

Monday Night Pool League Rules and Regulations (Updated October 2017)

Operating Rules

General

- If an issue, question of rules, or protest comes up please call about it that night, don't wait until next week.
- League starts at 7:30 - 8:00. If someone is missing please adjust your lineup so your match can start at 8:00.
- Bars should post stats weekly.
- The league schedule will consist of each team playing every other team in the league once.
- The bar that hosts the league party will receive \$200 for food
- Awards: 1st thru 6th place trophies, top male and top female jackets and a trophy(sponsored), money awarded to all teams based on number of wins.
- Awards will be given out for the top 5 male and female players. The type of award is still to be determined.
- All comp drinks will be served during the third round or later and will only be equivalent to what you have been drinking. For example: if you have been drinking coffee or water, you will be comped coffee or water.
- On the last match of the season, match must be played the night the match is originally scheduled.
- In the event that there is a tie, teams will be scored by matches and then by wins. If a tie remains, then the tie break will come down to whichever team has the most 8 balls, break and runs and 5 & 0's. Subs do not count.
- Make sure before you sign the other teams score sheet that all items match up, including 5 and 0's, etc.
- Excessive no shows and no phone calls will not be tolerated.

Team Rosters

- Each team can have 5 - 7 players. 5 players will play each night.
- A full (first and last name) team roster is needed. Please list all subs first and last names each time they play and who they played for.
- If you are unable to find a sub for your 5th player, you can use 4 players. Your team will take 5 losses for the player that is not there.
- It is your teams responsibility to find subs for your team. If you are unable to locate a sub you should then contact your sponsoring bar for help. If after contacting the sponsoring bar you are unable to find one then call Nancy for assistance.
- If you know your team will have three subs then your captain will need to reschedule the match for another day. No more than 2 subs per team, per match (makeup and rescheduling rules).
- Players banned from a bar must get a sub to play for them at establishments where they are barred from.
- Players must be at least 18 years of age and with a parent to play in the East Montgomery County Fun Pool League. (parent must be with minor)
- Must be 21 years of age if parent is not accompanying the player.
- If you start a match with a sub, the permanent player cannot show up late and continue the match. If you start with a sub, you must finish with a sub.

Fees

- Monday night league fees are \$8 per player \$6 dollars for league dues and \$2 for greens fees.
- All envelopes must have \$30 in them for league fee. \$10 in green fees is payable to the bar that you play at on the night of play.
- Monday night captains will show the bartender the \$30 in the envelope and sign a sheet of paper that states how much, who gave it and who got it. Then seal the envelope and LEAVE IT AT THE BAR YOU PLAYED AT. Nancy will pick up the envelopes on Thursday afternoons.

Playing Rules

General

- This is a call pocket not shot league - any shot which is not obvious must be called. This includes banks, combos and potentially cut shots.
- A team may issue a warning if a player is taking too long to shoot between shots. Player's shouldn't need to take more than 2 minutes per shot.
- If not sure that a shot is "ball in hand" then the player can ask the other team or team captain if it was "ball in hand"
- Pocketing the 8 ball in the wrong pocket is a loss
- In the event a shooter accidentally moves his opponent's ball, the shooter must stop and ask his opponent if he wants to move the ball back or leave it. This is not a foul.
- No talking to the players shooting and no talking on the sidelines where a player may overhear even when your player is not actively shooting. This will result in a foul being called and ball in hand. Excessive behavior will result in a game loss.
- Taunting, coaching and rude or unruly behavior can and will cause a foul call and a ball in hand will be given. Excessive behavior will result in a game loss.

Breaking the Rack

- After the break and at least one ball has been pocketed, the shooter has an open table. The shooter may shoot any ball into any ball other than the eight ball to make their shot. This only applies to the shot after the break when balls have not been established or until they have been established. If the shooter scratches on a break, it is the other players' ball, but the cue ball must be shot from behind the line.
- Eight ball on the break without scratching is a win.
- Eight ball on the break with scratching is a loss.
- While breaking, if less than four balls hit the rails or if the shooter miscues and does not hit the rack, it is the opponents option to re-rack or to break.

After the Break

- A legal shot is after the cue ball strikes the shooters object ball and any ball hits a rail (cue ball, eight ball, your ball or opponent's ball).
- Failure to hit your object ball results in a foul and ball in hand is given, the player may place the cue ball any place on the table.
- A scratch results in ball in hand.
- A scratch on the eight is not a loss unless the eight ball is pocketed.
- Jump shots, push shots and masse shots are legal but not scoop shots.
- Any ball against the rail is a dead ball unless it comes off the rail and re-hits it.

Forfeits

- If a team forfeits because they are unable to reschedule by Sunday, the team that is unable to accommodate the reschedule will be responsible for paying the team fees for BOTH teams!!!
- A forfeit will result in 25 losses for the team forfeiting and 25 wins for the team receiving the forfeit.
- If a team quits, all stats will be adjusted to show that the team that has quit receives 0 wins for any matches that have been played and the opposing teams will receive 25 wins.
- If league play starts without all players present, all games which the player is not present for are forfeited, but the player may play any games left to play. For example, if a player arrives third round, he is already in the fifth spot from lineup adjustment, he would forfeit first and second round and be allowed to play third, fourth and fifth.
- Leaving the bar during play will result in a forfeit for that game.

Distractions

- A player who is currently playing a game may not talk to anyone except their opponent while the game is ongoing except in the case of a timeout.
- No playing on other tables when league play is going on
- No cell phone usage at tables. If you answer the phone while at the table this will be considered your only time out while you answer the call!!!

Time Outs

- One time out per game, but only the shooter may call the time out
- Time outs are limited to 2 minutes.
- Also the coach for the timeout must be someone on your own team.
- When a shooter calls a time out, the person who comes over to the table to give advice is not allowed to touch the table.
- A time out is not over until the cue ball is struck.