



PRIDE SPORTS USA
BILLIARDS

OFFICIAL RULEBOOK

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The rules for the Pride Sports Billiards League are adapted from the APA Game Rules. It is impossible to cover every situation with rules. Common sense must prevail. Play within the Spirit of the Rules, as well as the written rules. Teams that try to gain an advantage by creating their own interpretation of rules are subject to sportsmanship violations. Win at the table and not from the chair.

INTRODUCTION

Pride Sports USA is an adult sports organization consisting of all genders, sexualities, and races ranging from 21–80 years old.

Billiards is a game consisting of two teams of 4–6 players per team, sweatbands, tube socks, and short shorts :)

For the enjoyment of the game, proper respect and sportsmanship are required of all participants toward one another.

Fighting is not tolerated.

There is zero tolerance for discrimination towards race, gender, sexual orientation, or anything for that matter.

There is also zero tolerance for unsportsmanlike behavior.

First Rule of Pride Sports USA – Billiards is to HAVE FUN!

1. THE BASICS

1.1 Pride Sports Billiards League format for play is a match of doubles 8-Ball games with 55 minutes of play, or a match of singles (team) with 25 minutes of play:

1.1.a Doubles Play

- Two (2) teams of players compete in a 2-on-2 game.
- A team must have at least two (2) players present at game time to begin play and avoid a forfeit.
- At the discretion of the League, a delay in game start may be called to allow late players to arrive at the League venue.

1.1.b Singles Play (Teams)

- Two (2) teams of players compete in a 1-on-1 game.
- A team must have at least one (1) player present at game time to begin play and avoid a forfeit.
- At the discretion of the League, a delay in game start may be called to allow late players to arrive at the League venue.

1.1.c Alternating Play for Doubles Play

- Team players must alternate turns at play as the game progresses.

- The same team member may not take back-to-back turns at play.
- If a player is not present at the table to take their turn, play must wait until their return; the game clock is not stopped.

1.1.d Mid-game Substitutions

- Teams may not substitute one or both players mid-game without the loss of that game.
- A new game must be called. The match may continue as normal.

1.1.e Forfeit

- If there are not at least two (2) players on a team present to play, the team must declare a forfeit; the match win is awarded to the opposing team.
- This rule is modified to one (1) player for Singles Play (Teams).

1.1.f Alternating Games

- Teams with more than two (2) players present must alternate players in games.
- No team player may play more than two (2) games back-to-back.
- Teams with only two (2) players present are exempt from this rule.

1.2 8-Ball is played with a cue ball and a rack of 15 object balls. The primary purpose of this game is for teams to pocket the solid balls numbered from 1 to 7 or the striped balls numbered from 9 to 15, and then pocket the 8-ball before their opponent. Each player's category of balls is determined when the first player legally pockets a ball after the initial break (i.e., the table is considered open until a called or marked shot is pocketed).

1.3 The turn passes from one team to the next whenever the player fails to pocket a ball of their category or fouls. A player legally pocketing a ball after marking or calling each shot of their category must continue to shoot until a foul occurs (i.e., no slop – all shots are intentional and vocalized).

1.4 The team who pockets their entire category of balls first, then legally pockets the 8-ball, and calls all pockets, is the winner of the game. Teams score one (1) point for each game won during the match.

2. Team Size

2.1 Teams are 4-6 players.

3. PLAY

2.1 Lagging determines which team will break first in a match.

3.1.a Lagging Procedure

- Two players from opposing teams each place any ball (except the cue ball) behind the head string in "the kitchen."
- Each player hits their ball to the foot rail with enough force to cleanly bounce it back toward the head string without hitting the side rail.

- The ball closest to the head rail wins the right to break.

3.1.b Automatic Loss of Lag

- Failure to strike the foot rail.
- Striking a side rail.
- Pocketing the lagged ball.
- Striking the head rail on the return (lagging too hard).

3.1.c Requires Re-lag

- Balls make contact with each other.
- Both players fail to strike the foot rail.
- Ball stops in the jaw of a pocket.

3.2 Racking in 8-Ball consists of setting all 15 balls into a triangle rack as tightly as possible, with the 8-ball in the center. The remaining balls can be placed in any order.

3.2.a Racking

- Balls are racked by the non-breaking team.
- The head (front) ball is stopped on the foot spot (or center of the foot string).
- Alternating solid/stripe/solid within the rack is allowed, but not required.

3.3 Breaking

- Breaking privilege is determined by lagging for the opening game of the match, or is the privilege of the winning team from the preceding game.
- A legal break must occur with the cue ball struck from behind the head string.
- To be legal, at least four object balls must be driven to the rails, or a ball must be pocketed.
- The cue ball may not be shot into a rail before hitting the rack.
- Striking the head ball or second row of balls on the break is required.

