

Native American Casino Pool Tour

2011 – 2012 Season

Starting with the 2011 – 2012 season the Tour is moving towards a more complete rule set. The basis and core rules for the tournament will be based on the Official Rules of the BCA Pool League **2010 – 2011** edition with the below exceptions.

Disclaimer

The rules and scoring methods contained herein are a work in progress. For rulings not included please consult the tournament director or designee.

The penalty for the first violation of the following rules during a match will be a warning instead of a foul:

- 1) Equip. Specs - Cues (d) – Non-leather tips prohibited on any cue used to break.
- 2) Rule 1.3.1 (c) – Chalk color must be compatible with cloth.
- 3) Rule 1.3.2 – Electronic equipment and all hearing impediments prohibited

Stalemate

2.11 Stalemate rule is not in effect. It is replaced by the **“4 foul rule.”** 4 consecutive fouls is a loss of game, you must warn your opponent(s) after the 3rd foul.

Jumped Balls

2.7.2 and 3.5.1.d is replaced in that the jumped ball is spotted (Instead of being pocketed). To clarify; It is a foul if you jump any object ball or cue ball off the table.

Ball in hand after the break.

Rules 2.3.3(b), 2.3.4, 2.3.5, 2.4.2(a), and 2.4.3 state you have “Ball in hand anywhere.” NACPT changes this to “Ball in hand in the kitchen.”

Safety Break

2.3.2 is modified to read; Safety breaks must be announced and have a referee present. The breaker will lose his/her turn after the safety break even if a ball(s) is made.

Frozen

1.2.2 Is modified to read; if the cue ball is frozen to a legal object ball, you **MUST** shoot at 45 degrees away from the contact point or it is a foul.

When the table is open after the break the 8 ball is neutral and may be hit first in a combination.

Scoring

115 Points to the winner of a game, **10** points per ball to the loser.

A match can be won by making a legal called shot if you are on the offense or you can win if your opponent makes your winning ball for you on the break or during the game. If you make your opponents ball for them you must get to your total **in that inning** or you will lose the match.

If you make your opponents winning ball and get to your total, it will force a **sudden death** game between the two players. The winner of this game will win the match. Original breaker breaks in the tiebreaker.

If you scratch on your winning/tying ball or slop it in it will **never count**.

Match point for the breaker cannot occur on the break.

Once a player has reached or exceeded their point total for the match, the match is over.

There can be some **“Special”** situations in scoring, please ask the tournament director for a ruling.

Order of Breaking/Shooting

Winner of coin flip has option to be home or away.

Breaking out of turn

When the wrong person breaks the game is restarted with the correct person breaking **if it is discovered before the next game starts.**

Shooting out of turn

If a player shoots out of turn it is a foul. If the player shooting out of turn runs out, the game will not count and will be restarted with the non-offending team guaranteed the points they already have for that game, in this scenario the game will be restarted with original breaker breaking.

If it cannot be determined when the first player played out of turn, then the game will be restarted with the original breaker breaking.

Shooting the wrong opponent

If it discovered during the game, start over with the correct player breaking.

If both players play, complete the game and the next game is started the game will be scored later down the score sheet when the two match up with the player who broke scheduled to break. The game will not count until the match gets that far. The same applies if the wrong person shoots a game that didn't break.

If both players do not match up with the correct person breaking, the game will be scored in the spot where they first match up.

THERE IS ONLY ONE OFFICIAL SCORE SHEET FOR A MATCH. This will be the home team's score sheet.

Coaching

A player may receive verbal coaching from his teammate(s) only once per game. Either party may initiate the coach. Each coach should be **limited to one minute**. You can coach from the sidelines, but this will count as your coach. Teammates can talk on the sidelines between shots, but once a player's turn is up, talk shall cease. Using more than one coach per game is **a foul**. Only the shooter can have a cue stick at the table.

Coaches may not touch the cue ball or demonstrate the shot with a cue while coaching or it will be a foul.

Always ask your opponent first if you are unsure if you have a coach left.

Forfeits

Matches are to be started with-in ten minutes. Both players need to be present to start the match or the absent player/team will forfeit the first game and one game for each additional five minutes. At 30 minutes after the posted or called time. The entire match will be forfeited.

Conduct

You should not make any movements to distract the opponent. Pay particular attention to the score sheet and picking it up while your opponent is on the 8 ball or his winning ball.

9 Ball Rules

You must be signed up and paid for 8 ball to be able to play 9 ball. Loser breaks.

3 Foul Rule

Rule 3.5 Three successive fouls rule is not in affect.

9 on the break

Rule 3.3.3 is **modified** to read; Nine ball made on the break is a win. **9-ball does not count if it goes in either foot rail corner pocket.**