



Team Envelope Contents



Please make sure that the following are in your envelopes.

If something is missing, contact a committee member immediately (will also be available the website)

1. Index (this is it 😊)
2. Score Cards, dated with team name.
3. Master Stat sheet and Alternate Master sheet
4. Captains Sheet regarding envelopes for spare money, drop box location and new deadlines.
5. List of Executive committee with phone numbers, pubs they play for etc.
Other pertinent information.
6. Financial Statements.
7. Schedule.
8. Calendar of events: Meetings, Tournaments, Playoffs, Wind-up Party.
9. Envelopes for spare money. If you run out during the season, we'll have a good supply.
10. List of Teams and Membership numbers
11. Rule Book
12. Sign-up Sheet for Blind Scotch Doubles
13. Foul sheet (**this is optional NOT MANDATORY**)
14. Ladies Shootout "guideline"

*** Have a great season everyone and remember to have fun ***

CAPTAINS (changes for 2011-2012)

The small envelopes that are included in your package are for handing in your spare money.

PLEASE - **WRITE YOUR TEAM NAME AND DATE ON THE ENVELOPE** before putting in the drop box. And I also ask that you please don't put an abundance of staples in it. It makes it difficult to open.

Drop off your score cards, by Wednesday 6pm at the latest, all your points, both team and individual will be forfeited for that night if they are not handed in.

If you give your scorecard to another team to hand in and they don't hand it in, then this will still apply, unless handed over to a committee member.

**** Our Website address: www.kelowna8ball.ca for extra scorecards, master sheets, stats and more ****
We are also on Facebook .. search for Kelowna 8 ball Association

Drop Boxes will be Located at:

Tom Colins Pub

**** Please Note ****

Cut off day for dropping off your scorecards will be **Wednesday** night by **6:00pm**.

Late scorecards will not be accepted. **No cards, no points.**

Stats will be posted after the first month of play.

On the occasions that we have Wednesday night games, the score cards won't have to be in until the **following** Wednesday. Hand both cards in on that Wednesday. Stats will then be posted on the second week.

We ***strongly*** advise that you drop off your score cards the night of your match.

Please make sure you place the scorecard in the box personally. Do NOT give to the server or bartender.

We will be accepting scorecards by email (kelowna8ball@live.ca)

If you have spare monies, you must hand the scorecard in the drop box.

Our website address: www.kelowna8ball.ca

Our website will be changing...visit it soon (thanks to Rob Christianson & Son)

Our Web Site is hosted by 1st Choice (many thanks)



Tree Brewing has been kind enough to help with sponsorship for the Kelowna 8 Ball and has provided an incentive to drink their “spirits”.

One complimentary pint of Tree beer at each of the pubs that carry their beverages - each Monday night

If anyone on your team drinks a Tree Brewing beverage, and if you can include a copy of the receipt with your score card, then Tree Brewing will provide a “kickback” to the Kelowna 8 Ball Association for prizes for tournaments and the end of the season windup.

The playoff tournament sheet will be Posted at Tom Colins

We will be trying our hand again at a “Blind” Scotch Doubles tournament in early December and are asking all ladies to please sign up early. If we do not get a good response from the ladies in the league, we will open this up to the public as well (based on the responses we get)

Entry fee for the Scotch Doubles will be \$20.00 per person. A sign-up sheet is included with your package – please sign up one male and one female at the same time – they will not necessarily be playing together as we will be doing a blind draw.

Entry fee for the Mid Season is \$40.00 per person

With the new laws, we encourage you to please drink responsibly and remember to arrange for a DD or cab if you have had too much to drink.

Okanagan Designated Driver Service: 250.808.6533



Designated Driver
OKDD
250-808-6533



K.E.B.A.

2011-2012 Season Executive Committee Members

President:	Doug Bone	Roses B	250.317.2216
Treasurer:	Jen Hagblom	Army & Navy A	250.859.3031
Retiring Statistician:	Doris Bonn	Tom Colins D	778.478.1513
New Statistician:	Ian Bishop	Roses B	250.215.4358
Director:	Dave Sollosy	Tom Colins C	250.712.7697
Spokesperson:	Glenda Crawford	Carlos O'Bryans A	250.317.2341
Web Coodinator:	Rob Christianson	Rileys D	250.864.1827
Honorary:	Bill Hutton	Army & Navy A	250.859.5256

Our thanks go to Colin for his service on the Committee. Colin has officially retired.

Welcome to the 2011-2012 Season

We would like to begin our new season by saying welcome to all new members and welcoming back all returning members. We look forward to another season of great pool and good times.

A big thank you goes out to all of the pubs that support us – without them there wouldn't be a league. Don't forget to support the pub you play for and all the pubs that have teams in the league.

We also wish to thank our sponsor: **Tree Brewing**. Please show your appreciation by supporting them as much as possible. (include a copy of your bar bill with your scorecard, showing any purchases from Tree Brewing)

VERY IMPORTANT

Please check your itinerary included in your package, for all important dates of functions and general meetings. There will be **ONE** general meeting this year unless it becomes necessary to call another one. These meetings are very important so be sure you have at least one representative present or you will lose **10 team points**.

****NOTE: meeting time has changed to 5pm**

Please take the time to read all the information in your package. It contains all the information you are going to need throughout the season. Thank you

The stats will be emailed out after the first month of play at the beginning of the year. Once every week thereafter. They will be posted on the website. If you wish to have the stats emailed to you, be sure statistician (Ian) has your correct email address. Score cards can now be emailed

[\(kelowna8ball@live.ca\)](mailto:kelowna8ball@live.ca)

Please note that emails will only be accepted providing there are no spare monies.

Keep your team master sheet up to date and verify that your records and ours are the same. In the event of a discrepancy, you must contact a committee member within **two** weeks of the occurrence so the problem can be rectified. Make sure that you have **the correct membership #'s for the players when handing in the score card**. Have all your information available before calling. Your up-to-date master sheet must be available for the opposing team to scrutinize if called for (eg. players playing in the wrong position etc)

If you have any questions, contact a committee member and we will be happy to help you. If you encounter any problems during league play that cannot be solved mutually by those involved, once again, contact a committee member immediately. The teams the committee members play for are listed beside our names. Check your schedule to see where we are playing.

Good luck to everyone. Have a fun year and remember to conduct yourselves in a sportsmanlike manner at all times.

The team captain and co-captain are responsible for the conduct of all the players on their team.



K.E.B.A.

