

P.I. County Men's Pool League Rules & Regulations

I League Governing Authority:

A. President:

Responsible for enforcing League Rules & Regulations and to govern over disputed games; game-rule infractions and all arbitrary issues regarding game play. Determines league schedule and tournament dates. Reviews banquet bids and selects host.

B Sec./treas.:

Responsible for recording and maintaining all league records; including: 1) Financial Reports, 2) Expense Reports, 3) Team Wins & Losses, 4) Player Averages, (including Table Runs, Eight-ball Breaks). Provides written reports at half-time meeting and final reports at banquet. Also assists president in arbitrary matters. Sec./Treas. Receives \$200 + expenses not to exceed \$400 from league for providing these services.

C. Rules & Regulations Committee:

A three (3) member committee responsible for adoption of League Rules & Regulations. Current members are: Eric Brege, Todd Elowsky, Brian Szymanski.

D. Dispute Committee:

A three (3) member dispute committee responsible for resolving disputes among teams / players. Current members are: Eric Brege, Todd Elowsky, Brian Szymanski.

E. Election of Officers.

Officers are elected for a one year term. New officers are elected at the league banquet.

F. Nomination for Officers.

Individuals may volunteer to fill an officer position or may nominate another individual for an officer position. Nominated individuals have the option to decline the nomination.

G. Voting for Officers.

Each team will have one vote for each officer position (1 vote for President and 1 vote for Secretary/Treasurer). In the event of a tie nominated individuals will be asked if they want to withdraw in favor of the other nominee. If there is still a tie vote, winner will be decided by a coin flip.

II League Fees:

A. Sponsor Fees:

All team sponsors, that do not play on their respective team, are required to pay \$20 to the league. A team sponsor, that is also a player on their respective team, is required to pay \$35 to the league.

B. Player Fees:

All players are required to pay \$40 league fee (\$35 allocated to league expenses, \$5 allocated to player tournament prize money). League Fee payments are required BEFORE the start of 2nd match or player cannot play. Additionally, any games played in first match are subject to forfeiture.

C. Fee Inclusions:

Payment of league fees entitles sponsors/players to one (1) admission ticket to banquet. (Additional banquet tickets are available for those players bringing spouse/guest to banquet - ticket price is \$10)

D. President and Secretary/Treasurer:

Are exempt from paying current league fee.

III League Regulations:

A. Matches:

1. All regulation league matches are 15 games total.
2. League matches are played every Wednesday night per league schedule.
3. Matches start at 8 pm bar time - match forfeit time is 8:30 pm bar time.

4. Each team must have a minimum of 2 rostered players for match to start. Matches can start with a minimum of 2 team players present. In the event that a team is short of players, less than 6 players present, in order to prevent a forfeit of games, team short of players may pick up one (only) individual (man or woman) present in the bar to play. Arranging before match play for a person to be present in the bar or calling a person to come to the bar during match play is prohibited. Picked up player may NOT be picked up by the same team again if short of players in a future match.

5. Matches are partnership play, no player may exceed 5 games in a match.

6. Team I Player Wins & Losses are recorded on Score Sheet as well as player's table runs and eight-ball breaks. Score sheet is turned in to Sec./Treas. asap following end of match.

7. Home team Sponsors are required to provide an "open" table for match play. Table should be clean and be made available by 7:30 pm. Sponsor is also required to provide the match-play "Red-Dot" cue-ball. (provided by the league).

8. In the event that a team cannot play on the scheduled match date, the captain must notify the opposing team's captain at least 24 hours prior to match start to establish a re-scheduled' date. In the event of inclement weather or other extenuating circumstances, preventing a match from being played per schedule, either team captain should notify opposing team's captain to establish a reschedule date. In the event that a match cannot be played per schedule, and respective team captains cannot agree on a re-schedule date, the league officers will make that determination and set a rematch date.

B. Teams:

1. Team Rosters:

Must consist of a minimum of six (6) to a maximum of twelve (12) players who have attained the age of 18. (NO High-

schoolers permitted)

a. Rostered Players must reside in Presque Isle County with exception that each team may roster a maximum of two (2) players who reside outside of P.I. County. Out of county players cannot be an A rank player.

b. Rostered Players are required to play a Minimum of One Half of the total available games of regulation match-play to be eligible to receive any trophy awards. (i.e. Most 8-Ball Breaks, Most Table Runs, etc.)

c. Players may be rostered at any time during first half of season. A team wishing to add a player after half-time must have approval of majority of league captains.