If the rack is struck but the break does not qualify as legal:

- Balls are re-racked by the non-breaking player and rebroken by the same breaking team.
- If the break is illegal AND results in a pocket or table scratch of the cue ball, the balls are re-racked and broken by the opposite team.
- Scratching on the break is a ball-in-hand foul whether off the table or in a pocket.
- Pocketing the 8-ball on the break is a win unless the breaking player also scratches the cue ball, in which case it is a loss.

3.4 During an open table, a player can shoot a combination involving stripes and solids; the legally pocketed ball will determine their category of balls for the remainder of the game.

3.5 Closing the table to officially assign ball categories to each team is not determined by the break.

If a ball is pocketed during the break:

- The breaking player has the option to shoot any ball except the 8-ball (which would be a loss).
- The table remains open until the breaking team or the opposing team legally pockets a ball.

3.6 Play continues rotating between members of each team until one team has pocketed all of their category object balls and legally pockets the 8-ball (i.e., to the marked pocket without a table or pocket scratch).

3.7 Plays on the 8-ball

- Pocketing the cue ball during a legal shot at the 8-ball results in an immediate loss.
- Pocketing the 8-ball while team-assigned category balls are not cleared from the table (intentionally or accidentally) results in an immediate loss.
- The 8-ball may not be used as the first ball in a combination shot, as it is never neutral.

4. CALLING SHOTS

- Pride Sports USA Billiards does not play “call all the details,” i.e., calling every carom, kiss, kick, or move that a cue ball or object ball will make during the shot.
- Obvious shots do not require a call; calling these shots is a player courtesy.
- An opponent may ask which object ball and pocket are intended if they are unsure.
- Bank and combination shots are not considered obvious and require a call.
- When a shot is called, it is required to call the object ball and the pocket.
- Providing details about a difficult shot to an opponent is a player courtesy.

5. FOULS

- Fouls must be called by the players or Team Captains.
- A foul not called when it occurs cannot be called once the next shot has taken place.

5.2 Recognized Fouls

Loss of Turn Fouls:

- Failure to hit the correct/called ball first.
- Failure to pocket the correct/called ball after contact.
- Failure to keep one foot on the floor ONLY if there is a bridge available.

Ball-in-Hand Fouls:

- Incorrectly jumping a cue ball (scooping is not allowed).
- Scratching the cue ball in a pocket, on the floor, or otherwise off the table.
- Team member playing out of rotation.
- Player misses the 8-ball completely during a legal shot.

Friendly Fouls:

- Touching or causing the cue or any object ball to move.
- Playing out of rotation is a friendly foul with ball-in-hand consequences.
- The opposing team must execute ball-in-hand from behind the head string.

6. MARKING THE POCKET

- Marking the pocket is a physical means of indicating into which pocket the player intends the object ball to be pocketed.
- A pocket marker is suggested but not required unless both teams agree to pocket marking for every shot.
- Marking the pocket with a cue-chalk square is not recommended.
- Both teams may use the same, single marker.
- Only one marker should remain on the table at a time.
- If the marker is already at the intended pocket from a previous attempt or game, it is not necessary to touch it, pick it up, or reposition it.
- Alternatively, teams may agree to call category ball shots verbally.
- A pocket marker is required when legally shooting the 8-ball.

7. WINNING THE GAME

- Winning is accomplished when your team legally pockets all assigned category balls and the 8-ball with called or marked pockets.

A win is also achieved if your opponents:

- Pocket the 8-ball out of turn or knock it on the floor.
- Pocket the 8-ball in the wrong pocket.
- Pocket the 8-ball and foul the cue ball.
- Alter the course of the 8-ball or the cue ball to prevent a loss.

- Scratch or shoot the cue ball off the table when shooting the 8-ball.
- Pocket the last ball of their assigned category and the 8-ball in the same shot (in any order).

8. WINNING THE MATCH

8.1 Doubles Matches

- Matches are 55 minutes in length.
- No new games starting after 50 minutes.
- Games in play at the end of 55 minutes are awarded to the team with the fewest category balls on the table.

8.2 Singles Matches

- Matches are 25 minutes in length.
- No new games starting after 23 minutes.
- Games in play at the end of 25 minutes are awarded to the team with the fewest category balls on the table.
- The team with the most points at the end of the match wins.
- If a game in play when time expires ends with the same number of category balls on the table for both teams, a tie is declared for that game and no point is awarded.
- In tournament or playoff matches, the match cannot end in a tie. If tied, a tie-breaker game must be played to determine the winner.

