

Williamsport Area Men's Pool League

CAPTAINS

All teams must designate a Captain and Co-Captain. It is the HOME team Captain's responsibility to provide the score sheet and have them dropped off at one of our designated "drop-off's" no later than the following Friday by 3:00. Scores will be called in during the Playoffs only. Both team Captains must verify the score and sign the score sheet prior to dropping it off.

TEAM

A team will be sponsored by a local club or tavern. Teams may consist of a maximum of fifteen (15) players who will be placed on a permanent roster. All players on this roster must be a minimum of twenty-one (21) years of age. Team Captains are responsible for dropping off the roster and the roster fees so it is received by the fifth (5) match. **NOTE* If there is a BYE in the schedule, the team(s) receiving the BYE on the fifth (5) week, the roster and roster fees will be due the sixth (6) week.* Failure to send in the roster and fees by the fifth (5) match will result in a ten dollar (\$10) fine for each week that it is not received after that fifth (5) match. The roster and fees can be sent in with the weekly match results. Once the roster is sent in, there will be NO changes to it without permission from the League. Teams can add players to their roster up to and including the tenth (10) week without prior League notification (as long as the roster does not exceed the fifteen (15) player maximum). Any player added to the roster must pay the ten dollar (\$10) roster fee on the night that he plays his first game. After the tenth (10) week, the team must be below five (5) players to add a player to the roster. In this case, the League MUST be informed of the players that will be dropped off the roster. Any player dropped from a roster CANNOT be put back on that team's roster for the remainder of the season. If a player is dropped from a roster within the first five (5) weeks, he can be added to another team's roster. Any games that player played will be assigned to a generic player ID and the player's stats will be reset for play with the new team.

**NOTE* If you want to add a player, but you know he won't play until after the tenth (10) week, send a note with the weekly match results to add the player BEFORE the tenth (10) week. He will not need to pay the ten dollars (\$10) until the night he shoots his first game.*

FEES

There is a one time roster fee of Ten Dollars (\$10) per player. Sponsors will pay a one time fee of Fifty Dollars (\$50) per team sponsored (if sponsor has 2 teams, it would be \$100, etc...). Sponsor and Player fees are non-refundable.

LEAGUE PENALTIES AND FINES

Any team that forfeits an entire match will be eliminated from the league pending a decision from League Management. A team that forfeits three (3) games in a match will be fined ten dollars (\$10). There will be a ten dollar (\$10) fine for each time a score sheet is not received by Friday following a match (this applies to the Home team only). Any team that plays a non-roster player will be fined five dollars (\$5). All games will be marked as a loss. This applies to a new player (within the first 10 weeks) who does not pay the ten dollar (\$10) roster fee.

If you add a player on a given night, and that score sheet is turned in without that player's roster fee NONE of the games that player played that night will result in a win. Regardless of the outcome the team will be given a loss...NO exceptions to this rule will be considered. If you are a Captain and your team owes any fines for the previous week your team will be given a 0-15 score unless the fines are paid in full. It is your responsibility and yours only to see that all money due to the league for any reason is paid and paid in full before the proper dates as previously mentioned in these rules.

PRE-MATCH

The Home team must make the table available to the Visiting team for practice thirty (30) minutes prior to the starting time of the match.

**NOTE* If the Visiting team is not present thirty (30) minutes prior to the start of the match, the Home team may continue to practice. When the Visitors show up, please use courtesy and vacate the table in a reasonable amount of time if they want to practice.*

LINE-UPS

The Home Captain will put his line-up on the score sheet first (typically for the first round of 5 games). The Visiting Captain will then match his players to that. This will continue in same manner for the remaining two (2) rounds (10 games).

**NOTE* No player is allowed to play the same opponent twice.*

PLAYOFFS

End of the year Playoffs will consist of 8 teams in each Division (for multiple Divisions). The first six (6) spots will be occupied by the top six (6) finishers in the regular season standings. The remaining teams will have a mini-playoff to determine the seventh and eighth (7 & 8) positions. The bracket will be seeded from there, with 8 playing at 1, 7 playing at 2, etc...

The second round bracket will be re-seeded, with the lowest seeded team playing the highest seeded team, etc...

All matches in the Main Playoffs will be a race to 2 match wins. Each match will be a race to 8 game wins.

All rounds will begin with the first match at the location of the higher seed. The second match will move to the lower seed's home club/tavern. If necessary, the third match will go back to the higher seed's home location. **NOTE* In the case of multiple*

teams from same location being involved in Playoffs, teams are asked to be flexible in reaching an agreement to solve any table conflicts. The League will make a decision if one can't be reached between the teams involved.

