

LEAGUE MANUAL **ULTIMATE** **POOL** **LEAGUE**

UPL LEAGUE MANUAL – VERSION 5.0
ULTIMATE POOL USA

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2. League Overview

Ultimate Pool USA is a modern, competitive pool league designed to elevate cue sports through structured formats, professional presentation, and fair competition for players of all skill levels.

The league combines team-based weekly play, a data-driven handicap system, and a dynamic match format that emphasizes pace, strategy, and excitement. Matches are played using timed formats, including a Match Clock and Shot Clock, creating a fast-moving, professional environment that rewards preparation, decision-making, and consistency under pressure.

Ultimate Pool USA is committed to creating an experience that is competitive, transparent, and enjoyable for players, operators, venues, and spectators alike.

What Makes Ultimate Pool League Different

Ultimate Pool USA is built for modern competition.

- Timed matches using a Match Clock and Shot Clock keep play fast, fair, and engaging.
- Dynamic team formats reward strategy, lineup decisions, and depth, not just individual results.
- Data-driven handicapping through UPScore promotes competitive balance across all skill levels.
- Clear pathways from weekly league play to postseason events and national-level competition.

Ultimate Pool USA blends structure, pace, and professionalism to create a league experience unlike traditional pool formats.

How the League Works

- Teams compete in weekly pool matches consisting of multiple individual, timed matches.
- Match Clock and Shot Clock rules are used to maintain pace of play and consistency across all league areas.
- Match outcomes contribute to team points, which determine league standings.
- Player ability is tracked using UPScore, ensuring balanced competition across multiple formats through handicapping.
- League seasons are divided into sessions, followed by postseason qualification events and the Grand Finals.

League Operators

League Operators play a vital role in organizing, promoting, and maintaining the highest standards of league play within their designated areas.

All League Operators receive training on the rules, formats, and operational procedures of the Ultimate Pool League. Players can have confidence that League Operators are committed to managing league play with fairness, consistency, and integrity.

Key Responsibilities

League Operators are responsible for overseeing the day-to-day operation of league activity, including:

- Scheduling league matches and sessions
- Managing player registrations and team administration
- Organizing qualifier events
- Supporting weekly league operations
- Collecting league fees, qualifier entry fees, and membership payments where applicable

League Operators must follow established operational guidelines to ensure the integrity and consistency of league play across all areas.

League Operators may appoint League Representatives to assist with administrative and operational duties. All appointed representatives are required to follow the same standards and guidelines as the League Operator.

During session play and qualifier events, the League Operator's ruling on league matters is final, in accordance with league policies and procedures.

Who This Handbook Is For

This handbook applies to:

- League players
- Team captains
- League operators
- Tournament officials

It outlines the official rules, formats, and procedures governing Ultimate Pool USA pool league play, postseason events, and related competitions.

Fair Play & Integrity

Ultimate Pool USA places a strong emphasis on:

- Competitive integrity
- Accurate player ratings
- Sportsmanship and professionalism

All participants are expected to compete within the spirit of the game, respect officials and opponents, and adhere to the rules set out in this handbook.

Authority & Interpretation

This handbook is the official governing document for Ultimate Pool USA league play.

- Local League Operators are responsible for administering league play in accordance with these rules.
- Ultimate Pool USA reserves the right to interpret, amend, or clarify rules when necessary to maintain fairness and consistency.

Using This Handbook

- Section numbering is used for easy reference.
- Rules apply unless explicitly stated otherwise.
- Specific formats and disciplines are detailed in their respective sections.

Players are encouraged to familiarize themselves with this handbook to ensure a smooth and enjoyable Ultimate Pool USA league experience.

3. SEASON STRUCTURE

3.1. What Is a Season

A season of the Ultimate Pool League consists of:

- Three (3) separate league sessions
- A Grand Finals Qualifier (GFQ)
- The Grand Finals event

Teams compete weekly during each session to earn points and secure qualification positions for the GFQ.

Only teams that qualify through the GFQ, or meet eligibility requirements through paid entry where applicable, may advance to the Grand Finals event.

3.2. Season Schedule

League seasons typically follow the schedule outlined below. Exact dates may vary by league area and are set by the Local League Operator.

- First Session: Late August / Early September
- Second Session: Early January
- Third Session: Late April / Early May

Following the conclusion of the Third Session:

- Grand Finals Qualifiers (GFQ) are conducted
- Grand Finals take place annually, typically 8–10 weeks after GFQ events, most often in November

3.3. Breaks in League Play

No official league play shall be scheduled during the following periods:

- Independence Day
- Thanksgiving
- Christmas and New Year period
- During the Grand Finals event

These breaks apply to all league areas unless otherwise approved by Ultimate Pool USA.

3.4. Session Types

The Ultimate Pool League offers multiple session formats:

Full Session

- Fourteen (14) weeks of league play
- One team match per week

Half Session

- Seven (7) weeks of league play
- One team match per week

Express Session

- Fourteen (14) weeks of league play condensed into seven (7) weeks
- Two (2) team matches per week

4. UPScore Rating System

UPScore is the official player rating system used by Ultimate Pool USA.

UPScore is used to:

- Assign player ratings
- Calculate handicaps
- Support fair competition

Ratings improve in accuracy as more match data is collected.

4.1. UPScore Entry & Initial Rating

All new players must be assigned an initial UPScore rating prior to league play.

Initial ratings are assigned by the League Operator and may be adjusted if clearly inaccurate.

New players with no known ability, no Fargo, and no previous league ratings start at 400 UPScore

4.2. UPScore Starter Rating Chart

When assigning an initial UPScore rating, the highest demonstrated ability shall be used.

Entry UPScore Rating	Rating Guideline (Known Ability)
300	APA 8-Ball SL 3 or lower / APA 9-Ball SL 3 or lower / Fargo ≤300
350	APA 8-Ball SL 3 / APA 9-Ball SL 4 / Fargo 300–350
400	APA 8-Ball SL 4 / APA 9-Ball SL 4 / Fargo 351–400
450	APA 8-Ball SL 4–5 / APA 9-Ball SL 5 / Fargo 401–450
500	APA 8-Ball SL 6 / APA 9-Ball SL 6 / Fargo 451–515
550	APA 8-Ball SL 6 / APA 9-Ball SL 7 / Fargo 516–550
600	APA 8-Ball SL 7 / APA 9-Ball SL 8–9 / Fargo 551–615
650	APA 8-Ball SL 7 / APA 9-Ball SL 9 / Fargo 616–650
700	APA 8-Ball SL 7 / APA 9-Ball SL 9 / Fargo above 650

5. 8-Ball & 10-Ball Team Match Format and Procedures

The Ultimate Pool League currently offers two team competition formats: 8-Ball and 10-Ball. Both formats follow the match structure, procedures, and scoring system outlined in this section. Additional team formats may be introduced in future seasons as the League continues to expand and develop its competition structure.

5.1. Match Composition

Each weekly team match shall consist of five (5) individual matches, each with a duration of thirty (30) minutes.

Each individual match is played independently and is conducted using the UPScore handicap system, with no match race format applied.

All points earned in individual matches are combined to determine the overall team match result.

5.2. Team Roster

Each team shall maintain a roster of eligible players subject to the following limits:

- Maximum roster size: Eight (8) players
- Players participating each week: Five (5) players

5.2.1. Adding and Removing Players

Teams may add and remove players from their roster during the entirety of the First and Second Sessions of a season, and during the Third Session up to and including Week 4.

After this period, the roster becomes locked for the remainder of the session.

5.3. Rating Eligibility Requirements

Each team lineup must comply with the following player rating restrictions each match night:

1. A team may not field more than two (2) players rated 600 or higher in the same match. Any player rated 700 or higher counts toward this limit.
2. A team may not field more than one (1) player rated 700 or higher in the same match.
3. A team must play at least one (1) player rated 450 or lower each match.

