

Wednesday Lake Country Pool League Rules & Regulations

2019-2020

Team Rosters, Money and Awards

- A. The sponsor's entry fee is \$75.00. This money must be paid in the first week.
- B. Each team shall consist of four (4) players each night. A team must have at least two (2) regular players each night and no more than six (6) players on their roster. Teams must turn in their rosters with their scoresheets after the first night.
- C. A team can play with no less than three (3) players. If a player does not show up for the whole night, he will forfeit his games (16 points total – 4 points per game.)
- D. Any team that forfeits will lose 32 points (8 points per player) and 5 round points. Monies must still be turned in to avoid a fine.
- E. A team may only forfeit two times before being dropped from the league. All monies paid up until that point are forfeited to the league.
- F. **Starting time is 7:00 p.m.** (regular time, not bar time). At least three (3) of a team's players must be present by 7:15 p.m. or the team forfeits.
- G. **Each player will pay \$7.00 per night** to the Captain of the team. This money must be turned in with the team scoresheets. The money will be used as follows:
 - \$5.50 to the league for prize money and trophies
 - \$0.75 to the tournament fund
 - \$0.75 to the secretary of the fund
- H. Team players are responsible for putting money in the table. The "Away" team will break first and pay for rounds two and four while the "Home" team pays for rounds one and three.
- I. At the end of the night, both teams' scoresheets should agree and be signed by each Captain. **The Captain of the "Away" team is responsible for turning in scoresheets and money by 6 p.m. on Thursday.** If money and scoresheets are not turned in on time, the responsible team will be fined a **\$25.00 late fee**, which will be deducted from their prize money at the end of the year. **Drop-off bars are Tailgator's, The Station, 4 Keeps and Boomers.**
- J. Trophies will be awarded as follows: A traveling trophy will be awarded to the first-place team; another trophy will be awarded to the second-place team; and individual trophies will be awarded to the top three (3) shooters.
- K. Prize money will be divided up and distributed at the year-end tournament. NOTE: THERE WILL BE NO MORE THAN A \$20.00 DIFFERENCE BETWEEN EACH PLACE.

Rules

- A. The game is 8-ball. Each player will play four (4) games per night. The winner will receive two (2) points for winning and one (1) point for each of his opponent's balls left on the table.
- B. SCORING: There are four (4) rounds of games or "frames" per night. A team gets one (1) point for each round they win by total points. If a round is tied, each team gets one-half (1/2) point for that round. The team that takes the most points after four (4) rounds get s one (1) point for the fifth and final round. Again here, if the total points are tied, each team gets one-half (1/2) point for the final round. A team can win a maximum of five (5) rounds per night.
- C. "Gentlemen's Call" applies. Obvious balls (including the 8-ball) and pockets do not have to be indicated. However, it is the opponent's right to ask the shooter prior to his shot which ball and pocket are intended. All banks and combination shots are NOT considered obvious shots and therefore must be called.
- D. NO SAFETY SHOTS OR BALL-IN-HAND. A fair and honest game must be played at all times, meaning an honest attempt must be made at the object ball. If you're playing safety shots and your opponent calls you on it, you automatically forfeit your turn.

- E. Jump shots are allowed, but be aware that they're at your own risk. If any damage to the table results from your attempt at the shot, the bar owner may hold you responsible for the cost of repairs.
- F. Combination shots are allowed as long as the shooter hits one of his balls first. Again, the shooter only needs to call the object ball and pocket. The 8-ball cannot be used in any 2-ball combination shot but it may be used in the middle of a combination shot of three (3) or more balls.
- G. NO COACHING!
- H. Split shots are legal; however, the 8-ball can never be included in a split part.
- I. Fouls must be called immediately and can only be called by the players of the game. While attempting a close shot, players shooting should request a third-party (agreed upon by both Captains) to determine whether a foul was committed. If a third-party is not requested by the shooter and a foul is called by the opponent, the foul will stand.
- J. In the event a shooter moves a ball with their hand while playing, he can move the ball in question back to its original position without it being a foul and cause for forfeiting his turn. It is a foul if the shooter moves another ball with his cue, and the shooter must forfeit his turn.
- K. Harassment is not permitted and is an immediate foul. If continued, it will result in the loss of the game.
- L. Players have a maximum of three (3) attempts at breaking. Failing that, the opponent gets the break. A game starts when the player hits the rack and three balls hit the rail (that can include the cue ball).
- M. The table is open on the break. A player may choose either solids or stripes regardless of what drops.
- N. If a player scratches on a break, it is considered an "open" table for the opponent.
- O. If a player scratches, leaving the 8-ball in the kitchen for his opponent, the opponent may request the player spot the 8-ball.
- P. If a player scratches, leaving all of his opponent's remaining balls in the kitchen, the opponent may request the player spot the ball closest to the kitchen line.
- Q. If any part of the ball is over the line, it is considered to be in the kitchen.
- R. If a player makes the 8-ball on the break, he receives two (2) points plus one (1) additional point for each additional ball he can make. Conversely, if a player makes the 8-ball on the break but then scratches, his opponent may replace the cue ball in the kitchen and shoot, receiving two (2) points for the 8-ball and one (1) additional point for each object ball he makes as well as any already dropped on the break.
- S. If a player requests to shoot all of his games to leave early, he must leave the bar within 15 minutes of finishing his last game and cannot return. This is a privilege and should not be abused. Prior agreement with the opposing team is necessary. If an agreement cannot be made, the player must get a sub for the night or forfeit his games.
- T. In order to qualify for the year-end tournament, a player must have played at least eight (8) weeks during the season.
- U. If any individual player or team receives three complaints against them throughout the season, their team will be eliminated, and will forfeit all monies paid up until that point.
- V. In the event that there is a cancellation due to weather, the teams scheduled to play each other that night must contact each other and work out another time to play their match. We cannot add weeks to the season because of scheduling conflicts, and each team needs to play every team.