

*FOX RIVER
MEN'S POOL LEAGUE*

(WEDNESDAY NIGHTS)

2015 - 2016 Season

RULES

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.
- 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.
- 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.
- 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 through out the length of the scheduled season.
- 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.

C. Franchise

- I.C.1. Upon acceptance of a team, sponsors shall be liable for payment of **\$50.00** for a team franchise. This must be paid by the end of the second night of play. If not paid by that time, all successive games 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 in 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. On 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 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 [.\(See rule 6.B.3.\)](#) After January 1st there will be no changes allowed to the standings sheets at all!
- 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 the Sponsor, his representative or a team captain.
- 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 Wednesday 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 games man will well understand its meaning. (Ref. BCA 2.28)
- 3.1. **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)

- 3.2. 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)
- 3.3. 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 makes a shot other than what 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)
- 3.4. 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, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner. 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)
- 3.5. DECIDING THE BREAK.** Home team player racks the first game. Whomever racks the first game breaks the second game. Non-breaking player pays for the game. Winner of the second game breaks the third game. (Replaces BCA rules 3.5, 3.6, 3.35. and 4.4)
- 3.6. 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)
- 3.7. 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)
- 3.8. 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.)
- 3.9. 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 considered a foul and loss of turn. The opponent has the option of receiving the ball in hand behind the head string and breaking the balls. (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 player's 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 of 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 of 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 ball's 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. (Note: 14.1 and other games specify additional requirements and applications to this rule; see specific game rules.) 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)

- 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. (BCA Rule 4.12) (Ref. 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. If **both** a solid and a stripe are made on the break the table is still considered open. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid. On an open table, all illegally pocketed balls remain pocketed. (Modified 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. 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, 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 the cue ball touches an object ball that was already pocketed (for example, in a pocket full of object balls), the shot is a foul. (BCA Rule 3.19.)
- 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 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. Any miscue when executing a jump shot is a foul. (BCA Rule 3.26) (Ref. 3.34 and 3.36)
- 3.36. JUMP AND MASSE SHOT FOUL.** While "cue ball fouls only" is the rule of play when a match is not presided over by a referee, a player should be aware that 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 illegal. 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.
- 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 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 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. If the match is officiated, the referee shall replace the balls. 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. This rule is not applicable to 14.1 Continuous where the game consists of successive racks: the rack in progress will be discontinued and a completely new rack will be started with the requirements of the normal opening break (players lag for break). Scoring of points is to be resumed at the score as it stood at the moment of game disruption. (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. 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 (other than his hand), 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, 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.** A player 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: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred. (Modification of BCA Rule 4.20. Per 3.54)
- 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 shall be matched up according to their weekly averages. If player averages are tied, home team has the option as to where players shoot. 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. 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 must designate their Team Captain prior to match start time. The team Captains must be identified to opposing team Captains prior to start of play. This is important as only the **Captain or Player** may call a foul. The player, however, has the **right to refuse** his Captain's call of a foul. The shooting player can call any one of his four teammates to assist as his Coach. In each of a shooters following two games, the Coach he called to the table the first game does not have to be the same one he calls the second or third game. The **shooter can change coaches each game** as long as all other coaching requirements are met. Coaching is only allowed when shooting player asks for advice (other than calling fouls). Any voluntary help or advice from anyone other than the designated coach will not be 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, place chalk to mark spot of aim, 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 shot)** (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.** (Overrides BCA 4.19 and 4.20)
- 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 own game is currently in progress. **(\$10.00 TEAM FINE)**

IV. POSTPONEMENTS AND PROTESTS

A. Postponements

- 4.A.1. The opposing team, league President, and Secretary must all be notified immediately.
- 4.A.2. Sudden postponements due to weather, accidents or any other uncontrollable situations will be accepted.
- 4.A.3. 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.4. 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.5. 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

