

FOX RIVER

MEN'S POOL LEAGUE

RULES

(MONDAY NIGHTS)

2021 – 2022 SEASON

(www.foxrivermenspoolleague.com)

I. ESTABLISHING MEMBERSHIP

A. Acceptance

- I.A.1. Any team desiring membership in the league must be accepted by a majority vote of the participating sponsors or their representatives. **If accepted, incoming team must provide a full 5 man team roster to the Officers within two weeks of acceptance or their spot in the league will be forfeited.**
- I.A.2. New teams will be under a probation period for one (1) year. Any new team may be expelled from the league by a majority vote of the participating sponsors, if said team has demonstrated a failure to participate in the league.
- I.A.3. League membership shall be restricted to Twelve (12) participating teams and twenty-two (22) weeks of pool. (Exception-Rule I.A.5.)
- I.A.4. If a team drops from the league, a "Bye" week will be put in place for the remainder of their schedule.
- I.A.5. If the league should drop to a ten-team league, the league will use a ten-team roster with a cross division final five games added to fill a 23-week season.
- I.A.6. The league Secretary shall keep a waiting list to maintain the seniority of all other teams desiring membership in the league.
- I.A.7. A sponsor may only have one (1) team in the league, regardless of how many pool tables on the premises.

B. Equipment

- I.B.1. Sponsors must have a level pool table on the premises. **Tables will be inspected prior to first night of play and to ensure that they have been recently recovered and must be in reasonable playable condition. Tables will be inspected again halfway through the season to ensure that establishments are maintaining their compliance.**
- I.B.2. Pool table must have a line drawn designating the kitchen area.
- I.B.3. Tables must be properly lighted with 75-watt bulbs or larger.
- I.B.4. A mechanical bridge in good working order must be on hand as standard equipment.
- I.B.5. Cue chalk and powder or hand chalk must be on hand as standard equipment.
- I.B.6. Any pool tables adjacent to the one being used for league play must be closed down for the length of the league match.
- I.B.7. Varied cue ball sizes are allowed but all tables used for league play must maintain the same size cue ball throughout the length of the scheduled season. (This means that if a player goes to a bar to practice an hour before a match, or even the day before the match, the cue ball that is on that table must be the same as what they use the night of league play. If a team is replacing a cue ball to a newer one of the same size and weight the day of, that is ok as long as it is the same size and weight as the one that is there for the public to practice with all year long, every day).

- I.B.8. Any Sponsor equipment issues must be settled prior to the start of League play. No disputes will be allowed after the start of the first game. **If table or equipment issues are not resolved, and table in acceptable playable condition by 7:30, then the match will be relocated to the opponents bar, or a neutral site can be agreed upon by both Captains. A signature line has been added to the score sheet for both Captains to initial that they have approved the table and equipment for the night.**
- I.B.9. **All equipment violation infractions, will incur a \$5 fine if not rectified within two weeks of notification from officers. This will be deducted from the team's prize money.**

C. Franchise

- I.C.1. Upon acceptance of a team, sponsors shall be liable for payment of **\$100.00** for a team franchise. **This must be paid by the end of the first night of play.** If not paid by that time, all successive matches will be forfeited until payment is made in full.
- I.C.2. If a team drops from league competition after the start of the league schedule, it forfeits all rights to team and individual prizes and/or trophies. Individual members of a dropped team may transfer to another team upon approval of the League Officers. An officially transferred individual retains all rights to awards.
- I.C.3. A new team may be given a full franchise after the start of the scheduled season. However, eligibility for prize money will be governed by Section I.D.; Team Membership. In addition, team prize money will be proportioned directly with the number of games won. The remainder of the prize money will revert to the prize fund for redistribution.

D. Team Membership

- 1.D.1. All team members must be of legal drinking age.
- 1.D.2. A player will be considered a regular when he has completed no less than seventy-five percent (75%) of scheduled games. Any player on a team roster who does not meet the requirements will be considered a substitute.
- 1.D.3. In order for a team to become eligible for standings and prize money, its roster must include three (3) regular players. A team without three (3) regulars at the end of the season will automatically be placed into last place. In the event that more than one team does not qualify, they shall be ranked in accordance with their WIN-LOSS record.
- 1.D.4. There will be an open team roster from the start of the season until November 1st. By November 1st, each team must turn in a finalized roster listing ten (10) shooters. From November 1st to January 1st only people listed on the standings sheets the night of will be allowed to shoot. Substitutions to this roster will be allowed, however, any player addition or removal requests must be presented to the League Secretary for confirmation and in time to make that weeks standings sheets. **After January 1st there will be no more changes allowed to the team rosters!**
- 1.D.5. Players that are consistently disruptive in behavior and/or unsportsmanlike in nature, can and will be ejected from the league. This can only be done by a voting process and will be done as an entire league representation versus just the officers committee. Because of this rule, Patrick McKinney will no longer be allowed to play in this league.

II. CONDUCT/GAMBLING

A. CONDUCT

(ANY VIOLATION BELOW WILL RESULT IN FORFEITURE OF ALL OF THE OFFENDERS GAMES FOR THE NIGHT.)

