

2016 Thief River Falls Pool League Rules and Regulations

October 26, 2016 Rev. A (Changes from previous year highlighted)

Start Up Meeting - There will be a league organizational and rules meeting at least two weeks prior to league start. All teams must have a representative there.

Length of Play - The duration of the league will be determined by the number of teams. Each team will play all other teams at least once at home and once away. We will start play in October/November and play until the end of March or Early April.

Time of Play - The league will play on Wednesday nights at 7:00 pm.

Teams - The league will consist of teams of four players per team. Each team will play a different team each week.

Sponsor - Each team will have to pay a sponsorship fee of \$50.00 per team. The fee can be paid by the team members or by the bar they choose to play in. All sponsorship fees must be paid by week 3. Sponsor dues will be used for league supplies and trophies.

Free Drink - It will be up to the sponsor bar as to whether or not they wish to do any kind of free drink or special for the teams playing there. Check with the captain of the home team on the night you play.

Weekly League Fees - Each team will be required to pay \$5.00 per player per week (\$20.00) to the league. No Pay = No Play! The home team captains will be responsible for collecting the dues each week and turning them and the score sheet into the home bar for TRF based teams at the end of the night so they may be picked up by the league commissioner (Allen Mehrkens) - exception make up games (see Make up games).

Final Tournament - There will be a final tournament held in the spring after the league is over. All players who played at least once are eligible to play. There will be a \$5.00 per person entry fee to play. The tournament parameters and location are as yet to be determined. The location will be up for bid to the bar that offers the best package to the players.

Make Up Games - Make up games will be allowed as long as both captains are in agreement. The games must be made up and scoresheets turned in no more than 2 weeks after the scheduled night or the last Wednesday of the season, whichever is sooner. The home captain is responsible to get the score sheet and dues to the league commissioner. If the game is not made up in the 2 weeks the team that does not put forth an effort, as determined by the commissioner, to reschedule will be scored a 0 (48) and the opponent will receive a 5 (128). League dues must still be paid.

Subs - With the exception of the last four weeks of league, there will be no limit on subs, anyone can sub for any team. (See substitutes rule for full details on this exception.) During the last four weeks of league only somebody who has already subbed in the league that year can sub. The points scored by the sub will be scored under their name not the person they subbed for.

Missing or Late Players - If a player is late for his / her scheduled game or is absent and a sub cannot be found, the missing player will get three points per game (12) if they pay their league dues for that week the next week. If the player who breaks against the missing player chooses to, they may pay for the rack and try for a table run. If the captains agree, you may skip a player's game and wait for him/her to show up or play all their games at the end of the night.

Scoring - The winner of a game receives 8 points. The loser receives 1 point per ball of his group that is

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pocketed. Team scoring is based on a 5 point system. The team with the highest score in each round receives 1 point-for a total of 4 points. A fifth point is awarded to the team with the highest total score for the night. All ties, both rounds and overall, split the point between them. Overall score for the year will be the tie-breaker for the teams at the end of the year. Individuals will be ranked by wins, with overall score being the tie-breaker. No handicaps. To allow players to miss or have a bad night, each player's lowest score will be thrown out in the individual rankings

Payback - The league dues will be paid back 100%. The teams will split 40% of the total league dues paid out on a per point basis (total dues * 0.4 * team points/total points). The top 8 individuals will be paid 40% of the league dues as follows: 1st - 21% - 2nd - 19% - 3rd - 16% - 4th - 14% - 5th - 11% - 6th - 9% - 7th - 6% - 8th - 4%. The remaining 20% of the league dues will be added to the final tournament payout. The final tournament will pay back to the top 8 players in the same percentages as the individual payouts.

Trophies and Awards - There will be trophies for the top 3 teams, one trophy per team to be placed in the sponsor's establishment. There will be a trophy given out to the individual with the high points. We also have the traveling trophy which will have the 1st through 3rd place teams' names engraved on it and be held by the winning team until the next season.