9. National Tournaments

Join the fun at our National Tournaments! PrideSportsUSA.com/tournaments

PRIDE SPORTS USA, LLC

CODE OF CONDUCT

1. **Purpose and Values.** For purposes of this Code of Conduct (the “Code”), “Pride Sports” means Pride Sports USA, LLC, and “League” means Pride Sports, together with the recreational sports leagues, divisions, programs, games, events, tournaments, practices, social events, and other activities organized, operated, sponsored, or sanctioned by Pride Sports, whether conducted on a seasonal or one-time basis.

Pride Sports is committed to fostering an athletic and social environment that is inclusive, respectful, safe, and welcoming. The League exists to bring people together through recreation and community, and to affirm the dignity and value of every participant and attendee.

All participants, volunteers, officials, spectators, and guests are expected to conduct themselves in a manner that supports these values. Conduct that undermines the inclusive purpose of the League, even if not intended to cause harm, may be inconsistent with this Code.

Participation in League activities is a privilege, not a right, and is conditioned on compliance with this Code. Participation in any League activity is at all times revocable and may be suspended, restricted, or terminated by Pride Sports at any time, with or without cause, notice, explanation, or formal process.

Pride Sports reserves the right to refuse registration, admission, or participation to any individual or team, or to remove any person from League activities, at any time and for any lawful reason, in its sole discretion.

2. **Scope of Application.** This Code applies to all League activities and to anyone participating in or attending such activities, including players, volunteers, officials, spectators, and guests. The Code may also apply to off-field or off-event conduct where such conduct has a direct or material connection to the League, including conduct that affects the safety, inclusion, or well-being of participants, interferes with League operations or activities, or undermines the League’s inclusive purpose or community environment. The determination of whether any off-field conduct falls within the scope of this Code shall be made by Pride Sports in its sole discretion.

3. **General Behavioral Expectations.** All individuals covered by this Code must, at all times:

- Treat others with respect, dignity, and courtesy.
- Act in a sportsmanlike and safe manner.
- Follow reasonable directions given by League staff or officials.
- Respect facilities, equipment, and shared spaces.
- Refrain from conduct that disrupts League activities or the experience of others.
- Comply with applicable laws, facility rules and venue policies.

Participants and attendees must comply with the directions and decisions of League staff, officials, and authorized representatives. Failure to follow such directions may result in immediate removal or other disciplinary action.

4. **Prohibited Conduct.** The following conduct is prohibited and may result in disciplinary action. This list is illustrative and not exhaustive.

- a. **Harassment and Discrimination.** Unwelcome conduct directed at an individual or group based on actual or perceived characteristics, including but not limited to race, ethnicity, national origin, religion, sexual orientation, gender identity, gender expression, disability, appearance, or any other protected or personal characteristic, that reasonably undermines another person’s ability to participate in or enjoy League activities.
- b. **Bullying and Intimidation.** Conduct that is hostile, abusive, threatening, or degrading toward another person, whether verbal, physical, or otherwise, and that reasonably interferes with a safe and inclusive League environment.
- c. **Violence and Threats.** Physical violence, attempted violence, or threats of violence toward any person.
- d. **Unsafe or Disruptive Behavior.** Any conduct that creates a safety risk, causes disruption, or interferes with League operations or the experience of others.
- e. **Alcohol and Drugs.** Being intoxicated, engaging in illegal drug use, or otherwise behaving in a manner related to alcohol or drugs that is unsafe, disruptive, or inconsistent with the League’s inclusive and community-focused environment.
- f. **Social Media and Public Conduct.** Harassing, threatening, or disruptive conduct directed at participants, staff, officials, or the League through social media or other public communications that negatively affects the League environment or operations.

5. **Participant Pledge.** As a participant in the League, each individual agrees to the following:

- a. Treat all participants, officials, staff, and spectators with respect at all times.
- b. Cooperate with other participants and officials.
- c. Refrain from profanity, obscene gestures, or abusive language.
- d. Not engage in physical violence or intentionally cause harm to any participant, official, staff member, or spectator.
- e. Follow all reasonable instructions from officials and League staff.
- f. Ask officials, in a calm and respectful manner, to explain any rules I do not understand.
- g. Respect park fields, sports equipment, and facility amenities.
- h. Participate in a sportsmanlike and safe manner at all times.
- i. Read, understand, and comply with all League rules and policies.
- j. Demonstrate good sportsmanship both on and off the field.
- k. Conduct myself in a manner consistent with the League’s values and community standards.

