammate is not permitted.

General

- Unless specifically posted or announced, **THE DRESS CODE WILL BE IN EFFECT AND ENFORCED AT ALL TIMES** in tournament sections during tournament play, practice, and mini tournaments. The dress code will not be enforced after

tournament play is complete for the day.

- A player who competes out of dress code during a Singles Match will forfeit one game in the match and will be asked by a referee to comply with the dress code immediately after the match. Failure to comply with the dress code in any subsequent match will result in match forfeiture.
- Any player(s) found in violation of the dress code during a Team Match will forfeit their first round game played, and will be asked by a referee to comply with the dress code immediately after the match. Failure to comply with the dress code in any subsequent match will result in the team forfeiting the entire match.
- Players or Teams may protest an opponent's dress code before the second game ends (Singles) or before the first round ends (Teams). Any protests after this time will not result in any game forfeits. The offender(s) will be sked by a referee to comply with the dress code immediately after the match. Failure to comply with the dress code in any subsequent match will result in the forfeiting the entire match.
- Should a player require a dress code exception for medical reasons, the player must provide a letter, on official letterhead from the player's health care provider to the Head Referee before the tournament to get an exemption. The exemption must be kept in their possession, available for review by a referee or opponent, if requested.
- The referees are the final authority on dress code compliance. Any issues with dress code compliance must be directed to the Head Referee, not the tournament administration. If in doubt about your attire, see the Head Referee for clarification.

4. Ball Rack Template

The Ball Rack Template can be used for the disciplines: 8-ball, 9-ball, 10-ball and Heyball. In 14/1 it´s not allowed to use the Ball Rack Template.

4.1 Positioning of the Ball Rack Template

The table must be marked before the tournament has started. A Vertical line must be drawn for the positioning of the Ball Rack Template. This line must be long enough to pass through the top and bottom holes on the Ball Rack Template.

4.2 Removing of the Ball Rack Template

After the break, the Ball Rack Template must be removed by the referee from the table as soon as possible without disturbing any of the balls. If a referee is not present and there are balls obstructing the removal of the Ball Rack Template, the opponent must be the one to remove the Ball Rack Template. If there are no obstructions, the player at the table may remove the Ball Rack Template without the opponent interfering.

With or without a referee present, the Ball Rack Template can only be removed if not more than 2 balls are an obstruction in its removal. Exception to this rule applies if 1 or more balls are frozen and obstructing the removal, in this case the Ball Rack Template stays in place until such time that the frozen balls are no longer an obstacle in the removal of the Ball Rack Template.
With the removal of the Ball Rack Template, the referee or opponent may use markers in the form of ball markers or chalk blocks which are at their disposal to mark the obstructing balls. The Ball Rack Template must be placed

in its required spot away from the playing area including the rails and the balls placed back into their original position.

4.3 Specifications for Ball Rack Template

Ball Rack template should be made of a plastic material, no thicker than 0.14 mm and shouldn't affect the table in any way. Template may not be glued on the playing surface.

5. Playing with an "Area" Referee

It may be that a tournament is being played with "area" referees who are each responsible for several tables and there is no referee constantly at each table. In this case, the players are still expected to observe all the rules of the game. The recommended way to conduct play in this situation is as follows.

The non-shooting player will perform all of the duties of the referee. If, prior to a particular shot, the shooting player feels that his opponent will not be able to properly judge the shot, he should ask the area referee to watch the shot. The non-shooting player may also ask for such attention if he feels that he is unable or is unwilling to rule on the shot. Either player has the power to suspend play until he is satisfied with the way the match is being refereed.

If a dispute arises between two players in an unrefereed match, and the area referee is asked to make a decision without having seen the cause of the dispute, he should be careful to understand the situation as completely as possible. This might include asking trusted witnesses, reviewing video tapes, or reenacting the shot. If the area referee is asked to determine whether a foul occurred and

there is no evidence of the foul except the claim of one player while the other player claims that there was no foul, then it is assumed that no foul occurred.