Calendar of Events 2011-2012

Meeting(s)

First General Meeting January 8th, 2011 @ Carlos O'Bryans – **5pm.**
Second General Meeting: no Second meeting this year ☺

Tournaments

Mid Season Tournament January 20th 21st & 22nd @ Tom Colins Entry fee \$40.00
Blind Scotch Doubles: December 2nd & 3rd @ Army & Navy Entry Fee \$20.00

Playoffs

The tournament sheet will be located at Tom Colins

Playoffs Start February 27th, 2012
Playoffs End April 16th, 2012

Men's & Ladies Playoffs March 3rd, 2011 - Men's shootout at Daves @ 10am
 March 12th, 2011 - Ladies shootout at Army & Navy @ 11am

Xmas Break Last game is Dec 12th, 2011
Return date January 09th, 2012

Windup

April 29th, 2012 @ TBD 3pm

Tournament Qualifications

Qualifications for entry in the 2012 Mid-Season Tournament

Please note for the 2012 Mid-Season, you must have played a minimum of (6) six weeks as a paid member of the league. Entry Fee will be \$40.00

All Captains, please be sure to inform your team and any players that may be planning to become a member at a later date.

***NOTE: Our Website address: www.kelowna8ball.ca as well as Facebook now



Schedule

2011 -2012



"A" Division

Wednesday - October 12, 2011

BYE: Army & Navy A

<u>Away</u>	<u>Home</u>
Army & Navy C	Woody's B
Baxters A	Tom Colins D
Carlos A	Tom Colins A
Creekside B	Roses C
Dave's C	Roses A
Dave's D	Riley's D
Duffers A	Riley's A
Kelly O's A	Packinghouse B

Monday - October 17, 2011

BYE: Army & Navy C

<u>Away</u>	<u>Home</u>
Army & Navy A	Baxters A
Woody's B	Carlos A
Tom Colins D	Creekside B
Tom Colins A	Dave's C
Roses C	Dave's D
Roses A	Duffers A
Riley's D	Kelly O's A
Riley's A	Packinghouse B

Monday - October 24, 2011

BYE: Baxters A

<u>Away</u>	<u>Home</u>
Carlos A	Army & Navy C
Creekside B	Army & Navy A
Dave's C	Woody's B
Dave's D	Tom Colins D
Duffers A	Tom Colins A
Kelly O's A	Roses C
Packinghouse B	Roses A
Riley's A	Riley's D

"B" Division

Wednesday - October 12, 2011

BYE: Army & Navy B

<u>Home</u>	<u>Away</u>
Army & Navy D	Woody's A
Baxters B	Tom Colins C
Carlos B	Tom Colins B
Creekside A	Roses B
Dave's A	Roses D
Dave's B	McCulloch A
Duffers B	Rileys C
Kelly O's B	Packinghouse A

Monday - October 17, 2011

BYE: Army & Navy D

<u>Home</u>	<u>Away</u>
Army & Navy B	Baxters B
Woody's A	Carlos B
Tom Colins C	Creekside A
Tom Colins B	Dave's A
Roses B	Dave's B
Roses D	Duffers B
McCulloch A	Kelly O's B
Rileys C	Packinghouse A

Monday - October 24, 2011

BYE: Baxters B

<u>Home</u>	<u>Away</u>
Carlos B	Army & Navy D
Creekside A	Army & Navy B
Dave's A	Woody's A
Dave's B	Tom Colins C
Duffers B	Tom Colins B
Kelly O's B	Roses B
Packinghouse A	Roses D
Rileys C	McCulloch A

Monday - October 31, 2011

BYE: Carlos A

<u>Away</u>	<u>Home</u>
Baxters A	Creekside B
Army & Navy C	Dave's C
Army & Navy A	Dave's D
Woody's B	Duffers A
Tom Colins D	Kelly O's A
Tom Colins A	Packinghouse B
Roses C	Riley's A
Roses A	Riley's D

Monday - November 7, 2011

BYE: Creekside B

<u>Away</u>	<u>Home</u>
Dave's C	Carlos A
Dave's D	Baxters A
Duffers A	Army & Navy C
Kelly O's A	Army & Navy A
Packinghouse B	Woody's B
Riley's A	Tom Colins D
Riley's D	Tom Colins A
Roses A	Roses C

Monday - November 14, 2011

BYE: Dave's C

<u>Away</u>	<u>Home</u>
Creekside B	Dave's D
Carlos A	Duffers A
Baxters A	Kelly O's A
Army & Navy C	Packinghouse B
Army & Navy A	Riley's A
Woody's B	Riley's D
Tom Colins D	Roses A
Tom Colins A	Roses C

Monday - November 21, 2011

BYE: Dave's D

<u>Away</u>	<u>Home</u>
Duffers A	Dave's C
Kelly O's A	Creekside B
Packinghouse B	Carlos A
Riley's A	Baxters A
Riley's D	Army & Navy C
Roses A	Army & Navy A
Roses C	Woody's B
Tom Colins A	Tom Colins D

Monday - October 31, 2011

BYE: Carlos B

<u>Home</u>	<u>Away</u>
Baxters B	Creekside A
Army & Navy D	Dave's A
Army & Navy B	Dave's B
Woody's A	Duffers B
Tom Colins C	Kelly O's B
Tom Colins B	Packinghouse A
Roses B	Rileys C
Roses D	McCulloch A

Monday - November 7, 2011

BYE: Creekside A

<u>Home</u>	<u>Away</u>
Dave's A	Carlos B
Dave's B	Baxters B
Duffers B	Army & Navy D
Kelly O's B	Army & Navy B
Packinghouse A	Woody's A
Rileys C	Tom Colins C
McCulloch A	Tom Colins B
Roses D	Roses B

Monday - November 14, 2011

BYE: Dave's A

<u>Home</u>	<u>Away</u>
Creekside A	Dave's B
Carlos B	Duffers B
Baxters B	Kelly O's B
Army & Navy D	Packinghouse A
Army & Navy B	Rileys C
Woody's A	McCulloch A
Tom Colins C	Roses D
Tom Colins B	Roses B

Monday - November 21, 2011

BYE: Dave's B

<u>Home</u>	<u>Away</u>
Duffers B	Dave's A
Kelly O's B	Creekside A
Packinghouse A	Carlos B
Rileys C	Baxters B
McCulloch A	Army & Navy D
Roses D	Army & Navy B
Roses B	Woody's A
Tom Colins B	Tom Colins C