Failure to play a rostered player rated 450 or below in a given match will result in an individual match forfeit for that night.

If a team fails to meet this requirement for three (3) match weeks, the penalty will escalate to a full team match forfeit for each subsequent occurrence.

5.4. Handicap and Starting Score

Each individual match shall begin with a starting score determined by the UPScore Handicap System.

The higher-rated player shall begin the match with a negative starting score, based on the difference in UPScore ratings between the two players.

Handicap Race Chart

Rating Difference	400 & Below	401- 520	521 & Above
40	-1	-1	-1
80	-2	-2	-2
120	-2	-3	-3
180	-2	-3	-4

Example:

Player A UPScore: 612

Player B UPScore: 480

Rating Difference: 132 → apply the 120 row

Minimum UPScore column: 401–520

The higher-rated player begins the match at –3.

Rating differences greater than 180 continue to use the maximum adjustment shown unless otherwise specified.

5.5. Match Procedures

5.5.1. Player Selection

At the start of the team match, a coin toss shall be conducted.

Teams must have a minimum of two (2) players present at the start of the team match. If two formats are being played on the same match night, teams must have a minimum of three (3) players present at the start of play, unless otherwise agreed by the opposing team and/or the League Operator.

- The team winning the coin toss may choose to put a player up first or defer that decision.
- After each individual match, the winning player's team shall put up first for the next match.
- In the event of a draw, the team that put up first in the previous match will put up first in the next match.

Team captains shall have three (3) minutes to submit their next player.

5.5.2. Break and Match Format

- Players shall lag to determine the first break.
- Breaks shall alternate for the duration of the team match.
- Players shall rack their own balls.

5.5.3. Time Limits and Sportsmanship

Players shall have two (2) minutes to rack and begin play.

Failure to begin play within the allotted time may result in a Sportsmanship Foul, as determined by the League Operator.

5.5.4. Rack Verification

Prior to the break, the opponent may inspect the rack to confirm it complies with the official rack diagram, including the correct placement of solids and stripes and the eight (8) ball positioned on the foot spot. If the rack is found to be incorrect, the opponent may request that it be re-racked before the break is taken.

If the opponent does not request a rack inspection before the break is taken, and the break is made with an incorrectly racked set of balls, no foul may be called once the break has occurred.

5.5.5. Match Clock Management

Each team match will designate a Time Keeper, responsible for operating the official match clock.

The Time Keeper will be determined at the coin toss prior to the start of the match. The team that wins the coin toss will decide which team will serve as the first Time Keeper.

The selected team's captain will appoint a team member to act as the Time Keeper.

After the completion of the team match, Time Keeper responsibility will alternate between the teams for the next match.

The designated Time Keeper is responsible for maintaining the official match clock and issuing verbal time warnings at:

- Ten (10) seconds remaining
- Five (5) seconds remaining

These warnings must be announced, even if the player is down on the shot.

Players may choose not to receive verbal time warnings, but they must notify the Time Keeper before the match begins.

In the event of a technical issue, such as loss of connection to the displayed clock, the Time Keeper may declare an "All Stop" to temporarily pause play until the issue is resolved.

Play will resume only once the match clock is fully operational and visible to both teams.

5.5.6. Match Clock Completion Requirement

Players may not concede a rack while time remains on the Match Clock in order to shorten or end an individual match early.

If a player attempts to concede a rack for this purpose, the rack shall be awarded as a loss, and play must continue until the Match Clock reaches zero (0).

If both players agree that insufficient time remains to complete another rack, the match may conclude early by mutual agreement of both players and confirmation by the Team Captains.

In the absence of mutual agreement, play must continue until the Match Clock expires.

5.5.7. Foul Call Protocol

A foul may only be officially recognized if it is called by the opponent or the shooter.

If a foul is called by any individual other than the opponent or the shooter, the foul call will be void, and the current player will continue their turn without penalty.

In such cases, the opposing team will be issued a sportsmanship violation for improper conduct.

Time Fouls:

The Time Keeper is responsible for calling all fouls resulting from shot clock violations. Any time foul called by an individual other than the Time Keeper will be void.

5.5.8. Close Contact Shot Protocol

In situations where a close contact shot requires observation and a referee is not available, the shooting player may request that the shot be observed by a neutral third party who is not affiliated with either team, or the player may choose to record the shot for review.

An "All Stop" may be called to allow time for the neutral observer to take position or for recording equipment to be set up.

Once the observer is properly positioned, or recording is ready, the match clock will resume and play will continue.

5.5.9. Frozen Ball Dispute Resolution

In the absence of a referee, if the opposing player declares that two balls are frozen together or that a ball is frozen to a rail, and the shooting player disagrees with that determination, the shooting player may call an "All Stop."

During the All Stop, a neutral third party, someone not affiliated with either team, may be asked to observe the situation and make a determination regarding whether the ball(s) are frozen.

Once a determination has been made, the match clock will resume and play will continue accordingly.

5.5.10. Player Breaks

Player breaks are not permitted during a thirty (30) minute league match.

5.6. Match Scoring (Individual Matches)

Each individual thirty (30) minute match shall be scored as follows:

- a. The winning player's team shall receive five (5) points, plus one (1) additional point for each game won after overcoming any starting handicap deficit.
- b. If the winning player's final score for the individual match is zero (0), zero (0) points shall be awarded.
- c. In the event of a loss, the team shall receive one (1) point for each game won after overcoming the handicap.
- d. If a match ends in a draw, each team shall receive points equal to the player's final score.
- e. A maximum of twenty (20) points may be earned in any single individual match.

Example:

A player begins with a starting handicap of -3 and wins 5 racks to 1. After applying the handicap, the final score becomes 2-1. The winning team receives 5 points plus 2 additional points, for a total of 7 points. The losing team receives 1 point

5.6.1. Overall Team Match Scoring

Each weekly team match consists of five (5) individual matches.

All points earned from individual matches are combined to determine the team's total match score.

- The team with the higher total score shall be declared the match winner
- If both teams finish with equal points, the match shall be recorded as a draw.

5.6.2. Byes and Forfeits

Team Byes

A team receiving a scheduled bye shall be awarded twenty (20) points.

Individual Forfeits

- Weekly League Play: eight (8) points
- Grand Finals Qualifier or Grand Finals: twenty (20) points
- Individual forfeits may occur only in Match 5, or Matches 4 and 5 when necessary due to insufficient players. If forfeiting 3 or more matches they will be considered a full team forfeit

Team Forfeits

A team forfeit shall award twenty-five (25) points to the opposing team. Weekly dues will still be owed in the event of a forfeit

Final Two Weeks of a Session

If a team forfeit occurs during the final two (2) weeks of a session, the non-forfeiting team shall receive its average points per match night for that session.

Rescheduling

Matches may be rescheduled only with approval from the League Operator.

All rescheduled matches must be completed before the scheduled end date of the session. Any match not completed by this deadline will be recorded as zero (0) points for both teams.

5.7. Standings and Tie-Breakers

Teams are ranked based on total points earned during the session.

If teams are tied at the end of a session, standings shall be determined using the following tie-breakers, in order:

1. Win/Loss record
2. Head-to-head result from the most recent meeting
3. Total individual match wins during the session
4. A playoff match conducted under session rules

5.8. Coaching

Coaching is permitted only for players rated 450 UPScore or below, and only during an extension.

- The player or the coach must request the timeout.
- Once a timeout has been called, it must be used.
- If a coach calls for a timeout and one has already been used, it will be a ball in hand foul, with ball in hand awarded to the opponent.
- If this occurs again during the same team match, the team will be issued a sportsmanship foul and the player will lose the current rack.
- If a player requests a coaching timeout after their extension has already been used, the request will be denied by the scorekeeper and no foul will be issued.
- If any other individual calls for a timeout, it will result in ball in hand for the opponent.
- The extension must be selected on the scoring app before the coach approaches the table.
- If a coach calls for a timeout for a player rated 451 or higher, it will be a ball in hand foul, with ball in hand awarded to the opponent.
- The match clock continues to run during all timeouts.