6. Penalizing Unsportsmanlike Conduct

The rules and regulations give the referee and other officials considerable latitude in penalizing unsportsmanlike conduct. Several factors should be considered in such decisions, including previous conduct, previous warnings, how serious the offense is, and information that the players may have been given at the Players' Meeting at the start of the tournament. In addition, the level of competition may be considered since players at the top levels can be expected to be fully familiar with the rules and regulations, while relative beginners may be unfamiliar with how the rules are normally applied.

7. Protest Ruling

If a player needs a decision to be taken, the first person to be contacted is the referee. The referee will form his decision by all means that seem suitable to him. If the player wants to protest against that ruling, he may contact the head referee and after that the tournament director. In any regular tournament, the tournament director's decision is binding and final. In the WPA World Championships, there may be a further appeal to the WPA Sports Director, if he is present. A deposit of $100 from the protestor is required for such an appeal and it will be forfeited in case of an adverse final decision.

A player is allowed to ask for a reconsideration of a factual decision by the referee only one time. If he asks for reconsideration of the same matter a second time, it will be

treated as unsportsmanlike conduct.

8. Instructions for Referees

The referee will determine all matters of fact relating to the rules, maintain fair playing conditions, call fouls, and take other action as required by these rules. The referee will suspend play when conditions do not permit fair play. Play will also be suspended when a call or ruling is being disputed. The referee will announce fouls and other specific situations as required by the rules. He will answer questions as required by the rules on matters such as foul count. He must not give advice on the application of the rules, or other points of play on which he is not required by the rules to speak. He may assist the player by getting and replacing the mechanical bridge. If necessary for the shot, the referee or a deputy may hold the light fixture out of the way.

When a game has a three-foul rule, the referee should note to the players any second foul at the time that it occurs and also when the player who is on two fouls returns to the table. The first warning is not required by the rules but is meant to prevent later misunderstandings. If there is a scoreboard on which the foul count is visible to the players, it satisfies the warning requirement.

9. Referee's Responsiveness

The referee shall answer players' inquiries regarding objective data, such as whether a ball will be in the rack, whether a ball is above the head string, what the count is, how many points are needed for a victory, if a player or his opponent is on a foul, what rule would apply if a certain shot is made, etc. When asked for a clarification of a rule, the referee will explain the applicable rule to the best of his

ability, but any misstatement by the referee will not protect a player from enforcement of the actual rules. The referee must not offer or provide any subjective opinion that would affect play, such as whether a good hit can be made on a prospective shot, whether a combination can be made, or how the table seems to be playing, etc.

10. 8-Ball Addendum

If the groups have been determined and the player mistakenly shoots at and pockets a ball of the opponent's group, the foul must be called before he takes his next shot. Upon recognition by either player or the referee that the groups have been reversed, the rack will be halted and will be replayed with the original player executing the break shot.

11. Restoring a Position

In any case a position of balls needs to be amended it is solely the referee's duty and responsibility to perform this task. He may form his opinion by any means he considers appropriate at the time. He may consult one or both players on that, however, the particular player's opinion is not binding and his judgment can be amended. Each involved player has the right to dispute the referee's judgment just once, but after that it is the referee's discretion to restore the ball or balls.

12. Acceptance of Equipment

After the tournament or a particular match has been started, the player has no right to question the quality or legality of any equipment provided by the Tournament Organizer unless supported by the referee or the tournament director; any protests must be made beforehand.

13. Clearing Pockets

For the ball to be considered pocketed, it must meet all the requirements described in Rule 8.3 Ball Pocketed. Although the task of clearing pockets of balls lies within the referee's description of duties, the ultimate responsibility for any occurrence of fouls as a result of such misadministration always rests with the shooter. If the referee is absent, for example in the case of an area referee, the shooter may perform this duty himself, providing he makes his intention clear and obvious to the opponent.

