

NORTHSIDE / SOUTHSIDE POOL LEAGUE

GENERAL LEAGUE RULES 2023 – 2024

New Rules for 23-24 Season

1. One minute shot clock
2. Byes are worth zero wins and league will be ranked by win percentage not wins.
3. Forfeits score will be the max amount of wins from the played matches for the week. Example if the highest win was 5-4 for the night then the forfeit will team will get a 5-4 score.

I. NORTHSIDE / SOUTHSIDE POOL LEAGUE

- A.** Northside / Southside pool league owns all sponsor and team roster positions.
- B.** No team can replace a sponsor and no sponsor can replace a team without committee approval.
- C.** Current sponsors and teams will have the first option to return the following season. TEAMS CAN SIGN-UP AT racineamusement.com FOR THE SEASON BEGINNING JULY 1ST THRU JULY 31ST. NEW TEAMS CAN FILL OPEN TEAMS AUG 1ST THRU AUG 15TH .
- D.** Northside / Southside pool league is divided into two divisions, Men's and Women's.
- E.** Each division shall consist of no more than 20 teams. League players and sponsors are restricted to play in their respective divisions.
- F.** Each tavern is required to have one (1) Women's team and one (1) Men's team all season. Any tavern not having both teams all season will be dropped from the league.
- G.** Teams will consist of 9 players, including the sponsor. A maximum of 18 different players may be used during the season.
- H.** No more than 9 players may be sanctioned at any time. No new players can be added in the last 3 weeks.

II. SANCTION ALL PLAYERS MUST BE 21 YEARS OF AGE

- A.** Every player must be added at racineamusement.com before 4pm before he/she may shoot pool.
- B.** Any team using NON-sanctioned players, the games he/she won will be changed to a LOSS!
- C.** A maximum of nine (9) players may be sanctioned at one time, after that you must drop a player to add a player. Only the 9 rostered player's games will count.
- D.** Each player must pay \$7.00 each time he/she plays in the North/South pool league including subs.

III. HANDLING MONEY

A. Home and Visiting team will be responsible to accept the score on the night of play on the Compusport App BEFORE MIDNIGHT.

B. Each team will be responsible for \$42 each night of league play. **ALL BYE'S MUST PAY \$42.00**

C. Dues are paid into Racine Amusement dart board - LEAGUE MODE - NORTH OR SOUTH - PICK TEAMS or **FOR BYE** - PICK YOUR TEAM BOTH FOR HOME AND AWAY, BOARD WILL ASK IF FORFEIT - YES

D. Team missing money must call the league secretary the following day before noon. Racine Amusement 262-637-5774

E. League dues must be paid the night of play.

F. If all dues and fines are not PAID IN FULL prior to the end of the season, the entire team will not be eligible for the banquet PRIZE DRAWING.

V. PARTICIPATION

A. For a player's name to be placed in the drum at the banquet for the prize drawings, He/She must actively participate in at least eight (8) weeks of pool during the league season and must give first and last name.

B. In case of a tie at the end of the season, head to head competition will determine position No play-offs!

VI. WEATHER

A. League play will not be canceled due to bad weather. If the weather is bad enough to where it is not safe outside, then the league will be canceled by the league President.

B. Any rescheduled match must be played as soon as possible.

VII. LEAGUE START TIMES

A. Women start league play at 7:30 P.M, regular time, not bar time.

B. Men start league play at 8:00 P.M., regular time, not bar time.

C. If a team is not present or missing players; a 15-minute grace period may be used by the team missing players once time expires then the league must start.

VIII. NO TEAM PRESENT

A. After the 15-minute grace period, the first game will begin. If that game cannot be played, it will be forfeited. If the second game cannot be played, it will also be forfeited. If the third game cannot be played, all remaining games will be forfeited.