- 2.A.1. Players shall conduct themselves as gentlemen. Persistent conduct which is un-sportsmanlike in nature, embarrassing, disruptive or detrimental to other players is forbidden. (Ref. BCA 2.28.)
- 2.A.2. Persistent disrespect for the equipment or property of the Sponsor is forbidden.
- 2.A.3. Occasional swearing will happen, but persistent bad language will not be tolerated.
- 2.A.4. Any Conduct violation shall be deemed to be persistent once an initial warning has been issued by a Sponsor (or representative), a team captain, or a league officer.
- 2.A.5. If, after the forfeiture of his games, a player continues to exhibit disruptive behavior he shall be suspended from the league pending a ruling from the league officers.

B. GAMBLING

- 2.B.1. Any player caught gambling at a match will automatically be suspended from the league, from the time of the infraction to the end of the season. (Game drinks are excluded from this rule)
- 2.B.2. Any player caught gambling at a championship match shall forfeit all games for the night.

III. GENERAL RULES of POCKET BILLIARDS and EIGHT BALL

These general rules apply to Eight Ball play for the Monday Night Pool League. To facilitate the use and understanding of these general rules, terms that may require definition are set in *italics* so that the reader may refer to the **Glossary of Billiard Terms** section in the Official Rules and Records Book for the exact meaning of the term.

- 3.0. SPORTSMANSHIP RULE.** *Sportsmanship is the honorable practice or abiding of a code of fair and reasonable play.* This rule will apply over all aspects of the match. Though its actual description would take pages to describe, a true gamesman will well understand its meaning. (Ref. BCA 2.28)
- 3.01. TABLES, BALLS, EQUIPMENT.** All games described in these rules are designed for tables, balls and equipment meeting the standards prescribed in the **BCA Equipment Specifications**. (BCA rule 3.1)
- 3.02. OBJECT OF THE GAME.** Eight Ball is a *call shot* game played with a cue ball and fifteen object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (*solid colors*), while the other player has 9 through 15 (*stripes*). **THE PLAYER POCKETING HIS GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME.** (BCA rule 4.1)
- 3.03. CALL SHOT.** Each player must designate the ball and pocket he is shooting at, prior to each shot. The player shall lose his turn if he does not make the shot that he called. The shooter shall also lose the game if he makes the eight {8} ball other than where he called it. (Ref. 3.49d) Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or his opponent. The opening break is not a "*called shot*." Any player performing a break shot in 8-ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break. (Modification of BCA rule 4.2) (Ref. 3.22)
- 3.04. RACKING THE BALLS.** The balls are *racked* in a triangle at the foot of the table with the 8-ball in the center of the triangle and the first ball of the rack on the foot spot. **The remaining balls are racked in an alternating manner on a 'per ball' basis ie; solid, stripe, solid, stripe, etc, or on a 'per row' basis ie; solid on the foot spot, then two stripes in the second row, three solids in the third row (8 in the middle of that row), etc, or a combination thereof.** All the balls must be lined up behind the apex ball and pressed together so that they all have contact with each other. (Combination of BCA rule 4.3 and 3.2)
- 3.05. DECIDING THE BREAK.** The Away team players pay, "rack their own", and break for all games in the first round. The Home team players pay, "rack their own" and break for all games in the second round. Home team players will flip for all games in the third round. **Winner of the flip has choice of "racking their own" and breaking the last game, or passing the rack and break to his opponent. Non-breaking player pays for the last game.**
- 3.06. LEGAL BREAK SHOT. (Defined)** To execute a legal break, the breaker (*with the entire cue ball behind the head string*) must hit the rack with the cue ball. If a player does not make a legal break on his first attempt he shall lose his shot and his opponent will break from behind the head string. (Modification of BCA rule 4.6) (Ref. 3.10)
- 3.07. SCRATCH ON A LEGAL BREAK.** If a player scratches on a legal break shot, {1} all balls pocketed remain pocketed (*exception, the 8-ball: see Rule 3.54.*), {2} it is a foul, {3} the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball. (Modification of BCA Rule 4.7) {Ref. 3.54}

