

# Pocono Tavern Pool League

## 2017-2018

### Game Rules

\*As voted on by captains attending the pre-season meeting on 9/11/17\*

#### General Rules

- \* Bar size tables are required to play both 7 1/2x31/2 and 8x4 are allowed
- \* No team will be able to change playing balls during night of play. Balls used for practice shall be balls used for play! Teams MUST use "standard" cue balls for play (ie, no spotted (aka measles ball) or oversized cue ball).

#### Prior to Start of Match

- \*Starting time for all matches will be 7:30pm, with a grace period of 15 minutes, if needed.
- \*A minimum of 3 players is required by 7:45pm. Less than 3 will result in forfeiture of first set. Less than 3 by 8pm will result in forfeiture of all 15 points for night.
- \*Captains: All players should be listed on the score pad, prior to that start of play.
- \*The home team will make the table available to the visiting team for practice from 7:15pm-7:30pm.
- \* Players will each pay \$.25 cents per game regardless of price. Sponsor bar will make up difference if more than \$.50 cents.

#### Qualified Shooters

- \*A team will lose all 15 points if any shooter is used who is not approved by the by-laws.
- \*Any member of one team may request identification from any other player on opposing team.
- \* All players must be 21 prior to start of season.

#### Line Up

- \* Each set will consist of 5 games. And there will be 3 sets , total (15 matches).
- \* Any close shots will be watched by both captains or a neutral party.
- \* First set of play will begin with the home team captain submitting their line-up to the visiting team.
- \*The first set DOES NOT need to be played in order, however the second and third set do.
- \*Second set will consist of the visiting team submitting their line up to the home team, and the third set will consist of the home team submitting their line up to the visiting team.
- \*If you have 5 players present and able to shoot, they must be used. Any fewer will remain a "blank" on the score sheet. Should a shooter NOT arrive to fill in the "blank", it then becomes a forfeit.

#### Scoring

- \*All matches will be a straight 15 point scoring system.
- \*Players averages will be calculated by dividing the number of games won by the number of games played.
- \*If both teams have only 4 players each team will receive a lost point for the 5th player that is missing.
- \*A Run is pocketing all 7 of your balls in a row, plus 8 ball. If executed immediately following your break, it is considered a Break and Run.

#### Play Begins

- \* The flip of a coin by home team will decide who breaks.
- \* Following the break, the table is considered "open" UNTIL the shooter pockets a "called" shot.
- \*If the 8 ball is pocketed on break without the cue ball scratching, it is a win.
- \*When the table is "open", a high ball may be shot into a low ball (or vice versa), to determine choice.
- \*The 8 ball is not neutral and can only be used if "sandwiched" in between balls or if a ball other than cue is played off the 8.
- \*Breaking- 3 balls must hit a rail or a ball must be pocketed for a break to be considered "legal". If this does not occur, the same person breaks again as long as he/she doesn't scratch (maximum of 2 attempts). If after the 2<sup>nd</sup> attempt, 3 balls do not hit a rail or a ball does not get pocketed, the break will turn over to the opponent.
- \* After choice is determined you must hit your own ball first on any shot.
- \*When shooting, one foot must remain on the floor at all times
- \* Any ball knocked off table will be spotted and the player will lose his/her turn. The cue ball remains in same position.
- \*Anytime 8 ball is knocked off table(on to the floor)it is an automatic loss.
- \*If a player puts his/her hand to catch a ball, it is automatic scratch whether cue drops or not.
- \*When a scratch occurs and opponent has no balls past the line, they will have the option to have one of their balls spotted. This ball shall be the one closest to the break/head rail. In order to execute this option, a shooter must pick

up him or her own ball and had it to their opponent to be spotted. No one other than the shooter shall touch the ball. This is an option for the shooter, not a must!

\*Following a scratch, the entire object ball must be past the break line to be shot and the cue must be completely behind break line.

\* If a ball "hanging" in the pocket should fall before opponent gets to table for his shot, it will count as a completed shot. Should it fall after opponent is at table, it will be put back to where it was prior to falling. Any other balls accidentally moved (except cue ball) will be put back to nearest prior location.

\*Should a shooter unintentionally move another ball on the table, they will be asked to return it to where it was prior to the infraction. Should they move multiple balls (2 or more) in the same shot, it will result in loss of turn. Balls moved prior to the shot MUST be replaced before the shot can continue.

\*No intentional jumping of cue ball (no jumping over balls to make shot)

### Coaching and Interference

\*No coaching is allowed during game. The captain of the opposing team must notify the captain of first infraction. The second infraction will result in loss of game. Players shooting game should consider some caution when talking to their team during game or coaching may be called

\*When the cue ball is in play, any movement of the cue ball will be considered a shot. Any intentional interference of the table or balls by a player during the game will result in forfeit of game.

\*Any outside interference with tables or balls is an automatic re-rack this applies to non league members. Should accidental movement of the cue ball, prior to a shot, occur as a direct result of outside interference, the cue ball must be returned to its original spot before play can continue.

\*It is legal to use the ferrule when setting the cue ball following a scratch or prior to the break, however, IT IS NOT legal to utilize the tip. Should the cue ball come in contact with the tip, it will be considered a "shot". Please exercise caution when doing this!

\* The opposing shooter, or ANY member of their team may not stand in line of shot of shooter. Stay completely away from table.

\*The opponent may not talk to shooter while they are shooting.

### Winning the game

\* When you are down to 8 ball, you do not have to hit it nor does it need to go "clean". A scratch while shooting at the 8 ball or the 8 ball going into an "uncalled"/wrong pocket, will result in a loss.

\*As during normal play, your intended pocket must be called, clearly.

### Playoffs

\*Playoffs will consist ALL TEAMS, divided into 2 divisions and will be single elimination.

\*Your playoff placement, including whether you are in the upper or lower division, will be determined by your team average.

\*Playoff locations will be determined as follows (1) Higher average team will have home table advantage. If their table is not available then the home team can choose to shoot at the opponents or a neutral location. Should there be an issue with choosing said location, the board will pick a location which must be at league sponsored location.

### Rules

\*Any rule changes after the start of the season will be discussed and voted on by the Board and league captains.

\*Anything not covered by above rules will be handled by the board and newly formed grievance committee, which consists of 5 shooters randomly picked from teams (note players picked must have 5+ years in league).