League Commissioner - Allen Mehrkens will be the league commissioner and will handle all the league money and score sheets. Sponsor dues and any league dues paid by check should be made payable to Allen. If you need to reach Allen by phone, the number is 218-964-5624 (home) or 218-688-0992 (cell), and by email. The address is: amehrkens@arcticcatinc.com or diracplus@yahoo.com.

Shooting Rules:

1. The game will be 8-ball.
2. The break will be determined by the league score sheets provided. A scratch on the break is ball in hand in the kitchen. A legal break consists of driving at least 4 numbered balls to a rail or pocketing a ball.
3. The table is open off the break. You can use any combination of balls to pocket your first ball except using the 8 ball as your first ball in a combination.
4. After the break, full ball in hand rules apply.
5. A table run can only occur when you are breaking. Any opponent's balls pocketed must be counted. Table runs will receive \$5.00 at the end of the year.
6. A player may ask any member of his/her team for coaching but they cannot give coaching unless asked.
7. All rules are subject to discussion by team captains. A copy of the league rules will be supplied to each captain prior to league start.

Captain's Obligations:

1. Maintain good sportsmanlike conduct among his/her players.
2. Make sure all rules are abided by.
3. Keep their teammates informed of all league updates.
4. Accurately fill out each week score sheet and envelope in its entirety.
5. Collect dues each week totaling \$40.00 (\$20.00 per team), along with copy of score sheet for each night and seal it in a provided envelope, leaving it with the home bar (TRF Teams) for the league commissioner (Allen Mehrkens) or getting it to him (Out of town teams/makeup games) ASAP.
6. Resolve any conflicts with the other team captain. If a conflict cannot be worked out between the captains, please indicate on the score sheet which game is under protest. The league commissioner will make a decision on the game under protest and notify the captains.

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8-Ball Rules

Racking the Balls

The player will rack his own balls. When racking, a triangle must be used. The head ball must be fully on the apex (foot) spot and all balls pressed together so they all have contact with each other, with the 8 ball in the middle and a stripe on one corner and a solid in the other corner. The opponent can call re-rack before break if this is not the case.

Legal Break

To execute a legal break, the breaker (with the cue ball behind the head string) must either pocket a ball or drive at least four numbered balls to a rail. If he/she fails to make a legal break it is a foul and the incoming player has the option of accepting the table as it is and shooting or having the balls re-racked and shooting the break or allowing the offending player to break again.

Scratch On a Legal Break

If a player scratches on a legal break (includes the cue ball leaving the table), it is a foul and the table is determined open. The incoming player has ball in hand behind the head string. All balls pocketed remain pocketed.

Object Balls Jumped Off the Table on the Break

If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option to accept the table in this position and shooting or taking ball in hand behind the head string and shooting. Object ball(s) are to be spotted on the apex spot.

8-Ball Pocketed On Break

The shooter has the option of having the 8-ball spotted on the foot spot, or as close to the foot spot as possible along the line of the foot spot and the end rail, and continuing to shoot (open table) or the shooter may re-rack and re-break. If the shooter committed a foul on the break, the opponent now has the choice of spotting the 8-ball and shooting (ball in hand in the kitchen) or re-racking and breaking. In all cases, the money for retrieving the 8-ball will come out of the night's league dues. Please note the 8-ball break on the scoresheet. Players will be given \$5 for each 8 ball break at the end of year tournament.

Open Table

The table is open when the choice of groups (solids or stripes) has not been determined.

A choice of group is selected by pocketing an object ball legally on the shot after the break. When the table is open, it is legal to hit a solid first to pocket a called stripe and vice-versa. You may not strike the 8 ball first to pocket a ball. If this is done it is a foul.

The 8 ball can be used in combinations where it is not struck first.

Choice of Group

The choice of solids or stripes is not determined on the break regardless of how many balls are pocketed. The table is always open after a legal break. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

Legal Shots

On all shots (except the break and when the table is open), the shooter must hit one of his/her group balls first and then pocket a numbered ball, or cause the cue ball or any other numbered ball to contact a rail. Failure to

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meet these requirements is a foul.