- 3.08. STRIKING THE CUE BALL.** Legal shots require that the *cue ball* be struck only with the *cue tip*. *Failure to meet this requirement is a foul.* (BCA rule 3.3.)
- 3.09. FAILURE TO POCKET A BALL.** If a player fails to pocket a ball on a legal shot, then the player's inning is over, and it is the opponent's turn at the table. (BCA rule 3.4.)
- 3.10. DEFLECTING THE CUE BALL ON THE GAMES OPENING BREAK.** On the break shot, stopping or deflecting the cue ball after it has crossed the head string and prior to hitting the racked balls is a foul and loss of turn. The opponent has the option of receiving the ball in hand behind the head string and breaking, or letting his opponent re-break. **If the latter is the case, all table runs and eight ball breaks are still applicable.** (Modification of BCA Rule 3.8) (Modifies BCA 4.7) (Ref. 3.6)
- 3.11. CUE BALL IN HAND BEHIND THE HEAD STRING.** This situation applies in specific games whereby the opening break is administered or a players scratching is penalized by the incoming player having cue ball in hand behind the head string. The incoming player may place the cue ball anywhere behind the head string. The shooting player may shoot at any object ball as long as the side of the object ball is completely past the head string. He may not shoot at any ball, the side of which is behind the head string, unless he first shoots the cue ball past the head string and then by hitting a rail causes the cue ball to come back behind the head string and hit the object ball. The side of the ball (the point of the ball which breaks the plane established by the head string) determines whether it is behind or past the head string. If the incoming player inadvertently places the cue ball on or past the head string, the opposing player must inform the shooting player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the shooting player before the shot is made, the shot is considered legal. If the shooting player is informed of improper positioning, he must then reposition the cue ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent. When the cue ball is in hand behind the head string, it remains in hand (not in play) until the player drives the cue ball past the head string by striking it with his cue tip. The cue ball may be ADJUSTED by the player's hand, cue, etc., so long as it remains in hand. Once the cue ball is in play per the above it may not be impeded in any way by the player; to do so is to commit a foul. (Modification to BCA Rule 3.9) (Ref. 3.12)
- 3.12. POSITIONING OF BALLS.** The position of a ball is judged by the location of any point on its circumference. (Modification to BCA Rule 3.11) (Ref. BCA 3.9 and 3.11)
- 3.13. HEAD STRING DEFINED.** The area behind the head string includes the head string. Thus an object ball that is dead center on the head string is not playable when specific game rules require that a player must shoot at a ball past the head string. Likewise, the cue ball when being put in play behind the head string (cue ball in hand behind the head string) may not be placed directly on the head string; it must be behind it. (Modification to BCA Rule 3.15)
- 3.14. OBJECT BALL FROZEN TO CUSHION OR CUE BALL.** This rule applies to any shot where the cue balls first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen object ball, the shot must result in either (1) a ball being pocketed, or (2) the cue ball contacting a cushion, or (3) the frozen ball being caused to contact a cushion (not merely rebounding from the cushion it was frozen to), or (4) another object ball being caused to contact a cushion to which it was not already in contact with. Failure to satisfy one of those four requirements is a foul. An object ball is not considered frozen to a rail unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot. (BCA Rule 3.37) (Ref. BCA 3.16)

- 3.15. PLAYING FROM BEHIND THE STRING.** When a player has the cue ball in hand behind the head string (in the kitchen), he must drive the cue ball to a point outside the kitchen before it contacts either a cushion or an object ball. Failure to do so is a foul. If, with cue ball in hand behind the head string and while the shooter is attempting a legitimate shot, the cue ball accidentally hits a ball behind the head string, and the cue ball crosses the line, it is a foul. If with cue ball in hand behind the head string, the shooter causes the cue ball to accidentally hit an object ball, and the cue ball does not cross the head string, the following applies: the incoming player has the option of calling a foul and having cue ball in hand, or having the balls returned to their original position, and having the offending player replay the shot. If a player under the same conditions intentionally causes the cue ball to contact an object ball behind the head string, it is un-sportsmanlike conduct. (Modification of BCA Rule 3.38) (Ref. BCA 4.9)
- 3.16. LEGAL SHOT. (Defined)** On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail. PLEASE NOTE: It is permissible for the shooter to bank the cue ball off the rail before contacting his object ball; however, after contact with his object ball, an object ball must be pocketed, OR the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul. **Please note; as there is no penalty for this type of foul, (as player obviously loses his shot anyways), we would like to keep this league more of a recreational league than overly intense. While this rule exists in our league rules, we would like to see reasonable attempts at making your object ball, versus playing this type of defensive shot.** (Ref. 3.14, 3.18 and 3.20)
- 3.17. SCORING.** A player is entitled to continue shooting until he fails to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball. (BCA Rule 4.14)
- 3.18. COMBINATION SHOTS.** Combination shots are allowed; however, the 8-ball cannot be used as a first ball in the combination except when the table is open. (BCA Rule 4.16) (Ref. 3.16, 3.20 and 3.25)
- 3.19. POCKETED BALLS.** A ball is considered as a pocketed ball if as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains there. (A ball that drops out of a ball return system onto the floor is not to be construed as a ball that has not remained pocketed.) A ball that rebounds from a pocket back onto the table bed is not a pocketed ball. (BCA Rule 3.10)
- 3.20. OPEN TABLE. (Defined)** The table is "open" when the choice of groups (stripes or solids) has not yet been determined. *Note; The table is ALWAYS open immediately after the break.* When the table is open, it is legal to hit a solid, stripe, **OR** the eight ball first in the process of pocketing the called stripe or solid. On an open table, all illegally pocketed balls remain pocketed. **The choice of stripes or solids is not determined on the break, even if balls are made from only one or both groups, because the table is ALWAYS open immediately after the break shot. The choice of group is determined only when a player legally pockets a called object ball after the break shot.** (BCA Rule 4.10) (Replaces BCA 4.11) (Ref. 3.16 and 3.18)
- 3.21. FOOT ON FLOOR** It is a foul if a player shoots when at least one foot is not in contact with the floor at the moment the cue tip strikes the cue ball. Foot attire must be normal in regard to size, shape and manner in which it is worn. (BCA Rule 3.12)
- 3.22. ILLEGALLY POCKETED BALLS.** An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket. Illegally pocketed balls remain pocketed. (Modification of BCA Rule 4.17 per BCA 4.2) (Ref. 3.3 and 3.49)

