

FALL / WINTER POOL LEAGUE RULE

1. OBJECTIVES:

- A. To promote sportsmanship between all players.
- B. To support the sponsors of all teams
- C. Most of all realize IT'S JUST A GAME and it's YOUR NIGHT OUT so lets HAVE FUN !!!

2. TEAM ROSTERS & REGULATIONS:

- A. A team must have a minimum of 4 players and a maximum of 8 players on it's roster.
- B. If a roster gets larger than 8 a player must be dropped.
- C. Teams are open to men and women
- D. All players must be at least 21 years of age with proper ID.
- E. Any player barred from a tavern in which his/her team is scheduled to play in must contact the owner of the bar prior to start of play to see if he/she will be allowed to play the match.

3. SCHEDULING:

- A. The Secretary of the league can reschedule any and all matches with proper notification.
- B. Opposing Captains may also reschedule or delay a match with mutual agreement with written notification to the League Secretary by no later than noon on the day of the scheduled match.
- C. All rescheduled matches must be play within 7 days of the original match
- D. Any team failing to meet the requirements of the make-up game shall forfeit.
- E. Start time is 7:30 pm. Actual Time, not Bar Time.
- F. Forfeit time is 8:00 pm Actual Time. Any team not having at least 2 players present by 8:00 shall forfeit.

4. FEES :

- A. Each team is responsible for \$20.00 per night. \$5.00 per player.
- B. League fees will be collected by the Team Captain.
 - When all fees are collected from each player " Total Team fee is \$280.00 Per Team"
 - The Pay envelope will br turned in to the person running the league.

5. MATCH :

- A. A Match will consist of a total of 16 games.
- B. All 4 of the players on the "Home Team" will play each of the players on the "Away Team" 1 game.
- C. The Home Team will Rack the 1st and 3rd games of the match and the Away Team will Rack the 2nd and 4th Games of the Match.
- D. The "Away Team" will Break the 1st and 3rd games of the Match and the "Home Team" will Break the 2nd and 4th game of the Match.
- E. In the case of a TIE of points after the last game of the MATCH is played the two teams will each choose 1 player to play the Overtime Game to determine which Team wins the Match.

6. CAPTAINS :

- A. Each team shall have a captain or acting captain at each match.

- B. The Captains will try to handle any disputes that might occur during the Match.
- C. The captain or acting captain shall sign both score sheets after the match to verify that all scores written on sheets are correct and the totals are the same on both sheets.
- D. Each Captain is responsible for turning the League Fees in to the League Manager after all the fees are collected for the entire season.
- E. Any money a team is behind will be taken out of their prize money at the end of the season.
- F. Line-ups will be posted by captains and exchanged no later than 7:45 pm.

7. THE TEAM ;

- A. A full team on the night of a Match shall consist of 4 Players.
- B. If a player asks to "Play Out" (play his/her games in a row) that player must leave the building with 15 minutes of the completion of his/her final game. Infraction of this rule will result in a loss of all points won plus 12 forfeit points.
- C. On the first night of a new league no FORFEITS will be allowed. Rescheduling of the Match will occur.

7A. ABSENT PLAYERS :

- A. The Team Captain is responsible for notifying the other team of an absent player.
- B. Handicap will be figured as if the player was present.
- C. The player that the missing player is playing will win the match and 9 points.
- D. The missing player will get whatever their average is **minus 1 point**. If the players average in decimal points is less than .49 you will round down to the nearest whole number. If the players average is .50 or higher you round up to the next whole number.
Ex.: Missing players average is 6.4. Round down to 6 minus 1 point penalty for missing.
The missing player will lose each match 9 to 5
- E. If the Team not missing a player allows the Team missing a player to play a "Round Robin" The team missing the player will write "Round Robin" on the score sheet and use an average of 7.50 for figuring the handicap. All the scores for the missing player will be recorded in that slot so as not to reflect on the missing players real average. The team not missing a player can choose any player they want when it's their turn to play the "Round Robin" Player

8. SCORING :

- A. A point system will determine the winner of the Match. The team with the most points wins.
- B. The winning player will receive 9 points per every game won.
- C. The losing player will receive 1 point for every ball of his/hers that has left the table with the exception of an "8 Ball Break" or a "Table Run". If a player loses to an "8 Ball Break" or a "Table Run" the loser shall get "0" points.
- D. In the event a team gets a "BYE" or "Forfeit" that team gets 144 points.
- E. In the event of a "TIE" at the end of a regulation match there will "1" more game played to break the "TIE". 1 player from each team will be chosen to play that game. Who breaks will be determined by a flip of a coin with the "Home" team flipping the coin and the "Away" team calling the coin. Tie Breaker points do not figure into the teams total points won.

9. EIGHT BALL :

- A. The game is played with 15 balls.
- B. The 8 ball is placed in the middle of a tight rack.
- C. The object is to pocket one group of balls (either stripe or solid) and then legally pocket the 8 ball to win. Opposing player is required to shoot the opposite group of balls after choice is made.
- D. Captains of designated spotters will call all fouls. Players cannot spot their own games unless agreed upon by captains before the match.
- E. The game begins when the cue ball hits the rack and ends when the 8 ball is pocketed. If a player scratches on the 8 ball it is a loss.

