

## COACHING GUIDELINES

Coaching is defined as giving advice to your teammate during his turn at the table.

### **Some examples of what is considered coaching:**

Some examples of what is considered coaching are: giving advice as to which ball to shoot, where to leave the cue ball, whether to shoot soft or hard, or whether or not to use english. **These types of comments are considered coaching because they relate to the game situation.**

### **Some examples of what is *not* considered coaching:**

Some examples of what is *not* considered coaching are telling a player which category of balls is his, reminding him to chalk up or to mark the pocket when shooting the 8-ball, or telling a player a foul has occurred. Comments such as “good hit” or “nice shot” or answering a player’s question concerning rules is not considered coaching. Any comments made to a player when it is not his turn at the table are not considered coaching. Obviously, judgments will have to be made. **Play it safe—when your opponent finishes his turn, do not continue talking to your teammates. Go to the table to begin your turn. Be courteous to your opponent.**

### **Observe the following coaching guidelines:**

**a.** Any member of the team can be the coach. The coach does not have to be designated until a time-out is called, and a different coach can be designated for each time-out.

**b.** So that coaching does not cause excessive delays in the progress of a match, players with skill levels of 4 and up may receive one coaching per game, and players with skill levels of 2 or 3 and *non-rated* players may receive two coachings per game.

Mark the coachings (also called time-outs) on the scoresheet to avoid confusion. In any event, **taking too many coachings will not be considered a violation of the rules, although consistent attempts to take too many coachings may result in a sportsmanship violation.** It is up to you to notify your opponent if he is taking a coaching he does not have coming. Disagreements are handled just as any other protest or dispute.

**c.** Any member of the shooting team may call for a *time-out*. In order to avoid confusion, say it loudly and clearly enough for all to hear.

**d.** Coaching periods should not exceed one minute.—look it over and make a decision.

**e.** During his turn at the table, the shooter may discuss strategy only with the coach designated for that time-out. **A shooter receiving advice regarding game strategy from a fellow player, besides his designated coach, has committed a foul.** A coach may get a group consensus from the other players on his team and pass it on to the shooter, but only the designated coach may pass it on.

**f.** Coaches may place the cue ball for a player in a *ball-in-hand* situation during a time-out. Coaches may not mark the playing surface of the table, or guide the shooter’s cue. The coach must leave the playing area before the shooter attempts the shot.

**g.** Avoid disputes. **When your opponent’s turn is over, go to the table and begin your turn. Do not sit and talk with your teammates, because your opponent may think you are being coached.**