

FOX RIVER
MEN'S POOL LEAGUE
RULES

2023 - 2024 Season

(WEDNESDAY NIGHTS)

(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.
- 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. If eight teams in the league, then each team will be played three times to fill a 21-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 with a line drawn designating the kitchen area. Tables will be inspected prior to first night of play and must be in reasonable playable condition, *partially* meaning that they have been recently recovered. Tables will again be inspected halfway through the season to ensure 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 through out 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.
- 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 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 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

- I.D.1. All team members must be of legal drinking age.
- I.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.
- I.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.
- I.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 changes allowed to the team rosters at all!

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 unsportsmanlike in nature, embarrassing, disruptive or detrimental to other players is forbidden.
- 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.
- 2.A.6. 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.
- 2.A.7. Any league member is welcome to practice at either team's establishment prior to the league start time. Thus, it is to be considered "**unsportsmanlike**" to try and prevent any player from practicing on any given table, whether intentionally or unintentionally, by putting up more than one set of quarters, or any other marker, per player, while practicing beforehand at an establishment. As would be considered "**proper pool etiquette**" at any bar, any other given day of the week, only one set of quarters, or marker, is allowed to be placed on the table, per person, **currently in the bar**, for the purpose of reserving '**next game**'. This of course excludes the two shooters currently shooting, as they would not be allowed to have quarters up at all, as it is not considered "**proper pool etiquette**" to have quarters, or marker, on the table with the sole express purpose of reserving a spot in line when one of them loses the game currently being played.

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.

- 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.
- 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**.
- 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.**
- 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. When calling the shot, it is not necessary to call the number of banks, caroms, or kisses etc. 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.
- 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.
- 3.5. DECIDING THE BREAK.** Away team player racks and pays for the first game. Home team player racks and pays for the second game. Winner of the second game breaks the third game. Non-breaking player pays for the game.
- 3.6. LEGAL BREAK SHOT. (Defined)** To execute a legal break, the breaker (*with the entire cue ball behind the head string*) must either **(1) pocket a ball, or (2) drive at least four numbered balls to a rail**. If a player does not make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and having the option of shooting the opening break, or allowing the offending player to re-break.
- 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: in this case, it would be a loss of game.*), (2) it is a foul, (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand anywhere on the table, it is NOT restricted to shooting from behind the head string.
- 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.*

- 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.
- 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.**
- 3.11. CUE BALL IN HAND BEHIND THE HEAD STRING.** 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 on the break, the opposing player must inform the shooting player of improper positioning of the cue ball before the break 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. 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.
- 3.12. POSITIONING OF BALLS.** The position of a ball is judged by the location of any point on its circumference.
- 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.
- 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 contacts the frozen object ball, the shot must result in either a ball being pocketed, the cue ball contacting a rail, the frozen ball being caused to contact a cushion to which it was not already in contact with, or 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. (Ball in Hand)
- 3.15. PLAYING FROM BEHIND THE STRING.** Only utilized during the break shot. (Rule 3.11)
- 3.16. FOUL PENALTY, or CUE BALL IN HAND FOUL** Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the headstring). With "cue ball in hand", the player may use his hand or any part of the cue to position the cue ball other than the tip of the cue. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
- 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.
- 3.18. COMBINATION SHOTS.** Combination shots are allowed; however, the 8-ball **cannot** be used as a first ball in the combination shot executed.

