

POOL LEAGUE RULES

- I Time – League play will start at 7:00 pm, no later than 7:15 pm
 - A Minimum of 2 players must be present at game time
 - B Absent players must arrive before each set or forfeit their games in that set. If players forfeit their first 2 sets, the last set is automatically forfeit.
- II Team
 - A Team consists of 3 sets of partners
 - B Partners will be consistent throughout the season
 - C Team are allowed 3 substitutes for a maximum of 9 players on roster
 - D 3 regular rostered players must be present to play
- III Object of the game: If the 8 ball is not made on the break, you must make all your numerical group first then the 8 ball in the designated pocket. **You MUST designate each ball and pocket to the opponent.**
- IV The Break
 - A 8 ball on the break constitutes a win
 - B If player pockets one or more of a numerical group than the other, player has option of numerical group
 - C 8 ball pocketed with a foul or a scratch is a loss.
 - D On an open table, the next ball pocketed as called becomes the shooter's numerical group
- V Open table
 - A On an open table the shooter has the option of choosing either numerical group and may use a solid into a stripe or vice versa
- VI Scratches
 - A If shooter scratches and his opponent is on the 8 ball which is in the kitchen or all the opponents numerical group are in the kitchen, opponent has the option to spot the 8 ball or the ball closest to the line of their numerical group
 - B Cue ball must be entirely in kitchen after a scratch
- VII Loss of game
 - A Shooter pockets 8 ball before pocketing his entire numerical group
 - B Shooter scratches while attempting the 8 ball
 - C Shooter shoots out of turn
- VIII Loss of turn
 - A Shooter does not legally pocket one or more of his numerical group
 - B A foul is committed and is called immediately
 - 1 Foul is the moving of a ball with anything other than the cue stick in a normal shot. It is NOT a foul if when shooting over a ball the ball moves less than 4"
 - 2 All fouls are treated the same
 - 3 Jump balls and MASAY shots with stick above shoulder are ruled illegal
 - 4 Shooters on the table or the table captain can call fouls.
- IX Combinations
 - A 8 ball is neutral until the object ball
- X Kitchen
 - A Any part of the ball in the kitchen is all in the kitchen

- XI Shooting wrong numerical group
 - A Called as soon as realized
 - B If shooter is allowed to shoot at wrong numerical group and makes 2 or more balls, the game must be played over
 - C If shooter makes one ball then it is loss of turn

- XII Ball off the table
 - A 8 ball off the table is an automatic loss
 - B Ball from numerical group will be spotted Or as closely spotted without disturbing any other ball
- XIII Talking
 - A Table captain or shooter's partner may confer with shooter
 - B Co-captain may confer if captain is shooting
 - C Any other person talking to the shooter commits an offense. If repeated offenses then game is awarded to the shooter
- XIV Home team captain is responsible for collecting money and keeping score. Visiting team captain must take the money and score sheet to Brossman's by 6 pm the following day. **Any team that does not turn in the full amount the night of play will forfeit all games.**
- XV Player fee is \$6 per night (\$1 goes toward banquet)
- XVI Sponsor fee is \$40
- XVII Any discrepancies must be referred to league president on night of play as well as written on the back of the scorecard. Do **NOT** sign the scorecard. 3 neutral captains will decide protests the following night of league play
- XVIII Any 8 ball breaks or table runs are to be written on scorecard and initialed by captains.
- XIX A Table run is all balls in a numerical group and the 8 balls pocketed by shooter in one shooting episode at any point in the game
- XX Players that start match must finish their games or forfeit except in the case of an emergency
- XXI Rosters must be turned in by second night of play or forfeit until turned in
- XXII In the event a team drops out of the league games will be voided unless a replacement team enters the league
- XXIII Miscellaneous
 - A Shooters will buy the winning team a drink, \$3.00 limit any difference paid by the winner
 - B No exchange of drink chips at any time
 - C Tavern pays for pool table
 - D Banquet to be held at First Place Team's choice