IX. PARTIAL TEAM PRESENT

- A.** If after the 15 minutes grace period there are fewer than two (2) players present then the NO TEAM PRESENT rule would apply.
- B.** If after the 15 minutes grace period there are fewer than six (6) players present, league play will begin!
- C.** Late players must arrive before the end of the previous game (dropping of the 8 ball).
- D.** If the missing player(s) arrives, they may play any remaining games not yet forfeited.
- E.** In the event of a personal emergency, the team will be allowed 20 minutes to have a sanctioned replacement player. League play will continue until the player arrives to play skipped games. A league officer must be notified for approval.
- F.** If a replacement player has not arrived and all other games are complete, missing player games will become forfeits.

X. FORFEITS

- A.** ANY team that forfeits 27 games, their Men's and Women's teams could be dropped from the league and NOT allowed in the league the following year. Pending league officer discussion.
- B.** If for any valid reason the two captains participating in a match agree they want to make up a match, this action MUST be cleared with a League Officer before the normal night of play.
- C.** The make-up match must be played within one (1) week from the regular night of play.
- D.** No matches can be scheduled for play after the end of the league season.
- F.** Teams playing in the WAMO state pool tournament will be able to reschedule the week of the tournament.

XI. SPORTSMANSHIP

- A.** Repeated displays of poor sportsmanship from a team may result in that team not being allowed in the league.
- B.** Repeated displays of an individual's poor sportsmanship brought to the attention of the league officers may result in the individual being banned from the league.
- C.** Common sense and GOOD sportsmanship are to be used to cover any questions that may arise during a match and not covered explicitly in these rules. These rules are set only as a GUIDELINE to help solve any problems that may arise.

XII. CAPTAINS

A. The Captain of a team must be a sanctioned player on that team BUT, does not have to be actively participating in the current night's match. **ONE TEAM CAPTAIN PER NIGHT ONLY!**

B. Acting night's captain will be responsible to check the score and accept everything is correct.

XIII. DRINKS

A. All games will be played for a drink, \$3.50 maximum cost for the losing player, (Tavern may charge more for certain drinks.)

B. Losing players has the option to buy a DRINK CHIP or NOT.

C. If YOUR drink costs more than the maximum \$3.50, YOU must pay the difference. Support your sponsor.

D. The house drink maximum is \$3.50. If your drink costs more, YOU PAY THE DIFFERENCE.

E. The house drink is courtesy of each tavern and is not required by league rules.

XIV. KITCHEN

A. ANY part of a ball in the kitchen is **IN THE KITCHEN.**

B. If the shooter scratches and all of your balls are in the kitchen, you have an option to spot any ball of your choice, the other team must spot your ball

XV. NUMERICAL ORDER _ BREAK

A. Whatever numerical group shooter makes the most balls from on the break becomes the shooter's numerical group. If an equal amount of balls from each group goes in WITHOUT A SCRATCH, the table is open, and the shooter may pick his/her numerical group. If an equal or unequal amount of balls from each numerical group goes in on the break WITH A SCRATCH, the table is OPEN! The shooter may pick his/her numerical group. Shooter must make a ball to pick his numerical group. If the shooter misses the table remains open.

B. If the shooter scratches on the break THE TABLE IS OPEN.

XVI. FOULS

A. A foul is moving any ball in any other way than a legal shot.

B. A foul must be called immediately by the two-person team participating in the game or the captain.

C. A foul cannot be called once the game has continued with

subsequent shots

D. Jumping a ball from under the ball is a foul and the shooter loses their turn.

E. Foul on the eight ball is a loss of game.

F. Miscue is not a foul. No-hit is not a foul.

G. Shooter must hit his/her numerical group or eight ball first calling his/her designated ball and pocket

XVII. COMBINATIONS

A. Any combination is legal if the shooter hits a ball from his/her numerical group first.

B. On an open table, the shooter must hit a ball from the same numerical group as the one he/she is attempting to make.

XVIII. EIGHTBALL

A. Eight ball in on a break without a scratch is a win!

B. Eight ball in on a break with a scratch is a loss!

C. Eight ball leaving the table because of an attempted shot is a loss.

D. Eight ball pocketed before all a shooters numerical group is a loss.

E. Scratch while shooting at the eight ball as an object ball is a loss.

F. Foul while shooting at the eight ball is a loss. (Miscue or No hit is not a foul)

G. The eight ball is neutral until it becomes the object ball for either team.