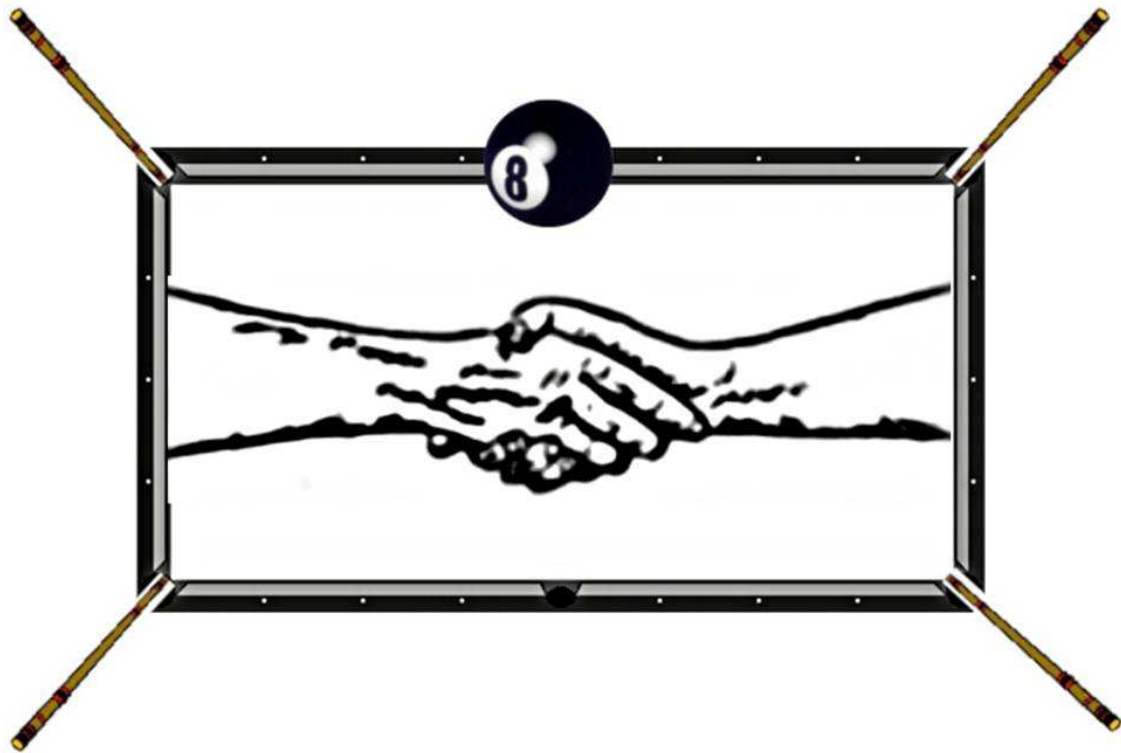


RULES UPDATE

- 1 PAGE 3 COST - Eliminate \$125.00 each additional team. All teams cost \$150.00
- 2 PAGE 4 (C.2) Players - \$5.00 sanction fee for subs. If upgraded to a regular they must pay an additional \$10.00
- 3 PAGE 7 CAPTAINS DUTIES (R) - Co-Captains have no say in any matters unless team captain is not present at the match.
- 4 PAGE 10 RULE 6 MASSE SHOT - When a player raises stick from a normal shooting position shoulder high then turns wrist over allowing a straight up and down stroke or starts with stick in palm of hand stroking cue ball straight up and down.
- 5 PAGE 10 RULE 7 - SAFETY BREAKS - two object balls and cue ball must hit a rail. If not, it is an accountable foul. Rerack.
It is advisable to call a safety break to ensure the referee knows what to be looking for.
OPEN BREAKS (Boston break) - four or more object balls must hit the rail. If not, it is an accountable foul. Rerack.
- 6 PAGE 12 UTPA SCORING RULE 3B - 20,40,60 penalty points for missing players.
- 7 PAGE 15 RULE 16-9 - Regulars do not have to play if subs are present and the captain specifies who is playing before the match begins.
- 8 PAGE 17 APPENDAGE DOUBLE TEAM LEAGUE FORMAT 21C - 4 man teams scotch doubles. Each player shoots a 3 game set with each player on his/her team against each combination of players from opposing team.
- 9 PAGE 19C INDIVIDUAL DIVISION - All Players with 70% of games played (excluding forfeits) which is 38 games will be seeded ahead of all players with 18 to 37 games. All seeding based on PPGA.



The Following is an overview
Of the Rules and By-Laws of
the UTPA. There has been
items left out for reason of
League confidentiality. The
UTPA is a Sanctioned league

that is copyrighted. Owned
and Operated under the
Direction Of The CEO Bill
Prince.