Monday - November 28, 2011

BYE: Duffers A

<u>Away</u>	<u>Home</u>
Dave's D	Kelly O's A
Dave's C	Packinghouse B
Creekside B	Riley's A
Carlos A	Riley's D
Baxters A	Roses A
Army & Navy C	Roses C
Army & Navy A	Tom Colins A
Woody's B	Tom Colins D

Monday - December 5, 2011

BYE: Kelly O's A

<u>Away</u>	<u>Home</u>
Packinghouse B	Duffers A
Riley's A	Dave's D
Riley's D	Dave's C
Roses A	Creekside B
Roses C	Carlos A
Tom Colins A	Baxters A
Tom Colins D	Army & Navy C
Woody's B	Army & Navy A

Monday - December 12, 2011

BYE: Packinghouse B

<u>Away</u>	<u>Home</u>
Kelly O's A	Riley's A
Duffers A	Riley's D
Dave's D	Roses A
Dave's C	Roses C
Creekside B	Tom Colins A
Carlos A	Tom Colins D
Baxters A	Woody's B
Army & Navy C	Army & Navy A

First Meeting January 8th

Monday - January 9, 2012

BYE: Riley's A

<u>Away</u>	<u>Home</u>
Riley's D	Packinghouse B
Roses A	Kelly O's A
Roses C	Duffers A
Tom Colins A	Dave's D
Tom Colins D	Dave's C
Woody's B	Creekside B
Army & Navy A	Carlos A
Army & Navy C	Baxters A

Monday - November 28, 2011

BYE: Duffers B

<u>Home</u>	<u>Away</u>
Dave's B	Kelly O's B
Dave's A	Packinghouse A
Creekside A	Rileys C
Carlos B	McCulloch A
Baxters B	Roses D
Army & Navy D	Roses B
Army & Navy B	Tom Colins B
Woody's A	Tom Colins C

Monday - December 5, 2011

BYE: Kelly O's B

<u>Home</u>	<u>Away</u>
Packinghouse A	Duffers B
Rileys C	Dave's B
McCulloch A	Dave's A
Roses D	Creekside A
Roses B	Carlos B
Tom Colins B	Baxters B
Tom Colins C	Army & Navy D
Woody's A	Army & Navy B

Monday - December 12, 2011

BYE: Packinghouse A

<u>Home</u>	<u>Away</u>
Kelly O's B	Rileys C
Duffers B	McCulloch A
Dave's B	Roses D
Dave's A	Roses B
Creekside A	Tom Colins B
Carlos B	Tom Colins C
Baxters B	Woody's A
Army & Navy D	Army & Navy B



First Meeting January 8th

Monday - January 9, 2012

BYE: Riley's C

<u>Home</u>	<u>Away</u>
McCulloch A	Packinghouse A
Roses D	Kelly O's B
Roses B	Duffers B
Tom Colins B	Dave's B
Tom Colins C	Dave's A
Woody's A	Creekside A
Army & Navy B	Carlos B
Army & Navy D	Baxters B

Monday - January 16, 2012

BYE: Riley's D

<u>Away</u>	<u>Home</u>
Riley's A	Roses A
Packinghouse B	Roses C
Kelly O's A	Tom Colins A
Duffers A	Tom Colins D
Dave's D	Woody's B
Dave's C	Army & Navy A
Creekside B	Army & Navy C
Carlos A	Baxters A

Monday - January 23, 2012

BYE: Roses A

<u>Away</u>	<u>Home</u>
Roses C	Riley's D
Tom Colins A	Riley's A
Tom Colins D	Packinghouse B
Woody's B	Kelly O's A
Army & Navy A	Duffers A
Army & Navy C	Dave's D
Baxters A	Dave's C
Carlos A	Creekside B

Monday - January 30, 2012

BYE: Roses C

<u>Away</u>	<u>Home</u>
Roses A	Tom Colins A
Riley's D	Tom Colins D
Riley's A	Woody's B
Packinghouse B	Army & Navy A
Kelly O's A	Army & Navy C
Duffers A	Baxters A
Dave's D	Carlos A
Dave's C	Creekside B

Monday - February 6, 2012

BYE: Tom Colins A

<u>Away</u>	<u>Home</u>
Tom Colins D	Roses C
Woody's B	Roses A
Army & Navy A	Riley's D
Army & Navy C	Riley's A
Baxters A	Packinghouse B
Carlos A	Kelly O's A
Creekside B	Duffers A
Dave's C	Dave's D

Monday - January 16, 2012

BYE: McCulloch

<u>Home</u>	<u>Away</u>
Rileys C	Roses D
Packinghouse A	Roses B
Kelly O's B	Tom Colins B
Duffers B	Tom Colins C
Dave's B	Woody's A
Dave's A	Army & Navy B
Creekside A	Army & Navy D
Carlos B	Baxters B

Monday - January 23, 2012

BYE: Roses D

<u>Home</u>	<u>Away</u>
Roses B	McCulloch A
Tom Colins B	Rileys C
Tom Colins C	Packinghouse A
Woody's A	Kelly O's B
Army & Navy B	Duffers B
Army & Navy D	Dave's B
Baxters B	Dave's A
Carlos B	Creekside A

Monday - January 30, 2012

BYE: Roses B

<u>Home</u>	<u>Away</u>
Roses D	Tom Colins B
McCulloch A	Tom Colins C
Rileys C	Woody's A
Packinghouse A	Army & Navy B
Kelly O's B	Army & Navy D
Duffers B	Baxters B
Dave's B	Carlos B
Dave's A	Creekside A

Monday - February 6, 2012

BYE: Tom Colins B

<u>Home</u>	<u>Away</u>
Tom Colins C	Roses B
Woody's A	Roses D
Army & Navy B	McCulloch A
Army & Navy D	Rileys C
Baxters B	Packinghouse A
Carlos B	Kelly O's B
Creekside A	Duffers B
Dave's A	Dave's B

Monday - February 13, 2012

BYE: Tom Colins D

<u>Away</u>	<u>Home</u>
Tom Colins A	Woody's B
Roses C	Army & Navy A
Roses A	Army & Navy C
Riley's D	Baxters A
Riley's A	Carlos A
Packinghouse B	Creekside B
Kelly O's A	Dave's C
Duffers A	Dave's D

Monday - February 20, 2012

BYE: Woody's B

<u>Away</u>	<u>Home</u>
Army & Navy A	Tom Colins D
Army & Navy C	Tom Colins A
Baxters A	Roses C
Carlos A	Roses A
Creekside B	Riley's D
Dave's C	Riley's A
Dave's D	Packinghouse B
Duffers A	Kelly O's A