14. Time Out

Unless specified otherwise by the tournament organizer, each player is allowed to take one time out of five minutes during matches played over 9 (for eight ball and Heyball) and 13 (for nine ball and ten ball) games. If matches are shorter there is no time out. To exercise his right to a time out the player must: (1) inform the referee of his intention and, (2) make sure the referee is aware of the fact and marks it on the score sheet and, (3) make sure the referee marks the table for suspended play. (The standard procedure will be to place a cue stick on the table.) The opponent must remain seated as during normal play; should he involve himself in an action other than standard match-playing activities it will be considered exercising his time out and no further time out will be allowed.

The time out in 8-ball, 9-ball, 10-ball and Heyball is taken between racks and play is suspended.
At 14.1, the time out begins between racks; and the player at the table may continue his inning should the opponent decide to take his time out. If the non-shooter takes a time out, he must make sure there is a referee to supervise the

table during his absence; otherwise he has no right to protest against any misplay by the player at the table.

The player taking the time out should remember that his actions must be within the spirit of the game and if he acts otherwise, he is subject to a penalty under the Unsportsmanlike Conduct.

If a player is suffering from a medical condition, the tournament director may choose to adjust the number of time outs.

15. Subsequent Break Shots

For deciding who will break in racks after the first, in games such as nine ball, the tournament management may choose a procedure different from the standard one listed in the Rules. For example, the winner may break or the players may alternate "serves" of three consecutive breaks.

16. Rack at Nine Ball

As stated in Rule 2.2, balls other than the one and nine are placed randomly in the rack and should not be set in any particular order during any rack. If the referee is not racking, and a player believes that his opponent is intentionally placing balls within the rack, he may bring this to the attention of a tournament official. If the tournament official determines that the player is intentionally positioning balls in the rack, the player will be given an official warning to refrain from doing so. Once warned, should the player continue with intentional positioning of balls in the rack, he shall be penalized for unsportsmanlike conduct.

17. Open Break Requirements

The tournament management may set additional requirements on the break shot on games that require an "open" break such as Heyball, nine ball or ten ball. For example, it may be required to place the cue ball for the break shot within one or several restricted areas above the head string ("break box").

18. The Three Point Break Rule

(1) On the break shot, a minimum of three object balls must either be pocketed, or cross the head string line, or a combination of both. For example, if one object ball is pocketed, then at least two object balls must cross the head string line; or if two object balls are pocketed, then at least one object ball must cross the head string line. To cross the head string line means that the center (or resting point) of the object ball must go beyond the line.
(2) If a player fails to meet the requirements in (1), but otherwise makes a legal break, the incoming player has the choice to accept the tables as is, or hand the shot back to his opponent.
(3) In accepting the table as is, the incoming player is not permitted to play a "push-out".
(4) If the table is handed back to the breaker, the breaker is permitted to play a push-out. If so, the opponent will then have the choice to either play the shot, or hand it back.
(5) If a player fails to meet the requirements of (1), but otherwise makes a legal break and pockets the 9 ball, the 9 ball is spotted before the next shot is played.

The three ball rule must be present on all WPA ranking 9-ball events, together with the use of table training (tapped

balls) or a racking template.

19. Deflecting Cue Ball on Opening Break

It may be that the player miscues on a break shot and tries to prevent the cue ball from following its normal path by deflecting it with his cue stick or by some other means. This practice and other similar practices are absolutely forbidden under the unsportsmanlike conduct rule, Rule 6.16(b). Players must never intentionally touch any ball in play except with a forward stroke of the cue tip on the cue ball. The penalty for such a foul will be determined by the referee according to the unsportsmanlike conduct guidelines in Rule 6.17.