Any copying of this leagues
Rules and By-Laws are
prohibited without the
permission of its Owner

INDEX

Items

- 1. INTRODUCTION**
- 2. ASSOCIATION**
- 3. U.T.P.A. LEAGUE FEATURES**
- 4. PRIZE MONEY**
- 5. COST**
- DUES & PRIZES:**
- 6. SCHEDULES**
- 7. GENERAL RULES**
- 8. CAPTAINS DUTIES**
- 9. SPORTSMANSHIP**
- 10. SHARK**
- 11. SHARKING**
- 12. REMINDER! ALL SHORTAGES ARE DEDUCTED
FROM THE TEAMS PRIZE MONEY!**

13. REFEREES DUTIES
14. REFEREES DUTIES - continued
15. TABLE
16. LEGAL SHOT
17. SAFETY
18. 8-BALL RUN
19. FOULS
20. Continued FOULS:
21. Outside Interference
22. BALL IN HAND OPTION
23. BONUS!
24. RANKINGS
25. MATCH PROCEDURES
26. NOTE:
27. A refusal to shake an opponents hand
28. Players cannot rack or referee their own games.
29. Allowances may be made before the start of the match
30. LEAGUE TIE BREAKING FORMAT

A

31. League CEO has the final say
32. League CEO and President
33. U.T.P.A. GAME RULES
- CONT. U.T.P.A. GAME RULES
34. DOUBLES PLAY
35. TEAM PLAYOFFS & TOURNAMENT
36. INDIVIDUAL DIVISION TOURNAMENT
37. REGIONAL FORMAT

B

UNITED TAVERN POOL ASSOCIATION

(U.T.P.A.)

1. INTRODUCTION by Bill Prince, Founder, CEO

This league was designed with the intention of bringing together pool Players who share a common interest of competing in an organized, Sanctioned league; a league that will enable players to test their skills

against a greater number of people from a larger area with everyone playing under the same format and using the same rules; a league for the tavern eight ball players who prefer the tavern atmosphere to get together with friends each week, competing in divisions based on their geographic locations.

As our league states, United Tavern Pool Association, it is the CEO's intention to try and bring together not only the taverns and leagues in the greater Rochester area but taverns and leagues throughout New York State. The way things are now, New York sends individual league champs outside of New York to spend time and money trying to earn recognition they should be receiving as the U.T.P.A. Class A, B or C New York State Champs! With the U.T.P.A. sanctioned format and rules (the only copy-righted tavern eight-ball rules for tavern league play), we are making it possible for teams and individuals to advance from their leagues to re-gional and on to the U.T.P.A. State Championships held in Rochester, New York. The U.T.P.A. is the only pool organization that awards to its' Class A Team Champions the prestigious "Irving Crane Cup"; not just Rochester's, But the world's greatest pool player.

Teams and leagues can compete in the U.T.P.A. Regionals by association or by affiliating themselves with the U.T.P.A. paying the sanction and team tournament fee. (Tournament fee varies each year depending on the amount of U.T.P.A. associated teams; the more associated teams, the less the team entry fee.)

2. ASSOCIATION - Teams/Leagues that adopt all U.T.P.A. rules and league

format; these teams will still keep their own leagues and play their own area but by using the U.T.P.A. format, they will finish their season and begin their post-season play coinciding with all other U.T.P.A. associated divisions under the same rules and in both the team and individual tourney. **AFFILIATED** - Teams/Leagues that play by their own rules and format during the season, but agree to pay sanction and regional tournament fees to play in the U.T.P.A. Team Championships. They also agree to learn and play by the U.T.P.A. rules that govern tournament play. These Teams/Leagues will work with the U.T.P.A. CEO to send their top teams to Class A followed by Class B and Class C.

NOTE: Affiliated Teams/Leagues cannot play in the individuals.

3.4

3. U.T.P.A. LEAGUE FEATURES

A. 18 GAMES PER MATCH (3 games per player)

1. 21 games if 3 doubles matches are played; doubles matches take place after each 6 game individual round and are only played if voted on at Captains Meetings.

B. POST SEASON TEAM PLAYOFFS (CLASS A AND B)

1. C Division/Class depending on amount of teams.

C. INDIVIDUAL TOURNEY (both Division and Regional)

4. PRIZE MONEY

1. Prize money and trophies awarded in both.

1

D. TEAM TOURNEY IN EACH CLASSIFICATION

1. Prize money & trophies in both Division and Tourney.

2. Every Team gets Division prize money.

E. TEN PLAYER TEAMS (Six regular and up to 4 substitutes)

F. TEAM STANDINGS & INDIVIDUAL RECORDS (updated weekly)

G. PLAYERS RANKING

From 1st to last by the U.T.P.A.'s unique Points Per Game Average

system.

