

TUESDAY SINGLES LEAGUE 2022-2023 RULES

SPORTSMANSHIP

Repeated displays of poor sportsmanship from a team or individual will result in that team or individual being banned from the Tuesday Singles Pool League.

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 problem that may arise.

SPONSOR

1. The sponsor will pay a \$50.00 sponsor fee for each team sponsored in the league.
2. The sponsor may enter two teams for each playable table in the tavern.
3. The sponsor is responsible for the actions of his customers not playing in the league. 4. Any tavern operator, individual or team can be expelled from the league for reasons considered to be detrimental to the league. Expulsion will be determined by the league officers. All money paid will be forfeited to the league.
5. With the consent of the league officers, a team may move to another sponsor provided they have given a reasonable explanation for moving. Sponsor fees from the original sponsor will be credited to the new sponsor.
6. The sponsor is responsible for maintaining a playable table. This means, but is not limited to, the table should be level to its best ability, the cloth should be free of any major tears or defects and the balls should not be pitted or nicked. The cue ball must be the same size as the object balls and cannot be "metal flake or powder coated". If a team feels a sponsor does not have playable equipment, they should contact a league officer. The officer will evaluate the table and if they feel it is unplayable, the sponsor will be asked to make the necessary corrections. If after two week the corrections have not been made, it will be the discretion of the league officers to move the team to another sponsor until corrections are made.

LEAGUE SCHEDULE

1. League play will begin approximately the first full week in September.
2. League schedule will be posted at racineamusement.com after the league pre-season meeting.
3. The league schedule will be determined by the league officers.
4. The size of the division will be determined by the league officers.
5. If a sponsor has two teams playing on the same night, the two teams will be placed in separate divisions if possible.
6. The league officers must be notified of any alterations made to the league schedule.
7. All make-up matches must be played within 2 weeks of the original match date. Make-up matches must be played prior to the last three weeks of the season. If the match is not made up in the allotted time frame, neither team will receive credit for tournament eligibility or end of season prizes.

TEAM

1. Each team will consist of a minimum of four players
2. A player can compete for only one team on any given date.
3. A player can compete for only one team per division. There is no limit to the number of divisions a

player can play in.

4. If a team loses their sponsor, they may move to another tavern. The team maintains their record and individual averages. Sponsor fees, sanction fees and dues will not have to be repaid provided they are up to date.

5. If a team leaves the league, a new team can replace them in the division. The new team receives the number of wins from the last place in the division when the original team dropped out. The loss total will be the number of weeks already played when the new team joins the league minus the wins.

PLAYERS

1. All players must be 21 years of age or older.
2. Players must be sanctioned by the Racine Amusement Tuesday Singles League.
3. No new players can be sanctioned for the last three weeks of league play.
4. A \$10.00 player's fee (dues) is required for each player, each night of play.
5. Players can be added or dropped at racineamusement.com.

MOVING TO A NEW TEAM

1. With the approval of the league officers, a player may move to a new team. A second sanction fee is not required.
2. A player may change teams only once during the season.
3. A player must have a minimum of 8 weeks of play with the second team to be eligible for the tournament. Having 5 weeks with the original team and 3 weeks with the new team does not qualify a player for the tournament.
4. No player can change teams during the last 8 weeks of the season.

TEAM CAPTAIN RESPONSIBILITIES

1. Attend any league meetings. Each current year's team has only one vote at league meetings to be cast by the captain or his/her representative.
2. Complete, verify and sign the score sheets. Once the score sheets have been signed by both captains, they stand as they are and cannot be altered unless agreed upon by both captains.
3. Turn in the **COMPLETE** name of any new player on their first night of play on racineamusment.com
4. Collect the players' \$3.00 sanction fee on their first night of play.
5. Collect the players' dues for all players. League dues of \$10.00 per player. \$40.00 total per team must be paid each week. **NO SHORTAGES ALLOWED!**
6. Complete the score sheet from the Compusport app, send or accept the results, must be completed on the night of play, Insert team fees into the dart board on location.
7. Represent his team in any disputes with another team or in any arbitration with the league officers.

PARTIAL PAYMENT OF LEAGUE DUES IS NOT ACCEPTABLE!