- 3.23. SHOOTING WITH BALLS IN MOTION.** It is a foul if a player shoots, **or fouls** while the cue ball or any object ball is **still in motion** (a spinning ball is in motion), see (completion of stroke, rule 3.24). (BCA Rule 3.13)
- 3.24. COMPLETION OF STROKE.** A stroke is not complete, and therefore is not counted, nor is the inning ended, (rule 3.45), until **all balls** on the table have become motionless after the stroke, (or shot), including the cue ball. A spinning ball is still to be considered in motion. (BCA Rule 3.14)
- 3.25. GENERAL RULE, ALL FOULS.** Though the penalties for fouls differ from game to game, the following apply to all fouls: (1) players inning ends; (2) if on a stroke, the stroke is invalid and any pocketed balls are not counted to the shooter's credit; (3) any ball(s) is re-spotted only if the rules of the specific game require it. (BCA Rule 3.16) (Also see rule 3.53 on Coaching)
- 3.26. CUE BALL SCRATCH.** It is a foul (scratch) if on a stroke, the cue ball is pocketed. If your opponent scratches and the **only ball** you can legally shoot at is in the kitchen, you have the option of spotting your object ball **closest to the head string**. This also applies to the eight ball if it is the only ball left for you to shoot. (See also rule 3.42 for spotting balls)
- 3.27. FOULS BY TOUCHING BALLS.** It is a foul to strike, touch or in any way make contact with the cue ball in play or any object balls in play with anything (the body, clothing, chalk, mechanical bridge, cue shaft, etc.) EXCEPT the cue tip (while attached to the cue shaft), which may contact the cue ball in the execution of a legal shot. (Also see Rule 3.28.) (Modification of BCA Rule 3.20) (Ref. 3.0, 3.25 and 3.27)
- 3.28. PLAYING WITHOUT A REFEREE.** When a referee is not available, the player who is not shooting will assume the duties of the referee to the extent of play on the table. (BCA Rule 1.16)
- 3.29. FOUL BY PLACEMENT.** Touching any object ball with the cue ball while it is in hand is a foul. (BCA Rule 3.21)
- 3.30. FOULS BY DOUBLE HITS.** If the cue ball is touching the required object ball prior to the shot the player may shoot towards it, providing that any normal stroke is employed. If the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball, the shot is a foul. (See BCA Rule 2.20. for judging this kind of shot.) If a third ball is close by, care should be taken not to foul that ball under the first part of this rule. (BCA Rule 3.22)
- 3.31. JUDGING DOUBLE HITS.** When the distance between the cue ball and the object ball is less than the width of a chalk cube, special attention from the referee is required. In such a situation, unless the referee can positively determine a legal shot has been performed, the following guidance may apply; if the cue ball follows through the object ball more than 1/2 ball, it is a foul. (BCA Rule 2.20)
- 3.32. PUSH SHOT FOULS.** It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such shots are usually referred to as push shots.) (BCA Rule 3.23)
- 3.33. PLAYER RESPONSIBILITY FOULS.** The player is responsible for chalk, bridges, files and any other items or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such an object make contact with any ball in play (or the cue ball only if no referee is presiding over the match). (BCA Rule 3.24) (Ref. 3.27)

- 3.34. ILLEGAL JUMPING OF A BALL.** It is a foul if a player strikes the cue ball below center ("digs under" it) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such "jumps" are not to be considered fouls on their face; they may still be ruled foul strokes, if for example, the ferrule or cue shaft makes contact with the cue ball in the course of the shot. (BCA Rule 3.25) (Ref. 3.35 and 3.36)
- 3.35. JUMP SHOTS.** Unless otherwise stated in rules for a specific game it is legal to cause the cue ball to rise off the bed of the table by elevating the cue stick on the shot, and forcing the cue ball to rebound from the bed of the table. (BCA Rule 3.26) (Ref. 3.34 and 3.36)
- 3.36. JUMP AND MASSE SHOT FOUL.** It will be considered a cue ball foul if during an attempt to jump, curve or masse the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by hand, cue stick follow-through or bridge). (BCA Rule 4.5) (Ref. BCA 1.16.2)
- 3.37. MASSE SHOT.** "Masse" shots are legal. A shot will be considered to be a "Masse" if any of the following conditions are met; (a) The cue stick is held perpendicular to the playing surface, (b) The players hand extends above his armpit, (c) The stick is gripped in an overhand fashion to execute a shot. **Shooters may be required by the bar owner to repair or replace the table felt if it is damaged by the shooter attempting one of these types of shots.**
- 3.38. BALLS JUMPED OFF TABLE.** Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rail surface, floor, etc.) are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything not a part of the table. The table shall consist of the permanent part of the table proper. (Balls that strike or touch anything not a part of the table, such as the light fixture, chalk on the rails and cushion tops, etc., shall be considered jumped balls even though they might return to the bed of the table after contacting items which are not parts of the table proper.) In all pocket billiards games, when a stroke results in the cue ball or any object ball being a jumped ball off the table, the stroke is a foul. All jumped object balls are spotted (except in Nine Ball) when all balls have stopped moving. See specific game rules for putting the cue ball in play after a jumped cue ball foul. (BCA Rule 3.27)
- 3.39. OBJECT BALLS JUMPED OFF THE TABLE ON THE BREAK.** If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the head string and shooting. (BCA Rule 4.8) (Ref. BCA 3.7.)
- 3.40. OBJECT BALLS JUMPED OFF THE TABLE.** If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are spotted in numerical order according to General Rules for spotting balls. (BCA Rule 4.18) (Ref. BCA 3.27.)
- 3.41. SPECIAL INTENTIONAL FOUL PENALTY.** The cue ball, or any numbered ball, in play shall not be intentionally struck with anything other than a cue's attached tip (such as the ferrule, shaft, etc.). While such contact is automatically a foul under the provisions of Rule 3.19., if the referee deems the contact to be intentional, he shall warn the player once during a match that a second violation during that match will result in the loss of the match by forfeiture. If a second violation does occur, the match must be forfeited. (BCA Rule 3.28)

