



AMERICAN POOL LEAGUE

RULES 2021-2022

****GENERAL LEAGUE RULES****

1. A TEAM MAY NOT CHANGE SPONSORS UNDER ANY CIRCUMSTANCES UNLESS THE CURRENT SPONSOR EITHER CHANGES HANDS OR CLOSES. THE NEW SPONSOR MUST BE CLEARED WITH THE LEAGUE OFFICE.
2. THERE IS A SPONSOR FEE OF **\$50.00**
3. TEAMS WILL CONSIST OF 9 PLAYERS, (INCLUDING SPONSOR!!) NO MORE THAN 9 PLAYERS MAY BE SANCTIONED AT ANY TIME. **ALL PLAYERS MUST BE 21 YEARS OF AGE.**
4. EVERY PLAYER MUST BE SANCTIONED BEFORE HE MAY SHOOT POOL. ANY TEAM THAT USING NON-SANCTIONED PLAYERS WILL HAVE ALL GAMES THAT WERE WON REVERSED!! AT LEAST 6 PLAYERS MUST BE SANCTIONED THE FIRST WEEK OF PLAY. A **MAXIMUM OF 9 PLAYERS MAY BE SANCTIONED AT ON TIME. AFTER THAT, YOU MUST DROP A PLAYER TO ADD ONE.** THE FEE IS **\$1.00** TO SANCTION A PLAYER. A PLAYER MUST BE SANCTIONED AT **LEAST 24 HOURS PRIOR TO A MATCH THEY WILL PLAY IN.**
5. A MAXIMUM OF 25 DIFFERENT PLAYERS MAY BE USED DURING THE SEASON.
6. EVERY PLAYER WILL PAY **\$6.00** THE NIGHT OF PLAY!! THIS INCLUDES SUBS. VISITING TEAM IS RESPONSIBLE FOR ALL MONIES. **\$36.00** PER TEAM. DROP OFF ALL ENVELOPES AT **Rock Inn** THE NIGHT OF PLAY BY MIDNIGHT.
7. **ALL DUES MUST BE PAID IN FULL PRIOR TO THE LAST WEEK OF PLAY OR NO BANQUET TICKETS FOR THAT INTIRE TEAM WILL BE ISSUED AND THE TEAM'S SPONSOR (TAVERN) WILL NOT BE INVITED BACK IN THE LEAGUE THE FOLLOWING YEAR!!**
8. **IN ORDER FOR A PLAYER'S NAME TO BE PLACED IN THE DRAWING FOR DOOR PRIZES, HE MUST SHOOT AT LEAST 8 WEEK OF POOL.**

9. IN CASE OF A TIE AT THE END OF THE YEAR BETWEEN 1ST,2ND OR 3RD PLACE, THERE WILL BE NO PLAYOFF!! TEAMS WILL SHARE THE POSITION THEY END UP IN.

WEATHER

1. IN THE EVENT OF INCLEMENT WEATHER, THE LEAGUE OFFICE WILL DECIDE BY 6:00 P.M. AND WILL NOTIFY ALL TAVERNS !! CONTACT YOUR HOME BAR. THE DECISION IS BASED OF "CITY OF RACINE" CONDITIONS, NOT COUNTY ROAD CONDITIONS.

FORFEITS

1. LEAGUE PLAY STARTS AT 7:30 P.M. REGULAR TIME NOT BAR TIME!! IF A TEAM IS NOT PRESENT OR ONLY PARTIALLY PRESENT A 15 MINUTE GRACE PERIOD MAY BE USED BY THE TEAM WITH MISSING PLAYERS.