1. Partial payment of league dues is not acceptable. A fine equal to the amount of dues shortage will be assessed and due the following week. The fine will be assessed each consecutive week until the shortage is paid up. When playing with less than 4 players, league dues of \$40.00 are still required for the night. Remember on a player's first night of play, the sanction fee and league dues must both be paid.
2. In the event of a forfeit, the team present will be responsible for dropping off the envelope. The score sheet should list players to receive eligibility for tournament and end-of year prizes. The forfeiting team must bring their league dues up to date by the following week of scheduled play.
3. Any team owing \$40.00 or more for 3 consecutive weeks is subject to expulsion from the league.

SCORE SHEETS

1. Players' names should be printed on the score sheet. Enter the player's full name.
2. New players can be added no less than one hour before he/she plays league. Add new players at racineamusement.com, do not exceed 7 players at one time.
3. Score sheets must be sent and approved by both captains. Once the score sheets have been approved, the player's and team scores stand as entered.
4. If one captain feels there is an error in a player's average and this average cannot be verified prior to the start of the match, the match should be played and a written appeal stating the circumstances should be included with the score sheet. The league secretary will review the appeal, make any corrections if required and notify both captains with the results.

PARTICIPATION

1. In case of a BYE, standing will be determined by percentage.

WEATHER

1. League play will not be canceled due to bad weather.
2. If the weather is bad enough to where it is not safe outside, then league officers will cancel league.

LEAGUE START TIMES

1. league play starts at 7:00 P.M. with one 15-minute grace period. regular time, not bar time.
2. Late players may play any remaining games not yet forfeited.

FORFEITS

1. **MATCHES START AT 7:00 PM, THERE IS A 15 - MINUTE GRACE PERIOD.** At 7:15 PM a team must have a minimum of 3 players present or they forfeit the match. (sportsmanship) The non-forfeiting team will receive a team win for the night. Team points for the forfeit will be based on the team's average point score, including handicap. The forfeiting team will receive a team loss and zero team points. No individual player points will be awarded to either team. Players listed on the score sheet of the non forfeiting team will receive credit for tournament eligibility and end of the year prizes. Players on the forfeiting team will neither receive credit for tournament eligibility nor end-of-the-year prizes. **A \$25.00 FINE WILL BE ASSESSED TO ANY TEAM FORFEITING.**
2. Any team forfeiting 3 weeks in a row or 4 weeks in a season will be subject to expulsion from the league. The league officers will determine if any expelled team is to be reinstated to the league. Expelled teams will forfeit all money paid to the league.
3. Once a player has shot, he/she must play all 4 games or forfeit 9 points for each game not completed.
4. A game is forfeited for 9 points if 5 minutes have elapsed since the completion of the previous game.
5. **ANY team** that forfeits three (3) matches in a row, or **any tavern** that forfeits a total of 4 matches during the course of the league season, the tavern will be dropped from the league and NOT allowed in the league the following year. All league dues will be forfeited.
6. All forfeits and BYE's must still be paid for.
7. 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.
8. The make-up match must be played within one (1) week from the regular night of play.
9. No match can be cancelled or rescheduled without clearance from the League Officers.

10. No matches can be scheduled for play after the end of the league season.

DRINKS

1. All games will be played for a drink, \$3.50 maximum.
2. Losing player has the option to buy DRINK CHIP or NOT. You cannot pass chips!!!
3. If YOUR drink costs more than the maximum \$3.50, YOU must pay the difference. **Support your sponsor.**
4. The house drink maximum is \$3.50. If your drink costs more, YOU PAY THE DIFFERENCE.
5. The house drink is courtesy of each tavern and is not required by league rule.

HANDICAP

1. Locate the running averages of all players playing the match. If the player's average cannot be found, enter "NEW" on the score sheet & use an average of 6.00 for the handicap.
2. If a player has a current running average for the year and is going to shoot for a team in another division, the running average from the player's original division is used for determining the handicap, not his master average
3. Total the averages of both teams.
4. Subtract the smaller total from the larger total.
5. Drop all numbers to the right of the decimal. This number is the amount of handicap points the team with the smaller total receives from the team with the larger total.

THE HANDICAP AVERAGE IS A RUNNING AVERAGE OF THIS YEAR'S SCORES.

CONTACT A LEAGUE OFFICER IF A PLAYER'S AVERAGE SHOULD BE ON THE MASTER AVERAGE SHEET AND IS NOT.

THE BREAK

Players pay and rack their own break.