5.9. Double Play

Double Play may be used only when a team does not have enough available players to field a five-player lineup.

- Teams may play up to two (2) players twice.
- Teams must inform their opponent at the start of the match if Double Play will be used.
- Double Play matches must be played last (Match 5 or Matches 4 and 5).
- There will be no Double Play allowed:
 - During Grand Finals Qualifiers (GFQ)
 - During Grand Finals (GF) events
- The opposing team selects which eligible player will Double Play.
- Double Play selections must still comply with all rating eligibility requirements.

5.10. League Dues & Table Fees

Each player participating in an official league match must pay the weekly league fee on the night of play.

League fee amounts vary by area and are set by the Local League Operator, who will provide instructions on the approved payment method each week.

Paying for Games:

Teams and/or players are responsible for splitting all table fees for the night of play, unless otherwise specified by the League Operator or venue.

5.11. Match End Procedures

At the conclusion of the match, teams should shake hands and confirm the match results in the scoring app.

Team Captains are responsible for completing the payment procedure as directed by the League Operator.

Captains must also ensure that any league-owned tablets and shot clocks are returned to venue staff and placed on charge where the venue is responsible for storing the equipment.

5.12. Captains And Co-Captains

Team Captains and Co-Captains are responsible for the overall operation and organization of their team.

Captains serve as the primary point of communication between the team and the League Operator, and are responsible for relaying any team questions, concerns, or issues.

Captains are also responsible for ensuring that the team's weekly league dues are collected and paid each league night.

5.13. Multiple Teams and Leagues

Team Players may participate on multiple team rosters within the same format, provided they are not competing within the same division.

During GFQ or GF events, if a player appears on the rosters of both teams scheduled to play each other, that player must sit out the match and may not compete, coach, or assist either team for the duration of that match.

5.14. Sportsmanship Fouls

Sportsmanship and professionalism are essential components of league play. All players are expected to conduct themselves in a respectful and professional manner at all times during matches.

Arguing, abusive language, fighting, or any form of misconduct may result in warnings, match forfeitures, suspensions, or permanent bans, at the discretion of the League Operator.

If any issues arise during league play, players should raise them with their Team Captain or Co-Captain, who will communicate the matter to the League Operator as appropriate.

Any action determined to be a sportsmanship foul during play will result in a warning for the first occurrence. A second occurrence will result in forfeiture of the current match, unless otherwise specified by league rules.

5.15. Ruling and Clock Disputes

Any disputes regarding rulings should be discussed only between the Team Captains and the players directly involved. A Co-Captain may act in place of the Team Captain if necessary.

Captains should first consult the League Handbook when addressing a rules question. If clarification is still required, the League Operator may be contacted for guidance.

If a resolution cannot be reached through these steps, the ruling shall default in favor of the shooter, and play will continue.

During weekly league play, and in the absence of a referee, if there is uncertainty as to whether a player executed a shot before the shot clock expired, the decision will always be ruled in favor of the shooter.

League play environments may include factors beyond the control of the players or Time Keeper that can contribute to shot clock disputes. Teams are expected to apply reasonable judgment and good sportsmanship in resolving these situations fairly.

6. MATCH & SHOT CLOCK

6.1. Match Clock

All individual matches shall be played using a thirty (30) minute Match Clock.

The Match Clock governs the total time allotted for each individual match and applies to both players equally.

6.2. Shot Clock

All individual matches shall use a thirty (30) second Shot Clock for each player.

- Each player is allowed one (1) thirty-second extension per rack.
- Extensions are optional and must be clearly indicated on the scoring system before use.

During an extension:

- If a player is rated 450 UPScore or below, coaching is permitted for that extension and for that shot only, in accordance with the Coaching rules.

6.3. Match Clock – Start

The Match Clock shall start when the cue ball is struck on the break shot of the first game of the individual match.

6.4. Match Clock – Stop

The Match Clock shall stop when:

- A game ends by a player legally pocketing the game-winning ball, and all balls have come to a rest, or
- Any other situation occurs that ends the game and all balls have come to a complete stop, or
- An ALL STOP situation is declared.

6.5. Shot Clock – Start

The Shot Clock shall begin once all balls have come to a complete stop and the table is available for play.

6.6. Shot Clock – Stop

The Shot Clock shall stop:

- When a game is complete, or
- During an ALL STOP situation.

6.7. ALL STOP Situations

ALL STOP situations are circumstances in which both the Match Clock and Shot Clock must be stopped.

The following situations qualify as ALL STOP:

- The playing area is occupied and the shooter is unable to address the table *(for example, waiting for a player from another table to complete a shot)*
- Retrieving a ball that has been driven off the table
- Retrieving a rest or crutch if one is not readily available
- If a ruling is required or if a request to watch a hit has been made

Once the person watching the hit or making the ruling is in position, all clocks shall restart.

The following are not considered ALL STOP situations:

- Retrieving personal equipment such as a personal bridge or extension

6.8. Scratches During Play

When a player scratches:

- The Shot Clock shall start only once the cue ball is retrievable by the incoming player.
- The Match Clock shall continue to run during this time.

6.9. Weekly Play Without a Referee

During weekly league play and without a referee present, if it is questionable whether a player executed a shot before the Shot Clock expired, the ruling shall always go in favor of the shooter.

7. POSTSEASON: GRAND FINALS QUALIFIERS & GRAND FINALS

7.1. Postseason Qualification

Postseason qualification is earned through league performance during sessions.

- Full Session & Full Express Session:
The 1st and 2nd place teams from each division qualify for the GFQ.
- Half Session:
The 1st place team from each division qualifies for the GFQ.
- Qualification does not pass down. If a qualifying team declines or is unable to participate, the qualification position will not be reassigned to another team.
- League Operators have the option to select one (1) Wildcard team per division, per session. A team selected as a Wildcard will receive qualification for the GFQ at the conclusion of that session.

7.2. Maintaining Postseason Eligibility

To remain eligible for participation in Grand Finals Qualifiers (GFQ) and Grand Finals (GF) team-format events, teams and players must meet the following requirements.

Player Eligibility Requirements

Before a player may participate in any GFQ or GF team-format event, the following criteria must be met:

- A minimum of four (4) matches played within an active session
- A minimum of ten (10) matches played within the season
- Players must remain on the active qualifying team roster to retain eligibility

An active session is defined as a session in which the team earns qualification for a GFQ or is already qualified for the Grand Finals.

Team Roster Qualification Requirements

After a team qualifies for a GFQ or GF, the following conditions apply:

- Teams must retain at least five (5) players from the original qualifying roster to maintain eligibility
- The Session 3 roster will serve as the official roster used to determine eligibility for participation in the Grand Finals Qualifier.
- Qualified teams must finish within the top 50% of their division standings in each remaining session of the season

Grand Finals Qualified Team Requirements

For teams that qualify for the Grand Finals:

- All players must remain on an active team roster during Session 1 of the following season
- All players will undergo a UPScore review prior to the event
- A player's UPScore may not be reduced below their qualifying UPScore for Grand Finals eligibility purposes
- UPScore ratings remain subject to adjustment during the event

Failure to meet these requirements may result in the loss of qualification status.

Any eligibility review or qualification determination will be evaluated by the Ultimate Pool Board, which may conduct an investigation, hold discussions, and issue a final decision.

7.3. Grand Finals Qualifiers (GFQ)

League Operators will conduct the Teams Grand Finals Qualifiers following the conclusion of the Third Session.

- Dates are set by the Local League Operator
- Teams must qualify through weekly league play to be eligible

7.4. GFQ Tournament Format

GFQ events follow a Double Elimination tournament format and adhere to all weekly league rules unless otherwise specified.