****NO TEAM PRESENT****

1. AFTER THE 15 MINUTE GRACE PERIOD, THE FIRST MATCH WILL BEGIN. IF THAT MATCH CANNOT BE PLAYED, IT WILL BE A FORFEIT AND 5 MINUTES WILL BE WAITED PRIOR TO THE 2ND MATCH.
2. IF AFTER 5 MINUTES THE 2ND MATCH CANNOT BE PLAYED, IT WILL BE A FORFEIT AND 5 MINUTES WILL BE WAITED PRIOR TO THE 3RD MATCH.(ONLY IF PLAYERS ARE STILL MISSING FOR THAT MATCH)
3. IF AFTER 5 MINUTES THE 3RD MATCH CANNOT BE PLAYED, ALL REMAINING GAMES WILL BE FORFEITED!!!

****PARTIAL TEAM PRESENT****

1. IF AFTER THE 15 MINUTE GRACE PERIOD THERE ARE FEWER THAN 2 PLAYERS PRESENT FOR A TEAM, THEN THE "NO TEAM PRESENT" RULE ABOVE WOULD APPLY, IF AFTER THE 15 MINUTE GRACE PERIOD FEWER THAN 6 PLAYERS ARE PRESENT LEAGUE PLAY WILL BEGIN.
2. IF MISSING PLAYER(S) ARE NOT PRESENT BY THE TIME THEIR GAME IS TO BEGIN, THAT GAME WILL BE FORFEITED AND PLAY WILL CONTINUE WITH THE NEXT GAME. IF MISSING PLAYER(S) ARRIVE, THEY MAY PLAY ANY REMAINING GAMES NOT YET FORFEITED.
3. NO MATCH MAY BE CANCELLED WITHOUT THE APPROVAL OF THE LEAGUE OFFICE, ALL FORFEITS MUST BE PAID FOR. IF FOR ANY REASON THE TWO CAPTAINS WANT TO "MAKEUP" A MATCH, THIS MUST BE CLEARED WITH THE LEAGUE OFFICE ON THE NORMAL NIGHT OF PLAY AND THE MAKEUP MUST TAKE PLACE NO LATER THAN 48 HOURS FROM THE REGULAR NIGHT OF

PLAY. ANY TEAM THAT FORFEITS 2 MATCHES IN A ROW, OR 24 GAMES DURING THE COURSE OF A GIVEN SEASON WILL BE DROPPED AND NOT INVITED BACK THE FOLLOWING YEAR.

RULES OF PLAY

1. ALL GAMES WILL BE PLAYED FOR A DRINK (\$3.50 MAX) AND NOT THE MONEY. WINNING TEAM MAY HAVE A DRINK OR A DRINK CHIP ONLY!!! SUPPORT YOUR SPONSOR.
2. THE CAPTAIN OF A TEAM MUST BE A SANCTIONED PLAYER ON THAT TEAM, BUT DOES NOT NECESSARILY HAVE TO BE ACTIVELY PARTICIPATING IN THE CURRENT NIGHT'S MATCH
3. POOR SPORTSMANSHIP WILL NOT BE ALLOWED!! REPEATED DISPLAYS OF INDIVIDUAL POOR SPORTSMANSHIP BROUGHT TO THE ATTENTION OF THE LEAGUE OFFICERS MAY RESULT IN THAT INDIVIDUAL BEING DROPPED FROM THE LEAGUE.
4. ANY PART OF THE BALL IN THE KITCHEN, IS IN THE KITCHEN.
5. FOULS MUST BE CALLED IMMEDIATELY BY THE TWO PERSON TEAM PARTICIPATING IN THE GAME OR THE CAPTAIN. A FOUL CANNOT BE CALLED ONCE THE GAME HAS CONTINUED WITH SUBSEQUENT SHOTS. SO PAY ATTENTION TO YOUR GAME. A FOUL IS MOVING ANY BALL IN ANY WAY OTHER THAN A LEGAL SHOOT. JUMPING A BALL FROM UNDER THE BALL IS A FOUL AND SHOOTER LOSES THEIR TURN
6. WHATEVER NUMERICAL GROUP SHOOTER MAKES THE MOST BALLS FROM ON THE BREAK BECOMES SHOOTERS NUMERICAL GROUP. EQUAL AMOUNT FROM EACH GROUP LEAVES THE TABLE OPEN. IF SHOOTER SCRATCHES ON THE BREAK, THE TABLE IS STILL OPEN AND THE OTHER TEAM SHOOT. THE NEXT BALL THAT IS POCKETED WILL BECOME THE SHOOTERS NUMERICAL GROUP