Safety Shot

For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue a turn at the table by declaring a “safety” in advance. A safety shot is considered a legal shot. If the shooting player intends to play a safe after pocketing an obvious object ball, the shooter must declare “safety” to the opponent. It is his/her responsibility to make the opponent aware of the intended safety shot prior to shooting. If not done, the shooter will be required to continue shooting. Rule “Legal Shots” applies to Safety Shots.

Foul Penalty

Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (except after the break). This rule prevents a player from making intentional fouls that would put his opponent at a disadvantage. With cue ball in hand a player may use any part of his cue or hand to position the cue ball. When placing the cue ball, any forward stroke motion contacting the cue ball will be a foul.

Combination Shots

Combination shots are legal; however, the 8 ball cannot be used as the first ball in the combination. Should the first ball contacted in a combination shot be the 8 ball it is a foul.

Illegally Pocketed Balls

All illegally pocketed balls stay pocketed.

Object Balls Jumped Off the Table

If any object ball is jumped off the table it is a foul and loss of turn, unless it is the 8 ball and then it is a loss of game. Any jumped object balls are spotted on the apex spot.

Jump and Masse Shot Foul

It is considered a cue ball foul if during an attempt to jump, curve, or masse the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves regardless of whether it was moved by a hand, a cue stick follow through, or bridge.

Playing the 8 Ball

It is a foul if the 8-ball is not the first object ball contacted while shooting at the 8 ball. The cue ball leaving the table is considered a scratch.

Loss of Game

A player loses the game if he/she commits any of the following infractions:

Fouls when pocketing the 8 ball

Pockets the 8 ball on the same stroke as the last of his/her object balls

Jumps the 8 ball off the table at any time

Pockets the 8 ball in a pocket other than what was designated

Pockets the 8 ball when it is not the legal object ball

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General Rules of Play

Calling Shots

For ball in pocket play, a player must shoot any object ball he/she chooses, but before the shot he/she must designate the called ball and the called pocket. You need not indicate any detail such as kisses, caroms, combinations, or cushions (all which are legal). Any additional pocketed ball(s) on a legal stroke is counted in the shooters favor.

Pocketed Balls

A ball is considered pocketed when it is a result of an otherwise legal shot and it drops off the bed of the table and remains there. A ball that rebounds back onto the table from the pocket is not considered pocketed.

Position of Balls

The position of a ball is determined by its base or center touching the table.

Foot on Floor

A player must have at least one foot touching the floor when striking the cue ball or the shot is a foul.

Shooting with Balls in Motion

It is a foul if a player shoots while the cue ball or any object ball is in motion. A spinning ball is considered in motion. When cue ball is contacted by the cue tip it is considered a shot.

Head String Defined

The area behind the head string does not include the head string. Thus an object ball that is dead center of the head string is playable when shooting from the kitchen. Likewise, the cue ball when being put in play behind the head string may not be placed directly on the head string. It must be behind it.

Failure to Contact an Object Ball

It is a foul if on a stroke the cue ball fails to make contact with any legal object ball first. Playing away from a touching ball does not constitute having hit that ball.

Legal Shot

Unless otherwise stated in a previous game rule, a player must cause the cue ball to contact a legal object ball and then, after contact, pocket a ball or cause the cue ball or any numbered ball to contact a cushion or any part of a rail.

Foul by Placement

Touching any object ball with the cue ball or your hand while it is "in hand" is considered a foul.

Fouls by Double Hits

Shooting through a ball that is frozen or close to the cue ball is illegal. An angle and/or English must be used to avoid a double hit.

Player Responsibility Fouls

If an object ball is accidentally contacted, and it makes contact with another ball or is pocketed it is a foul. If a ball passes through the original location of the moved ball, it is a foul. If it does not contact another ball on the

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table, the opponent has the option of replacing the moved ball back to its original location or leaving the ball as it lies and this is not considered a foul.