H. IRVING CRANE CUP

Awarded to the Team Class A Champion for 1 (one) year with all names printed on Cup.

N.Y.R.A. CUP to Class B Champions - Teams receive a replica cup to keep in the following years.

5. COST

A. TAVERNS

§ 150.00 Administration Fee; FIRST sponsored Team § 125.00 each Team - if more than one Team. (Administration Fee subject to change each year)

B. QUARTERS FOR TABLES

1. Players pay quarters for all 50 cent tables
2. Players and Taverns split cost on all 75 cent tables (§ 4.50 home, § 4.50 visitors and § 4.50 Tavern)
3. Players pay half and Taverns pay half on all § 1.00 tables (§ 4.50 home, § 4.50 visitors and § 9.00 Tavern)
4. Players pay § 9.00 and Tavern pays the rest on all tables more than § 1.00.
5. Taverns are not required to provide free food or drinks during the matches or at halftime break. However, taverns that do provide refreshments do so out of their own hospitality. Such favors are greatly appreciated but not demanded. The U.T.P.A. does encourage the free soda or coffee to the teams' designated drivers.

C. PLAYERS

1. § 15.00 Sanction Fee - Regular
2. § 5.00 Sanction Fee - ALL Subs
3. § 6.00 Weekly Dues (subs do not pay dues)
4. All sanction fees and dues MUST be paid before a player is considered an eligible player.
5. All dues and sanction fees are subject to change each year..

D. PRIZE MONEY

Based on the following percent of dues collected:

- 40% Division
- 20% Team Regionals
- 12% Individual Division Tourney
- 10% Individual Regional Tourney
- 18% Trophies

G. TEAM DUES

1. Subs do not pay dues (unless agreements are made with regulars). Regulars must make up dues owed the next week they play plus that weeks dues or they are considered ineligible.
2. Teams must specify in dues column who paid and how much each week.
3. Captains must turn in all monies each week that was paid to them by the Team.

DUES & PRIZES:

4. Any dues not paid by end of season will be deducted from Team prize money.
5. Prize money will be adjusted accordingly for Teams booted during season for nonpayment.
6. Teams forfeiting two matches for nonpayment or use of non-sanctioned players or not showing up will be dropped from the League and

forfeit all prize money and awards.

7. All money matters should be taken care of before match starts so the legality of players is marked in dues box.

8. Teams carrying rosters not consisting of six regular players still must pay dues for those spots and can not use a sub until those spots are filled.

9. Team dues are \$36.00 each week regardless of how many people play.

10. An absent player is a regular sanctioned player who misses a week or two. This player must make up any dues owed upon his/her return to the team.

6. SCHEDULES

Will vary depending on strength's of teams and geographic locations each year.

7. GENERAL RULES

A. Players will conduct themselves in an adult manner at all times.

Violators can be ruled as unsportsmanlike conduct and 15 Team points.

B. Abusive arguing or fighting may result in players or entire Teams being dropped from League and forfeiting all League prize money/dues/awards.

C. Any player removed for misconduct will be suspended for the remainder of the season and the following year.

D. Teams and Tavern owners are responsible for their patrons and fans.

E. No gambling allowed in League play.

F. Rosters, Substitutes & Player eligibility;

1. Players must be 21 years old and carry proper I.D. to be served alcoholic beverages. Without I.D. they are subject to the rules of the Tavern and can be denied entry.

2. Players 18 - 20 years of age can not be served alcohol and can only play in the League if they play on a Team with a legal guardian, parent or sibling and have permission from the League's CEO.

3. A player can only play for one Team during the season unless that Team is dropped and said player is in good standing and dues paid. He/she then, with CEO's permission, can play for another Team.

4. Sanction fee paid - \$15.00 Regular, \$5.00 Substitute.

5. Regulars must have dues paid in full each week.

6. Teams consist of 10 Players; 6 Regulars & 4 Substitutes.

7. Teams must have 6 Regulars listed at all times.

8. Subs can only play for one Tavern, one Team, unless mitigating circumstances and the CEO's approval dictates otherwise.

9. Subs must pay a \$5.00 Sanction fee to be eligible.

10. Subs can not play in the Individual Tournaments but can play in the Team Tournament.

11. SUB TOURNAMENT RULES

1 SUB USED - Sub must have 12 games played.

2 SUBS USED - 1 sub must have 18 games played and 1 sub must have 12 games played.

3 SUBS USED - 2 subs must have 18 games played and 1 sub must have 12 games played.

12. Should a regular player leave a Team due to quitting, moving, etc., the Team must pick a new player. A sub may become a Regular player by paying the proper dues and another \$10.00 for proper

3

Sanction Fee. Teams must have a six-person roster at all times. The leaving player forfeits all awards and prize money and cannot play for anyone the remainder of the season, including all post-season play.