20. Shot Clock

A shot clock may be requested at any time during a match by a tournament official or either player involved in that match. The tournament director or other appointed official decides whether to use a shot clock or not. Should a shot clock be introduced, both players will be "on the clock" and there will be an official timekeeper for the duration of the match. As a recommendation, players will have 35 seconds per shot with a warning when 10 seconds remain. Each player will be allowed one 25-second extension during each rack. The shot clock will be started when all balls come to rest, including spinning balls. The shot clock will end when the cue tip strikes the cue ball to initiate a stroke or when the player's time expires from the shot clock. If a player runs out of time, it will be a standard foul. After the opening shot the time cap may be extended but cannot exceed the 60 seconds.

21. Cue Ball Fouls Only

Effective 6/13/2025, WPA deleted this regulation.
However, all ACS/CCS events will be played using Cue Ball Fouls Only.
This regulation is enforced when there is NO referee presiding over a match (**See Regulation 5**)

Accidentally touching or moving any ball would not be a foul unless:

(1) The cue ball is touched or moved in any way, or
(2) The touched or moved ball touches or moves any another ball, or
(3) Any ball, including the cue ball, goes through the area originally occupied by the moved ball.

If any of the above does not happen, the opposing player must be given the choice of either:

(1) Leaving the ball where it lies (except if pocketed, see below), or
(2) Replacing the moved ball as near as possible to its original position to the agreement of both players.

Any ball or balls that fall into a pocket as the result of accidental touching must be restored as close as possible to their original position before play continues.

It will be a foul if the player:

(1) Shoots without giving their opponent the option to replace the moved ball, or
(2) Moves the touched ball back without asking permission.

22. Late Start

Players must be at the table and ready to play their assigned match at the appointed match time. If a player is late for his appointed match time, he will have fifteen minutes to report to his assigned table ready to play or he will lose the match. It is recommended to announce after five minutes a first call for the player, after ten minutes a second call and after fourteen minutes a final "one minute" warning. A stricter requirement may be used for repeat offenders.

23. Outside Interference

See Rule 1.9, Outside Interference. The referee should ensure that interference is prevented, for example by a spectator or a player on an adjacent table, and may suspend play as needed. Interference may be physical or verbal.

24. Coaching *

It is permitted for a player to receive advice from a coach during a match. This should not be on a continuous shot-by-shot basis that changes the nature of the game. It is up to the referee and tournament management to set additional limits on this. A time out can be used to get coaching help. The coach should not approach the table. If the referee decides that the coach is interfering with or disrupting the match, he may direct the coach to stay away from the match.

* Unless otherwise stated or specified at the event, no coaching of any kind is permitted during a match at any ACS/CCS-produced event.

25. Act of God

It may be that something unforeseen under these rules will occur during a match. In such a case, the referee will decide how to proceed in a fair manner. For example, it may be necessary to move a rack in progress to a different table, in which case a stalemate may be declared if a position cannot be transferred.

26. Remaining in Player's Chair

The non-shooting player should remain in his designated chair while his opponent is at the table. Should a player need to leave the playing area during matches, he must request and receive permission from the referee. Should a player leave the playing area without the permission of the referee, it will be treated like unsportsmanlike conduct.

27. Referee Uncertainty

If the referee cannot determine whether a player fouled, the shot will be considered legal.

28. Calling Frozen Balls

The referee should be careful to inspect and announce the status of any object ball that might be frozen to a cushion and the cue ball when it might be frozen to a ball. The seated player may remind the referee that such a call is necessary. The shooter must allow time for such a determination to be asked for and made, and may ask for the call himself.

29. Doubles Play

In doubles play, the players on each team alternate shots within a game. The following rules apply, unless otherwise stated or specified differently at the event.

(1) The first time a team breaks, they will choose which player will break.

(2) Breakers for each team will alternate regardless of which player on the team shot last.

(3) The non-breaking team will announce their first shooter of each rack when it is time for them to shoot in that rack.

