

MENS SNO VALLEY POOL LEAGUE RULES

1. Six (6) players per team; nine (9) players maximum.
 - 1a. All players shall be on the **ROSTER SHEET** and **PAID IN FULL**.
2. Matches shall start at 7:00pm. (no later than 7:30pm)
3. Host team will provide any table fees.
4. All games will be played on one table. Host team will allow the visiting team access to that table 15 minutes prior to match start time.
5. Visiting team will break first game. Winner of each game will break the following game.
 - 5a. If a team skips a game to wait for a player that team forfeits the break on the match that is skipped as well as the one to be played.
6. Two object balls must **HIT A RAIL** to be considered a legal break. Failure to do so will result in a re-rack and re-break.
7. Qualified players can only play for one team, even if there are multiple teams under the same sponsor.
8. A player who quits a team cannot play for another team that session (see rule #36).
9. All games will be played with a red circle cue ball (same size as object balls).

10. The following is the order of play:

Visitors	Home	Round
Player A	Player A	1
Player B	Player B	1
Player C	Player C	1
Player A	Player B	2
Player B	Player C	2
Player C	Player A	2
Player A	Player C	3
Player B	Player A	3
Player C	Player B	3

FAILER TO PLAY IN THIS ORDER WILL RESULT IN A LOSS OF GAME(S).

10a. Substitute players must remain in their pairings as shown in rule 10.

10b. Once a player is removed from the line up, he/she must return to the same slot in which they previously played (i.e.: if a player in slot “B” and is then removed in round 2, he/she must return to slot “B” if re-entered in round 3).

11. “The kitchen” is defined as follows:

A. “The kitchen is the area behind the head string or imaginary line connecting the center dots on the breaking end of the table.

B. Object ball must be entirely in front of the line to be considered “out of the kitchen”.

C. The cue ball must be entirely behind the line to be “in the kitchen”.

12. If a team only has (5) players, one player will play in one slot. That player will play one turn against the opponents two turns. The solo player must follow the same opponent throughout the game. **NOTE:** Four (4) players playing as partners is allowed, with the missing set of partner's games being forfeited. Missing players may join the match in their slot when they arrive. Normal rotation must be followed. No make-up or forfeited games.

13. Solo players must follow the breaker if the solo player does not have breaking rights. No exceptions.

13a. The solo player cannot forfeit the break if he/she received the breaking right.

14. Partners may discuss shots at any time. However, at the shooter's request any player from the team may be called as a coach **ONCE PER GAME**. Once the coach or partner have approached the table as an advisor to the player shooting and then leave the table they cannot return to advise further. **ONCE YOU LEAVE, YOU'RE DONE.** (See rules 34 & 34a.)

14a. Partners and **ONLY PARTNERS** may interrupt a shooter while in the shooting position. Violation to the rule will result in "ball in hand". This includes verbal harassment.

15. A sub cannot be put into a game being played, except in an extreme emergency.

16. Forfeit matches are not appreciated and will be scored Current Percentage Average (CPA) for the winner and 0-9 for the loser. The winning team will receive at least a 5-4 win no matter what their CPA.

16a. Twenty-four (24) hours is the minimum time allowed if you wish to cancel or postpone a match.

17. There will be a maximum of two (2) minutes between games.

18. "Call pocket" is to be played at all times. Kisses and slop are allowed if the ball goes in the designated pocket. Call pocket is in effect for all shots except the break. On an open table, it is not necessary to strike the called ball first.

19. If a called ball is made in the wrong pocket, player loses turn.

20. "Ball in hand" rule: Except following the break, the opposing player may place the cue ball anywhere on the playing surface and shoot in any direction following any of these situations: 1) any cue ball scratch, 2) any foul or double stroke, 3) failure to strike own ball first, and/or 4) failure to drive the cue ball or any other ball to a rail after contact with one of your balls.

20a. In the event the primary ball is frozen to a rail, the cue ball or any other ball must make contact with a different rail after contact, or that frozen ball must hit another rail to be a legal shot.

21. A player must make a legal hit on one of his balls. A legal hit is defined as hitting one of his balls with the cue ball first. After that first hit, some ball (any ball) must make contact with a rail. The eight ball cannot be the first ball struck until all other legal balls have been pocketed. Failure to make a legal hit constitutes a foul.

22. Touching or moving any ball with shirt, hand, cue, etc. is a foul.

22a. Adjusting the cue ball with cue is allowed in breaking and ball in hand situations.

23. Any foul or rule infraction must be called prior to the shooter's next shot. Once the shooter has hit again, it is too late to protest. All fouls will be called by the Captain, Co-Captain, or by the players involved in the game.

23a. Any foul or scratch results in the opponents having ball in hand. When there is the possibility of a bad hit, the captains should be called up to the table to watch the shot (hit).

23b. Absolutely no interference at or around the pool table while opposing player(s) are at the table. **ONE (1) WARNING ONLY.** Second infraction results in ball in hand.

24. If the opponent's ball leaves the table as a result of the shot, it goes down. If the shooter's ball leaves the table, it is spotted. In either case it is a foul, resulting in a loss of turn.

25. In special play (one player vs. two) a player cannot give his/her partner ball in hand. If a scratch occurs between partners, or lack of a legal hit between partners, the cue ball is placed in the kitchen.

26. While shooting at the eight ball, no foul shall result in loss-of-game unless the eight ball and/or cue ball is pocketed.