Violation of this Participant Pledge may result in disciplinary action in accordance with this Code, up to and including suspension or expulsion from League activities.

6. **Enforcement and Disciplinary Authority.** Compliance with this Code is a mandatory condition of participation in any League or Activity. Pride Sports reserves the sole, absolute, and final discretion to interpret this Code, determine whether any conduct violates it, and impose any disciplinary, corrective, or preventive action it deems appropriate under the circumstances.

Pride Sports may take action at any time, with or without investigation, and based on any information it considers relevant, whether obtained firsthand or from third parties. Pride Sports' determinations may be based solely on its judgment and are not required to meet any evidentiary or procedural standard. Pride Sports may take disciplinary or participation action based on any information it considers relevant, including reports, observations, complaints, or other sources, and is not required to rely on formal complaints, witness statements, or physical evidence.

Disciplinary action may include, without limitation:

- Verbal or written warnings.
- Removal from a game, event, or facility.
- Temporary suspension from League activities.
- Expulsion from the League or Activity.
- Temporary or permanent restriction from future participation.
- Denial of registration or team placement.
- Any other action Pride Sports deems appropriate.

Certain conduct, including but not limited to violence, threats, harassment, discrimination, unsafe behavior, or conduct inconsistent with the League's values or community standards, may result in immediate removal, suspension, or expulsion at Pride Sports' sole discretion.

Pride Sports may also take disciplinary or exclusionary action for any conduct, whether or not expressly described in this Code, that Pride Sports determines is inconsistent with the League's values, operations, or community environment.

Pride Sports is not required to provide prior notice, warnings, investigations, hearings, explanations, or opportunities to appeal before taking disciplinary action. Disciplinary decisions may be communicated orally or by any other method, and Pride Sports is not required to provide written notice, documentation, or justification. All decisions made by Pride Sports under this Code are final and binding.

Participants acknowledge and agree that they have no right or entitlement to participate in any League or Activity, and that participation may be revoked at any time at Pride Sports' sole discretion.

To the fullest extent permitted by law, participants waive any claim, cause of action, or demand against Pride Sports arising out of or related to any disciplinary, eligibility, or participation decision.

Any disciplinary action, including suspension, removal, or expulsion, shall not entitle the participant or team to any refund, credit, or other compensation.

Pride Sports reserves the right to impose disciplinary action on an entire team, group, or organization where the conduct of one or more members creates disruption, safety concerns, or repeated violations of this Code. Pride Sports reserves the right to suspend or terminate any game, event, or activity, or remove any individual, when it determines that safety, order, or the League environment requires such action.

Pride Sports is not required to enforce this Code uniformly or to take action in every instance of misconduct, and the failure to discipline any individual or team shall not limit Pride Sports' authority to discipline others.

- 7. Complaints and Reports.** Pride Sports encourages participants, volunteers, officials, and attendees to report conduct that they believe may violate this Code or otherwise undermine the safety, inclusion, or operation of the League. Complaints or reports may be submitted to Pride Sports through any method designated by the League, including in person, by email, or by any other communication channel provided by Pride Sports.

Pride Sports reserves the sole discretion to determine whether and how to review, investigate, or act upon any complaint or report. Submission of a complaint does not guarantee any particular action or result. All disciplinary and participation decisions remain subject to Pride Sports' sole and final discretion in accordance with this Code.

- 8. Anti-Retaliation.** Pride Sports prohibits retaliation against any individual who, in good faith, reports a concern, submits a complaint, participates in a review, or provides information related to a potential violation of this Code. Retaliation includes any adverse action, threat, intimidation, harassment, exclusion, or other conduct that would discourage a reasonable person from reporting a concern or participating in the complaint process.

Any individual who engages in retaliation may be subject to disciplinary action, up to and including suspension, expulsion, or permanent restriction from League activities, at Pride Sports' sole discretion.

- 9. Relationship to Other Policies.** This Code is separate from, and in addition to, any release, waiver, or assumption-of-risk agreement required for participation in League activities. Pride Sports reserves the right to adopt, modify, or enforce additional rules, policies, or procedures at any time as it deems necessary for safety, operations, or the community environment.

- 10. Severability.** If any portion of this Code is found to be invalid or unenforceable, the remaining provisions shall remain in full force and effect.

- 11. Acknowledgement.** By participating in or attending League activities, individuals acknowledge that they have read, understood, and agree to comply with this Code.

I understand that Pride Sports may revise this Code of Conduct at any time, and it is my responsibility to stay informed of any updates. I also acknowledge that failure to comply with Code may result in suspension or termination of my participation in the League without refund.