- 3.42. SPOTTING BALLS.** When specific game rules call for spotting balls, they shall be replaced on the table on the long string after the stroke is complete. A single ball is placed on the foot spot; if more than one ball is to be spotted, they are placed on the long string in ascending numerical order, beginning on the foot spot and advancing toward the foot rail. When balls on or near the foot spot or long string interfere with the spotting of balls, the balls to be spotted are placed on the long string as close as possible to the foot spot without moving the interfering balls. Spotted balls are to be placed as close as possible or frozen (at the referee's discretion) to such interfering balls, except when the cue ball is interfering; balls to be spotted against the cue ball are placed as close as possible without being frozen. If there is insufficient room on the long string between the foot spot and the foot rail cushion for balls that must be spotted, such balls are then placed on the extension on the long string "in front" of the foot spot (between the foot spot and the center spot), as near as possible to the foot spot and in the same numerical order as if they were spotted "behind" the foot spot (lowest numbered ball closest to the foot spot). (BCA Rule 3.31)
- 3.43. ADDITIONAL POCKETED BALLS.** If extra balls are pocketed on a legal scoring stroke, they are counted in accord with the scoring rules for the particular game. (BCA Rule 3.33)
- 3.44. NON-PLAYER INTERFERENCE.** If the balls are moved (or a player is bumped such that play is directly affected) by a non-player during the match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. This rule shall also apply to "act of God" interference, such as earthquake, hurricane, light fixture falling, power failure, etc. If the balls cannot be restored to their original positions, replay the game with the original player breaking. **If there is an issue with a non-player being loud, distracting, belligerent, or plain obnoxious, there are steps that the shooter(s), or team(s) should take to alleviate the impending issue, (assuming that someone has already approached the person informing them of the issue). 1. Let your opponent know there is an issue. 2. Notify both team Captains. 3. Home Captain should notify bartender. If the bartender still cannot solve the issue, then 4. Call an officer. (Cell numbers are listed on page 17 of this rules packet). Officers will conference call immediately to determine whether the match should be moved to the opponents establishment, postponed, forfeited, rescheduled, or what have you.**(BCA Rule 3.34)
- 3.45. PLAY BY INNINGS.** During the course of play, players alternate turns (innings) at the table, with a player's inning ending when he either fails to legally pocket a ball, or fouls, and completes his stroke, (rule 3.24). When an inning ends free of foul, the incoming player accepts the table in position. (BCA Rule 3.36)
- 3.46. INTERFERENCE.** If the non-shooting player distracts his opponent or interferes with his play, he has fouled. If a player shoots out of turn, or moves any ball except during his inning, it is considered to be interference. (BCA Rule 3.40)
- 3.47. DEVICES.** Players are not allowed to use a ball, the triangle or any other width-measuring device to see if the cue ball or an object ball would travel through a gap, etc. Only the cue stick may be used as an aid to judge gaps, etc., so long as the cue is held by the hand. To do so otherwise is a foul and un-sportsmanlike conduct. (Also see Rules 1.3., 1.4. and 2.15.) (BCA Rule 3.41)
- 3.48. ILLEGAL MARKING.** If a player intentionally marks the table in any way to assist in executing the shot, whether by wetting the cloth, by placing a cube of chalk on the rail, using his cue to place a chalk mark, or by any other means, he has fouled. If the player removes the mark prior to the shot, no penalty is imposed. (BCA Rule 3.42)

3.49. LOSS OF GAME. (8 Ball Falling in) In addition to violations described in rules 3.41 and 3.55, a player also loses the game if he commits any of the following infractions: (a.) Fouls when pocketing the 8-ball (b.) Pockets the 8-ball on the same stroke as the last of his group of balls. (c.) Jumps the 8-ball off the table at any time. (d.) Pockets the 8-ball in a pocket other than the one designated. (e.) pockets the 8-ball when it is not the legal object ball. (f.) Scratches while shooting at the 8-ball. Note: As we want to keep our league as sportsmanlike as possible, and our sportsman rule supersedes all others, there are some situations that have happened previously that we would like to try and avoid happening again. **Rules 3.24**, and **3.45** have also been open to interpretations involving an object ball, or 8 ball in this case on several occasions when a player has lost a game through no fault of his own, when he was approaching the table and the 8 ball fell in. **Thus, if at any time during play, the 8 ball has seemingly come to rest deep "inside" a pocket, so as it seemingly appears that it may fall at any moment, both players should be made aware immediately of the circumstances. Although not mandatory, if both players agree that it seems as though it may be an issue, they can agree to move the 8 ball out an eighth of an inch, more or less, in order to prevent it from falling in accidentally without it being touched by another ball.** Obviously this is not intended to give either of the players an advantage of any kind, simply just to prevent someone losing unfairly through no fault of their own. In this case the Captains should monitor the placement as well.