Monday - February 13, 2012

BYE: Tom Colins C

<u>Home</u>	<u>Away</u>
Tom Colins B	Woody's A
Roses B	Army & Navy B
Roses D	Army & Navy D
McCulloch A	Baxters B
Rileys C	Carlos B
Packinghouse A	Creekside A
Kelly O's B	Dave's A
Duffers B	Dave's B

Monday - February 20, 2012

BYE: Woody's A

<u>Home</u>	<u>Away</u>
Army & Navy B	Tom Colins C
Army & Navy D	Tom Colins B
Baxters B	Roses B
Carlos B	Roses D
Creekside A	McCulloch A
Dave's A	Rileys C
Dave's B	Packinghouse A
Duffers B	Kelly O's B

Hand Last Night Score cards in on Monday Feb 20th

Playoffs February 27 to March 26

Playoffs February 27 to March 26



KEBA Teams & Membership #'s 2011-2012



		ID # & Div	M\F	
1)	<u>Army & Navy A</u>	<u>A</u>		Phone
	Captain	Jen Hagblom	1	F 250.859.3031
	Co-Captain	Frank Bernert	2	250.859.3593
		Bill Hutton	3	250.859.5256
		Ken Seinen	4	250.878.2269
		Phil Gillette	5	250.801.4524
		Karla Longacre	6	F 250.878.5007
2)	<u>Army & Navy B</u>	<u>B</u>		
	Captain	Dave Pich	11	250.765.2860
	Co-Captain	Martin Kerpel	12	250.878.0614
		Rod Tompkins	13	250.763.3724
		Ray Barter	14	250.801.6825
		Don Prive	15	250.765.4210
3)	<u>Army & Navy C</u>	<u>A</u>		
	Captain	Pat Calado	21	F 250.451.0933 ?
	Co-Captain	Karen Ziegler	22	F 250.859.1530
		Dennis Scoweroft	23	778.753.3626
		Kevin	24	
		Ron Fields	25	
		Randy Marz	26	250.859.7215
4)	<u>Army & Navy D</u>	<u>B</u>		
	Captain	Andrew Knox	31	250.765.5944
	Co-Captain	Carl Jesson	32	250.863.7171
		Buck Buchanan	33	
		Mike Leitch	34	
		Migual	35	
		0		
5)	<u>Baxters A</u>	<u>A</u>		
	Captain	Chris Krebs	41	250.868.8776
	Co-Captain	Daryl Krebs	42	250.718.9399
		Dan Krebs	43	250.470.3976
		Paul Macedo	44	250.575.0071
		Jordan Vantroyvn	45	250.488.7151
		0		
6)	<u>Baxter B</u>	<u>B</u>		
	Captain	Rebecca LeBlanc	51	F 250.868.0534
	Co-Captain	Jay Fletcher	52	250.878.9435
		Rob Appleby	53	250.212.3390
		Mark Lewis	54	
		Jamie Slater	55	
		0		

7)		<u>Carlos A</u>	<u>A</u>	
	Captain	Glenda Crawford	61	F 250.317.2341
	Co-Captain	Mike Holder	62	250.470.3804
		Reg Henry	63	250.212.3282
		Joan Harburn	64	F 250.859.0389
		Nathalie Beaudry	65	F 250.878.5494
		Frank Morissette	66	250.575.1057
8)		<u>Carlos B</u>	<u>B</u>	
	Captain	Trevor Marcoux	71	250.869.6547
	Co-Captain	Trevor Hennigar	72	250.826.6604
		Scott Henry	73	250.868.6558
		Cam Reeves	74	250.863.0391
		Mark Taylor	75	250.575.4069
		0		
9)		<u>Creekside A</u>	<u>B</u>	
	Captain	Martin Harrison	81	250.212.6466
	Co-Captain	Laura McKinnon	82	F 250.801.1818
		Nathan Thom	83	
		John Penney	84	
		Tony Gillies	85	
		0		
10)		<u>Creekside B</u>	<u>A</u>	
	Captain	Moe Cro	91	250.808.6064
	Co-Captain	Al Bull	92	250.863.7485
		Dave Hick	93	
		Kevin Magee	94	
		Geoff Finnemore	95	
		0		
11)		<u>Dave's A</u>	<u>B</u>	
	Captain	Tyler Digby	101	250.681.3270
	Co-Captain	Don Jack	102	250.317.4650
		Ken Jemson	103	
		Marian Berkner	104	F
		Peter Owens	105	
		0		
12)		<u>Dave's B</u>	<u>B</u>	
	Captain	Bones	111	250.765.8570
	Co-Captain	Dave Curran	112	250.712.9676
		Roy Butt	113	250.470.9590
		John Dawson	114	250.300.7551
		Rick Barnier	115	250.212.8196
		0		

13)		<u>Dave's C</u>	<u>A</u>		
	Captain	Bob Smith	121		250.718.7642
	Co-Captain	Bonnie Redman	122	F	250.575.1996
		Larry Duncan	123		
		Ken Holmes	124		
		Curtis Waters	125		
		0			
14)		<u>Dave's D</u>	<u>A</u>		
	Captain	Loretta DesJardins	131	F	250.862.6945
	Co-Captain	Grace Inglis	132	F	
		Dave S	133		
		Ian R	134		
		Scott	135		
		0			
15)		<u>Duffers A</u>	<u>A</u>		
	Captain	Sue Soloveoff	141	F	250.870.7514
	Co-Captain	Terry Hales	142		250.317.0874
		Ken Wolf	143		250.862.0574
		Brain Barry	144		250.864.5589
		Ray Devault	145		
		0			
16)		<u>Duffers B</u>	<u>B</u>		
	Captain	Wayne Schofield	151		250.215.0984
	Co-Captain	Steve Easton	152		250.870.3666
		Peter Blankton	153		
		Dave Dafoe	154		
		Carl Neil	155		
		0	0		
17)		<u>Kelly O's A</u>	<u>A</u>		
	Captain	Ashley Emberly	161	F	250.862.7303
	Co-Captain	Doug Campbell	162		250.768.9467
		Mark Harris	163		250.768.0949
		Mark Leinemann	164		250.212.3020
		Stu Rolfson	165		250.808.4420
		Steve Kelly	166		250.769.0864
18)		<u>Kelly O's B</u>	<u>B</u>		
	Captain	Daphne Baker	171	F	250.768.6647
	Co-Captain	Randy Baker	172		250.768.6647
		Terry Clement	173		250.878.0257
		Michelle Netherton	174	F	250.575.1962
		Lloyd Hooper	175		250.826.5948
		0			