- 5.A.1. Player substitutions will be allowed during any match, however, the player being taken from the match cannot return.
- 5.A.2. Because of match ups being made according to averages, if a Regular player shows up after match play has started, he cannot be put in.
- 5.A.3. After play has started, 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)**. 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 check, and make check payable to:
Fox River Men's Pool League.
- 6.B.2. Team sponsors will be fined \$10.00 if the weekly sheets are received late. A score sheet will be considered late if it is not received via email (**RockinMs@msn.com**), or text (**262-210-1920**) to the league secretary, or dropped off at Gabby's Palace, by midnight Friday.
- 6.B.3. Both teams at a match should have pre paid their dues. Thus, scoresheets can be sent electronically versus taking them to Gabby's Palace. If this is the case, the following should apply; 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 a picture of both sets of scoresheets, 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 legible prior to sending them. Also remember to have any notations of late shooters, protests, etc on the **FRONT** of the scoresheets as the secretary will obviously not be able to see the back.
- 6.B.4. If by some unavoidable chance there is a team that has not prepaid their dues by halves, they are responsible for taking care of their own sheets and money and delivering them to Gabby's Palace. This visiting team rule only applies if **both** teams have **NOT** prepaid. Checks for the total should be written versus leaving cash. They shall then be taken to **Gabby's Palace.**
- 6.B.5. Standings sheets **will not** be delivered to each bar every week. Rather, standings can be viewed on the website www.foxrivermenspoolleague.com, by anyone and everyone. If anyone has trouble getting on the website from their electronic device, try going to the Facebook page **Fox River Men's Pool League / Wednesday Night** page and there is a link you can click on that will direct you to our website that way. **Additionally, the League secretary will do one of the following for each team, based on their Captain's preference;** standings can be texted or emailed to the team Captain, or group texted or emailed to anyone at all in the league that wants them sent to them. All they need to do is contact the league secretary and give them the text or email address they would like a copy sent to each week. This way, anyone on a team that the Captain designates can print up standings if they wish to bring a set to the match. Otherwise it can be pulled up online at your match and scoresheets 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 each 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. Both Bar Owners will 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 Four (4) week single elimination tournament at the end of the season will determine the recipient of a league traveling plaque. 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 a sixteen team format with the top four teams placed in separate quarter final sections and receiving a BYE in the first round. The remaining team placement in the first round will be set up according to NCAA/NIT layout. 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. A race to eight (8) will determine who advances.
- 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, head to head records are considered first, then if still tied, a coin toss by the League Officers will determine the Home Bar status.

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 eleven players. The next five players will be selected one each from the top five teams in the league.
- 7.D.4. The tournament shall be held in a sixteen-man double elimination format providing the establishment has two pool tables. 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. A banquet must be held for the distribution of prize money and trophies.
- 7.E.2. Each player shall contribute **\$6.00** to the league for each night of pool (**\$132 total**). This **can be paid all at once** on the first night if you wish. If not, then this can be payable in two installments of **\$66** 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.
- 7.E.3. Team prize money and trophy style selection will be determined at the end of the season.
- 7.E.4. Pictures can be taken digitally and e-mailed to Phil Bourdo (RockinMs@msn.com). These pictures will be put into the website and possibly a slide show presentation for the banquet.
- 7.E.5. The following awards will be given out at the Pool League Banquet:
 - 1. Traveling tourney plaque. (When full, given to the team with name on it most times.)
 - 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 plaque.
 - 7. Most Improved Shooter (must qualify as a regular both years).
 - 8. All Star tournament prizes. (Determined later, including traveling all star plaque)

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 shall be elected from three (3) different taverns, be a regular shooter only, and shall consist of a President, Vice-President and Secretary- Treasurer.
- 8.A.4. There shall be a league meeting, starting at 6:30 p.m., held the **second** Wednesday of every other month. Meeting sites shall be determined by a rotating schedule kept by the League Secretary.
- 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:	Josh Bourdo	Ph. 262-903-3926
Vice-President:	Squirrel	Ph. 262-539-2931
Secretary-Treasurer:	Phil Bourdo	Ph. 262-210-1920

<u>TEAM</u>	<u>Bar Ph.</u>	<u>CAPTAIN</u>	<u>PHONE</u>
ART'S TOWN TAP	534-3778	Mike Schryer	949-0950
BONNIE & BETTY'S	763-9935	Phil Bourdo	210-1920
BONNIE & CLYDE'S	534-3401	John Ermer	366-6349
CHRIS'S USA	763-9968	Dick Taylor	539-3327
COUNTRYSIDE PUB	763-9640	Bill Goldsworthy	716-1320
GABBY'S PALACE	763-4363	Larry Derler	492-6004
HITCH-N-POST	534-3888	Chris Matthews	206-8013
HONEY LAKE INN	514-2777	Randy Grisham	210-7473
JOHN'S MAIN EVENT	763-8863	Jim Dorrington	492-6916
LUCKY MOJOS	757-0111	Jack Kerkman	825-8383
RAIL STOP	534-7245	Lance Poltrock	822-0060
RIVALRY	767-2891	Josh Bourdo	903-3926

X. POOL LEAGUE MEETINGS (Suggested)

<u>Date</u>	<u>Location</u>
Oct 14, 2015	Rivalry
Dec 9, 2015	Art's Town Tap
Feb 10, 2016	Bonnie & Betty's

XI. TEAM WAITING LIST

- 1. Jackson's Hole**
- 2.**
- 3.**

XII. TEAM MEMBERS

(THIS SHEET MUST BE TURNED IN BY THE SECOND NIGHT OF PLAY WITH SPONSOR FEES)

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

Print Name

Signature

Phone

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____