2. Team Captains:

Are elected from a team's list of rostered players. A captain is responsible for:

- a. Collecting League Fees from players & Sponsor.
- b. Accurate recording of game play and submission of same to league Sec./Treas..
- c. Enforcement of League Rules & Team conduct.
- d. Attending captain's meetings, voting or otherwise supporting the league.

3. Players:

a. Good Sportsmanship is expected from all players at all times during match play.

b. Players involved in misconduct, including loud vulgar language, heckling, fighting, or any other infraction of Good Sportsmanship will be banned from the league immediately and will forfeit their league fees and rights to attend the banquet. A Player who has been expelled from the league cannot be rostered on any PI. County Men's League team for a period of one year.

c. Players under the legal drinking age are prohibited from consuming alcoholic beverages during match play.

(subject to immediate league expulsion if caught drinking during match play... Additionally, their respective team will forfeit the entire 15 game match.) This is a very serious violation and will be strictly enforced.

d. A team who has lost a player, due to expulsion / death or other extenuating circumstance, after notifying league President of lost player, may replace that player at any time after league President notification.

IV League Rules:

A. Game Play:

1. All match games to be played "Full Ball-in-Hand"
2. Visiting team has first break and breaks in all odd-numbered games.
3. Breaking player may ask for re-rack if he believes the rack is not "tight" enough.
4. Cue ball is placed completely behind the head-string line for all game breaks.
5. Two (2) balls must hit a cushion (rail) on the break or balls are re-racked and same player breaks again.
6. On the break, if one or more balls are pocketed, player has choice.
7. On the break, if no balls are pocketed, incoming player has choice and full "Texas Express" options (can shoot any ball combination except cannot hit 8-ball first). If player calls a safe when shooting after the break and pockets an object ball then opposing player still has an open table as no ball was legally pocketed.
8. After a ball is legally pocketed, that establishes player's group; player continues shooting at any ball within that group.

9. If 8-ball is made on the break without a foul, player wins the game.
10. Player must call his object ball and intended pocket before every shot. If player is calling a combination shot, he must hit his own group ball first.
11. Only the incoming player is allowed to position the cue-ball following a scratch.
12. If player's object ball is "Frozen" on the cushion (rail) the opposing team must call it frozen before shot is made. A "Frozen" object ball must be pocketed as called, or any other ball must hit a cushion after shot is played.
13. 8-ball is NOT wild and cannot be hit first in a combo-shot or out of rotation.
14. No "Jump" balls allowed, cue-ball must remain on the table's playing surface.
15. Masse shots are permitted but MUST be called by player.
16. A player may use a legal bridge to execute his shot.
17. If, during game play, a ball leaves the table, it is returned to the rack spot or as close as possible if other balls are intruding in that area. Exception: if 8-ball leaves the table, player loses the game.
18. If player accidentally moves a ball with his stick or article of clothing, opposing team has choice of leaving the ball where it moved - or - returning the ball to its original position.
19. If, during game play, the player's cue-stick contacts the cue-ball, it is construed as player's shot.
20. During game play, opposing players must remain at least 1 cue-stick length from the table. Exception: opposing players may request a closer view of a difficult shot.
21. At least one player from each team must monitor game play.

22. All players must make their intended shot within a 1 minute time frame.

23. A player may request that any member of his team approach the table to coach him on a shot. Coaching is allowed only once per player per game. Random coaching is not permitted and may be subject to loss of player's turn if committed.

24. Only the players of the game are permitted to call a foul, however, any player can call "Ball-in-Hand".

25. Team players must alternate their turn at the table at all times... including starting a new game. Exception: player, that closed out previous game, may break in the new game if it is his turn to do so.