3.50. STALEMATED GAME. If, after 3 consecutive turns at the table by each player (6 turns total), both players agree that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemated rule may only be used when there are only two object balls and the 8-ball remaining on the table. PLEASE NOTE: Three consecutive fouls by one player is not a loss of game. (BCA Rule 4.21)

3.51. PLAYER MATCH UP. **When two teams meet, players will not be matched according to averages. Rather, teams will write down their players blindly and player matchups will rotate, with the home team staying in order and the away team rotating down one slot each round, with everyone playing three different shooters. (On the first night, both teams list their own random order).** (New score sheets have been provided for this purpose, with the racking and/or breaking assignments pre-assigned as well.) Each team must have five players listed on the sheets. Regular players must be listed if a substitute cannot be found, or if the sub does not show up.

3.52. SHOOTER NOT PRESENT. If a shooter is not present by the end of the **first round**, he forfeits his **first** game. If a shooter is not present by the end of the **second round**, he forfeits **all three** games. **For all occurrences and/or circumstances, this needs to be documented on the front/bottom of your score sheets so that it is legible in the picture.**

(As always, the unwritten 'Sportsmanship Rule' supersedes all others. However, in **ALL** instances, if a shooter is not going to be there by the end of the first round due to unforeseen circumstances or emergency, **he needs to contact the league secretary, or another officer, immediately when he knows he will be late**, regardless of the time. The Secretary, or officer, will then immediately notify the opposing team Captain, who in turn will make the ultimate decision at the match. In an effort to curb habitual offenses to this rule, occurrences will be tracked. **Habitual offenses by the same shooter/s will be reviewed via a meeting of the league officers to determine further action.**)

- 3.53. COACHING.** Each team shall elect one playing Captain. The team's Captain must be identified to opposing team Captain prior to start of play via an asterisk next to their name in the lineup. Only Captain or shooting player may call a foul. The player, however, has the right to refuse his Captain's call of a foul. Coaching is only allowed when shooting player asks for advice (other than calling fouls). A player can call any of the other four players from his team as a Coach, it does not have to be the Captain, nor does it have to be the same player each game. Any voluntary help or advice from anyone other than the specifically called coaching player, is not allowed. **(Loss of Shot)** A Coach cannot be called **to the table** more than one (1) time per game. **(Loss of Shot)** Equipment **may not** be used to assist in coaching. (i.e. Coach cannot pick up a cue stick to line up a shot, use chalk to measure gaps, etc.) **(Loss of Shot)**
- 3.54. 8-BALL POCKETED ON THE BREAK.** Eight (8) Ball pocketed on the break is an automatic win, unless the cue ball is also pocketed or leaves the table. In this case breaker loses **(Replaces BCA rules 4.9 and 4.19) (Modifies BCA 4.7 and 4.20) (Ref. 3.7)**
- 3.55. SAFE AND DEFENSIVE SHOTS.** (a) The use of Safety shots is not allowed. **(Loss of game)** **(Replaces BCA 4.13)**; (b) Deliberate scratch shots are not allowed. **(Loss of game)**; (c) The deliberate using of your opponents ball, whether making it, using it to make your own, or just moving it to gain position is not allowed. **(Loss of game)**
- 3.56. SCRATCH ON THE EIGHT.** Any scratch shot while playing the Eight (8) ball is a Loss of Game.
- 3.57. STARTING TIME.** League play shall begin at 7:00 p.m. If a team does not have three (3) players present by 7:15 they will forfeit the match.
- 3.58. PRACTICING WHILE PLAYING.** Players are not allowed to practice on another table while their game is in progress. (\$10.00 TEAM FINE)

IV. POSTPONEMENTS AND PROTESTS

A. Postponements

- 4.A.1. The opposing team must be notified immediately.
- 4.A.2. The President and Secretary must be notified immediately.
- 4.A.3. Sudden postponements due to weather, accidents or any other uncontrollable situations will be accepted.
- 4.A.4. A match may be postponed for any reason if both teams agree and can decide on an alternate date to play. If teams cannot agree on the alternate date, or if the postponement is challenged, the matter shall be brought before the League Officers.
- 4.A.5. All postponements must be made up within two (2) weeks of the date of the postponement. The rescheduled match shall be played at the Offenders Opponents establishment. The league Secretary is to be notified immediately of the time and results of the match.
- 4.A.6. A game may not be played by any team with less than three (3) players. In the event that only three (3) or four (4) members of a team are present for the game, the opposing team will receive the points for the missing players. These points shall be credited to the individual of the opposing team. It is compulsory that a game be played when three (3) or four (4) members of a team are present.

B. Protests

- 4.B.1. **A game must be protested the night of play and also must be filed with the league secretary.**
- 4.B.2. **The protested game will be played out in full and circled on the score sheet, with a brief explanation.**
- 4.B.3. **Score sheets must be signed by both teams in order to verify the protest and to accept the remainder of games as valid.**

V. SUBSTITUTIONS

A. Players

- 5.A.1. Player substitutions are allowed during any match. Players leaving the match cannot return.
- 5.A.2. After play has started, because of match ups being made blindly, if a Regular player shows up he cannot be put in, and players cannot change from one position to another.