****COMBINATIONS****

5. ANY COMBINATION IS LEGAL AS LONG AS SHOOTER HITS A BALL FROM HIS NUMERICAL GROUP FIRST. 8 BALL IS NEUTRAL UNTIL IT BECOMES THE OBJECT BALL FOR EITHER TEAM. ON AN OPEN TABLE, SHOOTER MUST HIT A BALL FROM THE SAME NUMERICAL GROUP AS THE ONE HE IS ATTEMPTING TO MAKE.

****CALLING SHOTS****

1. IF 8 BALL IS NOT MADE ON THE BREAK, PLAYER MUST POCKET ALL HIS NUMERICAL GROUP(SOLIDS OR STRIPES) BY CALLING EACH BALL OUT OR BY GESTURE AND THE POCKET HE IS ATTEMPTING TO POCKET THE BALL INTO. THE PLAYER DOES NOT HAVE TO CALL A BALL OFF ANY OTHER BALL OR RAIL.

2. SHOOTER MUST CALL EACH BALL & POCKET. IF OPPOSING TEAM IS NOT PAYING ATTENTION TO CALLS, THE SHOT WILL BE LEGAL AND SHOOTER WILL CONTINUE TO SHOOT. ONLY THE PEOPLE INVOLVED IN THE PRESENT GAME AND THE CAPTAIN MAY DISCUSS POSSIBLE SHOTS. THE CAPTAIN MAY CALL A SHOT FOR A PLAYER IF HE HAS REASON TO BELIEVE THE OPPOSITION HAS NOT ACKNOWLEDGED A SHOT.
3. IF WHILE TAKING A SHOT THE CUE BALL STRIKES YOUR OBJECT BALL AS WELL AS A BALL OF THE OPPOSING TEAM SO CLOSE TOGETHER THAT YOU ARE UNABLE TO DETERMINE IF IT WAS A LEGAL HIT, THE SHOT WILL BE CONSIDERED LEGAL.

****SPOTTING BALLS****

1. IF FOLLOWING A SCRATCH ALL OF A TEAM'S OBJECT BALLS ARE IN THE KITCHEN, THE TEAM CAN REQUEST A MEMBER OF THE OPPOSING TEAM TO SPOT A BALL OF THE SHOOTERS CHOICE. THIS INCLUDES THE 8 BALL IF THIS IS THEIR OBJECT BALL. IF A BALL IS CURRENTLY ON ALL OR PART OF THE SPOT, THE BALL WILL BE PLACED BEHIND THAT BALL AND IN LINE WITH THE SPOT. A TEAM DOES NOT HAVE TO SPOT A BALL IF THEY DON'T WISH TO.

****EIGHT BALL****

1. EIGHT BALL ON BREAK WITHOUT A SCRATCH IS A WIN
2. EIGHT BALL ON BREAK WITH A SCRATCH IS A LOSS
3. EIGHT BALL LEAVING THE TABLE AS A RESULT OF AN ATTEMPTED SHOT IS A LOSS
4. EIGHT BALL POCKETED BEFORE ALL OF A SHOOTER'S NUMERICAL GROUP IS A LOSS
5. SCRATCH WHILE SHOOTING AT THE EIGHT BALL AS THE OBJECT BALL IS A LOSS
6. FOUL WHILE SHOOTING AT THE EIGHT BALL IS A LOSS.