- Fewer than eight (8) teams:
True Double Elimination throughout
- Nine (9) or more teams:
Double Elimination down to the final 4, 8, or 16 teams, depending on entries
Remaining rounds proceed as Single Elimination

7.5. Guaranteed Grand Finals Places

Each league area is awarded:

- One (1) guaranteed Grand Finals position for every thirty-five (35) teams competing in that area per format (8-Ball & 10-Ball)

7.6. Prize Package

Teams that achieve a winning position in the GFQ will receive a prize package valued at a minimum of \$6,000, which includes:

- Travel funds
- Team jerseys
- Entry into the Grand Finals

Additionally, the top 25% of teams based on GFQ placement may enter the Grand Finals by paying an entry fee of \$2,750, consisting of:

- \$2,500 toward the Grand Finals prize pool
- \$250 administrative fee (8-Ball & 10-Ball team format)

All teams participating in the Grand Finals must wear approved team jerseys.

7.7. Ties for Additional Slots

If an area has more than four (4) Grand Finals slots available and teams are tied in a losing round:

- The team with the highest total points scored in that round will receive the slot
- If still tied, a Six Ball Shootout will determine the winner

7.8. Grand Finals (GF)

The Grand Finals is the annual championship event for the Ultimate Pool League.

- Only qualified or paid-entry eligible teams may participate
- Team rosters are locked
- All participating teams and players will be subject to a UPScore Audit prior to and throughout the duration of the Grand Finals event
- Double Play is not permitted
- Approved team jerseys are required

Dates and locations are announced annually.

8. NATIONAL SINGLES LEADERBOARD (NSL)

8.1. Overview

The National Singles Leaderboard (NSL) is a nationwide individual competition that runs alongside the 8-Ball Team League season. It ranks players based on the results of all eligible individual matches played within official team fixtures.

Each player's match results contribute to their position on the leaderboard within their respective classification, allowing players to compete nationally against others of a similar ability level throughout the season.

The NSL provides players with a pathway to qualify for the NSL Singles Event at the Grand Finals.

8.2. Eligibility

Players must enter the National Singles Leaderboard (NSL) via the Ultimate Pool League App to be included on the official leaderboard and remain eligible for qualification to the NSL Singles Event at the Grand Finals.

Only registered players who have completed entry and participate in eligible individual matches within official Ultimate Pool League 8-Ball Team Fixtures will be included in the National Singles Leaderboard within their classification.

Players must complete a minimum of 10 eligible individual matches during the qualification period to remain eligible for inclusion on the final leaderboard standings and qualification for the NSL Singles Event at the Grand Finals.

Only matches played in approved league fixtures count towards NSL standings.

8.3. Entry Cost

Entry into the National Singles Leaderboard (NSL) competition costs \$110 per player, consisting of:

- \$100 competition entry
- \$10 registration fee

Entry must be completed via the Ultimate Pool League App in accordance with league registration procedures. A player's entry is only considered valid once payment has been successfully processed.

Only players with a confirmed entry remain eligible for qualification to the NSL Singles Event at the Grand Finals.

8.4. Classifications

Players compete within their current classification for leaderboard ranking and qualification purposes. Classifications are determined by a player's UPScore rating.

The classification structure is:

- Semi-Pro — UPScore 641 and above
- A Class — UPScore 561–640
- B Class — UPScore 481–560
- C Class — UPScore 401–480
- D Class — UPScore 400 and below

Players are ranked only against others within the same classification.

8.5. Leaderboard Structure

Players are ranked within their classification on the National Singles Leaderboard based on their win percentage from eligible individual matches played during the qualification period.

Final leaderboard positions determine qualification for the NSL Singles Event at the Grand Finals.

Where two or more players have the same win percentage, ranking positions will be determined using the following tie-break criteria, applied in order:

1. Average Points Scored
2. Highest UPScore Opponent Defeated

If players remain tied after the application of the above criteria, final ranking positions will be determined by the league.

These ranking procedures will be used to determine:

- qualification into Section One
- qualification into Section Two
- overall final standings within each classification

All decisions relating to leaderboard rankings and tie-break outcomes are final.

8.6. Qualification for the Grand Finals

Qualification for the NSL Singles Event at the Grand Finals is determined by a player's final position on the National Singles Leaderboard.

For each classification:

- The top 8 players qualify directly for Stage Two
- Players finishing positions 9–104 qualify for Stage One

Progression into Stage Three is only achieved through match results from Stage Two.

Players reaching Stage Two are guaranteed a payout.

8.7. Qualification Cut-Off Date

Qualification for the National Singles Leaderboard (NSL) Singles Event at the Grand Finals remains open until the end of the Season.

Only match results recorded within the official qualification period (the full Season) will count towards final leaderboard standings and qualification positions.

Leaderboard positions at the close of the qualification period will determine the final list of qualifying players for both Stage One and Stage Two of the NSL Singles Event.

8.8. NSL Grand Finals Event Format

The NSL Singles Event at the Grand Finals is played in three stages: Stage One, Stage Two, and Stage Three.

This format is applied separately within each classification.

Final National Singles Leaderboard positions within each classification determine qualification into Stage One or Stage Two only. Progression into Stage Three is only achieved through match results from Stage Two.

Stage One acts as the qualification stage into Stage Two, Stage Two acts as the qualification stage into Stage Three, and Stage Three determines the classification champion.

8.9. Stage One – Qualification Stage

Players finishing positions 9–104 on the National Singles Leaderboard within each classification qualify for Stage One, along with any additional approved paid entries accepted by the league.

Stage One is played in a group format, with all players guaranteed a minimum of two matches.

The exact group sizes and the number of players progressing to Stage Two will depend on the total number of entries in each classification and will be confirmed prior to the commencement of the Grand Finals.

Players who finish outside the top 104 positions on the National Singles Leaderboard in their classification may apply for direct entry into Stage One of the NSL Singles Event at the Grand Finals.

Direct entry is available at a cost of \$125 per player, consisting of:

- \$100 competition entry
- \$25 administration fee

The \$100 competition entry component is allocated to that classification's prize fund. The \$25 administration fee is retained by the league to cover event administration costs.

8.10. Stage Two – Advancement Stage

The top 8 players from each classification on the National Singles Leaderboard qualify directly for Stage Two, where they will be joined by the qualifying players progressing from Stage One.

Stage Two will be played in a group format.

The exact group sizes and the number of players progressing to Stage Three will depend on the total number of entries in each classification and will be confirmed prior to the commencement of the Grand Finals.

Players competing in Section Two are guaranteed a payout.

8.11. Stage Three – Championship Stage

All players progressing from Stage Two qualify for Stage Three.

Stage Three is played in a single-elimination knockout format, with players competing through successive rounds until a classification champion is determined.

The winner of Stage Three will be crowned the NSL Grand Finals Champion for their classification.

8.12. Match Format

All matches played during the NSL Singles Event at the Grand Finals follow the same format as individual matches played within Ultimate Pool League 8-Ball Team Fixtures.

Matches will:

- be played to a 30-minute match clock
- be played using the official UPScore handicap system
- follow the same rules and procedures as standard league individual matches

This format applies across Stage One, stage Two, and Stage Three unless otherwise specified by the league prior to the commencement of the event.

8.13. Attendance Confirmation Requirement

Players who qualify for the NSL Singles Event at the Grand Finals will be required to confirm their attendance prior to the event.

Details of the confirmation process and deadlines will be communicated by the league in advance of the Grand Finals.

8.14. NSL Prize Fund & Payout Structure

Prize funds for the NSL Singles Event at the Grand Finals are calculated separately for each classification and are based on the total number of entries received within that class.

All entry fees collected within each classification are returned to that classification's prize fund.

The prize structure below is provided as a guide only, based on an example field size of 100 players in a classification.

Example Prize Distribution (Per Classification – Based on 100 Players)

Position	Prize
Champion	\$3,000
Runner-Up	\$1,400
Semi-Finalists	\$700
Quarter-Finalists	\$350
2nd Place in Section Two Groups	\$200
3rd / 4th Place in Section Two Groups	\$100

Players reaching Section Two are guaranteed a payout.

