

# MONDAY SUMMER POOL LEAGUE RULES

## GENERAL LEAGUE RULES 2019

### I. MONDAY SUMMER POOL LEAGUE

- A. Monday Summer pool league owns all sponsor and team roster positions.
- B. No team can replace a sponsor and no sponsor can replace a team without league approval.
- C. Current sponsors and teams will have first option to return the following league season.
- D. Each division shall consist of no more than 20 teams. League players and sponsors are restricted to play in their respective division.
- E. Each tavern is required to have one 6-person team all season.
- F. Teams will consist of 9 players, including the sponsor.
- G. No more than 9 players may be sanctioned at any time. No new players can be added the last 2 weeks.

### II. Sanction **ALL PLAYERS MUST BE 21 YEARS OF AGE!**

- A. Every player must be sanctioned at least 2 hours 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. At least six (6) players MUST be sanctioned the first week of play. NO EXCEPTIONS!
- D. A maximum of nine (9) players may be sanctioned at one time, after that you must drop a player to add a player.
- E. The fee to sanction a player is one dollar (\$1.00).
- F. Each player must pay \$5.00 each time he/she plays in Monday Summer pool league including subs.

### III. HANDLING MONEY - MONEY DROP OFF:

- A. Home team will be responsible to collect all money and enter score at the end of the night's play
- B. Make sure to count money before leaving money at home bar.
- C. Home team will leave money to home bar and always get a receipt
- D. Each team will be responsible for \$30 each night of league play. (Plus, any Byes)
- E. If the money or score sheet is turned in late or missing, the following will apply
  - 1. Late envelope, \$5.00 fine, all the money charged to responsible team.
  - 2. Team missing envelope must call league secretary and deliver missing envelope the following day.
  - 3. Team missing envelope will forfeit all games until envelope is replaced and all money charged to responsible team paid in full.

### IV. 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!!!! NO EXCEPTIONS!

### V. PARTICIPATION

- A. In order for a player to be allowed at the banquet, He/She must actively participate in at least three (3) weeks of pool during the league season.
- 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.

1. If you feel the weather is bad enough to where it is not safe outside, then you may make arrangements with your opponent to reschedule with approval of league officers.
- B. Any rescheduled match must be played before the next weeks match.

## **VII. LEAGUE START TIMES**

- A. league play at 7:30 P.M, regular time, not bar time.
- B. If a team is not present or missing players; a 15-minute grace period may be used by the team missing players.

## **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 end of previous game.
- D. If the missing player(s) arrives, they may play any remaining games not yet forfeited.
- E. In the event of a personal emergency, team will be allowed 30 minutes to have a sanctioned replacement player. League play will continue until player arrives to play not played or incomplete games. League officer must be notified.

## **X. FORFEITS**

- A. **ANY team** that forfeits Three (3) matches or forfeits a total of 27 games 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.
- B. All forfeits must still be paid for.
- C. 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) weeks from the regular night of play.
- D. No match can be cancelled without clearance from the League Officers.
- E. No matches can be scheduled for play after the end of the league season.

## **XI. SPORTSMANSHIP**

- A. Repeated displays of poor sportsmanship from a team may result in that team not allowed in league.
  1. Repeated displays if individual poor sportsmanship brought to the attention of the league officers may result in the individual being banned from the league.
- B. 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.

## **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 nights match.
- B. ONE TEAM CAPTAIN PER NIGHT ONLY! NO CO-CAPTAIN NO TABLE-CAPTAIN

NO CAPTAIN=S-CAPTAIN! **ONE CAPTAIN MEANS ONE CAPTAIN FOR EVERYTHING PER TEAM.**

### **XIII. DRINKS**

- A. All games will be played for a drink, \$3.50 maximum.
- B. Losing team has option to buy 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 cost more, YOU PAY THE DIFFERENCE.
- E. The house drink is courtesy of each tavern and is not required by league rule.

### **XIV. KITCHEN**

- A. Any part of a ball in the kitchen is **IN** the kitchen.

### **XV. NUMERICAL ORDER**

- A. Whatever numerical group shooter makes the most balls from on the break becomes the shooters numerical group.
- B. If the shooter scratches on the break, **THE TABLE IS STILL OPEN.**
- C. If an equal amount of balls from each group goes in without a scratch, the table is still open, and shooter may pick his/her numerical group.
- D. If an equal amount of balls from each group goes in and shooter scratches, it becomes the opposing team's shooter's turn and he/she has his/her pick of any numerical group.

### **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 shooter loses their turn.
- E Foul while shooting at the eight ball is a loss. (Miscue or 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 as long as shooter hits a ball from His/her numerical group first.
- B. The eight ball is neutral until it becomes the object ball for either team.
- C. On open table, shooter must hit a ball from the same numerical group as the one he/she is attempting to make.

### **XVIII. EIGHTBALLA.** 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 as a result of an attempted shot is a loss.
- D. Eight ball pocketed before all of 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)

### **XIX. CALLING SHOTS**

- A. If eight ball is not made on the break, player must pocket all his/her numerical group (solids or stripes) by calling each ball out loud or by gesture and the pocket he/she is attempting to pocket the ball in to.

- B. The player does not have to call a ball if any other ball or off the rail.
- C. Only the two-person team shooting the present game and the captain may discuss any possible shots or game strategy! (Taking a reasonable amount of time.)
- D. Shooter must call each ball and pocket. If opposing team is not paying attention to calls, the shot will be legal, and shooter will continue to shoot.
- E. The captain may call a shot for a player if he/she has a reason to believe the opponent has not acknowledged a shot.
- F. If while taking a shot the cue ball strikes your object ball as well of the opposing team to close together that you are unable to determine if it was a legal hit, the shot will be considered LEGAL.

## **XX. LOSS OF TURN**

Shooter loses a turn if:

- A. He/She does not pocket the ball He/She has called. If table was open, it remains open.
- B. If an open table shooter pockets a ball other than the one He/She has called, then that numerical group becomes shooter numerical group.
- C. He/She is called on a LEGATIMATE foul.
- D. He/She shoots wrong numerical group
  - 1. If shooter pockets two (2) or more of the wrong numerical group, the game must be played over.
- E. Scratching while attempting to make a ball
  - 1. If shooter scratches, the next shooter may put the cue ball anywhere in the kitchen, 100% behind the line. Shooter is allowed to position cue ball with hand or stick before his/her shot.
- F. Any ball that goes off the table and on to the floor is considered a scratch.
  - 1. Cue ball goes to the kitchen and the ball off the table is spotted.
  - 2. If the ball off the table and on the floor was the eight ball, it's a loss!
- A. 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.
  - 1. If miscue happens on second attempt, the opposing team is given the table and the right to break.

## **Following a scratch**

If the next team up to shoot has all their object balls in the kitchen, that team has two options. The team up to shoot can have a member of the opposing team spot an object ball of the shooting teams' choice, or the team up to shoot can shoot the ball where it is as long as the cue ball leaves the kitchen before hitting the object ball. This includes the eight ball if that is the shooting team's 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. The team that scratched has no options.

**Let's have fun and remember GOOD SPORTSMANSHIP!**