13. The Division Director/President must okay all roster changes.
14. No roster changes after the 12th week.
15. All players (Regular) should be playing on a regular basis, not 4 or 5 using subs. Captains will be warned if abusing this rule and subject to penalties as the President or CEO see fit.

8. CAPTAINS DUTIES

A. Captains are the Team leaders responsible for the conduct and sportsmanship of their Team during and after the matches as long as they are present in the Tavern.

9. SPORTSMANSHIP - The qualities and conduct befitting a sportsman.

1. A person who is enthusiastic about and participates in sports.
2. One who abides by the rules of a contest and accepts victory or defeat graciously (the adjective is sportsmanly).

10. SHARK - A ruthless, greedy or dishonest person; a vicious usurer.

11. SHARKING - To play by fraud or trickery.

- B. Know all games rules (keep handbook with them).
- C. They will train and appoint players to referee, keep score and rack when opponents break.
- D. Will be present at all Captains meetings or send a Team representative.
- E. Will be responsible for all the Teams monies (Sanction fee and dues).
- F. Will turn in weekly dues and scoresheets to their Director or people appointed to pick up or drop off by instructions in Captains notes or verbal discussion. Preferably in a check to the U.T.P.A.
- G. Keep accurate dues records. CEO has final say on unproven discrepancies.
- H. REMINDER: Get receipts for turned in money.

12. REMINDER! ALL SHORTAGES ARE DEDUCTED FROM THE TEAMS PRIZE MONEY!

- I. There will be a \$15.00 fee for all bounced checks. NO EXCEPTIONS.
- J. Captains decide who plays and in what rotation.
- K. Home Team captains must report scores to their Director.
- L. Must notify Director in advance of any roster changes or other Team problems. If problems arise during a match that cannot be resolved or is not covered in the Handbook, call their Director or League President. Otherwise, it will be treated as after the fact.
- M. All agreements between Captains will be made specific and in writing on the back of the scoresheets. Captains should also verify the scores including the Individual points before signing them.
- N. Any Captain playing an ineligible player because of past dues or sanction fees the opponent would not know about but is found out when the stats are being done will forfeit 15 Team points for each game the ineligible player played. The opposing player would be credited a win: 15 Team points for and only the Individual points he/she would have received if the player was legal.
- O. Keep Team and Tavern informed on League matters pertaining to them.
- P. Upon a reasonable request from a shooting player, the Captain has the option of asking that the referee be replaced.
- Q. Captains negligent in their duties will be replaced.

4

13. REFEREES DUTIES

- A. Should know all game rules. Get your practice in scrimmages. Do not

send a new/inexperienced player to referee.

B. All players refereeing should be impartial and call the table, not the Team they play for.

C. There will be one referee who will be calling (repeating the players called shot and pocket) and in charge of the game. The calling referee will also be in charge of all fouls unless a player who is playing asks for a second referee to watch shots another is shooting over other balls or the calling referee might need help because they cannot watch two things at one time. The second referee will be from the opposing Team that is not calling.

D. Questions or problems during the match should be resolved in the following manner:

1. Referee, Captains , or both, should stop the game at the time of the incident and confer together with the Handbook. THE PLAYERS AND PATRONS SHOULD NOT BE INVOLVED UNLESS ASKED

PERSONALLY. If the Captains cannot reach an agreement or the answer cannot be found in the Handbook, then the home team Captain should then call the Division Director for a ruling.

2. If the Division Director cannot make a decision or a ruling, they will call the next higher officer and in turn the President. If it is agreed upon to play the game over, the players must pay the quarters and results of the game will stand.

3. Any problems not immediately resolved (except the use of illegal players as mentioned under rule 6. Captain Duties - N.) will be considered after the fact.

E. Visiting Team will supply the calling referee for Games 1-9 and the Home Team the calling referee for Games 10-18.

F. The calling referee has the final say on all fouls except when using a second referee who would have the final say on a specific shot the calling referee could not see and the second was asked to watch. This does not mean a second referee can be used to watch a shot like a safe or close hit that is in front of the calling referee. Please do not abuse the rule; a second referee's basic calls are for leaning over a ball or balls and a stick or hand hitting a ball after making a shot on the back swing. All other conflicts should be settled under referee's duties rules 7-A,B,C.

G. Calling referee will call the last shot the player calls, the number of the ball and the number of the pocket. NOTE: If a safety has not been called but still executed as a legal shot it is not a foul, just a loss of turn.

H. A referee cannot call their own game.

I. Referees are not to be talking to anyone unless it is one of the players who asked a question or one of the Captains who asked a question pertaining to the game or rules.

J. Without visually interfering with a players' shot, referees should be moving around the table inobtrusively for the best possible vantage point, not sitting or standing in one place.