Placement prizes for Champion through Quarter-Finalists are determined by progression through Stage Three, the single-elimination championship stage.

As entry numbers may vary between classifications, actual prize payouts and placement positions may vary accordingly depending on the size and structure of each classification event.

Final prize fund details for each classification will be confirmed prior to the commencement of the NSL Singles Event at the Grand Finals.

9. 6-Ball Shootout

9.1. What is a 6-Ball Shootout

A 6-Ball Shootout is a timed tiebreak procedure used to determine a winner when a match remains tied after regulation play. Players attempt to pocket six (6) object balls as quickly as possible. The player or team that completes the shootout in the fastest time is declared the winner.

A 6-Ball Shootout is used only in the following events:

- Grand Finals Qualifiers (GFQ)
- Grand Finals (GF)
- National Shootout League (NSL)

6-Ball Shootouts are not used in regular session league play unless specifically stated by event format rules.

9.2. 6-Ball Shootout — Team Matches

One player from each team will lag to determine which team has the choice of shooting first.

The team that wins the lag may choose to shoot first or require their opponents to shoot first.

The winning team will be the team that pockets all six (6) object balls in the fastest total time.

Players must alternate shots during the shootout (Player A shoots, then Player B shoots).

9.3. 6-Ball Shootout — Singles Matches

If players are tied at the expiration of the Match Clock, a 6-Ball Shootout will determine the winner.

The winner will be the player who pockets all six (6) object balls in the fastest time.

Shot rotation does not apply in singles shootouts.

9.4. 6-Ball Shootout — General Rules

- The clock starts when the cue ball is struck on the break
- The clock stops when the final object ball is pocketed
- A player may shoot once the cue ball has completely stopped
- A player may shoot at any fully stopped object ball, even if other balls are still moving
- At least one (1) object ball must contact a rail on the break, or it is a foul (play continues)
- Players must make a legal shot on each attempt or a foul is recorded
- No ball in hand is awarded except following a scratch
- After a scratch, the player receives ball in hand anywhere on the table
- Each foul results in a five (5) second penalty added to the final time
- The referee/timekeeper must keep a second cue ball available for immediate continuation after a scratch
- If a scratch occurs, the referee/timekeeper will provide the second cue ball so play can continue without delay
- The back middle ball is placed on the foot spot when racking

10. PLAYER MEMBERSHIP & ELIGIBILITY

10.1. Player Registration

All players must register online through the Ultimate Pool USA website.

Upon registration, players must:

- Select their local League Operator
- Join the appropriate local player list

Players may not compete in league play until registration is complete.

10.2. Membership Costs

- The Ultimate Pool League membership fee is \$32 per player
- Membership is valid for one (1) year (365 days) from the date of purchase

A valid membership is required to:

- Register for league play
- Compete in official matches
- Maintain eligibility for GFQ and Grand Finals events

10.3. Weekly Fees

Weekly league fees:

- Vary by area
- Are set by the Local League Operator
- Are due each week a player competes in an official league match
- If a team withdraws from the session after Week 4, the team remains responsible for all league dues owed for the remainder of the session

10.4. Age Requirements

All players competing in the Ultimate Pool League must be **sixteen (16) years of age or older**.

Players who are sixteen (16) or seventeen (17) years of age must have a signed parental or guardian consent form on file with the League prior to participation.

No exceptions will be made.

11. ULTIMATE POOL LEAGUE (UPL) 8-BALL RULES

Section 1 — Spirit of the Game

UPL 8-Ball is played in a fair, respectful, and sportsmanlike manner at all times. Players are responsible for knowing the rules and conducting themselves appropriately. Unsportsmanlike conduct may result in penalties including standard fouls, loss of rack, or further disciplinary action at the discretion of league officials.

Section 2 — Equipment

UPL 8-Ball is played on a standard six-pocket pool table using:

- One cue ball
- Seven solid balls
- Seven striped balls
- One 8-ball
- Cue sticks (players may switch cues during a match, including break cues)
- bridge or rest
- Cue extensions (built-in or add-on)
- Chalk compatible with the table cloth
- Gloves
- Reasonable amounts of hand powder

Jump shots are not allowed in UPL 8-Ball.

Equipment must be used only in its intended manner. Misuse of equipment is a standard foul.

Definitions

Playing Surface: The flat area inside the table rails.

Head String: The imaginary line between the second diamonds on the side rails at the breaking end of the table.

Section 3 — Objective of the Game

Players are assigned either solids or stripes.

The objective of the game is to legally pocket all balls from a player's assigned group and then legally pocket the 8-ball in a separate shot.

Pocketing the 8-ball early, or in the same shot as the final group ball, results in loss of rack.

Section 4 — Lag for Break

A lag determines which player breaks first.

Each player simultaneously strikes a ball from behind the head string toward the foot rail. The player whose ball comes to rest closest to the head rail wins the lag.

A player automatically loses the lag if their ball:

- Crosses into the opponent's half of the table
- Fails to contact the foot rail
- Contacts a side rail
- Is pocketed
- Leaves the table
- Comes to rest on the playing surface within the area of the corner pocket

Players must strike their lag shots at approximately the same time. If one player's ball reaches the foot rail before the opponent's ball is struck, the lag will be replayed.

If both players commit a lag foul or the result cannot be determined, the lag is replayed.

Breaks alternate after the first rack unless otherwise specified by match format.

Section 5 — The Rack

The object balls must be racked in the official UPL rack pattern.

The 8-ball must be placed on the foot spot.



All remaining object balls must be placed according to the required solids-and-stripes pattern shown in the official UPL rack diagram. Ball placement is determined by group, not by individual ball numbers.

The rack must be tight and properly aligned before the break shot is taken.

If the rack is incorrect before the break, the balls must be re-racked.

If the rack is incorrect after the break has been played, the result of the break stands and play continues.

Section 6 — The Break

The breaker must place the cue ball behind the head string and may not position it beyond the head string by more than half of its diameter.

To perform a legal break, the breaker must earn a minimum of three cumulative points:

- 1 point for each object ball pocketed (including the 8-ball)
- 1 point for each object ball that completely crosses the imaginary center line between the side pockets without being pocketed

If a legal break is not achieved, the balls must be re-racked. The opponent then chooses who breaks.

A rack cannot be won or lost on the break shot.

If the 8-ball is pocketed on the break, it is re-spotted on the foot spot after all balls have come to rest. If the foot spot is occupied, the 8-ball is placed as close as possible on a direct line between the foot spot and the center of the foot rail. If that position is not available, place the 8-ball as close as possible on a direct line between the foot spot and the center of the head rail.

If the cue ball is pocketed (scratch) on the break, the incoming player receives one visit with cue ball in hand behind the head string and may shoot in any direction.

If the cue ball leaves the table on the break, or commits any other standard foul, other than scratching into a pocket, the incoming player receives cue ball in hand anywhere on the table.

If the breaker pockets one or more object balls on a legal break, the breaker continues their turn. This includes pocketing only the 8-ball, which is re-spotted before play continues.

If no balls are pocketed on a legal break, the incoming player plays the next shot.

The table remains open after the break.

Section 7 — Open Table and Assigning Groups

The table is considered open immediately after the break.

Balls pocketed on the break do not determine groups.

Groups are assigned when a player legally pockets a ball after first contacting and pocketing a ball from the intended group.

If the intended group (solids or stripes) is not obvious, the player must clearly declare their intended group before the shot is taken. Failure to declare the intended group when it is not obvious will result in a loss of turn.

If both a solid and a stripe are pocketed in the same shot, the player's group is determined by the intended group that was struck first by the cue ball.

If a player strikes one group first but pockets only a ball from the opposite group, it is loss of turn and the table remains open.

Groups cannot be assigned on a foul shot.

If the cue ball is touching (frozen to) an object ball while the table is open, the player must declare the intended group before the shot is played. Failure to declare the intended group will result in a loss of turn.

