

RULES OF PLAY - 2009-10

1. SCORING

- A) Individual standings are determined by the number of wins and total points scored. The winning player shall be awarded 2 points for the game, plus 1 point for each of their opponent's balls left on the table.
- B) An 8-ball break shall be a 9-point win. Scratching on an 8-ball break or making the 8 ball on an open table shot, is a 9 point loss. If after playing at least 1 game a player fails to complete shooting, they shall forfeit 9 points for games not played. If a foul is committed while pocketing the 8 ball, it is loss of game.
- C) In the event of a forfeited match (or spot), players will be awarded 4 points per game forfeited. If a player shoots, and it is later determined by the league that they were an ineligible player, (see section 9) their opponent's scores will be changed to award them a minimum of 4 points for any game played.
- D) TEAM SCORING: A total of 9 team points are available in each match, 2 points per round and 1 point for total points. Points are earned by adding the team's individual points scored each round, with the team with the most individual points earning the match points for that round. In the event of a tie, each team will get 1 point for that round. Teams should compare scorebooks periodically throughout the match to verify scoring. In the event of a tie for total points, each team will select a player to shoot 1 playoff game to determine the team who gets the match point for the total points.
- E) STANDINGS: League standings will now be available at the league's website milwaukeepoolleague.com. Please make sure to print out a copy of the standings to bring with you to leagues for your reference.

2. THE GAME

- A) A break shot must drive at least 3 object balls to a rail to be a complete break shot and begin the game. Failure to make a complete break shall be an automatic **re-rack** upon the request of either of the players. Failure to make a complete break after 3 attempts shall be loss of break and a re-rack. The game ends after the 8 ball is pocketed and all remaining balls come to rest.
- B) The table remains open after the break until another ball is legally made. A legally made shot is hitting one of your balls first and then making a called ball in the called pocket without committing a foul. If the table is open, a player may hit a stripe/solid combination to make a legal shot, but the 8 ball is not neutral and can not be hit first to make a legal shot.
- D) **Hanging balls / Knocking a ball off the table.** If a hanging ball drops in the pocket after the next shot is taken, it must be replaced where it was back on the table. If a numbered ball is knocked off the table it shall be spotted back on the table.

3. FORFEITS (part a) *see also section 11*

- A) If a player is not present by the time their 2nd game comes up, the team will forfeit all of that players games. A team may however, designate an alternate player to take their place without having to forfeit the spot.
- B) The players who are listed in the scorebook must be the players shooting. If a player is found not to have been the player who was listed in the scorebook, the entire match may be forfeited.

4. SHOOTING FOULS

- A) If while shooting, a foul is called, the player must stop shooting and yield their turn. If a player refuses to stop shooting or otherwise disrupts the lay of the table, it will be loss of game at that point.
- B) Committing a shooting foul will result in **ball-in-hand** for your opponent, except for a scratch on the break, which will be an in-the-kitchen cue ball placement.
- C) Only your opponent may call a foul, if an opposing player or spectator makes your opponent aware of a foul, it can't be called.

5. TYPES OF SHOOTING FOULS

- A) **Failing to make a complete shot.** A complete shot is hitting your ball first, and then driving any ball or the cue ball to a rail, without committing any other shooting foul. (On any shot involving a combination, kick, masse, carom, or bank shot, a player must also clearly call their BALL & POCKET).
- B) **A scratch shot.** Also includes knocking a ball off the table. Any ball knocked off the table will be spotted.
- C) **Jumping the cue ball over a ball.** Break shot not included.
- D) **Having both feet off the floor when shooting.** At least one foot must be on the floor while shooting.
- E) **Push shots.** When the cue ball and object ball are close together, "Pushing" the cue stick through the object balls position is a foul. To ensure that the cue stick does not "push" through the shot, you must either cut across the object ball by a 45° angle or strike down on the cue ball with the cue stick elevated by at least a 45° angle, when the cue ball and object ball are close together.
- F) **Illegally moving a ball.** In addition to being a foul, if a numbered ball is illegally moved, it will be the opponent's choice to either move it back, or play it where it lays. Taking ball-in-hand in error, without your opponent's permission, will then result in **ball-in-hand** for your opponent.
- G) The "**coaching**" of a player by teammates or patrons at any point while the game is still in progress is a foul, and will result in the loss of the next shot for the player being coached. Coaching shall be the making of any specific comments about game play, of which a player might be able to act on. Only the designated team captains may call this foul. Coaching is also considered to be poor sportsmanship.

6. SPORTSMANSHIP

All teams, players and guests shall exhibit good sportsmanship. Patrons of the home bar are considered to be guests of the home team. Any trash talking, table jockeying, coaching, or other unacceptable behavior by players or patrons during a match, shall be considered to be a demonstration of poor sportsmanship and should always be reported to the league. If you do not notify the league about poor sportsmanship, we cannot help solve any problems. Problems with poor sportsmanship may result in the expulsion of a player or team from the league.

OTHER LEAGUE RULES

7. CAPTAINS DUTIES

- A) Each team shall select a team captain. Each captain is responsible for making sure their team turns in the proper league dues at the end of the match. The visiting team captain is responsible for dropping off the league dues and score sheets from both teams to Scaffidi's Hideout before midnight.
- B) It is also the captain's duty to make sure that all of their players are familiar with the rules of play.

