

NEWHALL SAUGUS POOL LEAGUE
2008 OFFICIAL RULES AND REGULATIONS
September 2009

BAD HITS

- A. The cue ball must hit one of the shooter's balls before hitting any others, otherwise the shot is ruled a bad hit.
- B. If none of the shooter's balls are made on a bad hit, the opponent has ball in hand any place on the table.
- C. If a player makes his own ball(s) on a bad hit, the opponent continues play and may exercise one of the following options:
 - 1. Remove an equal number of his/her balls as pocketed by the shooter.
 - 2. Penalize the shooter 10 points for each ball made.
 - 3. If more than one ball was made on the play, the opponent may elect to divide the penalty between the first two choices according to the number of balls made.

BALLS TOUCHING (FROZEN) TO THE RAIL

- A. A ball that is touching or frozen to the rail shall be considered part of that rail. Any hit on the frozen ball is considered a good hit.

BREAK SHOT

- A. The visiting team will break the first and third sets of games and the home team will break the second and fourth sets of games.
- B. Four (4) object balls must hit a rail to constitute a legal break. If at anytime an object ball is pocketed on the break it will be considered a legal break. If 4 balls do not hit a rail on the break the same player breaks the re-rack.
- C. The table is ALWAYS OPEN until the first called pocket is made. If a ball is made on the break, the shooter continues to shoot. If the shooter misses the next called pocket, the table remains open.
- D. If the cue ball scratches or jumps off the table on a break shot, the table is open and the cue ball is placed behind the head string.
- E. Should the shooter choose solids and make one, he will receive credit for each solid ball made.
- F. The player who makes the 8 ball on the break without scratching automatically wins the game.
- G. The player who makes the 8 ball on the break but scratches, automatically loses the game with a score of 0 – 100

BYES

- A. In the event of a bye, teams involved are not required to pay fees for that week.

CALL POCKET

- A. A shooter must call the pocket where he/she intends to make the ball. Only the pocket must be called – Not the shot.
- B. A shot will count as long as the ball goes into the called pocket and no foul has occurred. It does not matter how far the ball travels or how many balls it hits on its way to the intended pocket.
- C. It is the Player's responsibility to make sure the opponent knows which pocket is intended.
- D. The 8 ball is not neutral and may only be used in a combination if another of the shooter's balls is hit by the cue ball first.
- E. If any of the shooter's intended balls are pocketed and another jumps off of the table, the jumped ball is placed on the foot spot (or lined up directly behind it if another ball prohibits it) and that player forfeits his turn.
- F. If the object ball jumps off of the table, the shooter loses his/her turn. The object ball is then placed on the foot spot, or lined up directly behind it if another ball prohibits it.
- G. No matter how the 8 ball leaves the table, the game is over.

COACHING

- A. Only one coaching session is allowed per player per game. Coaching is allowed only when the shooter makes a verbal request for the coaching.
- B. No coaching or information may be offered from spectators or team members.
- C. A maximum of one (1) minute per coaching session will be allowed.
- D. Only the player and the person they asked to coach may approach the table. All other players will remain quiet.
- E. Violation of this rule will be as follows:
 - 1. First a warning.
 - 2. Then a ball in hand for the opponent.

COMBINATION SHOTS

- A. When the Table is open, any combination is legal as long as the called ball goes into the called pocket (with the exception of hitting the 8 ball or the opponent's ball first with the cue ball).
- B. Any combination shot pocketing the shooter's called ball is legal as long as the shooter hits his/her own ball first and the object ball is pocketed in the called pocket.

CONDUCT

- A. Team captains are responsible for keeping the players at the table during a match, or returning them to the table in a timely fashion.
- B. Non-shooting players shall remain at a reasonable distance from the tables.
- C. Practice table users shall yield to competition games.
- D. Threatening or challenging a fight, fighting, and physical altercations are expressly forbidden.

FEES

- A. Weekly league fees are \$6.00 per player.
- B. In the event of a forfeit, the cost is reduced to \$4.00 per player per team.
- C. The team captains are responsible for collection of the fees from their own players including substitutes.
- D. The home team captain is responsible for the delivery of the fees to the league representative.
- E. Any team Twenty dollars (\$20.00) or more past due will not be allowed to play until all past due fees are paid in full. Any weekly matches missed due to past due fees will be treated as a forfeit and each team will be responsible for the weekly dues as stated in "B" of this section.

FORFEITS (please refer to TEAMS section below for individual forfeits)

- A. In the event of a team forfeit, players on both teams are required to pay \$4.00 each. Forfeit wins shall be paid for within 8 days of the forfeit.
- B. Each non-forfeiting player present at the legal starting time will receive four wins and a score of their average or 400 points, whichever is greater.
- C. Forfeiting team's player statistics will include the zero scores.

