

Southside Pool League

Version 25.3

This league is for Southside proprietors. This will be an unsanctioned league and is meant to be a fun league with a little bit of competition. So, let's enjoy this league and have some fun by making it a good experience for all involved.

League Positions

Director

Michael Dennis

Team Captains

Players

Sponsors

Blue highlights are new/revised rules

Responsibilities

1. The Director:

- A. Shall preside over all aspects of this league.
- B. Shall contact the southside proprietors to promote teams and collect fees.
- C. Shall be responsible for all monies collected and distributed in association with this league.
- D. Shall maintain financial records of all transactions. These records may be reviewed at any time.
- E. Shall create and maintain the league play schedule, with input from the Team Captains, and distribute the play schedule and any changes to all Team Captains.
- F. Shall collect all player fees and the play results from the Team Captains and maintain all play results used to determine the position and rankings of the teams and their players.
- G. Shall distribute the weekly play results to all Team Captains.
- H. Shall arrange the end of league play awards party and all awards.

2. The Team Captains:

- A. Shall collect and deliver their player fees to the Director per instructions.
- B. Shall record and deliver their team play results to the Director per instructions.
- C. Shall distribute schedule/results information from the Director to their players.
- D. Shall be responsible for the behavior of their players.

5. All Players:

- A. **Have FUN**
- B. Be courteous to all players and locations.
- C. Follow all the rules of this league.
- D. Pay attention to your game.

6. Sponsors

- A. Sponsor fees are \$50 per team. Sponsor fees shall be paid prior to the start of league play.
- B. Shall select their Team Captains.
- C. Sponsors shall provide a “bar round” for the players of both home and visiting teams.
- D. The “bar round” shall consist of drinks with a similar value to the drinks the players have purchased.
- E. Visiting players that have been “banned” from the bar shall be allowed to complete league play.
- F. Such players may be restricted to non-alcoholic beverages at the discretion of the home sponsor.
- G. Violations of the non-alcoholic beverage rule, (i.e. bringing in outside alcohol) will result in a permanent player ban. Thus, requiring the team to use a substitute player at that bar.

Fees/Prizes/Awards/Party

1. Sponsor Fees:

- A. Sponsorship fees shall be \$50 per team.
- B. Sponsorship fees shall be paid prior to the start of league play.
- C. Sponsorship fees shall go to Director fees.

2. League Fees:

- A. Player fees shall be \$7 per person per week. (\$35 per team)
- B. \$5 of the player fee shall go to the prize fund.
- C. \$2 of the player fee shall go to the party at the end of league play and operating costs.
- D. Any monies left over shall be held for the next season.
- E. Player fees are paid in cash only.

3. Prizes/Awards/Party:

- A. 100% of the prize fund shall be paid back to the league teams.
- B. Prize money payout shall be based on the number of wins during the league play.
- C. Teams having an equal number of wins shall use total points to determine ranking.
- D. The date and time of the end of the season party shall be approved by the Team Captains.
- E. Prize money shall be distributed during the end of league play party.
- F. The First Place Teams' Sponsor and all players on teams' roster shall receive plaques.
- G. Plaques will be awarded during the end of league play party.

Teams

1. Team Rosters:

- A. Rosters may include a total of 8 people.
- B. No changes are allowed to the team rosters after week 13.
- C. A player without an average, shall shoot in the position of the player for which they are shooting.
- D. All players with an average will be placed according to their averages.
- E. A player must have at least one week of play to participate in the position round.

League Play Rules

1. Players:

- A. No distracting behavior is allowed.
- B. Only the players and or their coaches are allowed at the pool table during play.
- C. **Only players of the current game may call fouls.**
- D. In the case of interference, replay the shot to the best of the player's ability.

2. Match Play/Game Roster:

- A. Match play starts at 7 pm. Home team practice is 6:00 to 6:30 pm. Visitor practice is 6:30 to 7pm.
- B. A 15 minute grace period is allowed unless other options are decided by the Team Captains.
- C. There will be 5 players on the game roster per team.
- D. The game roster shall have 5 players listed from the lowest average being the 1st player to the highest average being the 5th player.
- E. Players with the same average may shoot in any order.
- F. No changes are allowed to the game roster after round 1 of the match.

3. Game Play Rules:

A. The Lag for break *(Closest to the starting rail)*

- 1. The lag ball must hit the far rail.
- 2. **Loss of lag:**
 - a. Ball furthest from the starting rail at completion of the lag.
 - b. Ball crosses over to the opponent's path
 - c. Ball hits a side rail.
 - d. Ball scratches during lag.

B. The Break

- 1. A legal break must have 4 balls that touch a rail.
- 2. Balls may be re-racked, and the original "breaker" will retry.
- 3. 2 attempts may be made by the original "breaker" for a legal break.
- 4. After 2 attempts, the opponent shall break.
- 5. In case of a scratch while not achieving a legal break, the opponent shall break.
- 6. If the balls are re-racked after a legal break, the opponent shall break.
- 7. After a legal break, the table is "open" regardless of balls made during the break.
- 8. If no balls are made following the break, the opponent has an "open" table.
- 9. For an "open" table shot; the player may use any ball type to make another ball. **(Not the 8 ball)**
- 10. If the ball is made after the break, the player shall continue with that type of ball made.
- 11. A scratch on a legal break constitutes a ball-in-hand in the kitchen.