Section 8 — Combination Shots

Combination shots are allowed and do not need to be called.

A player must first contact a ball from their own group before pocketing any ball in a combination shot.

If a player legally strikes a ball from their group first, balls from either group pocketed during the same shot remain pocketed.

If a player attempts a combination shot and pockets only an opponent's ball, it is loss of turn.

On an open table, the first ball contacted by the cue ball must be from the intended group, and a ball from that group must be pocketed in order to establish groups.

If a player contacts one group first but pockets only a ball from the opposite group on an open table, it is loss of turn, and the table remains open.

Section 9 — Legal Shot

To play a legal shot, the cue ball must first contact a ball from the player's own group.

After that contact, the shot must result in either:

- A ball being pocketed (except the 8-ball when it is not legally on), or
- The cue ball contacting a rail, or
- Any object ball contacting a rail

If these requirements are not met, the shot is a standard foul.

Simultaneous contact between object balls is permitted, provided at least one contacted ball is from the player's own group.

Section 10 — Loss of Turn

A loss of turn occurs when a player fails to pocket a ball on a legal shot but does not commit a foul.

When a loss of turn occurs, the incoming player plays the cue ball from its current position.

Loss of turn includes:

- Attempting a combination shot that pockets only an opponent's ball
- Playing a defensive shot that pockets only an opponent's ball
- On an open table, contacting one group first but pocketing only a ball from the opposite group
- Failing to declare the intended group when required on an open table.

Section 11 — Standard Fouls

A standard foul results in the incoming player receiving one visit with cue ball in hand anywhere on the playing surface, unless otherwise specified.

When cue ball in hand is awarded, the player may position the cue ball anywhere within the permitted area using the hand or any part of the cue. The cue ball may be adjusted multiple times until the shot is played. A forward striking motion with the cue while positioning the cue ball is not permitted.

If the cue ball is frozen to another ball when cue ball in hand is awarded, the cue ball must be repositioned before the shot is played.

Standard fouls include:

- Pocketing the cue ball (scratch), except as otherwise defined on the break
- Failing to first contact a ball from the player's own group
- Failing to complete a legal shot
- Playing a shot before all balls have come to rest
- Playing out of turn
- Playing before balls that require re-spotting have been correctly replaced
- Double-hitting the cue ball
- Playing a push shot
- Playing a shot without at least one foot touching the floor
- Touching or moving any ball with the body, clothing, equipment, or cue
- Striking the cue ball with any part of the cue other than the tip during a legal stroke
- Striking any object ball with the cue
- Marking the table to assist a shot
- Playing from outside the required starting area when cue ball in hand is restricted behind the head string
- Leaving the playing area during a rack without notifying the opponent or match official
- Receiving coaching during a rack when coaching is not permitted under Section 12
- Committing a time violation under the shot clock
- A ball leaving the playing surface and not returning on its own
- Failing to play away correctly from a confirmed frozen or touching ball
- Intentionally playing a shot that causes the cue ball to jump over another ball

If the cue ball leaves the playing surface and passes over an intervening ball that it would otherwise have contacted, the shot is considered a jump shot and is a standard foul.

Section 12 — Coaching

Coaching is not permitted during a rack unless allowed by the match format, player division, or league regulations.

Where coaching is permitted, the number and timing of coaching opportunities are determined by league or event rules.

Coaching includes advice on shot selection, cue-ball control, positional play, safety play, or strategy.

Any coaching received outside the permitted limits results in a standard foul.

Section 13 — Loss of Rack Fouls

A player loses the rack if any of the following occur:

- Intentionally committing a foul
- Pocketing the 8-ball before all balls from their group have been legally pocketed (except on the break)
- Pocketing the final ball from their group and the 8-ball in the same shot
- Committing a standard foul while pocketing the 8-ball (except on the break)
- Deliberately failing to attempt to contact a ball from their own group
- Deliberately striking the cue ball with any part of the cue other than the tip during play
- Deliberately striking any object ball with the cue
- Deliberately moving any ball other than as part of a legal shot or authorized cue ball placement (except following an all-ball foul)
- Deliberately stopping a ball in motion while on the playing surface
- Playing another shot or deliberately moving balls after legally pocketing the 8-ball and before all balls have come to rest

Sportsmanship Violations (Loss of Rack)

A Loss of Rack foul may be issued for serious sportsmanship violations, including, but not limited to:

- (a) A second offense of foul or abusive language during the same match (a verbal warning will be issued for the first offense)
- (b) Throwing, striking, or unscrewing a cue in a manner that suggests concession of the rack or displays unsportsmanlike conduct
- (c) Repeatedly arguing with the opponent, referee, or match officials after a ruling has been made
- (d) Interfering with an opponent while they are at the table, either verbally or physically

The League Operator or referee may issue additional penalties if the conduct is deemed serious, repeated, or disruptive to league play.

Section 14 — Frozen / Touching Balls

A ball is considered frozen only if it is confirmed as frozen by the opponent or match official before the shot is played.

If an object ball is confirmed frozen to a rail and is struck first by the cue ball, the shot must still satisfy the requirements of a legal shot by:

- Pocketing a ball, or
- Causing the cue ball to contact a rail, or
- Causing the frozen ball to contact a different rail, or
- Causing another object ball to contact a rail that it was not already touching

Failure to satisfy these requirements results in a standard foul.

If the cue ball is frozen to an object ball, the shooter may not shoot directly through the frozen ball. The cue ball must be played away at an angle of ninety (90) degrees or greater from the line of contact, or another legal shot requirement must be satisfied. Failure to do so will result in a foul.

Slight movement of a frozen ball caused by the cue ball separating from it does not constitute a foul if the shot is otherwise legal.

When the table is open and the cue ball is frozen to an object ball, the player must declare the intended group before the shot is played.

Section 15 — Balls Leaving the Playing Surface

A standard foul occurs if any ball leaves the playing surface during a rack and does not return to the table by its own means.

If the cue ball leaves the playing surface, the incoming player receives cue ball in hand anywhere on the table.

If an object ball leaves the playing surface, it must be re-spotted.

Object balls are re-spotted by placing the center of the ball on the 8-ball spot, or as close as possible on a direct line between the 8-ball spot and the center of the foot rail.

If that position is not available, the ball is placed as close as possible on a direct line between the 8-ball spot and the center of the head rail.

When multiple balls require re-spotting, they are returned in the following order:

1. The 8-ball
2. Solids
3. Stripes

Re-spotted balls must be placed as close as possible to their designated positions without touching another ball.

Section 16 — Outside Interference

Outside interference occurs when balls are moved or the position of play is affected by events beyond the control of the players.

Examples include:

- Contact by a spectator or other person not involved in the rack
- Any other external event affecting the position of the balls

When outside interference occurs, there is no penalty to either player.

The balls will be restored as closely as possible to their original positions by a match official or by agreement between the players if no official is present.

A re-rack will be granted only in exceptional circumstances when the original positions cannot be reasonably restored.

Section 17 — Balls Falling Without Being Hit

A shot is considered complete once all balls have come to rest.

If a ball falls into a pocket after a shot is complete, and the ball was not struck as part of the shot, the ball must be returned to its original position.

A shot is considered in progress once the cue ball has been struck and until all balls have come to rest.

If a ball falls into a pocket during a shot in progress, and the ball was not struck and would not have been affected by the shot, the ball must be returned to its original position after all balls have come to rest.

If a ball falls into a pocket during a shot in progress, and the ball would have affected the outcome of the shot, all balls are restored to their original positions.

After the balls have been restored, the original player continues their turn without penalty unless a foul occurred on the shot.

Section 18 — Shot Clock

UPL 8-Ball is played with a 30-second shot clock. The shot clock begins once all balls have come to rest.

The tip of the cue must make contact with the cue ball before the shot clock expires.

Each player is permitted one extension per rack, which adds 30 seconds to the remaining time.

