

Recordkeeping:

1. Draw cards for player order.
2. Home team rotates and plugs quarters for 1st and 3rd rounds.
3. Two copies of the score sheets are kept each night—one turned in to the league officers, the other kept at the home-team's bar as a backup. If no second sheet then wins are divided between both teams.
4. Table runs only count if it's the player's first turn that game (including break), and they start with all 15 balls on the table.

Break Rules:

1. Cue-ball must start 100% in the kitchen. Opponent must inform shooter of improper positioning before the shot is taken.
2. Breaking player can rack their own balls or ask their opponent to do so. Opponent has the option to refuse, in which case breaking player must rack their own balls.
3. Proper rack setup requires the 8-ball in the middle of the third row and one ball of each pattern (stripe and solid) in the back corners.
4. If a player fails to hit the rack on two consecutive break attempts, opponent breaks.
5. If a ball is pocketed on the break, table remains open (any ball but 8-ball is legal) until a ball is legally pocketed on subsequent shot by either player.
6. On an 8-ball break, same player can choose to re-break or have the 8 ball spotted (per spotting rules under Miscellaneous below). If the breaking player scratches on an 8-ball break, other player has the same choice.

Legal Shots and Fouls:

1. Shooter must call each shot (**ball and pocket only**) OR they can call a "safety", after which their turn ends regardless of the outcome of the following shot. (To complete the safety look at number (3.))
2. If the table is open, balls can be shot in any combination (including the 8-ball as long as it's not the first ball hit by the cue-ball).
3. A **legal shot** consists of the cue-ball first hitting one of the shooter's legal balls before any other ball. Then driving **ANY** ball (including shooter's or opponent's balls, 8-ball, or cue-ball) hitting a rail OR pocketed a ball (other than the cue-ball being pocketed.)

4. "Frozen ball" ("Double Hit") rule:

a. If the cue-ball is touching the intended object ball (i.e. they're "frozen"), the shot can be taken any way the shooter chooses.

b. In any instance where the cue-ball starts less than a chalk width from an intended object ball but they are *not* touching, shooter must position their stick so it will not follow through the object ball (i.e. maximum half-ball cut to either side) OR the cue-ball must not carry past the original position of the object ball (cue-ball can replace the object ball, but not go farther).

5. A regular foul occurs if a player:

--*Accidentally* moves a ball other than tip-to-cue-ball

--Fails to call their shot (**ball and pocket only**).

--Fails to keep one foot on the floor while shooting.

--Intentionally jumps the cue-ball before it hits a rail or ball. (**Cue-ball foul**)

--Fails to make a legal shot as defined above (**Cue-ball foul**)

--Scratches (**Cue-ball foul**)

--Violates the frozen-ball rule (**Cue-ball foul**).

If a player commits a foul (as listed above):

a. If the foul is specifically a **Scratch**: Opponent can take their shot from anywhere behind the headstring (i.e. "in the kitchen"). Cue-ball must be placed 100% in the kitchen; opponent must inform shooter of improper positioning before a shot is taken, and the incoming shooter has the following three options:

--Shoot at an object ball completely (100%) out of the kitchen (if it's touching the line, it's considered **IN** the kitchen).

--Shoot the cue-ball completely out of the kitchen before having it return to hit an object ball in the kitchen.

--If all the shooter's object balls are in the kitchen, they can request their opponent spot (per spotting rule under Miscellaneous below) their ball closest to the headstring (if two balls are the same distance from the headstring, the lower-numbered ball is spotted).

b. For any other cue-ball foul (as listed in rule above): Opponent's options are either to take the shot as it lies (i.e. accept "loss of turn" for the fouling player), or pick up the cue-ball and take the shot from behind the headstring as if the foul were a scratch. No other options are allowed. (Note for returning players: "3-push" and "make them shoot again" rules have been eliminated).

c. Non-cue-ball fouls are loss of turn only, and incoming player must shoot the ball as it lies.

6. A **flagrant foul** (results in automatic ball-in-hand anywhere on the table) occurs if a player:

--Intentionally pockets opponents ball without the cue-ball hitting their own ball first

--Grabs the cue-ball from the pocket after scratching

--Hits the 8-ball before they hit one of their own balls if the 8-ball is their opponent's only remaining ball.

--*Intentionally* moves balls by hand or stick (except for the tip of the shooter's stick hitting the cue-ball during a shot).

--Gets advice from an outside source (i.e. "Coaching")

7. If a player engages in activity that could be considered trying to make a hanging ball drop into a pocket, they automatically lose the game.

Calling fouls:

1. All fouls must be called at the time of the foul, and by the opposing player only. If anyone but the opposing player or shooter calls a foul or another shot is taken before the foul is called, the foul is null and void.

2. Shooter must honor an opponent's request to suspend play to:

--consult the rules before continuing play. The opposing team's captain should be addressed with rule concerns.