Illegal Jumping of Balls

It is a foul if a player strikes the cue ball below center (digs under, or lofts the cue ball) and intentionally causes the cue ball to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such “jumps” are not to be considered fouls on their face, they may still be ruled foul strokes, if for example, another foul occurs.

Jump Shots

It is considered a legal shot to cause the cue ball to rise off the bed of the table by elevating the cue stick on the shot, and forcing the cue ball to rebound from the bed of the table. Scooping the cue ball is an illegal shot and considered a foul.

Balls Jumping Off the Table

Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rail surface, floor, etc.) are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything not part of the table.

Intentional Foul Penalty

The cue ball in play shall not be intentionally struck with anything other than a cue's attached tip (such as a ferrule, shaft, hand, etc.) except when intentionally repositioning the cue ball. While such contact is automatically a foul, if it happens twice intentionally in the same game, it is a forfeiture of game. While addressing the cue ball in a ball in hand situation, if the tip of the cue comes in contact with the cue ball while in a forward motion, it is a stroke and legal shot rule applies.

Balls Moving Spontaneously

If a ball shifts, settles, turns, or otherwise moves “by itself” the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket “by itself” after being motionless for 5 seconds or longer shall be replaced as closely as possible to its position prior to falling, and play shall continue. If an object ball drops into a pocket “by itself” as a player shoots at it, so that the cue ball passes over the spot the ball had been on, unable to hit it, the cue ball and the object ball are to be returned to their positions prior to the stroke, and the player may shoot again. Any other object balls disturbed on the stroke shall be placed to their original positions before the shooter replays the shot. If balls cannot be restored to their original positions, replay the game with the original player breaking.

Non Player Interference

If the balls are moved (or a player bumped such that play is directly affected) by a non-player during the match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. This rule shall apply to “act of God interference”, such as earthquake, light fixture falling, power failure, etc. If balls cannot be restored to their original positions, replay the game with the original player breaking.

Object Ball Frozen to a Cushion

This rule applies to any shot where the cue ball's first contact with a ball is with one frozen to a cushion. After the cue ball makes contact with the frozen object ball, the shot must result in either:

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1. A ball being pocketed
2. The cue ball contacting a cushion on a separate rail from the object ball
3. The frozen ball being caused to contact a cushion attached to a separate rail
4. Another object ball being caused to contact a cushion with which it was not already in contact with

Failure to satisfy one of these rules is a foul. A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves that cushion, contacts another ball and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by the opposing player prior to the shot.

Interference

If the non-shooting player distracts his/her opponent or interferes with his play, it is a foul. If a player shoots out of turn, or moves any ball except during his inning, it is considered to be interference.

Devices

Players are not allowed to use a ball, piece of chalk or any other width measuring device to see if the cue ball or any other object ball would travel thru a gap, etc. Only the cue stick may be used as an aid to judge gaps, or as an aid in aligning a shot, so long as the cue stick is held in the hand. To do so otherwise is a foul and unsportsmanlike conduct.

Illegal Marking

If a player intentionally marks the table in any way (including the placement of chalk) to assist in execution of a shot, it is a foul. Scrubbing the tip (moving back and forth) on the table constitutes intent and is a foul.

Stalemated Games

If after three consecutive turns at the table by each player (6 turns total), the players determine that attempting to move an object ball will result in a loss of game. The game ends and points awarded are the number of balls pocketed by each player. No 8s will be awarded in a stalemate.

Substitutes

Substitute players may need to be used in a player's absence. Please provide their complete name on the score sheet and clearly mark them as a SUB. In the last four weeks of the season, only subs that have played for the league at least once during the season are eligible to sub, unless otherwise agreed upon by the opposing captain prior to play.

Coaching

Assistance can only be given to a player if asked for and cannot exceed a two minute time limit. Coaching is limited to one request per match. Asking for clarification of league rules before or after a shot (ex. asking if <x> would constitute a foul) is not considered coaching. You may ask your teammates if the previous shot was a foul. If teammates offer coaching or foul calls without being asked, it is also considered a foul.