The player must request the extension before the shot clock expires.

Failure to play a shot within the allowed time results in a standard foul.

Section 19 — Stalemate Situations

A stalemate exists when no legal path is available for the cue ball to contact a ball from the player's own group.

If a player believes a stalemate exists, the player must request a stalemate decision before taking a shot.

A stalemate decision will be made by a match official or an independent third party. If neither is available, both players may mutually agree that a stalemate exists.

When making a stalemate decision, the player's ability level is not considered.

If a stalemate is confirmed, the rack will be re-racked, and the player who originally broke the rack will break again.

If a stalemate is not confirmed, play continues.

Section 20 — Completion of a Rack

A rack is complete when the 8-ball is legally pocketed and all balls have come to rest, or when a loss-of-rack foul occurs.

A rack is not considered complete until all balls have stopped moving.

Section 21 — Player Responsibility

It is the responsibility of each player to be familiar with the UPL 8-Ball Rules.

League officials will make reasonable efforts to ensure that the rules are available to all players. However, the ultimate responsibility for understanding and following the rules rests with each individual player.

No relief will be granted based on a player's failure to obtain or understand the rules.

Section 22 — League Authority and Final Decisions

The League Director, Tournament Director, or designated match official has the authority to interpret and enforce the UPL 8-Ball Rules.

In situations not specifically covered by these rules, the decision of the League Director, Tournament Director, or designated match official is final.

12. ULTIMATE POOL LEAGUE (UPL) 10-BALL RULES

Section 1 — Spirit of the Game

UPL 10-Ball is played in a fair, respectful, and sportsmanlike manner at all times. Players are responsible for knowing the rules and conducting themselves appropriately. Unsportsmanlike conduct may result in penalties including standard fouls, loss of rack, or further disciplinary action at the discretion of league officials.

Section 2 — Player Responsibility

It is the responsibility of each player to be familiar with the UPL 10-Ball Rules.

League officials will make reasonable efforts to ensure that the rules are available to all players. However, the ultimate responsibility for understanding and following the rules rests with each individual player.

No relief will be granted based on a player's failure to obtain or understand the rules.

Section 3 — Equipment

UPL 10-Ball is played on a standard six-pocket rectangular pool table with six rails using:

- One cue ball
- Ten object balls numbered 1 through 10
- Cue sticks (players may switch cues during a match, including break cues)
- Bridge or rest
- Cue extensions (built-in or add-on)
- Chalk compatible with the table cloth
- Gloves
- Reasonable amounts of hand powder

Equipment must be used only in its intended manner. Misuse of equipment is a standard foul.

All equipment generally accepted throughout the industry is permitted unless otherwise restricted by the League Director or Tournament Director.

Definitions

Playing Surface: The flat area inside the table rails.

Head String: The imaginary line between the second diamonds on the side rails at the breaking end of the table.

Section 4 — Object of the Game

UPL 10-Ball is a call-pocket rotation game played with ten object balls numbered 1 through 10 and a cue ball.

The balls must be played in ascending numerical order, and the cue ball must first contact the lowest numbered ball on the table to establish a legal shot.

The shooter must call the intended object ball and the intended pocket on every shot except the break.

Only one object ball may be called on each shot.

Details of the shot, including cushions struck, combinations, caroms, or other balls contacted or pocketed, do not need to be called.

If the intended shot is not obvious, the shooter must clearly indicate the called ball and pocket before the shot is played. The opponent or match official may request clarification if the intended shot is unclear.

If the called ball is legally pocketed in the called pocket, the shooter continues their turn.

If the 10-ball is pocketed on a legal break, it is re-spotted and the breaker continues.

If the 10-ball is pocketed before it is the final remaining object ball on the table, it is re-spotted and play continues.

A player wins the rack by legally pocketing the 10-ball as the final remaining object ball in a called pocket.

Section 5 — Lag for Break

A lag determines which player breaks first.

Each player simultaneously strikes a ball from behind the head string toward the foot rail. The player whose ball comes to rest closest to the head rail wins the lag.

A player automatically loses the lag if their ball:

- Crosses into the opponent's half of the table
- Fails to contact the foot rail
- Contacts a side rail
- Is pocketed
- Leaves the table
- Comes to rest on the playing surface within the area of the corner pocket

Players must strike their lag shots at approximately the same time. If one player's ball reaches the foot rail before the opponent's ball is struck, the lag will be replayed.

If both players commit a lag foul or the result cannot be determined, the lag is replayed.

Breaks alternate after the first rack unless otherwise specified by match format.

Section 6 — Ten-Ball Rack

The ten object balls are racked in a triangular formation with:

- The 1-ball placed at the apex of the triangle
- The 10-ball placed in the center of the triangle
- The 10-ball positioned on the foot spot



The remaining balls are placed randomly within the rack and may not be intentionally patterned.

The rack must be tight and properly aligned before the break shot is taken.

If the rack is incorrect before the break shot, the balls must be re-racked.

If the rack is discovered to be incorrect after the break has been played, the result of the break stands and play continues.

Section 7 — The Break

The breaker must place the cue ball behind the head string and may not position it beyond the head string by more than half of its diameter.

A pocket does not need to be called on the break shot.

On the break shot, the shooter must strike the one (1) ball first.

Failure to contact the one (1) ball first on the break will result in a standard foul, and ball in hand will be awarded to the opponent

To perform a legal break, the breaker must earn a minimum of three cumulative points:

- 1 point for each object ball pocketed (including the 10-ball)
- 1 point for each object ball that completely crosses the imaginary center line between the side pockets without being pocketed

If a legal break is not achieved, the balls must be re-racked. The opponent then chooses who breaks.

If the 10-ball is pocketed on a legal break, it is re-spotted on the foot spot after all balls have come to rest. If the foot spot is occupied, the 10-ball is placed as close as possible on a direct line between the foot spot and the center of the foot rail. If that position is not available, the 10-ball is placed as close as possible on a direct line between the foot spot and the center of the head rail.

If the breaker pockets one or more object balls on a legal break including the 10-Ball, the breaker continues their turn.

If the cue ball is pocketed (scratch) on the break, the incoming player receives cue ball in hand anywhere on the table.

If the cue ball leaves the playing surface on the break, the incoming player receives cue ball in hand anywhere on the table.

If the breaker commits any other foul on the break, the incoming player receives cue ball in hand anywhere on the table.

Section 8 — Legal Shot

A legal shot requires the cue ball to first contact the lowest numbered ball.

Then either:

- pocket the called ball
OR
- cue ball contacts a rail
OR
- any object ball contacts a rail

Failure results in a standard foul.

Section 9 — Second Shot of the Rack — Push Out

If no foul is committed on the break shot, the player at the table may choose to play a push out as the next shot.

The player must clearly declare their intention to play a push out before the shot is played.

During a push out shot:

- The requirement to contact the lowest numbered ball first is suspended
- The requirement to contact a rail after contact is suspended

If no foul is committed on the push out, the incoming player then has the option to:

- Play the next shot from the position left, or
- Require the original shooter to play the next shot

If the 10-ball is pocketed during a push out, it is re-spotted without penalty.

Any other object balls pocketed during a push out remain pocketed.

Section 10 — Safety

At any time after the break shot, a player may declare a safety before taking a shot.

When a safety is declared, the player may legally contact the lowest numbered ball on the table without the requirement to pocket a ball and the player's inning ends after the shot.

If the shooter pockets the lowest numbered ball on the table during a declared safety, the incoming player has the option to:

- Play the next shot from the position left, or
- Require the original shooter to play the next shot

This rule applies in conjunction with Section 10 — Wrongfully Pocketed Balls.

Section 11 — Wrongfully Pocketed Balls

If a player fails to pocket the called object ball in the called pocket, the inning ends.