(4) Any break shot, normal shot, or push out is counted as a turn at the table. Passing back the shot after a push out is not counted as a turn. Concerning a passed back push out, there are two approaches to decide who shoots next. The standard approach is "push out for the partner," where the next shot after the push out is played by the partner. Alternatively, tournament officials may decide to use a "push out for yourself" approach, where the next shot after the push out is played by the same player who played the push out.

(5) Discussion among a team about shot selection and execution is not by itself a foul.

*Unless otherwise stated or specified at the event, no coaching of any kind is permitted during a match at any ACS/CCS-produced event.

(6) It is a foul to play out of order by mistake. It is unsportsmanlike conduct to play out of order on purpose.

(7) If a team is uncertain of which player should shoot

next, they may ask the opponents or officials for a determination, and the agreed-to answer is considered to be correct even if it is later found to be incorrect.
(8) At 10 ball, if a shot is passed back after an uncalled ball is pocketed, the turn will pass to the other player on the team. The pass-back does not count as a turn by the other team.
(9) For 14.1 Continuous, alternation of shots is strictly observed. Break shots at the start of a new rack are played by the next player in rotation and not by choice. On an opening break shot, a breaking violation is counted as a turn at the table even if a rebreak is asked for.

30. Rules for Racking

If the players are racking for themselves, they can agree on whether to rack their own or rack for their opponent.

If there is a disagreement, players will rack for their opponent and must rack to the best of their ability. Failure to rack to one's best ability for their opponent is considered unsportsmanlike conduct.

Whenever a referee racks, the breaker is not allowed to inspect or touch the rack, and they must accept a legal rack without comment. Any violations of this are unsportsmanlike conduct. Protests may be lodged only against objectively incorrect racks, where ball placement violates the rules of the discipline, or "Acts of God" that happen after the referee finished racking.

31. Player Assuming Referee Role

In matches without a table referee, either player may suspend play if they feel an event official should be consulted. As long as both players agree, either player may temporarily assume the referee capacity for out-of-play activities such as racking, removing a template, cleaning balls, spotting balls, or moving balls in special racking situations. The mutual agreement must be ensured for each individual occurrence of such activity. When in a temporary referee capacity, the player must act to the best of their ability, and any accidental mistakes will not be treated as fouls. If a mistake results in a change of position of any balls, the position should be restored; and if it is not possible, the situation shall be considered a stalemate. Any intentional mistakes, such as deliberately changing the position of a ball on the table, will be treated as unsportsmanlike conduct.opponent and must rack to the best of their ability. Failure to rack to one's best ability for their opponent is considered unsportsmanlike conduct.

ACS Certified Instructors Offer Lessons

ST/Prov	Level	Name	Contact #
AB	1	Wayne Knight	(403) 866-1552
AK	2	Sabrina Peterson	(907) 441-5530
AL	2	Bryan Bell	(719) 322-4338
AL	2	Kevin Wires	(205) 305-6702
AL	2	Timothy Majors	(334) 766-0528
AL	1	James Woodruff	(205) 902-5099
AL	1	Raymond Smith	(205) 223-9327
AZ	4	Jerry Briesath	(608) 279-9994
AZ	4	Jerry Briesath	(608) 279-9994
AZ	3	Johnny R. Henson	(623) 377-0042
AZ	3	Steve Sherman	(203) 400-1284
AZ	2	Steve Farmer	(419) 302-1516
AZ	1	Staci Rodarmel	(928) 326-6915
CA	4	Joseph Mejia	(650) 455-1815
CA	4	Tommy Hill	(559) 375-8608
CA	3	Jay Ataka	(310) 308-8986
CA	3	Tom Seymour	(415) 577-1520
CA	2	Gary Kroll	(707) 480-1508
CA	1	Derald Johnson	(858) 354-3525
CA	1	Gregory Moore	(708) 828-0089
CA	1	Michael Glass Jr.	(513) 288-0426
CO	4	Samm Diep-Vidal	(303) 667-8000
CO	2	Ted A. Mauro	(719) 948-4523
CO	2	William Meacham	(719) 784-1378
CT	1	Timothy Morris	(860) 605-3735
FL	4	Steve Jennings	(980) 253-0211
FL	3	Walter Ennes Jr.	(352) 571-9235
FL	2	Dennis Bender	(239) 464-4840
FL	2	John Wilbur	(386) 402-2091
FL	2	Kenny Merrell	(360) 957-6500
FL	2	Mel Percy	(863) 206-5000
FL	2	Stan Martin	(760) 291-7513
FL	1	Jim Decesare	(954) 347-8168
FL	1	Jorge Pintado	(786) 442-5817
FL	1	Steven Luskey	(352) 446-9580
GA	3	James Roberts	(770) 298-1174
GA	3	Keith Hargrave	(706) 255-2406
GA	3	Mark Morin	(706) 872-9378