19)		<u>Packinghouse A</u>	<u>B</u>	
	Captain	Mike Cherban	181	250.801.7297
	Co-Captain	Gary Brassartt	182	250.826.8837
		Richard Sobowich	183	250.469.3667
		Dave Macintosh	184	
		Mathew Woods	185	
		0		
20)		<u>Packinghouse B</u>	<u>A</u>	
	Captain	Wayne Friesz	191	250.470.7440
	Co-Captain	Russ Wyman	192	
		Rob Gerard	193	250.862.7953
		Shayne Alexander	194	250.809.6856
		Jessica Kessler	195	F 250.215.6328
		0		
21)		<u>Rileys A</u>	<u>A</u>	
	Captain	John Tomat (JT)	201	250.718.6834
	Co-Captain	Grant Simpson	202	F
		Doug Grant	203	
		Jim Gullery	204	F
		Julet Syminton	205	
		0		
22)		<u>Rileys C</u>	<u>B</u>	
	Captain	Tami McOuat	211	250.801.2522
	Co-Captain	James Keweriga	212	250.878.8534
		Daryl Matchell	213	
		Dillon Moore	214	
		Kurtis Adams	215	
		0		
23)		<u>Rileys D</u>	<u>A</u>	
	Captain	Sandy Annett	221	250.768.5251
	Co-Captain	Bob McKinnon	222	250.768.9761
		Rob Christianson	223	
		Randy Marshall	224	
		Nick Taylor	225	
		0		
24)		<u>Roses A</u>	<u>B</u>	
	Captain	Derek Jacobsen	231	250.215.1087
	Co-Captain	Rhonda Fenrick	232	250.861.4338
		Fred Labult	233	250.766.1225
		Dawn Stolz	234	250.766.1225
		Gary Huminuck	235	
		0		

25)		<u>Roses B</u>	<u>B</u>	
	Captain	Ian Bishop	241	250.215.4358
	Co-Captain	Colin Kuntz	242	250.212.1693
		Doug Bone	243	250.317.2216
		Doug LeFleur	244	
		Joe Girou	245	F 250.215.5065
		0		
26)		<u>Roses C</u>	<u>A</u>	
	Captain	Matt Olsen	251	F 778.478.1246
	Co-Captain	Doug Dawson	252	250.870.2636
		Randy Schnackenburg	253	
		Gary Johnson	254	
		Todd Buckley	255	
		0		
27)		<u>Roses D</u>	<u>A</u>	
	Captain	Sonny Chu	261	250.862.8378
	Co-Captain	Rick Parker	262	250.769.0203
		Ron Gee	263	
		Wendell Sandwith	264	
		Kevin Breisch	265	
		0		
28)		<u>Tom Colins A</u>	<u>A</u>	
	Captain	Henry Lutz	271	250.860.6735
	Co-Captain	Quentin Luhoff	272	250.769.9008
		Matt Allanson	273	
		Gary Scott	274	
		Dale Helfrich	275	
		0		
29)		<u>Tom Colins B</u>	<u>B</u>	
	Captain	Brain Henry	281	250.826.5462
	Co-Captain	Ian McClennew	282	
		Ron Weikenheizer	283	
		Carolyn McCulley	284	F
		Brain O'Donnell	285	
		Lloyd Murphy	286	
30)		<u>Tom Colins C</u>	<u>B</u>	
	Captain	Bill Kowalski	291	250.808.9972
	Co-Captain	Zeke Brooks	292	250.864.1238
		Dave Sollosy	293	250.712.7697
		Clarence Hale	294	
		Tom Cote	295	
		0	0	

31)		<u>Tom Colins D</u>	<u>A</u>	
	Captain	Daryl Jensen	301	250.808.0883
	Co-Captain	Kevin Inglis	302	250.869.5350
		Al Siemens	303	250.317.4862
		Doris Bonn	304	250.878.0319
		Craig Kennon	305	250.300.5466
		0		
32)		<u>Woodys A</u>	<u>B</u>	
	Captain	Ken Lloyd	311	250.718.7757
	Co-Captain	Aaron Hayden	312	250.317.7750
		Jason Heath	313	
		Dave Boniface	314	250.826.6658
		Jamie Sutherland	315	250.864.5924
		0	0	
33)		<u>Woodys B</u>	<u>A</u>	
	Captain	Todd Fitchett	321	250.317.0379
	Co-Captain	Don Nystrom	322	250.859.1693
		Dn Driscoll	323	250.765.2062
		Jay Stevens	324	250.765.3935
		Ken Dalby	325	
		0		
34)		<u>McCulloch</u>	<u>B</u>	
	Captain	Brenda Straty	331	F 250.765.5120
	Co-Captain	Chris Yorke	332	250.764.4566
		Jeremy Miranda	333	
		Alex Ross	334	250.491.1893
		Gerald Wozney	335	250.801.3473



KEBA Financial Statement for 2010-2011

Income

Bank Balance from Previous Season	\$	3,729.10
Membership Fees and Pub Fees	\$	10,500.00
Spare monies	\$	840.00
Cue Ball sales	\$	50.00
Entry fee Mid Season	\$	1,080.00
Total Income	\$	16,199.10

Expenses

Website	\$	102.97
Stationary, Office, etc	\$	224.98
Cue balls	\$	365.65 US
Donation to Matthew Olsen	\$	1,000.00
Committee Meeting exp	\$	403.50
Misc Committee Exp - gas etc	\$	305.00
Mid Season Cal. Exp	\$	145.75
Mid Season Beer & Gratuity	\$	980.00
Mid Season Prize Monies	\$	4,580.00
Blind Scotch Prize money & expenses	\$	1,150.02
Shoot Out Prize Monies	\$	560.00
Mens and Ladies Finalist Cash Prizes	\$	800.00
Wind Up Trophies	\$	2,010.96
Wind Up Food and Gratuity	\$	1,037.50
Balance in bank	\$	2,532.77
Total Expenses	\$	16,199.10

The Official Rules of The Kelowna 8 Ball Association



Revised October 2012

The Kelowna 8 Ball Association Executive Committee 2011-2012

President
Doug Bone

Treasurer
Jennifer Hagblom

Statistician
Ian Bishop

Retiring Statistician
Doris Bonn

Director
Dave Sollosy

Spokesperson
Glenda Crawford

Website Manager
Ron Christianson

Honorary
Bill Hutton

Ranking Your Players

For the first night of the season, all teams will rank their players as fairly and honestly as possible (the best player playing first, etc.). Teams playing the same players as last year shall rank them according to the order in which they played the final match of last year. After the first night the players will be ranked with the best playing #1 position and the weakest player playing in the #5 position.