If the called ball is pocketed in the wrong pocket, or if any other ball is pocketed instead of the called ball, the incoming player has the option to:

- Play the next shot from the position left, or
- Require the original shooter to play the next shot

This rule applies whether the wrongfully pocketed ball results from a direct shot, combination, carom, or any unintended pocketed ball.

This rule also applies during a declared safety.

Section 12 — Continuing Play

If a player legally pockets the called object ball in the called pocket, the player continues their turn at the table.

Any additional object balls pocketed during the same shot remain pocketed, except as otherwise provided for the 10-ball.

If the 10-ball is pocketed on a legal shot before it is the final remaining object ball on the table, it is re-spotted and the shooter continues their turn.

A player wins the rack by legally pocketing the 10-ball as the final remaining object ball in a called pocket.

If the shooter fails to pocket the called object ball in the called pocket, or commits a foul, the inning ends and play passes to the incoming player.

If no foul occurred, the incoming player must play the cue ball from the position left.

Section 13 — Spotting Balls

If the 10-ball is pocketed in any of the following situations, it must be re-spotted:

- On the break shot
- During a push out
- When pocketed in a pocket other than the called pocket
- When pocketed before it is the final remaining object ball on the table
- When driven off the playing surface
- When pocketed during a foul shot

The 10-ball is re-spotted by placing the center of the ball on the foot spot.

If the foot spot is occupied, the 10-ball is placed as close as possible on a direct line between the foot spot and the center of the foot rail.

If that position is not available, the 10-ball is placed as close as possible on a direct line between the foot spot and the center of the head rail.

If any other object ball leaves the playing surface, it is re-spotted and a standard foul is called.

Section 14 — Standard Fouls

A standard foul results in the incoming player receiving one visit with cue ball in hand anywhere on the playing surface, unless otherwise specified.

When cue ball in hand is awarded, the player may position the cue ball anywhere on the playing surface using the hand or any part of the cue. The cue ball may be adjusted multiple times until the shot is played. A forward striking motion with the cue while positioning the cue ball is not permitted.

If the cue ball is frozen to another ball when cue ball in hand is awarded, the cue ball must be repositioned before the shot is played.

Standard fouls include:

- Pocketing the cue ball (scratch)
- Failing to first contact the lowest numbered ball on the table
- Failing to complete a legal shot
- Playing a shot before all balls have come to rest
- Playing out of turn
- Playing before balls that require re-spotting have been replaced
- Double-hitting the cue ball
- Playing a push shot
- Playing a shot without at least one foot touching the floor
- Touching or moving any ball with the body, clothing, equipment, or cue
- Striking the cue ball with any part of the cue other than the tip
- Striking any object ball with the cue
- Marking the table to assist a shot
- Leaving the playing area during a rack without notifying the opponent or match official
- Receiving coaching during a rack when coaching is not permitted under Section 14
- Committing a time violation under the shot clock
- A ball leaving the playing surface and not returning on its own
- Failing to play away correctly from a confirmed frozen or touching ball
- Playing a jump shot

Jump shots are not permitted in UPL 10-Ball.

Section 15 — Coaching

Coaching is not permitted during a rack unless allowed by the match format, player division, or league regulations.

Where coaching is permitted, the number and timing of coaching opportunities are determined by league or event rules.

Coaching may only be provided when the player is not in the act of shooting.

Coaching includes advice on shot selection, cue-ball control, positional play, safety play, or strategy.

Any coaching received outside the permitted limits results in a standard foul.

Section 16 — Loss of Rack Fouls

A player loses the rack if any of the following occur:

- Intentionally committing a foul
- Deliberately striking an object ball other than the lowest numbered ball first
- Clearly and intentionally failing to attempt to contact the lowest numbered ball
- Committing a standard foul when the 10-ball is the final remaining object ball and the shooter has an opportunity to win the rack
- Deliberately striking the cue ball with any part of the cue other than the tip
- Deliberately striking any object ball with the cue
- Deliberately moving any ball other than as part of a legal shot or authorized cue-ball placement (except following an all-ball foul)
- Deliberately stopping a ball in motion while on the playing surface
- Playing another shot or deliberately moving the cue ball after legally pocketing the 10-ball and before all balls have come to rest
- Committing three consecutive fouls in a single rack

Sportsmanship Violations (Loss of Rack)

A Loss of Rack foul may be issued for serious sportsmanship violations, including, but not limited to:

- (a) A second offense of foul or abusive language during the same match (a verbal warning will be issued for the first offense)
- (b) Throwing, striking, or unscrewing a cue in a manner that suggests concession of the rack or displays unsportsmanlike conduct
- (c) Repeatedly arguing with the opponent, referee, or match officials after a ruling has been made
- (d) Interfering with an opponent while they are at the table, either verbally or physically

The League Operator or referee may issue additional penalties if the conduct is deemed serious, repeated, or disruptive to league play.

Section 17 — Three Consecutive Fouls

If a player commits three fouls in the same rack without making a legal shot between those fouls, the result is loss of rack.

The opponent or match official must warn the player when they are on two fouls before the player takes their next shot.

If the warning is not given, a subsequent foul will be considered only the second foul, not the third.

A foul committed on a break shot that does not meet the legal-break requirement does not count as the first foul in a three-foul sequence.

Section 18 — Stalemate Situations

A stalemate exists when no legal path is available for the cue ball to contact the lowest numbered ball on the table.

If a player believes a stalemate exists, the player must request a stalemate decision before taking a shot.

A stalemate decision will be made by a match official or independent third party. If neither is available, both players may mutually agree that a stalemate exists.

Player ability level is not considered when making a stalemate decision.

If confirmed, the rack is re-racked and the original breaker breaks again.

If not confirmed, play continues.

Section 19 — Frozen / Touching Balls

If the cue ball is declared frozen to an object ball, the shooter may not shoot directly through the frozen ball.

The cue ball must be played away from the frozen ball at an angle of ninety (90) degrees or greater, or the shot must otherwise satisfy the requirement that after legal contact, any ball must contact a rail or be pocketed.

Failure to meet this requirement will result in a standard foul, and ball in hand will be awarded to the opponent.

A ball is considered frozen only if confirmed before the shot.

If the cue ball is frozen to the lowest numbered ball, initial contact is considered satisfied.

The player must still complete the requirements of a legal shot afterward.

Slight movement caused by separation from a frozen ball does not constitute a foul.

Section 20 — Outside Interference

If balls are moved due to outside interference:

- spectator contact
- external events beyond player control

there is no penalty.

Balls are restored as closely as possible.

A re-rack occurs only if restoration is not possible.

The player at the table receives a new shot clock once play resumes.

Section 21 — Shot Clock

UPL 10-Ball uses a 30-second shot clock.

The clock begins once all balls stop moving.

Each player receives one 30-second extension per rack.

Extensions must be requested before time expires.

Failure to shoot in time results in a standard foul.

Section 22 — Balls Falling Into a Pocket

If a ball drops after a shot is complete and was not struck, it is restored.

If a ball drops during a shot but was unrelated to the shot, it is restored.

If a ball drops during a shot and would affect the outcome, all balls are restored.

The shooter continues unless a foul occurred.

Section 23 — Balls Off the Playing Surface

If the cue ball leaves the table:

incoming player receives cue-ball-in-hand anywhere.

If an object ball leaves the table:

it is re-spotted on the foot spot line hierarchy.

Re-spotted balls must not touch other balls.

Section 24 — Simultaneous Contact

Simultaneous contact is legal if the cue ball contacts the lowest numbered ball as part of the initial contact.

Section 25 — Completion of a Rack

A rack ends when:

- the 10-ball is the last remaining object ball on the table and is legally pocketed
AND
- all balls stop moving

or when a loss-of-rack foul occurs.

Section 26 — Player Responsibility

Players are responsible for knowing the UPL 10-Ball Rules.

No relief is granted for misunderstanding the rules.

Section 27 — League Authority and Final Decisions

The League Director, Tournament Director, or designated match official has final authority on rule interpretation.

Their decision is final in situations not specifically covered by the rules.