27. Jump shots are not allowed.

28. Masse shots are legal, but the player shoots at his/her own risk.

29. Any and all protests shall be noted on the score sheet. An official protest must be lodged within 24 hours.

30. To qualify' for the league playoffs, a shooter must have played at least six (6) games during the regular season.

31. Teams who are unable to travel due to weather or road conditions will have games postponed and made up at a place/time by mutual agreement of teams affected. **VISITORS ARE REQUIRED TO CALL.**

32. Team Captains are responsible for the conduct and fair play of their respective teams. The penalty for unreasonable conduct is banishment from the remainder of the season and year-end tournament.

33. Bar substitutes are allowed; once a bar substitute plays six (6) games, he must become part of your roster.

34. If the advisor approaches the table for a second time during the same game, it is a foul resulting in ball in hand for the opponent.

34a. **TIME LIMIT:** a two (2) minute time limit between shots is the official rule. Between shots is defined from the time the cue ball stops moving to the

time the next player is down on the next shot. If the player stands back up without shooting after the time limit has been exceeded this will result in a foul. If the player is down on their shot while the time limit is exceeded and shoots before standing up no foul has occurred. If the Calling a 1-minute time extension is the only reason the 2-minute time limit may be exceeded (See 34b). Enforcement will be up to the team Captains and Co-Captains. (Method of enforcement to be mutually agreed upon)

34b. TIME EXTENSIONS: A 1 minute time extension be taken **ONCE PER GAME - PER TEAM**. Only the team members playing can request the time extension. This 1 minute is added at the end of the regular two minutes players get between shots. When extension is called total time between shots is increased to 3 minutes. Between shots is defined from the time the cue ball stops moving to the time the next player is down on the next shot.

34c: Only Captains and Co-Captains are allowed to call time violation fouls. If other members of the team interfere see rule 23b.

35. SNO VALLEY MENS POOL LEAGUE RULES WILL APPLY IN ALL GAMES.

36. Once a player is dropped and replaced, he/she cannot rejoin that team **OR ANY OTHER TEAM**.

37. Only the shooter may place the ball on the table.

38. Both teams must text, e-mail or submit scores via the website each week.

39. If scores are not turned in, the captain will receive (1) call to get the score of their match, after that the team not turning in the score will be docked (1) game for each week not turning in the score. So, get those scores in on time!

40. 8 ball breaks are a win of game for the breaking team. (If the cue ball falls with the 8 ball) It results in a loss of game for the breaking team.

41. While racking the game opposing balls must be placed on the bottom corners of the rack.

42. During playoffs the venue for the last 2 rounds may be altered but only if there is a legitimate reason. This must be OK'd by both team captains as well as the league director.

43. During playoffs Captains will designate a timekeeper to track time between shots. This will be for all playoff matches Thursday, Saturday, and Sunday. Timekeepers will notify the shooter when they have 30 seconds left to shoot and when the shooter has 10 seconds left to shoot. If captains call a foul, it will be confirmed with the timekeeper before being implemented. The league president may also assign a timekeeper for a match. Between shots is defined from the time the cue ball stops moving to the time the next player is down on the next shot.

44. Once a player takes control of the table that player may not leave the table to converse or get advice. If the player needs help, they must call a coach or player to the table for help. One warning will be given per team (this is for all players on any given team) a second infraction will result in ball in hand to the opposing team.

45. Open After the Break - After the break, the table is **open**, regardless of which balls (solids or stripes) are pocketed. A player's group (solids or stripes) is not determined until a legal called shot is made following the break. Players are **not automatically assigned** a group based on what drops on the break.

46. When racking the balls. Must have one striped and one solid on the back corners The eight ball must be in the middle and the rest evenly arranged in the rack. For Example:

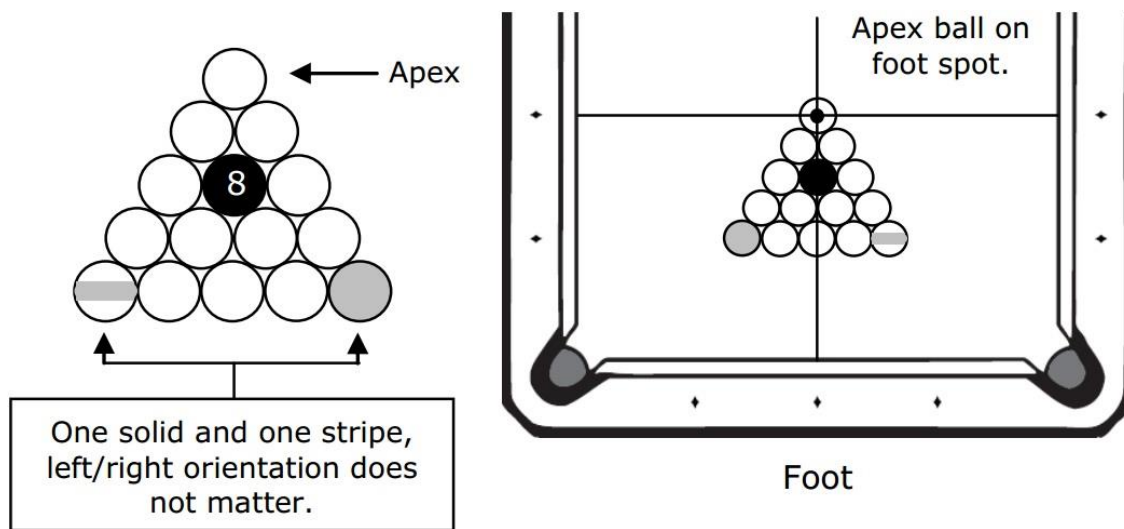


Figure 2-1

47. HAVE FUN!