Playoff matches are played on Mondays and Thursdays. Special considerations are given to teams that have players traveling to various tourneys (Erie and Valley Forge). The League will also accept postponements from teams, if BOTH teams agree to do so.

Line-ups will work a little differently in the Playoffs. The Home team will put up their player for game 1, Visitor will match for that game. Visitor will put up their player for game 2, Home team will match up to that. This will continue this way throughout the entire match. All other rules of play are similar to regular season.

TEAM MOVEMENT

The Division B (or 2) team that finishes the regular season in first (1) place will move up to the A Division (or 1) the following year. The Division A (or 1) team that finishes the regular season in last place will move down to Division B (or 2) the following year. **NOTE* If the bottom team of Division A (or 1) chooses to remain in Division A (or 1) the following year, the League may ask another lower team if they would prefer to play in Division B (or 2) the following year.*

WITHDRAWALS

Any withdrawals from the League will be handled by the League Management. Player transfers will NOT be allowed once the roster has been turned in (by the fifth (5) week).

BALLS AND RACKING

- 1) The game is played with one cue ball and 15 numbered object balls.
- 2) The balls are racked in a triangle at the foot spot of the table with the **8 ball** in the center of the triangle. The 3 corners of the rack should NOT contain balls of all one suit (stripes or solids, high or lows, etc...).
- 3) The object of the game is to make one group of the numbered object balls and then legally pocket the **8 ball**, which wins the game.

BREAK SHOT

- 1) Start of play – the Home team will break all ODD numbered games, the Visiting team will break all EVEN numbered games.
- 2) If the breaker hits the racked ball with the cue ball driving 4 or more balls to a rail, or pocketing one or more object balls, the game is considered started. If a player fails to make a legal break (as described above), it is not a foul; the opponent has the option of (a) accepting the table in position and shooting, or (b) have the balls re-racked and shooting the break himself or have the original breaker re-break.

- 3) Stopping or deflecting the the cue ball prior to hitting the racked balls is considered a foul and results in a loss of turn. The opponent will receive ball in hand behind the head string.
- 4) When positioning the cue ball for the break shot, the **base** of the cue ball must be behind the head string. **NOTE* It is the opponents responsibility to tell the player if the cue ball is placed over the head string for the break. If the opponent does not tell the breaker of this condition, he may not call a foul after the break. This rule applies ONLY to the break.*
- 5) If a player scratches on a legal break shot, (a) all balls pocketed remain down, (b) it is a foul, (c) the table is open. If the eight ball drops, the player loses. **PLEASE NOTE:** Incoming player has ball in hand behind the head string and may not shoot an object ball 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. If a player positions the cue ball completely or obviously on or over the head string and shoots the ball, it is a foul, if called by the opponent.
- 6) During league play, making the **8 ball** on the break is an automatic win for the breaking player. However, if the cue ball is scratched while making an **8 ball** on the break, the breaking player loses.
- 7) If a legal break occurs and nothing drops, the opponent then shoots, having an open table.
- 8) If a player jumps an object ball off the table, that object ball will be spotted on the foot spot.

OPEN TABLE

The table is “open” when the choice of groups has not been determined. When the table is open it is legal to hit a solid first to make a stripe, and vice-versa. **NOTE* the table is ALWAYS open immediately after the break shot.* When the table is open it is legal to hit any stripe, solid, or the eight ball first in the process of pocketing the called solid or stripe. On an open table all pocketed balls remain pocketed. The choice of stripes or solids is not determined on the break, even if balls are made from one or both groups. **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.

The only foul that can occur after the break is when any ball leaves the table.

GAME

On call pocket, obvious balls and pockets do not have to be indicated. It is the opponent’s right to ask which ball and pocket if he is unsure of the shot. Banks and combinations are NOT considered obvious shots and ball and pocket must be called. When calling shots, it is never necessary to indicate the details such as number of cushions, kisses, caroms, etc... Any balls pocketed on a foul remain pocketed, regardless of whether they belonged to the shooter or the opponent.

The opening break shot is not a “called pocket shot”. Any player performing a break shot in **8 ball** may continue to shoot his next shot so long as he legally pocketed any object ball on the break.