FOULS

- A. Cue ball fouls only.
- B. A foul must be called at the time it occurs, and may not be called after the next ball is shot. In the interest of good sportsmanship, calling a foul should be avoided whenever possible.
- C. If a player makes any of his own balls and a foul is called in the same shot, the other player may choose from the options allowed under "Bad Hits".
- D. If an object ball hangs on the pocket and spontaneously drops, is accidentally raked or bumped into the pocket, the ball is reset and no foul is awarded. Any cost incurred to reset the ball will be reimbursed by the league. Notification on the tally sheet is required.
- E. If a cue ball hangs on the pocket and spontaneously drops, a foul is called on the active shooter. The active shooter changes when a new shooter touches the table.
- F. If an object ball leaves the table following a direct hit, it is a foul. The ball is spotted and the opponent receives ball in hand.
- G. Three consecutive fouls DOES NOT cause a loss of game.

JUMPS AND MASSE SHOTS

- A. Jump shots and over the shoulder masse shots are not considered legal shots in league competition. Should either of these shots be attempted, bad hit rules will apply. The shooter's hand must be below the shoulders when shooting.

SCORING WINS

- A. Each player will play (4) games each league night. Each team will play (4) Matches (or sets).
- B. The team receiving the most points in a match will receive a win for that match.
- C. The team with the most points for the entire night will be awarded the fifth win.
- D. In case of a tie, each team will receive credit for one half of a win.

SCORING POINTS

- A. Each ball will count as 10 points with the exception of the 8 ball, which will be worth the amount shown on the scoreboard for the frame in which the 8 ball was legally made.
- B. Each house will provide access to a scoreboard, or score sheets if necessary.
- C. The visiting team will keep score on the scoreboard or score sheets.
- D. The home team will record the final on the three part score sheets.
- E. The maximum number of points that can be made in one game is 170. This can only occur by running the table on the first turn or making the 8 ball on the break.
- F. It will be the duty of the player or the captain exercising a penalty option to indicate to the scorekeeper that the player has been penalized and what the penalty is.
- G. If, on a shot to establish each shooter's balls, an object ball is made and the 8 ball is scratched on the same shot, points for the object ball will not be allotted.

SCRATCHES

- A. When the cue ball scratches or lands off the table, it is "ball in hand" and the opponent may place the cue ball anywhere on the table (except after the break).
- B. If a player pockets one or more of his or her balls, the opponent may choose from the options allowed under bad hits.
- C. The cue ball must be allowed to come to complete stop before the opponent has ball in hand.

SUBSTITUTE PLAYER

- A. A substitute player is not responsible for any part of the weekly fees. It is the responsibility of the team captain to collect the fees from his or her players or cover the difference until he or she can collect from that team member.
- B. If a substitute players starts to play, then he must finish all 4 sets of play. The players they are substituting for may not play that night.
- C. A substitute player making a winning 8 ball break or Table Run will not receive an award or credit.
- D. A substitute player cannot be a permanent player from any team in this league.
- E. Any player eligible for top ten trophies or awards must play a minimum of 75% of the matches scheduled for a session as a regular team member.

TEAMS

- A. Each team will consist of four players, including a designated team captain. Regular team members are those listed on the weekly standings.
- B. A minimum of two players and one substitute player shall be considered a legal team for that night's play. LEAGUE PLAY STARTS AT 8:PM. At least one player must be present by 8:15 PM to avoid a forfeit. The number two player must be ready to play within five minutes after the number one player finishes his/her game. The number three player must be ready to play within five minutes after the number two player finishes his/her game. The number four player must be ready to play within five minutes after the number three player finishes his/her game.
- C. Teams may start sessions early, if both team captains agree.
- D. The team captain must use substitutes for either one or two missing regular team member(s) or forfeit the missing player(s) score which will be 0 – 130.
- E. Individual forfeiting player's zero scores will be averaged into his/her statistics UNLESS the score sheet is designated as "sub" instead of the player's name. Whether a forfeiting player is charged with a zero statistically is at the sole discretion of the missing player's team captain.

TEAM CAPTAINS

- A. Are responsible for their team's conduct.
- B. Check weekly score sheets for accuracy and sign them.
- C. Retain one of the copies of the score sheet in case of the loss of the original.
- D. Attend league meetings, or appoint a representative to do so.
- E. Collect fees from team members.
- F. If playing at home, the home team captain is responsible for the league sheets and all the money collected. It is suggested that all parties possessing the envelope be aware of this.

TROPHIES

- A. Trophies will be awarded to the following:**
 - a. First through third place team members, and the first place venue.**
 - b. Top 10 Players and Top 3 Women**
 - c. Hi-Series team players**
- B. Individual league players will receive T-Shirts.**