VI. SCORING

A. Team Score

- 6.A.1. Each player shall receive one point for every game he wins.
- 6.A.2. Each team can win a maximum of fifteen (15) games or points per night with eight (8) wins constituting a team victory.
- 6.A.3. Team weekly averages will be figured on games WON and LOST. Player averages will be figured on games PLAYED and WON with BONUS POINTS EARNED.
- 6.A.4. **Bonus points** will be awarded for players making the Eight (8) ball on the break (legally), or making a table run*(**defined below**) (Opponent does not make a legitimate ball). Bonus points are to be designated on both teams score sheets as a (*) or (TR), or (8), and confirmed by each Captains signature.
 - a. A legal 8 ball break** is defined as making the eight ball on the opening break shot without committing any other 'foul' as listed in any of the defined rules. To clarify further, making an eight ball break after being instructed that it is ok to re-break, whether after complying with a rule, sportsmanship or otherwise, is still considered a legal eight ball break and should be designated on the scoresheets in the same manner.

b. A **table run** is definable as a table run only if **all three** of the following qualifications are met;

1. It is the shooters first trip to the table
2. The table is still considered 'open' when he approaches the table
3. The shooter is responsible for pocketing all 8 of his balls himself.

Thus the shooter **cannot** get a table run if his opponent breaks and pockets one of each, and then misses or scratches, leaving the table still 'open', (because the other shooter has pocketed one of his opponents balls for him). The incoming shooter could get a table run however, if his opponent breaks and pockets one or more balls of the same (solids or stripes) and scratches, and the incoming shooter takes the opposite balls, of which none has been pocketed yet, and runs **all 7** of his, along with the 8, because he has met **all three** requirements listed above.

6.A.5. If for any reason there is a team "no show", the regular players of the offending team will receive the losses.

B. Sheets

- 6.B.1. Host sponsor should pay by cash or check. If cash, I will give you a receipt. If by check, make check **payable to: Phil Bourdo. Do NOT make them out to the Fox River Pool League as we have in the past.**
- 6.B.2. **Teams will be fined \$5.00** if the weekly sheets are received late. A score sheet will be considered late if it is not received via email or text to the league secretary by **midnight Wednesday**. Fines will be subtracted from the teams prize money prior to distribution.
- 6.B.3. Pictures of the score sheets can be sent electronically via email to (RockinMs@msn.com), or via text to (**262-210-1920**). As soon as team Captains sign each other's sheets, **both sets** of sheets should be placed on the table together, one above the other. **Each Captain** should then take **their own** picture of **both** sets of score sheets, one above the other. Captains should then text, or email, **their own** picture, containing both sets of sheets, to the league secretary as soon as possible so that both sheets can be verified. Please verify that the pictures are clear and sheets are legible prior to sending them. Also remember to have any notations of late shooters, protests, etc on the **FRONT** of the score sheets as the secretary will obviously not be able to see the back of the sheet in the pictures.
- 6.B.4. Standings can be viewed on the website www.foxrivermenspoolleague.com. You can also go to the Facebook page **Fox River Men's Pool League / Monday Night** and there is a link you can click on that will direct you to our website. Additionally, if anyone would like the standings emailed or texted to them, simply provide the League Secretary with your email address or number, and they will be sent to you as soon as they are done each week. **It would be preferable if at least one designated person on each team print them standings up each week and bring them to your match.** That way all your teammates can be kept up to date on the Pool News as well as the standings. Otherwise it can simply be pulled up online at your match and score sheets be filled out accordingly at that time.

VII. STRUCTURE

A. Divisions

- 7.A.1. League teams shall be divided into two (2) divisions, A-Division and B-Division.
- 7.A.2. The winners of the two divisions from the previous year shall be placed in the same division at the start of the new season. The remainder of the teams shall be divided by a random drawing.

B. Game Drinks

- 7.B.1. **Only the Home bar is required to buy a round of ten (10) drinks for the two (2) team members.**
- 7.B.2. The loser of each game shall buy the winner a game drink from the bar. Both players should proceed to the bar for the exchange of drink/money. This is to alleviate the passing of chips. No exchanging of drink tokens! If a team has a player no show, the captain of that team or another representative is required to buy the player receiving the two wins his **two** game drinks. **(Just a suggestion but if a bar is having issues with chip passing then maybe don't give out drink chips on pool nights? Each bar has that option if they would like)**
- 7.B.3. Game & Team drinks shall not exceed \$3.00 each, with a maximum of \$30.00 per round. If these limits are exceeded the recipient shall pay the difference.

C. Traveling Plaque Tournament

- 7.C.1. A team tournament at the end of the season (winner determined by the first team to win eight games), will determine the recipient of a league traveling plaque. **All teams are eligible to participate.** When the traveling plaque is full of names, the team with their name on it the most times will keep the plaque. A new plaque will then be purchased for the next year.
- 7.C.2. **The tournament shall consist of all teams in the league.** In the event that there is a tie between two teams win/loss record, the tie breaker will revert back to the regular season head to head matchup results between the two teams.
- 7.C.3. After teams have been matched up, the team with the highest average shall be deemed to be the Home Bar. In the event that two teams are tied for average, the tie breaker will revert back to the regular season head to head matchup results between the two teams to determine the Home Bar status.
- 7.C.4. All seasonal league rules apply throughout this tournament as well, including game drinks and bar rounds. Because of this, **all fifteen games must be played out in their entirety, regardless of whom reaches eight games first.**

D. All Star Match

- 7.D.1. The top shooter from each team will receive an All Star Award and will be eligible to participate in the All Star Tournament at the end of the season.
- 7.D.2. In the event that there is a tie for first place honors on a team, the team shall decide who gets the award. A playoff can be held or the team can come to a mutual consensus.
- 7.D.3. The All Star Tournament shall consist of sixteen players. The All Stars from each team or their replacement shall make up the first round of players. The remaining players will be selected, a second one each from the top teams in the league by win-loss record, not divisions.
- 7.D.4. The tournament shall be held in a sixteen-man double elimination format if the host establishment has more than one pool table, otherwise single elimination. Player placement shall be determined by a random drawing. Prizes will be determined at a league meeting.
- 7.D.5. The tournament will be held at the home bar of the winner of the Traveling Plaque Tournament.