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ST/Prov	Level	Name	Contact #
GA	2	Richard Poncinie	(404) 561-3239
IA	2	Dmitry Kallestinov	(319) 321-2114
IA	1	Dennis Williams	(515) 401-7284
IL	4	Eric Naretto	(815) 228-7498
IL	4	Kj Williams	(309) 228-7665
IL	3	Craig Hauck	(309) 648-1317
IL	3	Josh Hockenbury	(309) 369-1751
IL	3	Richard Carlsten	(309) 643-7128
IL	2	Ronnette Chopp	(217) 402-6379
IL	1	Gregory Davis	(432) 438-3915
IL	1	Justin Ballou	(618) 830-4235
IN	4	Tom Rossman	(765) 760-7665
IN	2	Cecil Messer	(219) 465-8101
IN	2	Mickey Hammond	(618) 263-7786
KY	4	Anthony Beeler	(606) 669-8401
KY	1	Randy Taylor	(859) 488-7007
LA	1	David Burnthorn	(337) 540-5754
LA	1	Michael Booth	(337) 607-7173
LA	1	Robert Hawes	(337) 377-7199
MD	3	George Hammerbacher	(410) 455-0308
MD	1	Aaron Hibbard	(703) 606-7924
ME	1	Ben Backman	(207) 460-1391
MI	3	Jim Lareau	(616) 633-5909
MI	2	James Brauker	(858) 449-5178
MI	1	Calvin Post	(586) 359-3698
MO	4	Jim Baker	(573) 433-0386
MO	2	Marc Lewis	(573) 228-3902
NC	2	Givens Jackson	(301) 523-8694
NE	1	Bill Watson	(308) 631-3186
NJ	2	Gil Mcgrath	(732) 939-3022
NJ	1	Michael Lizzio	(856) 536-0214
NM	4	Tom Riccobene	(505) 259-3192
NV	1	Anthony Dela Merced	(702) 822-0667
NV	1	Sean Ryan	(945) 296-1999
NV	1	Stephen Biggs	(408) 387-9503
NY	4	Kim Young	(607) 743-2055
NY	4	Mark Finkelstein	(347) 545-1916
NY	1	Andrea Duvall	(315) 732-3000