PLAY

- 1) If a player inadvertently pockets his opponent’s ball it remains down. However, if the player does not legally pocket one of his own group’s balls, he shall lose his turn.
- 2) Each player continues to shoot so long as he legally pockets any of his object balls. Should a player fail to legally pocket his designated group ball, he loses his turn.
- 3) If a player fails to hit or make the **8 ball** while shooting at it, the game continues. However, if a player scratches the cue ball while shooting at the **8 ball**, he loses the game, even if the **8 ball** remains on the table.
- 4) In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan, or stomping of feet, it shall be replaced on the edge of the pocket as near as possible to its original position.
- 5) If any object ball is jumped off the table, it is a foul and a loss of turn, unless it is the **8 ball**, in which case it is a loss of game. Any balls jumped off the table are spotted on the foot spot.
- 6) Slow play rule: Exaggerated slow play will be penalized. After a warning, any longer than one (1) minute between shots will be a foul. The third (3) infraction will result in loss of game. **NOTE* Please remember we are all gentlemen here, and we have all been in a position of a difficult decision. If there is an obvious tough decision, granting a few extra moments to the shooter is in good sportsmanship. This rule is to prevent abuse of slow play.*
- 7) Stalemated Game: If in three (3) consecutive turns at the table by each player (6 turns in total), they purposefully foul or scratch and both players agree that attempting to pocket or move an object ball will result in an immediate loss of game, then the game will be considered a stalemate. The balls will be re-racked and the original breaker of the game will break again. **NOTE* Three (3) consecutive fouls by one player is not a loss of game.*

LOSS OF GAME

- 1) Pocketing the **8 ball** when it is not the legal object ball, except on an opening break.
- 2) Pocketing the **8 ball** on the same stroke as the last of player’s group of balls.
- 3) Scratching when the **8 ball** is the player’s legal object ball.
- 4) Jumping or knocking the **8 ball** off the table at anytime.
- 5) Pocketing the **8 ball** in a pocket other than the one designated.

- 6) Fouling while pocketing the **8 ball** in the designated pocket.
- 7) Infraction of the slow play rule.
- 8) Pocketing the **8 ball** and **cue ball** on the break.

LEGAL SHOTS

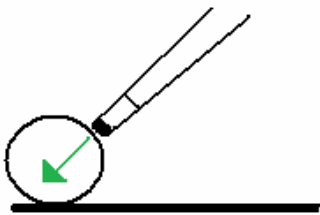
On all shots (except the break and when the table is open), the shooter must hit one of his group of balls first and (a) pocket any group ball, or (b) cause the cue ball or any other ball to contact a rail.

***PLEASE NOTE* It is permissible for the shooter to bank the cue ball off a rail before contacting his object group of balls; however, after contact between the cue ball and the object ball, any group ball must be pocketed, or the cue ball or any other ball must contact a rail.**

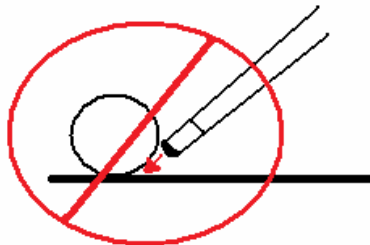
“Safety Shot”: For tactical reasons a player may choose to pocket a ball and also discontinue his turn at the table. To do this, he must declare “safety” in advance. To avoid conflict, the player should receive acknowledgement from his opponent that the opponent understands the shooter is relinquishing his turn immediately after the shot. Any ball pocketed during a safety play remains pocketed. The Legal Shot definition still applies to the safety shot.

Jump Shot: Players may opt to jump the cue ball over an opponent’s ball to get to their object ball. This **MUST** be done using a stroke that goes down through the cue ball. A “scoop” shot is an illegal jump. If you are unsure of how to perform a legal jump shot, you should (a) ask if any one else can clarify the technique for you, or (b) consider an alternate option for your shot selection.

YOU MUST CALL ALL JUMP SHOTS!!!



Legal stroke



Illegal Stroke

FOULING

All fouls must be called by the opposing player, AND acknowledged by the player before the next shot is taken (EXCEPTION: scratching).

THE FOLLOWING RESULTS IN FOUL:

- 1) Failure to make a Legal Shot, as described in Legal Shot section.
- 2) Shooting the cue ball into a pocket or jumping the cue ball off the table.
- 3) It is a foul when a player scratches on the break, or deflects the cue ball prior to it hitting the racked balls. The incoming player receives ball in hand behind the head string.
- 4) When playing the cue ball in position, any forward stroke motion contacting the cue ball with the *tip* of the cue stick will be a foul, if not a legal shot.
- 5) Shooting without at least one (1) foot touching the floor.
- 6) Coaching is a foul. The player at the table may ask **one (1) and NO more** of his teammates to come up to the table for advice. **ONLY** the player may institute a coaching session, it cannot be called from the non-shooting members of the team. Coaching can be used only **ONCE** per game. Also, please use courtesy when using a time-out, there is no need to look over the table 4 times; make your decision, and shoot. The “coach” can tell the shooter if his opponent has committed a foul. There are no restrictions on what the coach can tell the player. Non-shooting players should not be trying to draw the shooter’s attention to have him call timeout. Failure to abide by these rules can result in loss of turn. It is **NOT** a ball in hand foul.
- 7) If a ball is frozen to the rail, the opposing player must notify the player shooting before the shot. The shooting player must then contact the frozen ball then: (a) pocket the frozen ball or any other object ball, (b) cause the cue ball to contact a cushion, (c) drive the frozen ball to another cushion, or (d) cause another object ball to contact a rail. Failure to do so is a foul.
- 8) Accidentally moving or touching any ball is not a foul unless the ball is the cue ball (cue ball fouls only). Only the opponent may replace the moved ball as closely as possible to where it was, or he may leave the ball where it rests. If the shooter replaces the moved ball, it will be considered a foul. However, if a shooter makes contact with a ball during his shot, and that ball comes into contact with another ball during the shot, that is a ball in hand foul.