- 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.
- 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 or stripe ball first, but NOT the 8 ball, 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.**
- 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.
- 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.
- 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).
- 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.
- 3.25. GENERAL RULE, ALL FOULS.** Though the penalties for fouls differ from game to game, the following apply to all fouls: players inning ends.
- 3.26. CUE BALL SCRATCH.** It is a foul (scratch) if on a stroke, the cue ball is pocketed. Incoming shooter will have 'ball in hand' anywhere on the table. If the cue ball is pocketed on the break, the incoming shooter will have ball in hand anywhere on the table also.
- 3.27. FOULS BY TOUCHING CUE BALL.** It is a foul to strike, touch or in any way make contact with the **cue ball** 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. (Loss of shot, **IS ball in hand**) **(If any numbered ball is moved during play, the player will discuss with his opponent whether or not the ball should be moved back and where to)**
- 3.28. PLAYING WITHOUT A REFEREE.** When a referee is not available, the designated captain or the player who is not shooting will assume the duties of the referee to the extent of play on the table.
- 3.29. FOUL BY PLACEMENT.** Touching any object ball with the cue ball while it is in hand is a foul **(Ball in hand).** (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. If a third ball is close by, care should be taken not to foul that ball under the first part of this rule.
- 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.
- 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.)
- 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).
- 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.
- 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.
- 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 impending numbered ball that is not a legal object ball, the impending ball moves (regardless of whether it was moved by hand, cue stick follow-through or bridge). (Ball in Hand)
- 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. Jumped object balls are **NOT** spotted.

- 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 breaker's inning is over. 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. **The jumped object ball remains pocketed (out of play),** and the table is considered 'open'.
- 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 **NOT** re-spotted.
- 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.) (Loss of Game)
- 3.42. SPOTTING BALLS.** Balls not spotted in this league.
- 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.
- 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.
- 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.
- 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.
- 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.
- 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. (Loss of Shot)
- 3.49. LOSS OF GAME.** In addition to violations described in rules 3.41, 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, and making, the 8-ball. Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

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.

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. Team Captains must be designated on BOTH scoresheets and can be a rostered, regular player even if not shooting the night of, as only the **Captain or Player** may call a foul. The player has the **right to refuse** his Captain's call of a foul. The Shooter can call any one of their teammates to assist as Coach, and **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 for that game 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.

3.55. 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, and incoming shooter will have 'ball in hand' anywhere on the table.**

3.55. SAFE AND DEFENSIVE SHOTS. For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring a "safety" in advance. A safety is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, the shooter must declare a "safety" to his opponent. If this is NOT done, and one of the shooters object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a "safety" shot will remain pocketed.

3.56. PLAYING THE EIGHT BALL (Scratch on the Eight). Scratching while shooting at the eight ball is only a loss of game if the eight ball actually goes in on the same shot.

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

A. Players

- 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 15 games per night with 8 wins being 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 (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.
 - 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 can pay by check or cash. If paid by check, make checks payable to:
Josh Bourdo, NOT to Fox River Men's Pool League.
- 6.B.2. **Team's will be fined \$5.00** if the weekly sheets are received late. This will be taken out of the team's prize money. A score sheet will be considered late if it is not received via email or text to the league secretary by midnight Friday. Just a thought, there should be no reason that these cannot be sent on Wednesday night as soon as your match is done.
- 6.B.3. Pictures of the score sheets can be sent electronically via email to (jmbourdo@gmail.com), or via text to ([262-903-3926](tel:262-903-3926)). 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/Wednesday Night** and there is a link you can click on that will direct you to our website. **It would be preferable if at least one designated person on each team print the 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 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. If a division winning team transfers to a different bar the next year, they will still be placed in the same division with the other division winners the next year.

B. Game Drinks

- 7.B.1. HOME Bar 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 three wins his three game drinks.
- 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 three or four week single elimination team 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, **(as long as there are 12 teams that year)**. If there are only 10 teams, then top two get a bye, if there are only eight teams, there will not be any byes. 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.
- 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, with the All Star from each team, or their replacement, and filling the rest according to amount of teams in league.
- 7.D.4. The tournament shall be double elimination, as long as there are two tables. Player placement shall be determined by a random drawing. Prizes TBD 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 **\$199.00** to the league dues, (with **\$15** going to the WSPA sanction fee). This **can be paid all at once**, or it can be payable in two installments of **\$99.50** 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. Everyone is expected to fulfill the league required deadline. If paid cash, you will be given a receipt, if by check, make out to **Josh Bourdo, NOT to Fox River Men's Pool League**.
- 7.E.3. Team prize money and trophy style selection will be determined at the end of the season.
- 7.E.4. Pictures on league nights throughout the year can be taken digitally and e-mailed to Josh Bourdo (jmbourdo@gmail.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. All Star Tournament Winner Engraved on Traveling Plaque (Hung in Winner's Bar)
 - 8. Most Improved Shooter (must qualify as a regular both years).