****LOSS OF TURN****

SHOOTER LOSES TURN IF:

1. HE DOES NOT POCKET BALL HE HAS CALLED. IF THE TABLE WAS OPEN IT REMAINS OPEN.
2. IF ON OPEN TABLE A PLAYER POCKETS A BALL OTHER THAN THE ONE HE HAS CALLED, THEN THAT NUMERICAL GROUP BECOMES HIS GROUP.
3. HE IS CALLED FOR A LEGITIMATE FOUL.
4. HE SHOOTS WRONG NUMERICAL GROUP, IF SHOOTER MAKES 2 OR MORE OF WRONG NUMERICAL GROUP THE GAME MUST BE PLAYED OVER.
5. SCRATCHING WHILE ATTEMPTING TO MAKE A BALL. IF SHOOTER SCRATCHES, NEXT SHOOTER MAY PUT THE BALL ANYWHERE IN THE KITCHEN **100%** BEHIND THE LINE.
6. ANY BALL THAT GOES OFF THE TABLE IS CONSIDERED A SCRATCH. CUE BALL GOES TO THE KITCHEN, AND THE BALL OFF THE TABLE IS SPOTTED. IF THE BALL OFF THE TABLE WAS THE 8 BALL, IT'S A LOSS

ON BREAK SHOT ONLY:

1. IF, DURING THE BREAK SHOT A MISCUE OCCURS WHICH CAUSES THE CUE BALL TO LEAVE THE TABLE, OR IF THE CUE BALL DOES NOT STRIKE ANY PART OF THE RACKED BALLS, THE PERSON BREAKING WILL BE ALLOWED A SECOND ATTEMPT TO BREAK. IF A MISCUE OCCURS ON THE SECOND ATTEMPT, THE OPPOSING TEAM IS GIVEN THE TABLE AND THE RIGHT TO BREAK. THIS SCENARIO CONTINUES UNTIL A LEGAL BREAK OCCURS.
2. WHILE BREAKING THE SHOOTER MAKES MORE THAN 1 BALL MAJORITY ON BREAK DESIDES BIG OR LITTLE SCRATCH ON BREAK TABLE IS OPEN

PERSONAL EMERGENCY

**** IN THE EVENT OF A MAJOR PERSONAL EMERGENCY WITH SELF OR IMMEDIATE FAMILY MEMBER, THE FOLLOWING STEPS WILL BE TAKEN.**

1. THE LEAGUE OFFICERS SHOULD BE NOTIFIED OF THE SITUATION .
2. ON THE DECISION OF THE INDIVIDUAL OR TEAM CAPTAIN, THE CURRENT GAME SHOULD BE COMPLETED OTHERWISE IT WILL BE REPLAYED AS THE 1ST GAME FOLLOWING THE ARRIVAL OF A SANCTIONED SUB FOR THE AFFECTED TEAM.
3. THE TEAM CONTAINING THE PLAYER INVOLVED IN THE EMERGENCY SHALL BE ALLOWED ½ HOUR TO CONTACT A SANCTIONED SUB TO COMPLETE THE GAMES PREVIOUSLY SCHEDULED TO BE PLAYED BY THE PERSON INVOLVED IN THE EMERGENCY. DURING THE ½ HOUR WAITING PERIOD, GAMES SCHEDULED FOR OTHER TEAMS WILL CONTINUE ACCORDING TO THE SCHEDULE UNTIL THE SUB ARRIVES. ONCE THE SUB ARRIVES , GAMES SCHEDULED FOR THAT TEAM WILL BE MADE UP. IF THE SUB DOES NOT ARRIVE BY THE END OF THE ½ HOUR WAITING PERIOD, AND ALL REMAINING GAMES FOR THE OTHER TEAMS INVOLVED IN THE MATCH ARE COMPLETE, ALL UNPLAYED OR INCOMPLETE GAMES WILL BE FORFEIT.

SPORTSMANSHIP

1. COMMON SENSE AND GOOD SPORTSMANSHIP ARE TO BE USED TO COVER QUESTIONS THAT MAY ARISE DURING A MATCH AND NOT COVERED EXPLICITLY IN THESE RULES. THESE RULES ARE SET AS A GUIDELINE ONLY TO HELP SOLVE ANY PROBLEM THAT MAY ARISE. SO LETS ALL HAVE FUN AND REMEMBER GOOD SPORTSMANSHIP!!!