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ST/Prov	Level	Name	Contact #
NY	1	Donald Reigel	(607) 343-7985
NY	1	Michael Santarpia	(516) 784-0024
NY	1	Richard Bentley	(315) 657-6435
NY	1	Ronnie Sullivan	(607) 341-5639
NY	1	Scott Carter	(315) 744-5050
OH	1	Mark Mariani	(724) 699-6124
OK	2	Raymond Batt	(405) 764-4794
OK	2	Travis Frakes	(918) 855-3196
OK	1	Seneca Mcintosh	(539) 239-8340
ON	2	Andy Kok Chung Ng	(289) 637-7399
ON	2	Bruce Butler	(905) 274-1916
ON	2	Farhan Mumtaz	(647) 649-5145
PA	2	Michael Dolan	(484) 256-5351
RI	1	Gloria Jean Magnano	(401) 212-2112
SC	4	Brantley Moseley Jr.	(803) 842-9779
SC	4	Dr. Dominic M Esposito	(407) 927-1484
SC	4	Keith Whatley	(843) 241-1972
SC	3	Edward Kiess	(561) 386-3266
SC	2	Mike Reid	(704) 745-7034
SC	2	Tim Ward	(864) 444-0562
SD	3	Tanner Pruess	(605) 295-1972
SD	1	R.M. Hatter Reynolds	(315) 374-0452
TN	2	Steven Long	(615) 879-7547
TX	4	Claude Gragg	(817) 938-0517
TX	4	Larry Nicholson	(469) 988-8710
TX	4	Randy Goettlicher	(214) 908-2908
TX	4	Stephen Hansen	(972) 877-0166
TX	3	Dwayne Payne	(405) 761-0768
TX	3	John Taylor	(713) 409-8749
TX	2	Amos Bush	(817) 980-2755
TX	2	Brian Murphy	(210) 383-6600
TX	2	Charles Murphy	(210) 364-1313
TX	2	David Franklin	(817) 716-7834
TX	2	Kevin Frauenberger	(936) 329-5726
TX	2	R. Jeff Smith	(214) 924-8690
TX	2	Ray Baca	(737) 600-9878
TX	2	Tim Balch	(936) 569-4065
TX	1	Brandon Stone	(972) 877-6409

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TX	1	Jason Fernandez	(214) 505-6007
TX	1	Justin Turner	(469) 829-1276
TX	1	Orlando Waugh	(817) 975-2806
TX	1	Scott Holmes	(281) 814-4636
TX	1	Steven Edwards	(817) 240-2684
TX	1	Terry Polson	(469) 260-7839
UT	3	Richard R. Vandenberg	(801) 668-5537
UT	2	Ping Cheng (Bob) Tsai	(801) 471-3994
UT	2	Sylvia Flater	(801) 577-4618
VA	4	David Donovan	(804) 363-5936
VA	2	Pete Marovich	(540) 560-3681
VA	1	Jimmy Bird	(252) 564-4105
WA	2	Todd Shirley	(206) 798-4959
WA	1	Leroy Dorsey	(206) 356-0151
WI	2	David Gremore	(920) 366-7753
WI	1	Veronica Lyon	(715) 370-7607
WV	1	Nathan Carter	(304) 785-5553
WY	2	Keary Kerr	(307) 631-3246
WY	2	Linda Trujillo	(307) 631-0744

ACS Certified Referees

ST/Prov	Level	Name	Contact #
AB	National Head	Mike Wasyliw	(306) 513-5580
AB	National Head	R W (Bill) Fenton	(825) 945-7629
AB	National Senior	Bryan Nilsson	(587) 228-7086
AB	National Senior	Wayne Knight	(403) 866-1552
AB	National	Larry Wells	(780) 695-2900
AZ	Certified	David Doyal	(972) 948-3739
AZ	Certified	John Eddy	(928) 651-1543
AZ	Certified	Milton David	(928) 848-3336
BC	National	Brad Haydu	(604) 835-3814
BC	National	Conway Pauls	(250) 203-4036
BC	National	Dale Francis	(780) 952-9713
BC	National	Michelle Nex	(250) 427-0749
CA	National	Gary Kroll	(707) 480-1508
CA	National	Gregory Moore	(708) 828-0089
CA	Certified	Jon Epstein	(818) 621-1348
CO	National Head	Dave Merrill	(719) 251-5797
CO	Certified	Sophia Mullins	(719) 666-0937
CO	Certified	William Meacham	(719) 784-1378
FL	National Senior	Bill Powell	(727) 577-4571
FL	National	Jeffrey Brooks	(941) 539-8430
FL	Certified	Diana DeFonzo	(954) 551-0117
FL	Certified	Jeff Grant	(941) 716-3101
FL	Certified	Nancy Grant	(941) 306-6200
GA	National	Keith Hargrave	(706) 255-2406
IA	National Senior	Dennis Toby Williams	(515) 401-7284
IA	National	Daryn Hamilton	(641) 919-1861
IA	National	Tim Bringman	(319) 330-7867
ID	Certified	Ryan Minegar	(208) 810-9034
IL	National Head	Thomas Fankhauser	(217) 433-8868
IL	National Senior	Justin Ballou	(618) 830-4235
IL	National Senior	Marty Plumb	(563) 529-6684
IL	National	James Harrison	(618) 216-0236
IL	National	Mark Stang	(309) 335-1688
IL	National	Richard Dooley	(309) 236-9774
IL	National	Ronnie Peterson	(217) 778-1390
IL	National	Sam Ball	(216) 219-9739
IL	Certified	Joseph Hernandez	(630) 450-4938
IL	Certified	Mitchell Boles	(815) 632-7488
IL	Certified	Richard Carlsten	(309) 643-7128