10. BREAK SHOT :

- A. If a player fails to hit the rack - rebreak.
- B. The game is started when the rack is successfully broken (2 balls plus the cue ball strikes a rail). If this does not happen the opposing player has the option to rerack and force the player to break again.
- C. The cue must be placed clearly behind the headstring. If the opposing captain or spotter fails to inform the shooter of this infraction the break shot becomes legal
- D. If one or balls from just one group of balls (stripes or solids) falls into a pocket on the break then the breaker must shoot that group of balls.
- E. If the breaker scratches on the break the table is open and the opposing player has his/her choice which group of balls to shoot at. In order to claim that group he/she must legally pocket a ball from that group. The Cue Ball is placed behind the "Head String"
- F. If one or more balls of each group are pocketed during the break, the breaker must shoot again and legally pocket the ball you call to ascertain your group of balls.
- G. If the Breaker makes the 8 ball on the break he/she wins that game and 9 points automatically no matter how many other object balls are pocketed.
- H. If the Breaker makes the 8 Ball on the break and then scratches or the cue ball flies off the table the Breaker loses 9 points.
- I. If the Breaker runs the table from the break he/she is awarded 9 points and the opposing player gets 0 points even if some balls from their group are off the table.
- J. If the breaker makes no balls on the break the table is considered "OPEN". The opposing player then has a chance to choose which group of balls he/she wants to shoot at and must legally call and pocket one ball to claim that group.
- K. On an "OPEN" table, players may hit any ball to pocket one. They can hit a solid into a stripe or vice-versa, or use the 8 Ball in a combination shot, however the object ball must be called in a pocket.

11. RULES OF PLAY:

- A. All balls pocketed must remain so, whether legally or illegally
- B. Player must call Ball and Pocket.
- C. Cue ball must strike 1 of your group of balls first unless it is an "OPEN TABLE".
- D. NO "JUMP SHOTS".
- E. After a player pockets all of his/her group of balls he/she must pocket the 8 Ball calling the pocket.
- F. If the player scratches on the 8 Ball or if the 8 Ball falls into any other pocket than was called the player loses the game.
- G. "Scratching" is when the cue ball is either pocketed or flies off the table. If the cue ball is accidentally jumped but remains on the table it is not a scratch. When shooting the 8 Ball, if the ball is missed it is not considered a scratch.
- H. Kiss-offs and banks do not have to be called..
- I. If the 8 Ball is pocketed ahead of time the shooter loses the game. The opponent wins 9 points. The loser gets 1 point for each ball from his group he pocketed.
- J. On a scratched cue ball with all object balls behind the headstring a player must either contact a rail beyond the headstring before contacting an object ball or ask for the object ball closest to the headstring to be spotted . If there is already a ball on the spot then the object ball will go directly behind the ball on the spot. Opponent will spot the ball only upon request of the shooter.
- K. Any object ball touching the headstring is considered in the kitchen.
- L. If any Ball(s) are inadvertently moved the opposing player has the option to put them back to their original spot.
- M. The 8 Ball is only neutral during the break or an open table.

- O. If the 8 Ball is pocketed by any other means but a normal shot, the player putting it in must retrieve it and place the 8 Ball back where it was touched. The player then loses his/her turn.
- P. When shooting the 8 Ball it must be the first ball touched by the cue ball to be legal.
- Q. On a scratch shot the player can position the Cue Ball with his hand on the side of his/her stick any where on the table except while scratching on the Break.
- R. A player's turn does not end until the opponent strikes the Cue Ball.
- S. Players will play a different opponent each game. The "AWAY TEAM" will have a set lineup whereas the "HOME TEAM" the line up will rotate up each game.
- T. Players will play 4 game each night of competition, playing each player on the other team once.
- U. The score sheets will reflect this rotation. You must fill out the score sheets completely.

12. SAFETY / INCOMPLETE PLAY :

- A. Player must hit their own object ball first and any other object and/or cue ball must hit into a rail. If a player fails to do so the opponent has the choice to take his/her shot or make the player shoot again. If the shooter executes another incomplete/ safety shot and fails on the second attempt the opponent has cue ball in hand (cue ball may be placed anywhere on the table). Opposing player must call out "INCOMPLETE / SAFETY, BALL IN HAND". It must be the person playing the game that calls the "BALL IN HAND" rule not the captain or designated spotter or any other member of the team. The "BALL IN HAND" rule must be said out loud. A player cannot just grab the cue ball.
- B. Shooting an opponents ball into a pocket is an INCOMPLETE / SAFETY unless you hit one of your object balls first and the cue ball contacts the rail.
- C. If a player "pushes" the cue ball (makes an INCOMPLETE / SAFETY) and the second player also pushes, whoever takes the third must make a legal shot or the opponent gets BALL IN HAND.

13. FOULING :

- A. A scratch is a foul and considered an incomplete/safety and the opposing player has the option to make the player shoot again. Opposing player does get Ball in Hand.
- B. Touching or moving of the cue ball by the cue stick or any part of the players clothing or body is considered a foul except on the break shot or after a scratch. If the shooter is bumped no foul is committed. Any ball moved may be placed back on it's original spot by the opponent.
- C. A foul is an incomplete.
- D. Knocking balls off the table is a foul; These balls will be spotted on the spot and the opponent will shoot again except when shooting the 8 ball, this will constitute loss of game.
- E. If a player fouls while shooting the 8 Ball and pockets the 8 Ball it is a loss
- F. On a scratch shot, the OPPOSING PLAYER GETS BALL IN HAND
- G. Players must have at least one foot on the floor.
- H. Coaching players by someone on their team or anyone else is not allowed, this will result in loss of turn and can be called by opposing captain or designated spotter.
- I. Harassment of a player by the opposing team during their turn is considered bad sportsmanship and can result in "BALL IN HAND" when called by the team captain or designated spotter.
- J. Any deliberate unsportsmanlike behavior by any player on any team such as, throwing cue sticks, balls, purposely moving balls on the table, etc. shall result in loss of 9 points per game.

