

# **SPORTSMANSHIP**

- 1. Unsportsmanlike conduct will not be tolerated. Any unsportsmanlike behavior can and will result in a warning, suspension or expulsion for the season or possibly indefinitely.***
  
- 2. Unsportsmanlike conduct will be determined by the league board members.***
  
- 3. All decisions regarding warnings, suspensions, and expulsions by the board are final.***

## **SPONSOR**

1. The sponsor will pay a \$75.00 sponsor fee for each team sponsored in the league.
2. The sponsor may enter two teams for each playable table in the tavern.
3. The sponsor is responsible for the actions of his customers not playing in the league.
4. Any tavern operator, individual or team can be expelled from the league for reasons considered to be detrimental to the league. Expulsion will be determined by the board members. All money paid will be forfeited to the league.
5. With the consent of the league officers, a team may move to another sponsor provided they have given a reasonable explanation for moving and have made arrangements for the reimbursement of the sponsor fee to the original sponsor.
6. The sponsor is responsible for maintaining a playable table. This means, but is not limited to, the table should be level to its best ability, the cloth should be free of any major tears or defects and the balls should not be pitted or nicked. If a team feels a sponsor does not have a playable table, they should contact a board member. The board members will evaluate the table and if they feel it is unplayable, the sponsor will be asked to make the necessary corrections. If after one week the corrections have not been made, it will be the discretion of the board members to move the team to another sponsor or extend the time for the current sponsor to make the corrections.

## **TEAM**

1. Each team will consist of a minimum of five players.
2. A player can compete for only one team on any given date.
3. A player can compete for only one team per division. There is no limit to the number of divisions a player can play in.

4. If a team loses their sponsor, they may move to another tavern. The team maintains their record and individual averages. Sponsor fee, sanction fees and dues will not have to be repaid provided they are up to date.
5. If a team leaves the league, a new team can replace them in the division. The new team receives the number of wins of the last place in the division when the original team dropped out. The loss total will be the number of weeks already played when the new team joins the league minus the wins.

## **LEAGUE SCHEDULE**

1. League play will begin the second full week in September.
2. The league schedule will be determined by the board members.
3. The size of the division will be determined by the board members.
4. If a sponsor has two teams playing on the same night and he so chooses, the two teams will be placed in separate divisions if possible.
5. The board members must be notified of any alterations made to the league schedule.
6. All make up matches must be played within 7 days of the original match date. Make up matches must be played prior to the last three weeks of the season. If the match is not made up, neither team will receive credit for tournament eligibility or end of the season prizes.

## **PLAYERS**

1. The player's name, address and telephone number must be turned in on their first night of play.
2. All players must be 21 years of age or older.
3. Players must be sanctioned by the Kenosha Pocket Billiards League. An annual sanction fee of \$5.00 must be paid on the first night of play. The player's sanction card with the sanction number will be issued by the league secretary.

4. No new players can be sanctioned the last three weeks of league play.
5. A \$7.00 player's fee is required for each night of play.
6. A player can play for only one team within a division, but can play in any number of divisions.
7. With the consent of the league officers, a player may shoot for another team within the same division if his original team withdraws or is expelled from the league. The player maintains his yearly and running average.

### **MOVING TO A NEW TEAM**

1. With the consent of the league officers, a player may move to a new team if he has three weeks or less of play with his original team. A second sanction fee is not required.
2. A player may change teams only once during the season.
3. A player must have 11 weeks of play with the second team to be eligible for the tournament. Having 3 weeks with the original team and 8 weeks with the new team does not qualify a player for the tournament.
4. No player can change teams during the last 11 weeks of the season.

### **TEAM CAPTAIN RESPONSIBILITIES**

1. Attend any league meetings. Each team has only one vote at league meetings to be cast by the captain or his representative. EXCEPTION: At the league organizational meeting in the beginning of the year, all previous years players have a vote.
2. Complete, verify and sign the score sheets. Once the score sheets have been signed by both captains, they stand as they are and cannot be altered unless agreed upon by both captains.
3. Turn in the name, address and telephone number of any new player on their first night of play.

4. To collect the players sanction fee on his first night of play.
5. Collect the players dues for all players. League dues of \$7.00 per player, \$35.00 per team must be paid each week.
6. Put the score sheet and league dues in the drop off envelope.
7. Represent his team in any disputes with another team or in any arbitration with the league board members.