C. Coaching

- 1. Only 2 coach requests are allowed per game.
- 2. Only the player shooting may request a coach.
- 3. Only the requested coach may advise the player.
- 4. The player may use a different coach each time, but the coach must be a team member.

D. Shooting

1. **NO** jump shots or masse shots are allowed. (***Shooting hand will be below the shoulder***)
2. All shots are “**call the pocket**”, no matter how the ball gets into the pocket.
3. A “**good**” shot is a player pocketing their object ball, or **any** ball hitting a rail after hitting their object ball.
4. **Only the players of the current game may decide if the shot was good.**
5. Players may have others watch prior to the shot to verify it is a “good” shot.
6. Only the opponent may replace balls accidentally moved.
7. The player is given a 1 minute shot clock and 2 minutes for each coaching.
8. Shots intending to make the 8-ball, the pocket shall be marked.
9. Chalk or money are not allowed as markers.
10. Pocketing the 8-ball in the marked pocket is a win.
11. Scratching on an 8-ball attempt or pocketing the 8-ball in a pocket **not** marked is a loss.
12. **Shooting the cue ball while touching an object ball (frozen) is a legal shot.**

E. Stalemate

1. 3 consecutive turns by each player where a scratch or foul occurs.
2. Both players agree attempting to pocket or move an object ball will result in immediate loss of game.
3. Stalemates will be re-racked, and the game will restart.

F. Position Round (*optional*)

1. Position rounds are optional.
2. #1 ranked team plays the #2 ranked team, and so on.
3. The home team will be determined by position. The higher ranked team will be the home team.
4. If there are 2 teams from the same bar, the lower ranked team will be the visitor.

Fouls

- A. **Only the players of the current game may call fouls.**
- B. Scratching or knocking a ball off the table on the break.
- C. Not shooting from the kitchen after a foul on the break.
- D. Not making a legal shot.
- E. Scratching on a shot.
- F. Moving the cue ball with the tip of the cue after the balls are racked.
- G. Must have 1 foot on the floor during a shot.
- H. Replacing a moved ball without permission.
- I. Placing the cue ball unless you are the player.
- J. **Receiving illegal aid. (Too many coaches, table talk, ect.)**
- K. Knocking an object ball off the table. (***spot the ball***)
- L. A ball bouncing but returning to the table is **not** a foul.
- M. Push or double-hit shots.
- N. Hitting or moving the cue ball while the balls are in motion.

Scoring

- A. The winning player receives 10 points per game.
(1 point for each of their object balls pocketed during the game + 3 points for the win)
- B. The losing player receives 1 point for each of their object balls pocketed during the game.
- C. In the case of an 8-ball break, the winner gets 10 points, and the loser shall get 1 point for each of the object balls pocketed of the same type. ***(highest number of the same type)***
- D. After 3 rounds, the point totals from each of the player's 3 games will be added to create the total game points for that individual.
- E. A player's average is based upon the average of their total game points for the current season.
- F. A player's handicap is based upon the player's average for the current season.
- G. For Players without an average/ handicap, create it after the games played that day. ***(add games / 3)***
- H. If a team has used more than 8 players or if a player changes teams, the recorded scores of the removed player will be moved to "Archived Players" for that team.
- I. Adding the individual game point totals of the teams' players will be the teams' game points.
- J. Adding the individual handicaps of the teams' players shall be the teams' handicap.
- K. The teams' game points added to the teams' handicap shall be the teams' total points.
- L. Team scoring is an 18 point system. Adding both teams' Win points shall total 18 points.
- M. Each individual game won will be 1 Win point for their team.
- N. The team with the highest Team Total Points will be awarded 3 Win points.
- O. If the Team Total Points are tied, each team will receive 1.5 Win points.
- P. This applies to position rounds as well.

Weather, Forfeits, and Make-up Games

- A. In the case of weather or other issues, the opposing Team Captains shall decide either to play, pass, or reschedule.
- B. If a Team is willing to play but the opponent refuses to play. The refusing Team shall forfeit.
- C. If both Teams ***"Pass"*** on the match. Each Team receives 9 wins and 0 points
- D. If a Team forfeits, they receive 0 wins and 0 points. Their opponent shall receive 18 Wins 0 points.
- E. Make-up games must be played prior to the next scheduled play.
- F. For all scheduled games not played, all teams shall still pay their player fees.
- G. If a player is not present for their game(s), they shall forfeit the game(s), but may play the remaining games.
- H. For each game forfeited, that player shall receive 0 points. Their opponent shall receive 10 points.
- I. The missing player's handicap points shall still apply to the team handicap total.

Handicapping

Handicap Chart

Average /Handicap

0.0 – 4.0 18

4.1 – 5.0 15

5.1 – 6.0 12

6.1 – 7.0 9

7.1 – 8.0 6

8.1 – 9.0 3

9.1 – 10 0