K. Referees may warn players for slow play, if the referee feels the player or players are taking too much time between shots. Once a player has been warned, the referees' next warning will be "30 seconds". If a player does not make a call and strike the cue ball in those thirty seconds, then it will be an accountable foul for slow play. Accountable.9

5

14. REFEREES DUTIES - continued

Fouls rule 10 slow play. NOTE: This rule is for flagrant violators, not the occasional situation. It is not necessary to stand with a watch on every

shot, but if a player is consistently taking more than 1 minute, they should be warned when the next 30 seconds passes. The next warning would be the verbal "30 seconds" and for every shot after the first warning that takes longer than one minute; the warning is the verbal "30 seconds". This rule will be enforced in Tournaments.

L. If a Player or Captain feels a referee is failing in the duties of a referee, upon a reasonable request, the referee may be replaced.

15. TABLE

Pockets will be numbered 1-6 around the table, starting at the breaking end of the table, pocket #1 being the breaker's left and pocket #6 at the breaker's right.

16. LEGAL SHOT

Players must hit a ball from their group first. After contact with a ball from their group, they must then pocket any object ball or drive any object ball into a rail or have the cue ball hit a rail. The 8-ball may be used to drive to a rail or in combination after striking the players group first to drive another ball to a rail or pocket but cannot be pocketed unless being shot into the called pocket as the winning 8-ball. Otherwise it is a loss of game. When a cue ball hits two balls from different groups simultaneously or in such a manner the referee cannot make a positive call as to which ball was hit first, it is ruled a good shot. Ties go to shooter. As long as a shot is legal, it makes no difference how the ball gets to a called pocket. Once a ball is hit from the players group first, it can then be played off any ball on the table, even the 8-ball.

17. SAFETY

Players must hit a ball from their group first, then either pocket an object ball (except the 8-ball) or drive any ball to a rail.

NOTE: If the 8-ball is pocketed anytime while playing a safe, the game is ruled INCOMPLETE and the player hitting the 8-ball in, loses..10

- If a player scratches playing a safe on the 8-ball they lose and the game is also ruled "Incomplete".

- Missing the 8-ball completely or not executing a legal safe when playing a safety on the 8-ball is not a loss of game. It is a table foul, ball in hand.

- When playing a safety on a ball that is frozen to the rail (touching the rail), a player must either drive the frozen ball to another rail or after hitting the frozen ball the cue ball or any other ball must go to a rail. A double kiss is not a legal safe.

- It is up to the player to ask the referee if they think the ball is frozen. If not, they are subject to whatever the referee calls.

18. 8-BALL RUN

Pocketing all seven balls from the players' group consecutively plus the 8-ball in one turn anytime during the game constitutes an 8-ball run which is 15 points both Team and Individual.

6

19. FOULS

There are two types of fouls: Accountable Foul - fouls a player is charged with until that player receives their third, then the game is incomplete; and Table Foul - fouls committed that are charged against a player not executing a legal shot.

A. Accountable Fouls

1. Pocketing the cue ball at any time (scratching).

2. Causing the cue ball or any object ball to jump the table to the floor.

Object ball is replaced on the dot in rack or closest to the dot

3. Double hitting the cue ball.

4. Push Shot - when the intended object ball and the cue ball are closer than 1/2 inch, a player must hit the object ball at a 45-degree angle or either stop the cue ball not allowing the cue ball to travel another 1/2 inch after contact with the intended object ball or drawing the cue ball back. Players, remember the push shot is up to you to bring to the referee's attention whether they feel it is or is not a push shot before shooting the shot. This is a judgment call and better to play it safe and ask first.

NOTE: For a quick measure, use a piece of chalk at the base between both balls. Chalk is about 1/2 inch. If it doesn't fit, it would be considered a push. (This is not the rule, just a measuring tool) The referee still has final say. So, once again, ask!

5. Jump Shots - When a player intentionally causes the cue ball to jump over any ball in an attempt to pocket or hit another ball from said players group.

6. Masse Shots - Sticks can not be above the shoulder or straight up and down.

7. Failure to drive two object balls to the rail on the opening break. If this happens, it is one Accountable Foul against the breaker. Re-rack and the breaking player breaks again. Three strikes, your out, incomplete game.

8. To visibly move any ball with one's hand, cue stick, clothing, etc., even the cue ball if a player is not striking the cue ball in an attempted.

20. Continued FOULS:

shot or break. Do not line up your opening break by using your cue stick. This would be considered a foul for striking the cue ball.