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** Wednesday of **June** and **August**. There will also be a meeting held at the site of the all star match, mainly to elect officers for the following year. Additional meetings may be required throughout the year if deemed necessary for any issues that may arise. Meeting sites shall be determined by a rotating schedule kept by the League Secretary.
- 8.A.5. **The "rules meeting" will only be held every other year (odd numbered years). Thus the rules will remain the same for two consecutive years with no changes.**
- 8.A.6. 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:	Chris Matthews	Ph. (C) 262 - 206 - 8013
Vice-President:	Jim Subrod	Ph. (C) 262 - 492 - 7788
Secretary-Treasurer:	Josh Bourdo	Ph. (C) 262 - 903 - 3926

<u>TEAM</u>	<u>Bar Phone</u>	<u>CAPTAIN</u>	<u>PHONE</u>
BONNIE & BETTY'S	763 - 9935	Josh Bourdo	262-903-3926
BAGGERS ROADHOUSE	281 - 3297	Jason Strebe	630-878-8112
BURLINGTON TAP	539 - 2015	Brian Lestarge	262-661-1903
COUNTRYSIDE PUB	767 - 9881	Bryan Canales	262-206-8682
DIRTY HOE	514 - 3225	Milt Ketchum	262-914-0572
HONEY LAKE INN	514 - 2777	Chris Matthews	262-206-8013
LUCKY MOJOS	757 - 0111	Andy Sonnichsen	262-210-9278
TWO BROTHERS	295 - 8171	Austin Pease	262-206-0143
VENTURE INN	332 - 7941	Josh Thuemmler	262-206-0646

X. POOL LEAGUE MEETINGS

Date

Location

At The All Star Tournament

XI. TEAM WAITING LIST

- 1.
- 2.
- 3.

XII. TEAM MEMBERS

(THIS SHEET MUST BE TURNED IN BEFORE THE 2ND NIGHT OF PLAY WITH SPONSOR FEES)

To ensure ACCURATE standings and ACCURATE WSPA registration, complete all information legibly and thoroughly.

1. Legal First Name: _____ Last Name: _____
Email: _____ Phone: _____
City: _____ State/Prov: ____ Zip/Postal Code: _____
2. Legal First Name: _____ Last Name: _____
Email: _____ Phone: _____
City: _____ State/Prov: ____ Zip/Postal Code: _____
3. Legal First Name: _____ Last Name: _____
Email: _____ Phone: _____
City: _____ State/Prov: ____ Zip/Postal Code: _____
4. Legal First Name: _____ Last Name: _____
Email: _____ Phone: _____
City: _____ State/Prov: ____ Zip/Postal Code: _____
5. Legal First Name: _____ Last Name: _____
Email: _____ Phone: _____
City: _____ State/Prov: ____ Zip/Postal Code: _____
6. Legal First Name: _____ Last Name: _____
Email: _____ Phone: _____
City: _____ State/Prov: ____ Zip/Postal Code: _____
7. Legal First Name: _____ Last Name: _____
Email: _____ Phone: _____
City: _____ State/Prov: ____ Zip/Postal Code: _____
8. Legal First Name: _____ Last Name: _____
Email: _____ Phone: _____
City: _____ State/Prov: ____ Zip/Postal Code: _____
9. Legal First Name: _____ Last Name: _____
Email: _____ Phone: _____
City: _____ State/Prov: ____ Zip/Postal Code: _____
10. Legal First Name: _____ Last Name: _____
Email: _____ Phone: _____
City: _____ State/Prov: ____ Zip/Postal Code: _____