

September 7, 2011

THURSDAY NITE POINT LEAGUE

GENERAL RULES:

1. All players must be of legal drinking age.
2. Players are expected to be responsible, considerate and show sportsmanlike conduct. Any player using unsportsmanlike conduct will be warned once, if the player persists then on the second infraction the player will lose all games for the evening of play.
3. Each team consists of three regular players. Team players may only play for one team. Substitute players may play for any team in the league.
4. No more than one sub is allowed to play per night.
5. This is a **NO SLOP** league. No slop is defined as:
 - A. Players must call ball, pocket, kiss-offs and rails for each shot. No pocketed ball will be considered legal unless it is called.
 - B. No balls are neutral. The cue ball must contact a player's object ball to qualify as a legal shot
 - C. No stalemates are allowed.
6. It is necessary to have everyone's cooperation in keeping games moving as quickly as possible. Please limit conversation during your games. Watch your games carefully to avoid disputes. Call your shots loud enough so both your team and your opponent's team can hear you.
7. Any player involved in a fight or creating damage in a bar is subject to be banned from the league. A special meeting of the tavern owners' will be called in which the player(s) involved will be allowed to plead their case.
8. If a bar is closed for any reason on a pool night, the home team sponsor and captain are responsible for contacting the opposing team to play the match at the opposing team's bar that night.
9. All captains will be notified of any schedule changes or cancellations.

DUES, SPONSOR FEES AND FINES:

1. Sponsor's fee is \$40 per team to be paid first night of play.
2. Dues per player per night will be \$6. If a team does not turn in the full \$18 that team will forfeit all points from the evening's play.
3. No dues will be accepted without appropriate scoresheet.
4. The VISITING TEAM is responsible for dropping off envelopes in the Brossman's mailbox (hanging on the left railing of the steps) by 6 PM Friday, the day after play.
5. If visiting captain does not drop off the envelope by deadline above a \$10 fine will be invoked.
6. Any team dropping out or voted out for any reason forfeits sponsor fee, player's dues and all prizes due.
7. Each game is played for a drink of the winner's choice. Drink price maximum is \$3.00. Winner pays any difference.
8. **No money or drink chips may change hands between players.**

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9. Home tavern is responsible for opening pool table/supplying money for the nine games of play.

SCHEDULES, SCORING AND STANDINGS:

1. The Home Captain is responsible for keeping accurate and complete scoresheets. First and Last names of all players are to be printed legibly. If using a sub it must be indicated on the scoresheet.
2. Scoring is handled as follows:
 - A. The winning player receives two points for the eight ball and an additional point for each opponent's balls remaining on the table. The loser receives zero.
 - B. Captains should confirm scoring of each round.
 - C. Scoring for all three rounds should be combined for the final scores at the end of the match. Both captains should sign the scoresheet.
 - D. Eight ball break: Player must make the eight ball on the break without making the cue ball to qualify for a legal eight ball break. Scoresheets must indicate an eight ball break by awarding that player 9 points, regardless if other balls have fallen, and by listing the player's name on scoresheet. NOTE: If the cue ball is also made then the opposing player is awarded nine points.
 - E. Table Runs: Player must make all balls in their numerical group in one turn of shooting the first time at the table to qualify for a legal table run. Scoresheets should indicate table run and award the player 10 points.
 - F. Each game missed by a player is a forfeit of 4 points per game.
 - G. There will be a tiebreaker for any match that ends in a tie. Each team will choose one player to play one game to break the tie. The points won in the game DO NOT count toward the individual scores but are added to the team total.
3. Standings will be sent in e-mails to captains (or any team member desiring them) once per week and will also be posted in www.racineamusement.com. Pool League/Caledonia Area Pool League/Standings.
4. Due to the length of the season a player may miss one night of play and it will not count against their average. After that the player will receive zero points to be figured into their average.

PRIOR TO THE GAME:

1. Visiting team has the right, if so desired, to have the table for thirty minutes practice time prior to the start of match play.
2. No practicing after 7:00 pm
3. A player has until their first game of the match to show up without forfeiting points. Skipping a player until the next round is allowed if agreed upon by both captains.
4. Play will begin promptly at 7:00 pm. A 15 minute grace period is allowed.
5. If a player must shoot off, both teams are to be notified prior to start of match play. The player must then leave immediately after shooting or will forfeit their points.

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PLAY OF GAME:

1. Cue ball must be 100% in the kitchen on a break shot or it is not considered a legal break. If a player fails to break the rack in two tries or fouls by retrieving the cue ball on a miscue, the break then goes to the opposing player.
2. If there are no balls made on the break, the next player has the option of either numerical group. If the ball called is not made, the table is still open and the next player has the option of either numerical group.
3. If any number of both numerical groups is made on the break, the table is considered open.
4. If a player makes the called ball, this shall be known hereafter as a legal shot, the table is then considered to be closed. The numerical group made on the legal shot is that player's group until the end of the game.
5. If any ball falls in a pocket before the next player's cue makes contact with the cue ball, the shot is credited to the last person striking the cue ball.
NOTE: If the ball pocketed was the called object ball of the last person striking the cue ball, their turn would resume.
6. An object ball must be 100% out of the kitchen to qualify as a legal object ball. The cue ball must be placed so that it is 100% in the kitchen after a scratch.
7. The eight ball must be made on a separate shot and called exactly as to be hit in the pocket. A player must have made all object balls in order to qualify for an eight ball shot.
8. **The EIGHT BALL IS NEVER NEUTRAL.**
9. You do NOT lose if the cue ball is pocketed and the eight ball remains on the table. It is loss of turn.
10. A game is lost if:
 - A. The eight ball is made before the proper time.
 - B. The eight ball goes in any pocket other than the called pocket.
 - C. The eight ball goes in the called pocket and the cue ball is also made.
 - D. The eight ball leaves the table at any time.

COACHING:

1. Only the two players involved in the game and the captains may discuss the play or game in question. A player may consult their Captain (or other team mate) **NO MORE THAN TWICE** per game regarding a shot decision but **ONLY** at the player's request.
2. Absolutely no coaching by anyone else.
3. If there is a question regarding clarification of a rule, both captains must be consulted.

MISCELLANEOUS:

1. **NO HARASSMENT OF PLAYERS DURING GAMES BY ANYONE.**
Harassment is defined as loud disturbances by the opposing team or spectators while the game is in progress. If a player feels they are being harassed a foul may be called at that time. If a second foul is called for the same reason the sponsor present shall have the authority in the situation.