E. Prize Money and Trophies

- 7.E.1. Prize money and trophy style selection will be determined at the end of the season and will be distributed at the all-star match prior to the tournament.
- 7.E.2. Each player shall contribute **\$115.00** to the league (**\$57.50 each half**), of which **\$10.00** will go to the **WSPA** sanction fee. This **can be paid all at once, cash or check**, on the first night if you wish. If preferred, this can be paid in two installments of **\$57.50** each, and is due **on or before** the **third and thirteenth** week. If not paid by then, all successive games will be forfeited by the **entire team** until payment is received in full. All shooters are expected to fulfill the league required deadline. **Again, if paying by check, make checks out to Phil Bourdo**. I had to close the other pool league account due to all the Covid 19 stuff.
- 7.E.3. The following awards will be given out at/prior to the all star tournament:
 1. Traveling plaque for tournament champions (when full, given to majority of winners.)
 2. Two (2) divisional tavern trophies.
 3. Ten (10) divisional individual trophies.
 4. Ten (10) Top Ten Shooter trophies.
 5. An All Star trophy for the top shooter from each team.
 6. One (1) Sportsman's award.
 7. Most Improved Shooter (must qualify as a regular both years).
 8. All Star tournament prizes (cash determined at a later date).
- 7.E.4. Pictures can be taken at your matches throughout the season and e-mailed to Phil Bourdo (RockinMs@msn.com). These pictures will be put into the website.

VIII. LEAGUE MEETINGS

A. The following rules will apply to all meetings:

- 8.A.1. Each team will have one voice, one vote.
- 8.A.2. All business will be dispatched by motion and choice, or ballot vote, with a majority vote carrying the motion.
- 8.A.3. League Officers elected shall consist of a President, Vice-President and Secretary-Treasurer. Officers can be from the same establishment and can also be a bar owner, as long as they are considered to be a 'regular' shooter. *(See Rule I. D.2)* Because of this recent rule change, a protest committee will need to be set up to avoid conflicts of interests on ruling decisions. This can be accomplished either by making all the Captains as the committee or electing 3 committee members with the assistance of the officers.
- 8.A.4. There shall be a league meeting, starting at **6:30 p.m.**, held the **third Monday of June and August**, and at the **all star match**. Meeting sites shall be determined by a rotating schedule kept by the League Secretary. Meetings may be held during the season if deemed necessary for conflict resolutions.
- 8.A.5. The League President shall conduct the meetings by the following guide:
 - a. Roll call
 - b. Reading of the minutes
 - c. Treasurers report
 - d. Committee reports, if any
 - e. Old business
 - f. New business
 - g. Discussion
 - h. Set next meeting
 - i. Adjournment

IX. LEAGUE OFFICERS and CAPTAINS

Officers

President: Tom Malo Ph. 212-7053
Vice-President: Andy Sonnichsen Ph. 210-9278
Secretary-Treasurer: Phil Bourdo Ph. 210-1920

<u>TEAM</u>	<u>Bar Phone</u>	<u>CAPTAIN</u>	<u>PHONE</u>
ART'S TOWN TAP	534-3778	Tom Malo	262-212-7053
BONNIE & BETTY'S	763-9935	Phil Bourdo	262-210-1920
BUBBA'S BRICKYARD	716-0023	Larry Staton	262-745-8267
CHRIS'S USA	763-9968	Matt Baker	262-758-4687
COUNTRYSIDE PUB	767-9881	Todd Peterson	262-210-4111
HONEY LAKE INN	514-2777	Marcous Avila	262-716-1160
RIVALRY	767-2891	Lee Jordan	262-374-1655
VENTURE INN	332-7941	Adam Macjiewski	630-392-8033

X. POOL LEAGUE MEETINGS (Suggested Only)

<u>Date</u>	<u>Location</u>
March 21, 2022	All Star Match
June 20, 2022	Chris's USA
August 15, 2022	Countryside Pub

XI. TEAM WAITING LIST

- 1.**
- 2.**
- 3.**

XII. TEAM MEMBERS

(THIS SHEET MUST BE TURNED IN BY THE SECOND NIGHT OF PLAY WITH YOUR SCORE SHEETS)

Team members must read all rules and print and sign name below. Rules are to be posted in establishment. Please designate captain as well and provide Captain's phone number.

	Print Name	Signature	Phone
1.	_____	_____	_____
2.	_____	_____	_____
3.	_____	_____	_____
4.	_____	_____	_____
5.	_____	_____	_____
6.	_____	_____	_____
7.	_____	_____	_____
8.	_____	_____	_____
9.	_____	_____	_____
10.	_____	_____	_____