--request a neutral third-party to watch a close shot. The third party makes the final decision on the results of the shot.

Additional Miscellaneous Rules:

1. Player loses if they pocket the 8-ball in a pocket they didn't call, while committing any foul, or before all their other balls are pocketed. Pocketing the 8-ball on the same shot as the last pattern ball is a loss. Scratch while shooting at the 8-ball but not pocketing it is *not* a loss.

2. To determine if a ball moves by itself, shot is considered completed (or a player to have "left the table") 10 seconds after all balls have stopped moving completely (including spinning in place). Any ball moving after that point but before next shot is taken is considered to have done so "by itself" with the exception of situations involving fouls.

3. A ball will remain in its position if it goes into a pocket and comes back out, moves by itself, or falls into a pocket by itself after the shooter leaves the table (opponent shoots in the last instance). If the 8-ball falls into a pocket by itself, game is shot over.

4. **Spotting a ball:** if the ball to be spotted cannot be placed exactly on the spot, it should be placed as close to the spot as possible in a straight line away from the center of the table. If the ball cannot be placed anywhere on that line between the spot and the rail, then it is placed as close to the spot as possible on a straight line towards the center of the table.

5. Breaking your stick down before the conclusion of a game for any reason other than (equipment malfunction/change Must be your turn at the table) results in loss of game.

SHEBOYGAN EIGHT BALL POOL LEAGUE
IT IS THE PLAYERS RESPONSIBILITY TO KNOW THESE RULES
League officials Ron-458-4855 Troy-457-2184 Doug-783-6008

SPONSORS..PROPRIETORS..BARTENDERS....ALL POOL TABLES MUST BE KEPT IN A FAVORABLE CONDITION TO ALL PLAYERS IN THE LEAGUE. CLOTH AS WELL AS LIGHTING MUST MEET THE APPROVAL OF THE LEAGUE OFFICERS. FAILURE TO DO SO COULD RESULT IN YOUR TEAM SHOOTING AT THE OPPONENTS TABLE UNTILL SUCH PROBLEMS ARE CORRECTED

If a non-player harasses ANY of the players, STOP SHOOTING. Tell the person in charge that you are being harassed. If they don't stop it, a rematch will be held at the visiting team's establishment.

SPONSORS..PROPREITORS..BARTENDERS..If the league officials get any complaints about the above, you Will be notified

There will be 15 games shot per night

Shooters must shoot 75% of all league games to qualify for end of season awards. (Not including M.V.P.)

Shooters must shoot 5 nights to qualify for the end of the year playoff.

A \$6.00 per night shooting fee per person (\$30.00) per team. If you are short any numbers of shooters, You still must pay the full amount of \$30.00 per team. There is a \$5.00 signup fee per player paid on there First night of shooting

All games will start at 7:00PM unless agreed upon by the team captains. If no one from a given team shows up by 7:30PM (or previously agreed upon start time), a forfeit for the entire night for that team can be called. Individual shooters who arrive after 7:30PM forfeit games from rounds already completed; however they can still shoot any of their games for rounds that have not completed yet, even if their spot in the rotation for the current uncompleted round has already passed.(if round 1 done can play round 2 & 3. If 1 & 2 done can play 3rd round.)

(ALL TEAM FORFEITS WILL RESULT IN A \$25.00 FINE. No fine for individual forfeits will be charged).

A **24 hour** notice must be given to reschedule a match. If a team cannot shoot on a scheduled night, the captains must make arrangements for a make-up game. If they cannot agree on a make-up date, **THE NEXT TIME THEY SHOOT EACH OTHER, TWO SHEETS WILL BE MADE OUT ONE FOR THE MAKE-UP GAME AND ONE FOR THAT NIGHTS SHOOTING. In the event a make- up is needed Troy must be notified.**

You may have 10 players on your roster. You cannot add a player to your roster the last 3 weeks. After you have A full roster, EVEN IF YOU HAVE DROPPED ONE. YOU MUST GIVE 24 HOURS NOTICE TO THE LEAGUE SECRETARY. Failure to do so will result in losses of any games that person won. A player must shoot One night of pool in order for them to be added to your roster.

Players shooting under an ALIAS will FORFIT ALL GAMES SHOT that night by ALL OF THE PLAYERS. Print first and last names the first week. Every time you have a new shooter.

IF A PLAYER NEEDS TO SHOOT OUT EARLY, you have **15 minutes** to leave, or forfeit all games won **(there must be one game played by another teammate before you shoot your last two games)**

SHEETS MUST BE TURNED IN BY SAT. AT 2 PM THERE WILL BE A \$5:00 FINE PER DAY FOR LATE SHEETS.

CAPTANS WILL DECIDE MINOR VIOLATIONS OF THE RULES. MEN & WOMEN CAN SHOOT TOGETHER IN THE LEAGUE. MONEY FOR TABLE RUNS WILL COME OUT OF EACH RESPECTIVE LEAGUE.