8. SPONSORS DUTIES

- A) It is the responsibility of home tavern / team to provide a comfortable environment for league play and the proper equipment for all players. This will include a reasonably level and maintained pool table; proper lighting, balls and rack; and ample bar pool cues.
- B) Any problems with the environment or equipment should be reported to the league before the start of the match. If necessary, matches may need to be moved until the problem can be corrected.
- C) It is also customary that the home bar offers to buy the visiting team players a round of whatever they have been drinking, as a "team drink", prior to the end of the match.

9. PLAYER ELIGIBILITY

- A) All players must be of **legal drinking age**. Any player who has been designated ineligible to play by the league due to problems with appropriate sportsmanship, or other reasons, may not play.
- B) Players can be on only 1 team's roster per league night. If, after playing for one team, a player switches to shoot for another team, they will not be eligible to play again for their previous team.
- C) After March 1st, only those players on the team's final roster will be eligible to shoot. The final roster will be the players with the 7 best records as of March 1st, unless the league is otherwise notified. No changes to the final roster will be allowed after March 1st without league approval.

10. THE MATCH

- A) Matches start promptly at 8:00pm with the visiting team breaking in the 2nd & 4th round. The home team should allow the visiting team at least 15 minutes for a practice game on the league table, IF they arrive prior to the scheduled starting time of the match.
- B) If a team has a player needs to "**shoot out**" their games, they must notify the opposing captain prior to the exchange of line-ups and that player must be placed in the #1 spot in the line-up. A shoot out is when a player plays more than 1 game out of rotation. Shoot outs should be clearly noted on the score sheet (**See attachment A**), and only 2 "shoot outs" per season for any player will be allowed.
- C) Each team will then exchange line-ups and begin play. After exchanging line-ups, no changes in the line-up will be permitted unless previously agreed to.

11. FORFEITS (part b) *see also section 3*

- A) Players are expected to be present at least 15 minutes prior to the scheduled starting time of the match. A team must have at least 3 players present and ready to start playing by the starting time of the match.
- B) Each team will only be granted two 10 minute extensions per season if they do not have 3 players present and ready to start playing by the scheduled starting time of the match. After that, the league may declare matches forfeited for teams which are more than **5 minutes late**. The league must be called at **430-6264** to force a team to use an extension or have a forfeit declared. If a team forfeits more than 3 matches during the season, that team may be dropped from the league.

12. CANCELLATION OF LEAGUE PLAY

During severe weather, the league will decide **AT 5:00 pm** if play will be canceled. The team captains should check the league website at milwaukeekeepoolleague.com on any night in question, to check for a posting to see if leagues have been canceled. Captains will then be responsible for notifying their players whether or not league play has been cancelled.

13. LEAGUE DUES / FEES

- A) League dues are \$7.50 per player (**\$30.00 per team**) per week, regardless of any subs or missing players.
- B) League dues and score sheets must also be turned in for all forfeits, but not for scheduled bye matches.
- C) Failure to turn in the proper dues and score sheets on league night will result in a league fine of \$10.00 per league week late. Fines will be deducted from team prize money at the end of the year.
- D) All regular players must also be sanctioned and pay a \$5.00 **sanctioning fee** to the league for each team that they play on. This is to be paid, in addition to the regular dues, on the first week of play.
- E) Each team may also have 3 substitute players that do not have to pay sanctioning fees. Sanctioning fees for additional substitute players will be deducted from team prize money at the end of the year.

14. RULE QUESTIONS

- A) It is the captain's duty to make sure that their players are familiar with the **rules of play**.
- B) If a player has a **question** about the rules or how they apply, or any other disagreement, **play should be stopped**. (*see also 4A*) The player should then ask for both team captains to meet and assist in explaining the rule. If both of the captains cannot agree on an answer to a question, or are unsure, they should **call the league at 430-6264** and ask to get a ruling. **If no answer, call Scaffidi's at 273-1665** and ask for Rick or Mark to assist in a making a ruling.
- C) If the league is unable to resolve the issue, each player's balls remaining on the table will be noted and the game will be replayed. Upon replay, scoring will be limited to no more than the maximum possible points that could have attained prior to the game being replayed.
- D) If play is allowed to resume without getting a league ruling, it will be interpreted that both team captains were able to reach an agreement on the matter in question in order to continue shooting.

ATTACHMENT A - SCORE SHEET INFORMATION

- 1) League night - is the night of the week your playing.
- 2) Team names - list both the home & visiting teams names on every score sheet.
- 3) Player names - **please print names clearly.**
 - **ALWAYS list a players first name AND a last initial.**
 - **make sure to list the complete name of any new player.**
- 4) Scoring info. - **please print scores clearly.**
 - compare score books periodically with your opponent.
 - total all scores, of BOTH teams on your score sheets.
 - make sure that both score sheets have the same scores.
 - sign both sets of score sheets to **verify scores and totals.**
- 5) 8 ball / TR
 - put a "8 ball" after the game score if it was an 8 ball break.
 - put a "TR" after the game score if it was a table run.
 - a table run is when a player runs out from an open table.
- 6) Shoot outs - please write "shoot out" after the name of any player who shoots out their games. (see also 10B)

Marking scores:

The winning player shall be awarded 2 points for the game, plus 1 point for each of their opponent's balls left on the table. In the event of a *forfeited match*, (or spot) players will be awarded 4 points per game for each game forfeited.

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TEAM SCORING: A total of 9 team points are available in each match, 2 points per round and 1 point for total points. Points are earned by adding the team's individual points scored each round, with the team with the most individual points earning the match points for that round. In the event of a tie, each team will get 1 point for that round. Teams should compare scorebooks periodically throughout the match to verify scoring. In the event of a tie for total points, each team will select a player to shoot 1 playoff game to determine the team who gets the match point for the total points.