- 9) Any positioning of the cue ball at any time with the aid of your pool stick is an immediate foul. Loss of shot and ball in hand for your opponent. You must use your hand and your hand only to reposition the cue ball.
- 10) Picking up the cue ball or shooting the cue ball while any other balls are in motion is a foul.
- 11) Push shots and double hits will be considered fouls.
- 12) With cue ball in hand, touching any object ball with your hand (or arm), or touching an object ball with the cue ball while placing the cue ball will be a foul. This includes the act of removing your hand after setting the cue ball.
- 13) When the slow play rule is enforced, taking longer than one (1) minute between shots is a foul.
- 14) Jumping object balls off the table is a foul.
- 15) After a scratch on a break, if a player positions the cue ball's base on or over the head string, it is a foul.
- 16) If your opponent commits a foul and you do not receive his acknowledgement of such foul prior to touching the cue ball, you have committed a foul.
(EXCEPTION: scratching)

PENALTY FOR FOULING

- 1) **Only players involved in the game being shot may call the foul.** In the event of a foul call, the opposing player receives ball in hand anywhere on the table. That means the player can place the cue ball anywhere on the table, and can shoot at any ball on the table (the cue ball does not have to be behind the head string except on the opening break or immediately after a foul on the break).
- 2) A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing team captain may protest the game.

PROTEST PROCEDURE:

- 1) Only the team Captain has the authority to protest.
- 2) The protesting captain must inform the opposing captain of his intentions and both captains will describe, in writing, their interpretation of the events in question.
- 3) Both captains' statements will be placed in the envelope with the match results (score sheet) and mailed.
- 4) League Management will review the protest and make a decision and notify both captains of the decision and why the decision was made.
- 5) The game in question will continue and the result recorded. The match will continue. Results may change after a ruling on the protest.

FORFEITS

Starting time for all Monday matches is 7:30 pm with a fifteen (15) minute grace period. A match can be started if three (3) players are present and are on the team roster. Teams must have four (4) players to make a match legal. The fourth player **MUST** be

present at the end of the ninth (9) game. If he is not, the match will be declared a forfeit. The League Management will make a decision whether the forfeiting team is eliminated from the League. If the fourth (4) player shows up, you shoot twelve (12) games and forfeit the 13, 14, and 15 games (you do NOT get to pick who the player shoots, follow the score sheet). This will result in a team fine. In the event that a team is removed from the league, all teams will receive a 15-0 score for that match, all individual stats will be adjusted. That is, no individuals will receive wins or losses for playing that team.

UNSPORTSMANLIKE CONDUCT

This league was created and designed to give the players an opportunity to enjoy a competitive match of 8 ball. All participants are sportsmen by definition. Should any player conduct himself in a manner other than that of a sportsman, it will be referred to as unsportsmanlike conduct. A minor infraction of unsportsmanlike conduct may be foul (and vulgar) language, or acts of disrespect. In such cases, the opposing captain must give warning to the committing player's team captain. The next act of unsportsmanship by that player will result in a loss of game. A major infraction may be acts or threats of violence, or an abuse of equipment other than their own. In the case of a major infraction, once registered and verified, the committing player will be banned from the league.

SINGLES TOURNAMENT

League Tourney will be held on the Saturday (and Sunday if necessary) before the Super Bowl and start at Noon SHARP. Entry fee will be \$10 per player. The League will match \$5 per entrant and all money will be given out as cash prizes. The League will also provide quarters for the games. If there are more than 50 entrants, multiple locations may be used for speed of play.

TOP SIXTEEN TOURNAMENT(S)

Top 16 Tournament(s) will be held on the first Monday after the play-offs. Brackets will be seeded by player's final win %. The 17th thru 20th players (qualified) may be used as alternates if all players cannot make it. Quarters for the tables will be paid by the players. 1st place will win \$100, 2nd place will win \$50, and 3rd place will win \$25. In the case of multiple Divisions, each Division will hold it's own Top 16 Tournament.