1. The cue ball must be entirely behind the head string. Position is determined by the leading edge of the ball. The opponent must protest the position of the cue ball prior to the break or the break is legal. If the breaker ignores the protest, the opponent has the option of having the breaker re-break the rack or play the break as is.
2. The game starts when the cue ball leaves the kitchen.
3. For a legal break, a minimum of three numbered balls must contact a rail if no object balls are pocketed. If the person breaking fails to make a legal break, the incoming player has two options. **Option #1** – Incoming player has ball in hand and plays the balls as they lie. **Option #2** – Incoming player can have balls re-racked with incoming player now breaking with normal breaking rules applying.
4. The table is always open after the break. The table remains open until one player legally pockets a ball from either group. If more than one ball is pocketed, only the called ball will determine which group of balls a player has
5. On an open table, the shooter can play any combination of balls, including the 8-ball. The 8-ball is neutral **ONLY** on an open table.
6. If a player makes the 8-ball on the break without a scratch, the shooter has the option to spot the 8-ball or re-rack if they do not scratch, but on a scratch the opponent becomes the shooter and has the option to spot the 8-ball or re-rack. Both players split the cost. **EIGHT BALL BREAKS DO NOT COUNT.**
7. If a player breaks and proceeds to run the table, he scores 1 point for each of the opponent's balls left on the table and 2 points for the 8 ball. Circle the # on the score sheet to indicate table run. **IF A PLAYER**

IS PLANNING TO SOFT BREAK, HE MUST INFORM HIS OPPONENT. THIS IS TO DETERMINE IF A LEGAL BREAK HAS BEEN EXECUTED (SEE ABOVE). THE PERSON RACKING OR THEIR CAPTAIN IS 100%

RESPONSIBLE FOR ENSURING A LEGAL BREAK HAS BEEN EXECUTED – PAY ATTENTION **PLAYING THE OBJECT BALL**

1. The shooter must call the ball and the intended pocket. It does not matter how the called ball goes in. Failure to call the object ball is not a foul, only loss of turn.
2. Team captains must agree before the match whether or not the players need to call obvious shots. Caution is advised; sometimes it may be difficult to determine what an obvious shot is. If teams are not calling obvious shots and a player pockets a ball, then for whatever reason feels the next shot cannot be played or does not want to play it, he cannot turn the table over to his opponent. The player must continue to shoot.

PLAYING A SAFE

1. When playing a safe shot, the player must contact a ball from his group of balls first. After contacting the object ball, any ball must then contact a rail.
2. A player may elect to play a safe, by pocketing a ball from his group. The player must announce if a safe is being played prior to taking the shot or if the ball pocketed counts and the player continues to shoot. If the object ball is not pocketed or does not contact a rail, nor does any other ball – it is then a foul.

FOULS

Anyone can be asked about the rules, but **ONLY** the players playing the game are allowed to call fouls. Either player may ask both captains to watch a shot and make a judgment. A captain may designate another player to watch a shot in his place if it is his game.

Any time a player fouls, his opponent has cue ball in hand anywhere on the table. This is also true if the foul occurs on the break.

When a player has cue ball in hand, the cue stick may **NOT** be used in any way to help position the cue ball. If the cue stick is used, it is a foul and the opponent will have cue ball in hand anywhere on the table.

A foul occurs under the following circumstances:

1. Failure to contact a ball from your group of balls first or failure to contact the 8-ball first when it is the object ball. on an open table, any ball can be contacted for a legal shot.
2. Scratching of the cue ball.
3. Failure to pocket any ball or contact a rail with any ball after first contacting your object ball.
4. Failure to drive a ball frozen to a rail to another rail if no other ball or cue ball contacts a rail after the cue ball contacts the frozen object ball.
5. Jumping the cue ball by scooping. Driving the cue ball down into the table so that it bounces is a legal jump shot.
6. Push shots are fouls in **TOURNAMENT ONLY**. Push shots will be called by a referee.
7. Movement of the cue ball through any action of the player other than a legal shot or placement of the cue ball.
8. Contacting any ball on the table with the cue ball or causing any ball to move when placing the cue ball on the table.
9. If a ball is accidentally moved and that ball contacts another ball, If the ball that was moved would have been contacted by any ball including the cue ball during the shot, it is also a foul.

10. Causing any ball to leave the table and stay off. The ball will be re-spotted prior to the next shot unless it was the 8- ball, in which case it is a loss of the game.

NOTE: CAUSING ANY BALL TO LEAVE THE TABLE AND STAY OFF WHILE POCKETING THE 8-BALL IS LOSS OF GAME.

11. Coaching the shooter or telling the shooter he has cue ball in hand if the player does not ask. Any questions on rules should be asked with the opposing captain or player present to avoid arguments. 12. Having both feet off the floor while shooting.