If there is a tie in ranking, the player that played highest on the previous night shall remain in that position.

All team captains are expected to keep their ranking sheet up to date at all times, so if another team questions your placement of players, you can show them your up to date ranking sheet.

Spares shall play in the position vacated by the regular player not present that night.

Paid spares are members of your team, therefore they play according to the number of points they have and will not play in any other position (i.e. they will not play in the position of the person they are replacing).

Rules of Etiquette

1. The first thing to remember is that you and your team are **representing** a **LOCAL** business. It is expected that you will conduct yourself in a **sportsmanlike** manner.

The Kelowna 8 Ball Association will not tolerate its members acting in an **unsportsmanlike** manner or ruining the game for others involved. It is expected that the team captains will keep their players in line. Players found guilty of such conduct will be dealt with accordingly.

2. As in any competitive sport, it is more fun to win than to lose, but if you should happen to lose, **be a good sport** and thank your opponent for the game.
3. Remember that you are being **sponsored** by a **Pub** and that they are supporting you, so you should, in return, support them whenever possible. This will **benefit everyone** that is involved with the Kelowna 8 Ball Association.

4. When your opponent is **shooting**, offer them the same consideration that you would expect by **not heckling** or otherwise disturbing them in the middle of their shot and by **staying out** of their **line of vision** when they are attempting to pocket their balls.
5. **All players must play their own game.** This means that when you approach the table to take your turn, you must remain there and not confer with anyone until your turn at the table is finished. You can talk with your teammates when it is not your shot in the game. The only exception is when calling a time out.
6. Purposeful **delay of the game** to distract your opponent will be considered **unsportsmanlike** conduct.

General Rules

1. Drop box(s) are located at: **Tom Colins**
2. To **qualify** for league **tournaments** you must be a **cardholding member** and have played **six (6)** matches as a cardholder.
3. All matches will **start** at **7:00pm**.
4. Any **disputes** or **foul calls** may only be called by the **two players** at the table or one of the **team captains or co-captains**.
5. If you don't have a full team, you may pick up spares (cost to play a spare is **\$4.00** and **you must include the money with your score card**). Spares **do not** have to be league members. You must play with the players that you write down. Make sure that your team knows when and where their next game is.
A spare is to replace a player **unable** to attend a match and NOT to stack a team for a match. During regular season the spare plays in the position of the player that cannot attend.
In the playoff the spare(s) must play in the last position(s)
6. You **must** have the score card filled out **completely** by the start of the first match. Membership #'s must be included. Make sure the players have the correct membership #'s at all times.

7. If for some reason your team cannot make the match, it is the captain or co-captain's responsibility to contact the opposing team to set a new time for the match. This is for emergencies only! A minimum of two day's notice should be given.
8. If a team quits or continually does not show up for its matches, all teams will lose the points they have received from that team during the course of the year.
9. At 7:00pm each player will be allowed **five minutes grace** on his/her game and then if they are not there they will forfeit that game.
10. If no players are available to play at 7:30pm they forfeit all fifteen games. No exceptions unless mutually agreed upon by both captains.
11. Any **protest** of a shot must be done **right after** the shot, not two shots later or after the game is over.
12. All teams are responsible for and must supply a **valley cue ball**. No match shall be played otherwise. Any game played with the wrong ball and without protest stands as played. If it's discovered after the game has started that you are playing with the wrong ball, the proper ball can be brought in and the game will continue. The game will not be replayed.
13. The **visiting** player **calls** the flip of the coin before each game of the first set. The winner has the option of breaking the balls or passing the break to his/her opponent.

Score Cards

14. The home team and visiting team must **BOTH** drop off score cards. Each team will attach their spare money (\$4.00 per spare player) to their score card and label their envelope please with date and amounts.
15. The score cards must be **dropped** off by **6:00pm** on **Wednesday** night following that week's game. Each team is responsible for their own score cards.
16. **IF YOU DO NOT DROP OFF YOUR SCORE CARDS, ALL YOUR POINTS, BOTH TEAM AND INDIVIDUAL, WILL BE FORFEITED FOR THAT NIGHT. THERE WILL**

BE NO WARNINGS AND NO EXCEPTIONS!

17. All players **must** use their **membership number**. If no membership number appears on the score card, we will not be able to track your individual points. So, **no number, no points**.
18. **Only one player per league number**. Anyone caught **abusing** this rule will lose the illegally gained points and the guilty team will be **penalized 15 points**.
19. If a team drops out during the course of the year, no other team may take their position or points.
20. Score cards must be **completely** filled out and **signed** by **both captains** before being dropped off.
PLEASE FILL IN THE DATE CORRECTLY!

Game Rules

21. **CUE BALL ON OPENING BREAK**
The opening break shot is taken with cue ball in hand behind the head string. On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip
22. **LEGAL BREAK SHOT**
(Defined) To execute a legal break, the breaker (with the cue ball behind the head string) must either
(1) pocket a ball, or
(2) drive at least four numbered balls to the rail. When the breaker fails to make a legal break, it is a foul, and the incoming player has the option of
(a) accepting the table in position and shooting, or
(b) having the balls re-racked and having the option of shooting the opening break or allowing the offending player to re-break.
23. **RACKING THE BALLS**
The balls are racked in a triangle at the foot of the table with the 8 ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner. **Winner Racks the balls.**

24. SCRATCH ON A LEGAL BREAK

If a player scratches on a legal break shot,
(1) all balls pocketed remain pocketed
(exception, the 8-ball),
(2) it is a foul,
(3) the table is open.

Please Note: The incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

25. OBJECT BALLS JUMPED OFF TABLE ON THE BREAK

If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the head string and shooting.

26. 8-BALL POCKETED ON THE BREAK

If the 8-ball is pocketed on the break, breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a re-rack or having the 8-ball spotted and begin shooting with ball in hand behind the head string.

27. DEFLECTING THE CUE BALL ON THE OPENING BREAK

On the break shot, stopping or deflecting the cue ball after it has crossed the head string and prior to hitting the racked balls is considered a foul and loss of turn. The opponent has the option of receiving cue ball in hand behind the head string or passing the cue ball in hand behind the head string back to the offending player.