9. Not having at least one foot on the ground at all times. Except special cases; wheelchairs, etc.

10. Outside Help - All games are played between two players only (no coaching or advice offered to a player during their game by anyone. This means bar patrons and other fans as well.) If players have any questions concerning the rules, they may ask the referee only. It is not considered outside interference if a captain or co-captain questions a call pertaining to a rule. Referees are advised to give a warning if they feel loud talk of players or fans are giving help. The next would be an accountable foul - outside interference. This does not mean a blatant "you called the wrong pocket, ball, shot, etc." - that would be a foul and depending on the shot, say the 8-ball, it can be an unsportsmanlike foul - 15 points.

7

21. Outside Interference - Captains, do not mistake the meaning of a warning for outside interference as a free chance to change a call or warn a player that they have made a mistake. This will be considered unsportsmanlike, not outside interference. An example would be the referee or teammates telling their player he/she called

the ball in the wrong pocket or any such thing to change the outcome of the game. Outside interference warning was meant to control players and fans from talking loud enough for the players to hear, which could help in the players' shot making decisions, not a blatant change of shot. How fair would it be if one player is told by their calling ref or teammate that they called the 8-ball in the wrong pocket before they shot just because they had not been warned for outside interference?

Unsportsmanlike Conduct - 15 points! Read the Handbook!

11. Referees cannot tell players what they are shooting after initial break.

12. Slow Play - see Referee Duties 7-K.

NOTE: Should a player accumulate three accountable fouls during the Course of the game, the game is over and scored as an Incomplete Game.

13. Table Fouls - Failure to hit a ball from the players' group first and then driving any ball to a pocket or rail. See Rule 9, Legal Shot.

NOTE: Not calling the ball or pocket or both is not a foul, just loss of turn. Not calling ball and pocket on the 8-ball when pocketed is loss of game - Incomplete.

22. BALL IN HAND OPTION

After a foul has been committed, incoming player has two options:

A. Cue ball may be played where it lies.

B. Cue ball may be picked up and placed anywhere on the table.

When picking up the cue ball, use care as not to disturb any other object balls, or this will be a foul; Rule 12-A-8. If the cue ball is touching another object ball and this object ball moves toward the direction the player moves the cue ball, as if it were resting against the cue ball, it is not a foul. Remember to ask the referee about the situation because they still have the final say. The player, after successfully picking up the cue ball, can place it anywhere on the table. Player can also pick it up and move it again if so desired.

The cue ball is not in play until said player calls a ball and pocket and makes an actual attempt at a shot. Players must still call a ball and pocket and wait for the referee to repeat it before shooting. The last called ball and pocket will be the legal shot.

23. BONUS! 8-ball runs and 8-ball breaks - 15 team points

2. Incomplete Game - 10 points for 5 or less opponents balls left on the table. 11 points for 6 balls left and 12 points for 7 balls left.

3. Intentional Game Forfeits - The winner will receive credit for 1 game played, 15 team points, plus 1 individual point for each ball pocketed from their group. The loser will be credited with 1 game played, 15 team points against and 0 individual points.

B. Failure to field a complete 6-player team will result in

penalty points:

C. Match Forfeit:

8

1. Teams must have 3 regular players at each match or the match is a forfeit.

2. Should a team forfeit an entire match, winning team players that are present must fill out a scoresheet with their names and dues paid or them to give to the Director. Players do not receive wins/losses or points but are credited with 3 less possible games played.

3. Teams forfeiting two matches during the season will be dropped 12.13

24. RANKINGS

Players will be ranked each week from first to last in their respective division, based on their PPGA,

Rankings determine the Division seedlings for the Individual Tournament.

25. MATCH PROCEDURES

A. All matches begin at 2:00pm on Sundays and 7:00pm for any Divisions that play during the week.

2. A late player who arrives after the completion of the first rotation becomes ineligible and cannot play.

3. A late player who arrives during the first rotation cannot play in that rotation, but is eligible in the subsequent rotations.

26. NOTE:

1. Teams must play every eligible player one game each before they can begin their next rotation. All players that play in the 1st rotation must play in the 2nd and 3rd rotations unless they have a captains agreement stating otherwise.

2. The minimum number of players per rotation is three regular players. If a team drops below three regulars, that team will forfeit the entire match.

6. Home teams practice one hour prior to start of the match and the visiting team 1/2 hour before the start. There is to be no practice between games or at the break. This includes the patrons.

7. Money matters should be taken care of before the game so the captains know who paid their dues and are eligible to play.

8. Visiting breaks and home team racks for all the odd numbered games. The visiting team will be the calling referee for games 1-9 and the home team responsible for spotting when requested by the players or calling referee on certain shots. Home team captain will send a player to the table, dues paid (marked on the scoresheet) and in the proper rotation. The visiting captain will verify and okay the home teams' player to play. If the home teams' player is ineligible or out of rotation, the visiting captain will not accept the player and the home team captain will retract him and send up another player until accepted. Shake hands before and after the game.

27. A refusal to shake an opponents hand before or after a match

will result in that game

forfeited. 15 points.