13. Any player or person associated with the team other than the shooting player who calls a foul will result in cue ball in hand for the opponent

TIME LIMIT

If a player feels his opponent is taking an excessive amount of time, he may notify the player and/or team captain that the player will be given 90 seconds to execute his/her shot. If the player has not executed his/her shot after the 90 seconds have elapsed, he/she is to be notified of a 30 second extension. If the player has not executed a shot after the 30 second extension, the opponent will be awarded cue ball in hand.

PENALTIES & OPTIONS

1. If a ball is pocketed through no action of the shooter, the ball is brought back out and re-spotted as close to its original position as possible. Both players will split the cost of bringing the ball back up.

2. If a ball is accidentally bumped in, the incoming player has the option of bringing the ball back up and re-spotting it in its original position. The 8-ball will always be brought back up. The offender pays for bringing the ball back up.

3. When a player accidentally moves a ball other than the cue ball, his opponent has the option of moving the ball back to its original position or he can leave the ball as is. Accidentally moving 2 balls is a foul, if the ball was pocketed, the player at fault pays for bringing the ball back up. The player at fault continues to shoot.

4. When spotting a ball, if the ball does not fit on the spot without touching another ball, the ball should be placed directly behind the spot, as close to the spot as possible.

CUE BALL SCRATCHES

1. A scratch occurs if the cue ball is pocketed or is caused to leave the table.

2. After a player scratches, the opposing player has cue ball in hand and can place the cue ball anywhere on the table.

3. If a player scratches on the break, the opposing player has cue ball in hand anywhere on the table.

PLAYING THE 8-BALL

1. The player must tell the opposing player or captain the intended pocket for the 8-ball. As a courtesy to the shooter, the opposing player and captain should be paying attention to the call.

2. The 8-ball must be the first ball contacted for a legal shot.

3. A player needs only to call the intended pocket. It does not matter how the 8-ball goes in.

4. Failure to contact the 8-ball is not a loss of game.

5. Any foul committed by a player while shooting the 8-ball is not a loss of game unless the 8-ball is pocketed.

6. If the 8-ball is caused to leave the table, it is a loss of game.

7. After pocketing the 8-ball, the player scores 2 points plus 1 point for each of his opponents' balls remaining on the table. Circle # if table run.

8. If a player pockets the 8-ball before pocketing all his/her balls, he/she loses the game. His/her opponent will score 2 points plus 1 point for each of the losing player's balls left on the table.

If a player pockets the 8-ball on an open table, his opponent scores 2 points plus 1 point for each remaining ball from the largest group of balls on the table.

9. If a player deliberately pockets the 8-ball to give his opponent the win and incur a higher point total, the opposing team is to notify a league officer. The offending player will be given a warning. If the player commits a second offense, the player could be ejected from the league and any postseason play.

MATCH PLAY

1. The lineup is entered on the score sheet by both captains prior to comparing score sheets with the opposing captain. This should be done before the start of the match. Once the score sheets have been compared, the order cannot be changed without the consent of the opposing captain.

2. The lineup is a rotating lineup. Follow corresponding numbers on the score sheet to see which opposing player you will be playing. Home team plays in order, the visiting team rotates.

3. Home team breaks first 4 games, visitors next 4 games the home again for 4 and finally visitors last 4

4. Both captains will complete scoresheets, and compare often for accuracy. Both scoresheets and dues are to be put into a Racine Amusement dart board under play league mode.

IF A TEAM IS SHORT A PLAYER. 4 PLAYERS VS 3 PLAYERS IS ALLOWED

1. A minimum of 3 players from each team is required for a match. If a team plays with only 3 players, they will forfeit 12 points for the absent player's 3 points per game. The player missing on the team with 3 players must be listed on the score sheet. The player missing will not receive any points towards their average. Handicap is figured based on the four players listed.

2. If a team is shooting a match with 3 players, the fourth player can shoot any remaining games without forfeit if arriving in time. Only the player originally listed may shoot remaining games.

3. If a team does not inform the opposing team of a player shortage, the team not short of players has the option of restarting the match. If the match is restarted, both teams can rearrange their lineups.

4. Any team that has less than 3 players present will forfeit the match unless prior arrangements have been made between the two teams.

5. With the approval of the opposing captain, a player may play his/her four games consecutively at the start of the match. The player must compete first in the lineup.