26. Hanging ball rule, adopted from UPA, is in effect during game play. (see definitions)

B. Fouls:

1. Any game that started out of correct team rotation will be immediately re-racked and started in the correct rotation.

2. A player shooting out of turn results in Ball-in-Hand to opposing player.

3. Players exceeding the 1 minute time frame to execute their shot will forfeit their turn and give incoming player full Ball-in-Hand. Team Captains are responsible for the monitoring and enforcement of this rule. Player must have received a "10 seconds left" warning for this rule to apply.

4. A foul on the break (scratch, cue-ball off table, etc.) results in the incoming player having choice and full "Texas Express" options. (can shoot any ball combination except cannot hit 8-ball first)

5. If 8-ball is made on the break, but a foul occurred, player loses game.

6. If 8-ball leaves the table's playing surface during game-play, shooting player loses the game.
7. If the 8-ball is accidentally pocketed out of rotation, shooting player loses the game.
8. If the 8-ball is pocketed in called pocket, but cue-ball is also pocketed, shooting player loses the game.
9. If the cue-ball is pocketed or leaves the table's playing surface, it is considered to be a scratch, player loses turn and incoming player has full Ball-in-Hand.
10. A player, receiving random coaching, or coaching from a teammate who has not been called to the table, or receiving a second coaching in same game, loses his turn and gives opponent player full ball-in-hand.
11. All fouls must be called when observed and before the player, who committed the foul, completes his turn. Once a player completes his turn, a foul cannot be called. Reminder.., only the players involved in the game can call a game-play foul, but any teammate can call "Ball-in-Hand".

C. Definitions:

1. A Legal Shot is defined as: Player called object ball and intended pocket and either made the shot - or - if shot is missed, having any ball contact the cushion after cue-ball hit the object ball.
2. Frozen Ball: any ball that was chosen by player as his object ball which is deemed to be "tight" against the cushion. Opposing team player must notify shooting-player that he believes the object ball to be frozen. Ball in question is not considered to be frozen unless both teams are in agreement.
3. Hanging Ball: An object ball that hangs on the edge of a pocket.
 - i. If ball hangs for 5 seconds or less, and drops in the pocket, it is considered to be a pocketed ball and

player continues shooting.

ii. If ball hangs for over 5 seconds and then drops in the pocket, it is returned to its "hanging" position and player's turn is over.

iii. If the hanging ball drops into the pocket while the next player is shooting, it remains in pocket.

iv. If the hanging ball is the 8-ball, and drops into the pocket while the next player is shooting, the shooting player loses the game.

ax. When required, team captains oversee the return of a hanging ball to its original "hanging" position.

4. Disputed Game: A game in which an infraction of the playing rules has been called and there is no immediate resolve among the respective players and team captains and proper/correct interpretation of the League Rules cannot be reached.

5. Disputed game Re-play: A disputed game is re-racked and re-played, in its entirety, when both team captains cannot agree if, in fact, an infraction of the League Rules occurred.

6. Texas Express: Occurs after the breaking player has not pocketed any balls on the break; or scratches after breaking; or does not legally pocket a ball after the break. Incoming player has choice of ball groups AND may shoot ANY combination of balls to establish his group. Exception; 8-ball may not be the intended first ball hit in a combination shot.

D. Trophies:

i. Sponsor - League Championship Trophy (or Plaque) Awarded to Sponsor of First-place team.

2. Player - League Championship Trophy Awarded to each rostered member of First-place team.

3. Sponsor - Second Place Trophy Awarded to Sponsor of team

achieving second-place in the standings.

4. End of Season Tournament Sponsor & Player Trophies Awarded to Sponsor and players of team that achieved first place in End of Season Tournament.

5. Individual Achievement Trophies Awarded to eligible players with: Most Table Runs; Most 8-ball breaks and Highest Average.

6. Tournament (9 Ball, 8 Ball Singles, 8 Ball Doubles) Trophies Awarded to tournament first and second place.

7. All Tournament Entry Fees are returned to winning players as Prize Money. Sixty percent (60%) for first place; Forty percent (40%) for second place.

8. The League covers all Trophy expenses with collected League Fees.

E. Banquet:

Banquet facilities will be awarded on a "bid" basis. Banquet bids will be reviewed by the league officers. League officers will select Banquet Host that is deemed to be in the best interest of serving the league. President has final choice of hosts.