28. Players cannot rack or referee their own games.

The home team breaks and the visiting team racks all even numbered

games. The home team will be the calling referee for games 10-18 and the visiting team the spotting referee when requested by the players or 9

the calling referee.

All players present must play one game each before a second rotation, two before a third, etc. If a player plays out of rotation, there are no penalty points because the captains allowed the player to play in the game procedure to start with.

29. Allowances may be made before the start of the match by the captains in regards to late players. This agreement will also be written in specifics on the back of the home teams' scoresheet stating the players' names and the time or rotation the late players will be arriving. Breaking a captains agreement is 15 team points for each player up to a 45 point maximum.

They will also have to give the proper absent player penalty points. Don't make agreements you can't keep, its costly.

Completion of the 18th game (21 if doubles) ends the match. **Any in-yourface taunting or antics, abusive conduct towards any team or player after a match, can result in 15 points penalty or a forfeited match.** See Rules 18 & 19.

30. LEAGUE TIE BREAKING FORMAT

A. Season league matches that end in ties will go into the standings as ties.

B. Ties for first place will be decided by head to head regular season matches between the tied teams.

C. In the event of a tie breaking match during the playoffs the players pay for the quarters. The captains flip a coin to decide who breaks. The team that does not break will send a player to the table first. Teams will alternate calling referees starting with the breakers team first. The first team to win three games wins the match. Add one point to the winning teams total with a quotation tiebreaker.

D. In the event of a tie other than first, the ties will be broken the same way with a coin toss instead of a playoff match and the prize money will be added together, then divided.

31. League CEO has the final say on all decisions pertaining to the UTPA league in general not covered in the Handbook.

32. League CEO and President has the right to add

or amend any rules if they judge it to be beneficial to the whole league..

33. U.T.P.A. GAME RULES

A. The Rack - The U.T.P.A. rack will be the following for all games:

B. Opening Break - The game does not begin until the calling referee is ready and the player strikes the cue ball with the stick. The cue ball can

10
be moved, picked up, replaced, etc. by hand but cannot be lined up with the cue stick. This would constitute a stroke at the ball and the breaker charged with an accountable foul.

1. The breaker must drive at least two object balls to a rail. Failure to do so will result in an accountable foul and the breaker must re-break until a legal break is made or the player fouls out.

2. If, on a legal break, the breaker drives the cue ball off the table or pockets the cue ball, the breaker will be charged with an accountable foul and the incoming player would have the ball in hand option.

3. One or more balls pocketed from the same group (stripes or solids) will determine the breakers group.

4. If one or more balls from both groups are pocketed, the table is neutral until a ball is legally pocketed by either player.

NOTE: See game Rule G. All object balls pocketed will remain down.

5. 8-ball Break - Pocketing the 8-ball on the break wins the game.

Pocketing the 8-ball on the break and committing an accountable foul results in an incomplete game. Breaker loses.

C. All shots, except the opening break, are called by the calling referee. Players must tell the referee the numbered ball and the pocket they will be shooting and wait for the referee to repeat the call.

D. Any shot that is not called or is incorrectly called will result in loss of turn. Any 8-ball pocketed incorrectly called or not called at all is an incomplete game.

E. Legal Shot - Players must hit a ball from their group first. After contact with a ball from their group, they must then pocket any object ball or drive any ball to a rail. The player may also hit a ball from their group first and have the cue ball hit a rail.

The 8-ball may be used as a ball driven to the rail, but can only be pocketed when shooting it in as the winning 8-ball.

F. Any shot that is not a legal shot is a table foul and the incoming player has the ball in hand option.

G. Neutral Table - The table is neutral until a ball is pocketed legally.

When a table is neutral, any ball from either group, including the 8-ball, may be hit first to score the called object ball into the called pocket.

H. In the event a called ball comes to rest at the edge of a called pocket, it must drop within a reasonable amount of time in order for that player to continue to shoot. Any object ball that drops on its own after a reasonable amount of time remains down. If the ball involved is the 8-ball or the cue ball, the referee will replace it as close as possible to the position it was in before it fell into the pocket.

I. Any object ball that leaves the table (not pocketed) will be spotted on the racking dot or as close as possible directly behind it. This constitutes an accountable foul and the player loses their turn. If the 8-ball leaves the table at any time during the game (not shooting at the 8-ball) the above paragraph applies. If the player is shooting the 8-ball and it leaves the table, the game is ruled incomplete.

J. The winning 8-ball must go "clean". However, a double kiss is allowed as long as the only balls the 8-ball and cue ball touch in the course of

CONT. U.T.P.A. GAME RULES

pocketing the 8-ball are each other.

K. Drawn Game - If a game should come down to a position that neither player attempts a legal shot in 3 turns each, it will be called a drawn game and played over; the players pay the quarters for the table.