6. The winner of the match is the team that scores the most points including handicap. In the event of a tied match, each team will select a player from their line up to play a tie breaker game. **THE POINTS SCORED IN THE TIEBREAKER WILL BE CREDITED TO THE TEAM'S SCORE BUT NOT TO THE PLAYER'S INDIVIDUAL SCORE.**

7. If a player shoots out of order, he/she will forfeit 9 points to the other player. The match then continues with the next game with the correct players shooting.

10. If a player is found to be playing under another person's name, and the player has shot, his team will forfeit the entire match. The team will face possible ejection from the league and denial to play in the postseason tournament.

PROTEST PROCEDURES

Authority to protest rests with the team captain.

The protest must be called at the time of the incident. If the protest has not been called by the time the player has shot again, the protest is nullified. The player must stop shooting if a protest has been called. The player cannot continue to shoot, or the next game cannot be started until the protest has been resolved. If a protest cannot be resolved, the game must be played over. The original breaker

breaks the replayed game. Neither player can score more points in the replayed game than they would have scored in the original game prior to the protest if a ball had been pocketed on the protested shot. Both players split the cost of the replayed game.

BYES

1. For a bye, teams will receive a team win and the average amount of points scored per night during the year. Average point score is determined by dividing the team's total point scored by the number of weeks played, less the bye week.
2. A team has until the next week of play to turn in their score sheet and bring their league money up to date. Only players listed on the score sheet will be given credit for tournament eligibility and end of the season prizes.

TEAM FINISH

Team finishing positions will be determined as follows:

1. Team win/loss record.
2. In the event that two teams have the same win/loss record, the head to head play between the two teams tied will determine team finish.
3. In the event the two teams have the same win/loss record and have tied in head-to-head play, total accumulated points will then determine the final standings, if points are equal as well; a playoff match will be played between the tied teams.
4. If 3 or more teams are tied, total accumulated points will determine team finish.

MONEY DISTRIBUTION

1. All sponsor fees and sanction fees go to the league prize fund. Most wins, Most Points, Most table runs ECT.....

League dues are distributed as follows:

\$3.50 out of each \$7.00 in weekly player's fee goes toward plaques and team finish paybacks.

\$3.50 out of each \$7.00 in weekly player's fee goes toward the tournament prize fund.

Tournament Prize funds will be matched at 50% by Racine Amusement.

POST SEASON TOURNAMENT

1. All teams are automatically entered in the end of the year tournament. Player fees must be up to date and paid by the last week of league play. At the discretion of the league officers any team owing any amount of league dues or fines at the end of the year may not be allowed to play in the tournament.
2. A player can compete on only one team in the tournament.
3. A player must play a minimum of 8 weeks for the entered team to qualify for the tournament.
4. The tournament will be double elimination.
5. The tournament will be played by the League rules.
6. Captains will toss a coin to determine which team will break the first round.
7. Location of the tournament will be FOUNTAIN BANQUET HALL.
8. Any team found using players not eligible for the tournament or their team will forfeit their match and any prize money if applicable.
9. **THERE WILL BE NO GRACE PERIOD FROM THE ASSIGNED STARTING TIME TO START THE MATCH.**
10. No player in the lineup can shoot his 4 games consecutively. All games must be shot in order.
11. Teams can play a match with only 3 players. If the 4th player shows up after the start of the match he/she can be added to the lineup. As in league play, the team with 3 players will forfeit 12 points to the opposing team. If a team enters the 4th player's name on the score sheet and that player does not show

up by the time his/her game is to start, they will forfeit 18 points to the opposing team (tournament only).

12. Any unsportsmanlike conduct or disruptive behavior will result in a disqualification of the player from the tournament. If the conduct or behavior persists after the disqualification, the entire team may be subject to disqualification.

13. The prize money will be distributed by placement in the tournament.

POSTSEASON SINGLES TOURNAMENT

1. Players are not automatically entered in the end of the year singles tournament. A separate entry fee must be paid by the entry deadline. Entry fees and deadlines pertaining to singles tournaments are to be determined by the league Players.

2. A player must play a minimum of 8 weeks with the current team to qualify for the tournament.

3. The tournament will be single elimination.

4. The tournament will be played by the league rules.

5. Players will toss a coin to determine which player will break the first game. Players will alternate break for second, third and fourth game. If players are tied after 4 games, a tie breaking game will determine the winner. A coin toss will determine who breaks the tie breaking game.

6. Players will split the cost of the table for a tie breaking game.

7. Prize money will be determined by the league officer.