28. BREAKING SUBSEQUENT RACKS

The winner of each game breaks in the next. The winner of the last game played on the table will rack for the incoming players.

29. OPEN TABLE

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

Note: The table is **always open** immediately **after the break** shot.

When the table is open, it is legal to hit any solid or stripe first in the process of pocketing the called stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, it is a foul and no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; the incoming player is awarded cue ball in hand; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

30. CHOICE OF GROUP

The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups, because the table is always open immediately after the break shot. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

31. CUE BALL IN HAND BEHIND THE HEAD STRING

This situation applies in specific games whereby the opening break is administered or a player's scratching is penalized by the incoming player having cue ball in hand behind the head string. The incoming player may place the cue ball anywhere behind the head string. The shooting player may shoot at any object ball as long as the base of the object ball is on or below the head string. He may not shoot at any ball, the base of which is above the head string, unless he first shoots the cue ball below the head string and then by hitting a rail causes the cue ball to come back above the head string and hit the object ball. The base of the ball (the point of the ball touching the table) determines whether it is above or below the head string. If the incoming player inadvertently places the cue ball on or below the head string, the opposing player must inform the shooting player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the shooting player before the shot is made, the shot is considered legal. If the shooting player is informed of improper positioning, he must then reposition the cue ball.

32. HEAD STRING DEFINED

The area behind the head string does not include the head string. Thus, an object ball that is dead center on the head string is playable when specific game rules require that a player must shoot at a ball past the head string. Likewise, the cue ball when being put in play behind the head string (cue ball in hand behind the head string), may not be placed directly on the head string; it must be behind it.

33. LEGAL SHOT

(Defined) On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail.

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

Failure to meet these requirements is a foul.

34. STRIKING CUE BALL

Legal shots require that the cue ball be struck only with the cue tip. **Failure to meet this requirement is a foul.**

35. CALL SHOT

In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent. The opening break is not a "called shot". Any player performing a break shot in 8-Ball may continue to shoot so long as any object ball is legally pocketed on the break.

36. "SAFETY" SHOT

For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue a turn at the table by declaring

"safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, the shooter must declare a "safety" to the opponent. It is the shooter's responsibility to make the opponent aware of the intended safety shot. If this is not done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

37. SCORING

A player is entitled to continue shooting until failing to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball.

38. ADDITIONAL POCKETED BALLS

If extra balls are pocketed on a legal scoring stroke, they are counted.

39. COMBINATION SHOTS

Combination shots are allowed; however, the 8-ball can't be used as a first ball in the combination unless it is the shooter's only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-ball, it is a foul.

40. POCKETED BALLS

A ball is considered pocketed if as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains there. (A ball that drops out of a ball return system onto the floor is not to be construed as a ball that has not remained pocketed.) A ball that rebounds from a pocket back onto the table bed is not a pocketed ball.

41. FAILURE TO POCKET A BALL

If a player fails to pocket a ball on a legal shot, then the player's inning is over, and it is the opponent's turn at the table.

42. POSITION OF BALLS

The position of a ball is judged by where its base (or center) rests.

43. FOOT ON FLOOR

Player must have at least one foot in contact with the floor at the moment the cue tip contacts the cue ball, or the shot is a foul. Foot attire must be normal in regard to size, shape and manner in which it is worn.

- 44. SHOOTING WITH BALLS IN MOTION**
It is a foul if a player shoots while the cue ball or any object ball is in motion (a spinning ball is in motion).
- 45. COMPLETION OF STROKE**
A stroke is not complete (and therefore is not counted) until all balls on the table have become motionless after the stroke (a spinning ball is in motion).
- 46. FAILURE TO CONTACT OBJECT BALL**
It is a foul if on a stroke the cue ball fails to make contact with any legal object ball first. **Playing away from a touching ball does not constitute having hit that ball.**
- 47. CUE BALL SCRATCH**
It is a foul (scratch) if on a stroke, the cue ball is pocketed. If the cue ball touches an object ball that was already pocketed (for example, in a pocket full of object balls), the shot is a foul.
- 48. FOULS BY TOUCHING BALLS**
It is a foul to strike, touch or in any way, make contact with the cue ball or any object balls with anything (the body **excluding hair**, clothing, chalk, mechanical bridge, cue shaft, etc.) except the cue tip (while attached to the cue shaft), which may contact the cue ball in the execution of a legal shot.
- 49. FOUL BY PLACEMENT**
Touching any object ball with the cue ball while it is in hand is a foul.
- 50. PLAYER RESPONSIBILITY FOULS**
The player is responsible for chalk, bridges, files and any other items or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such an object make contact with any ball in play.
- 51. FOUL PENALTY**
Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the headstring except on opening break). This rule prevents a player from making intentional fouls which would put an opponent at a disadvantage. With "cue ball in hand", the player may use a hand or any part of a cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
- 52. CUE BALL IN HAND FOUL**
During cue ball in hand placement, the player may use his hand or any part of his cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion of the cue stick contacting the cue ball will be considered a foul if not a legal shot.
- 53. INTERFERENCE**
If the non-shooting player distracts his opponent or interferes with his play, he has fouled. If a player shoots out of turn, or moves any ball except during his inning, it is considered to be interference.
- 54. DEVICES**
Players are not allowed to use a ball, the triangle or any other width measuring device to see if the cue ball or an object ball would travel through a gap, etc. Only the cue stick may be used as an aid to judge gaps or as an aid to aligning a shot., so long as the cue is held by the hand. To do so otherwise is a foul and unsportsmanlike conduct.
- 55. ILLEGAL MARKING**
If a player intentionally marks the table in any way (including the placement of chalk) to assist in executing the shot, it is a foul.
- 56. ILLEGALLY POCKETED BALLS**
An object ball is considered to be illegally pocketed when;
(1) that object ball is pocketed on the same shot a foul is committed, or
(2) the called ball did not go in the designated pocket, or
(3) a safety is called prior to the shot.
Illegally pocketed balls remain pocketed and are scored in favor of the shooter controlling that specific group of balls, solids or stripes.
- 57. OBJECT BALLS JUMPED OFF THE TABLE**
If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are not re-spotted.

58. JUMP AND MASSÉ SHOT FOUL
A player should be aware that it will be considered a foul if during an attempt to jump, curve or massé the cue ball over or around an impeding numbered ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

59. BALLS JUMPED OFF TABLE
Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rail surface, floor, etc.) are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything not a part of the table. The table shall consist of the permanent part of the table proper. (Balls that strike or touch anything not a part of the table, such as the light fixture, chalk on the rails and cushion tops, etc., shall be considered jumped balls even though they might return to the bed of the table after contacting items which are not parts of the table proper). When a stroke results in the cue ball or any object ball being a jumped ball off the table, the stroke is a foul.