L. Committing an accountable foul while shooting and pocketing the 8-ball
11

is an incomplete game.

M. Intentional Game Forfeit

1. Intentionally moving or pocketing any ball so the game cannot be played out fairly

2. A player who is disruptive in such a manner that a game cannot be played out fairly.

3. Any game not completed due to a player quitting or otherwise discontinuing the game.

4. Refusal to shake hands before a game or at the completion of the game.

OR Match Procedures Rule C-8, NOTE 2.

34. DOUBLES PLAY

Started to help U.T.P.A. League players get used to playing U.T.P.A. Doubles Rules for the season's mixed or regular Doubles Tournament. It also encouraged a more team event atmosphere. Doubles Tourney is a separate U.T.P.A. function and not covered by U.T.P.A.'s dues.

A. Doubles Procedure

1. 3 doubles matches will be played each match. Quarters for these matches are paid by players, not tavern.

2. One game after each 6 player rotation.

3. Visiting team sends 2 players to the table after the 6th (1st rotation) and 18th (3rd rotation). Home team answers and breaks both games.

4. Visitor breaks the 2nd doubles game after the 12th game (2nd rotation).

5. All players play in only one doubles game unless they have players absent. No player can play in all 3 doubles games before all of their other players have shot in the 1st two rotations.

6. Team points are kept the same as the singles games and added to the team score.

7. Doubles matches do not count in players' individual PPGA.

8. Doubles Tournaments uses same Doubles Games Rules.

17.

B. Doubles Game Rules

1. No talking between partners about shots or the game or who's up.

2. Players alternate each shot each turn. Each turn lasts until a miss or 8-ball is pocketed.

3. No leading next shot by aligning it up or using chalk, etc.

4. Referees can only tell the players what they are shooting and whose turn it is the first time they come to the table. After the first time the player who shoots out of turn is an accountable foul. If a player shoots out of turn and pockets the 8-ball they lose Incomplete Game.

5. All other game rules apply; Rule 20.

35. TEAM PLAYOFFS & TOURNAMENT

A. All teams play in the U.T.P.A. Team Tournament at the end of the season based on their season standings.

1. In Divisions with A & B mixed, the top 50% plays in the A and the

bottom 50% plays in the B. (If enough C Teams, divisions by 1/3)
2. If divisions are set with all A or all B then they play A or B at seasons end.

12

3. Teams 1st round matches will be against teams from the closest Divisions and the Regions.

B. Awards:

Class A - The Irving Crane Cup for one year - all members of the team and the Taverns name permanently inscribed on the trophy.

- Top percentage of prize money.
- Individual trophy for each team member.
- 2nd and 3rd place tavern sponsor plaques.
- Small replica trophy awarded to the prior years champion as proof of winning the United Tavern Pool Associations Class A State Championship.

Class B - N.Y.R.A. Cup for one year - all team members names and taverns name permanently inscribed on the trophy.

- Individual trophies for each team member.
- Replica trophy for the prior years champion.
- 2nd & 3rd place tavern sponsor plaques.
- Prize money.

Class C - CEO Cup for one year - all team members names and taverns name permanently inscribed on trophy.

- Individual trophies for each team member.
- Replica trophy for the prior years champion.
- 2nd and 3rd place tavern sponsor plaques.
- Prize money.

Subject to change each year.

36. INDIVIDUAL DIVISION TOURNAMENT

A. All regular players (no subs) from associated Divisions who have their dues paid and the minimum of 18 games played (exception for forfeits) are eligible.

18.19

B. Taverns in their Divisions host the first round depending on the need and conditions of the table. The league tries to accommodate all the taverns with post-season play either with a team match or some individual rounds. We do not, however, promise anything other than the 9 home games they receive during the season.

C. All players will be ranked from first to thirty-sixth, depending on the number of players in their Divisions.

D. The tournament takes two weeks with all players trying to finish in the top eight the first week. The second week, the eight qualifiers playoff for money, trophies and seedings for the Regional Tournament with the final 32 advancing to the U.T.P.A. Championships in Rochester, NY.

E. All matches will be the best 3 out of 5.

F. Dates and hosting taverns to be announced.

37. REGIONAL FORMAT

A. The top 8 in each Region will compete by a predetermined seed.

Example: West 1 vs East 8, East 2 vs West 7, etc.

B. The top 64 players play down to 16 or the top 32 players play down to 8 in two districts depending on the amount of players. The final 16 play the following week for the U.T.P.A. Championship.

C. Trophies are awarded for the top 3 in the Division and the top 3 in the

13

Regionals.

D. Prize money is based on the amount of players and the percentage of players and the percentages of their dues for both the Division and Regional as stated under Cost, Rule 3.

14