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ST/Prov	Level	Name	Contact #
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IN	National Head	Cecil Messer	(219) 465-8101
IN	National Head	Robert Ball	(216) 973-0159
IN	National	Walt Wesley	(219) 331-6989
LA	National	Jeff McGee	(318) 465-0629
LA	National	Kyle Booth	(828) 461-3532
LA	National	Michael Booth	(337) 607-7173
LA	National	Natalie Booth	(704) 763-3551
LA	National	Robert Hawes	(337) 377-7199
LA	Certified	Bobbie Jo Johnson	(337) 488-9369
MD	Certified	Bryan Proctor	(301) 281-5920
MD	Certified	Steven T Brown Sr	(240) 678-3396
MI	National	Doug Garn	(906) 748-0647
MI	National	Jim Lareau	(616) 633-5909
MN	National	Richard Arendts	(507) 838-7299
NE	National Senior	Marilyn Smith	(402) 598-7953
NJ	National Head	Don Mokrauer	(917) 701-1185
NJ	National Head	Gibbi Tkatch	(818) 606-1724
NL	Certified	Ervin Mitchelmore	(709) 638-5102
NM	Certified	Charly Tipton	(505) 710-0390
NS	National	Darren Hart	(587) 437-4278
NS	National	Lloyd Lombard	(902) 825-8001
NY	Certified	Kim Young	(607) 743-2055
NY	Certified	Michael Santarpia	(516) 784-0024
OH	Certified	Gordon Hartney Jr	(281) 687-3690
OK	National	Delane Nienhuser	(405) 684-8590
OK	National	Keith Costigan	(918) 355-2551
OK	National	Seneca McIntosh	(539) 239-8340
OK	National	William Daugherty	(405) 833-6982
OK	Certified	Raymond Batt	(405) 764-4794
ON	National Senior	Wayne Dwyer	(647) 960-8438
ON	Certified	Patty Sangster	(905) 818-7451
ON	Certified	Warren Cottrell	(705) 745-4348
PA	National	Charles Interrante	(610) 970-7271
SD	National Senior	R.M. Hatter Reynolds	(315) 374-0452
TN	National	James Arradondo	(813) 477-3565
TN	National	Scott Manuel	(734) 478-1407
TX	National Head	Alan Barnes	(214) 684-2038

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TX	National Senior	Kristie Womack	(817) 988-6478
TX	National	Michael Stankiewicz	(817) 269-9557
TX	National	Ren Roberts	(214) 498-9859
TX	National	Renee Benton	(210) 274-4801
TX	Certified	Charles Murphy	(210) 364-1313
TX	Certified	Floyd Iglehart	(832) 466-7250
UT	Certified	Ping Cheng (Bob) Tsai	(801) 471-3994
VA	Certified	Brett Barksdale	(434) 610-1095
WA	National Senior	Craig Arnold	(253) 219-7358
WI	National	Jonathon Djubenski	(715) 937-5494
WI	National	Mark Schmidt	(262) 352-7864
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