60. SPECIAL INTENTIONAL FOUL PENALTY
The cue ball in play shall not be intentionally struck with anything other than a cue's attached tip (such as the ferrule, shaft, etc.).

61. JUMP SHOTS
You may make a jump shot if you **strike the** cue ball on the **top** half, driving it into the table and over the ball to be jumped. Shooting at the bottom half of the cue ball is considered a scoop shot and a foul if it is done intentionally.
Shaft jumping is not allowed.

62. OBJECT BALL FROZEN TO CUSHION OR CUE BALL
This rule applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen object ball, the shot must result in either:

- (a) A ball being pocketed, or;
- (b) The cue ball contacting a

- cushion after hitting your object ball, or;
- (c) The frozen ball being caused to contact a cushion attached to a separate rail, or;
- (d) Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of those four requirements is a foul. A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts an other ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by one of the players prior to that object ball being involved in a shot.

63. PLAY BY INNINGS
During the course of play, players alternate turns (innings) at the table, with a player's inning ending when he either fails to legally pocket a ball, or fouls. When an inning ends free of a foul, the incoming player accepts the table in position.

64. PUSH SHOTS
Push shots are allowed.

65. BALLS MOVING SPONTANEOUSLY
If a ball shifts, settles, turns or otherwise moves "by itself," the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket "by itself" after being motionless for 5 seconds or longer shall be replaced as closely as possible to its position prior to falling, and play shall continue. If an object ball drops into a pocket "by itself" as a player shoots at it, so that the cue ball passes over the spot the ball had been on, unable to hit it, the cue ball and object ball are to be replaced to their positions prior to the stroke, and the player may shoot again. Any other object balls disturbed on the stroke are also to be replaced to their original positions before the shooter replays.

66. JAWED BALLS
If two or more balls are locked between the jaws or sides of the pocket, with one or more suspended in air, the team captains shall

inspect the balls in position and follow this procedure: they shall visually (or physically if they desire) project each ball directly downward from its locked position; any ball that in their judgement would fall in the pocket if so moved directly downward is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed.

67. LOSS OF GAME

A player loses the game by committing any of the following infractions:

1. Pockets the cue ball when shooting the 8-ball.
2. Pockets the 8-ball on the same stroke as the last of his group of balls.
3. Jumps the 8-ball off the table at any time.
4. Pockets the 8-ball in a pocket other than the one designated.
5. Pockets the 8-ball when it is not the legal object ball.
6. Pockets the 8-ball and commits a foul i.e. touching another ball with cue.
7. Jumps any ball off the table when shooting the 8-ball.

Note:

All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

68. STALEMATED GAME

If, after 3 consecutive turns at the table by each player (6 turns total), the players must agree that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may be applied regardless of the number of balls on the table.

69. SPLIT SHOTS

You are only allowed to split your own balls, except when the table is open.

70. CONTROVERSIAL SHOTS

It is the opponent's responsibility to ask the player to wait before making a close shot where there is the potential for a disputable foul. Both team captains or designees must watch the shot and determine a ruling. If the captains are not able to come to an agreement then the game shall be scrubbed and the game will be replayed. If the player

proceeds with the shot after being asked to wait, it is a foul and the opponent is awarded ball-in-hand.

71. TIME OUT

There is a limit of **one time-out per game** per player. This shall be no longer than 60 seconds in length. The shooter may invite **one and only one** player from their team up to the table area to consult. **Only the shooter may call the time out**

While you are not to coach your player without declaring a timeout, the Captain and Co-Captain may at any time assist the player with rules and the interpretation thereof.

When a shooter is calling a time out, and the "advising" person approaches the table, the advising person shall not mark the table or place the cue ball for the shooter (in the case of a foul). Any direction or advice shall be verbal only. The advisor may point out the line of the shot or target without touching the table or placing/ touching the cue ball and must leave the table before the shot. If advising player touches either the cue ball or marks the table, this will be considered a foul and opposing player has ball in hand.

Remember To Thank All of Our Sponsors by Supporting Them!

**Special thanks to:
Tree Brewing for supporting
KEBA**



Year: _____

	Player			Player			Player			Player			Player			Week	YTD
	Loss	Fouls	PD?	Loss	Fouls	PD?	Loss	Fouls	PD?	Loss	Fouls	PD?	Loss	Fouls	PD?		
12-Oct																	
19-Oct																	
26-Oct																	
02-Nov																	
09-Nov																	
16-Nov																	
23-Nov																	
30-Nov																	
07-Dec																	
14-Dec																	
09-Jan																	
16-Jan																	
23-Jan																	
30-Jan																	
06-Feb																	
13-Feb																	
20-Feb																	

Foul Costs	
8 Ball	\$
Game Loss	\$
Fouls	\$
	\$

Notes

Phone #'s

- 1) _____
- 2) _____
- 3) _____
- 4) _____
- 5) _____
- 6) _____

KEBA Blind Scotch Doubles Signup

Please print clearly

	Legibly Print Players First & Last Name	M\F	Phone\Cell
1)			
2)			
3)			
4)			
5)			
6)			
7)			

Fee: 20.00 Per Player (you do not need to hand the \$ in until the week of the tournament)

Location: Army & Navy

Date: Dec 2nd & 3rd

You can use this form to sign up and drop it in the drop box, or call a committee member.

We will open the tournament to the public if we don't have enough response from the ladies in the league

Please sign up one female and one male - they WILL NOT necessarily be playing together

Ladies Shoot Out Tournament Guidelines

- Ladies shoot out consists of the first 16 ladies to sign up, of which - the top 16 will have priority.
- **Early registration is encouraged and appreciated**
- Entry fee is \$20.00 **unless otherwise indicated**, with KEBA matching the total entry fee and payout for 1st, 2nd and 3rd, will be distributed at the Windup
- The tournament is a seeded tournament
- League rules will apply.
- Loser racks, with the exception of the first toss where the winner of the toss can break or pass onto their opponent to break
- The **first** round is a race to 3.
- "A" Side games will continue to be a race to 3 **including** the finals. The upcoming "B" side player **MUST** win two matches to get first place. If "A" side player wins the first match then no other game is played as the "A" side player will then be deemed 1st.
- "B" side matches will be a race to **2** only.

Make sure that we have your current phone number\email please.