### **DROP OFF**

1. Drop off is midnight on the night of play.
2. Partial payment of league dues is not acceptable. A fine equal to the amount dues shortage will be assessed and due the following week. The fine will be assessed each consecutive week until the shortage is paid up. When playing with 4 players, league dues of \$35.00 is still required for the night. Remember on a players first night of play, the sanction fee and league dues both must be paid.
3. The visiting team captain is to drop off both team's envelopes at the drop off tavern by midnight each night of play. Each captain is responsible for the content of his envelope. Failure to drop the envelopes will result in a \$20.00 fine for the responsible team. This fine does not apply to a match rescheduled by mutual agreement of both teams. If the home team captain makes the drop off, this should be noted on the drop off envelope.
4. In the event of a forfeit, the team present will be responsible for dropping off the envelope. The score sheet should list players to receive eligibility for tournament and end of the year prizes. The forfeiting team must bring their league dues up to date by the following week of schedule play.
5. Any team owing \$30.00 or more for 3 consecutive weeks may be expelled from the league.

## **SCORE SHEETS**

1. Players' names should be printed on the score sheet – last name first, followed by full first name.
2. Player's sanction numbers must be listed in the "HDCP" column of the score sheet. The word "NEW" should be used in place of the sanction number if it is the player's first night of play. Sanction numbers must be entered on the score sheet each night of play.
3. If a player has a current running average for the year and is going to shoot a another team in another division, the running average from the players original division is used for determining the handicap – not his master average. The average should be confirmed with a league officer.
4. Score sheets must be signed by both captains. Once the score sheets have been signed, the player's and team scores stand as entered.
5. If one captain feels there is an error in a player's average and this average cannot be verified prior to the start of the match, the match should be played and a written appeal stating the circumstance should be included with the score sheet. The league secretary will review the appeal, make any corrections if required and notify both captains with the results.

## **HANDICAP**

1. Locate the running averages of all players playing the match either on the weekly division standing sheet or the players average on the Master Average sheet. If the player is a "NEW" player, an average of 6.00 is used for the first night of play.
2. Total the averages of both teams.
3. Subtract the smaller total from the larger total.
4. Drop all numbers to the right of the decimal. This number is the amount of handicap points the team with the smaller total receives from the team with the larger total.

## SAMPLE CALCULATIONS

|         | <u>Stan's Bar</u> |          | <u>Derby's Bar</u> |
|---------|-------------------|----------|--------------------|
| Smith   | 6.00              | Wallace  | 8.70               |
| Johnson | 6.25              | Nielsen  | 7.00               |
| Roberts | 7.18              | Lee      | 5.54               |
| Jones   | 5.27              | Young    | 4.87               |
| Spencer | <u>10.12</u>      | Anderson | <u>7.10</u>        |
|         | 34.82             |          | 33.21              |

|                   |               |
|-------------------|---------------|
| Stan's Bar Total  | 34.82         |
| Derby's Bar Total | <u>-33.21</u> |
|                   | 1.61          |

Derby's Bar receives a one point handicap for the match.

### **Handicap is now a running lifetime handicap**

#### **THE BREAK**

1. The cue ball must be behind the head string. Position is determined by the base of the ball. The opponent must protest the position of the cue ball prior to the break. If there is no protest, the break is legal. If the breaker ignores the protest, the opponent has the option of having the breaker re-break the rack or play the break as is.
2. The game starts when the cue ball strikes the rack.
3. For a legal break, a minimum of three numbered balls must contact a rail if no other balls are pocketed. If the person breaking fails to make a legal break, the opponent has the option of playing the table as is or having the person breaking re-break. If a safety break is attempted and a legal break does not occur, the breaker is allowed 1 more attempt to break. If the second attempt does not result in a legal break, the opposing player has the option of playing the balls as the lie or re-breaking themselves.
4. The table is open after the break, even if one or more balls from a group or both groups of balls have been pocketed. If any balls were pocketed on the break, the player who broke has the option of which group of balls to shoot. If the player

fails to make another ball after the break the table is still open and the incoming player has the choice of which group of balls to shoot. The table remains open until one player legally pockets a ball from either group.

5. On an open table, the shooter can play any combination of balls – including the 8-ball. The 8-ball is neutral only on an open table.
6. If a player makes the 8-ball on the break, he scores 9 points. If a player makes the 8-ball on the break and fouls, his opponent scores 9 points.

### **PLAYING THE OBJECT BALL**

1. The shooter must call the ball and intended pocket. It does not matter how the called ball goes in. Failure to call the object ball is not a foul, only loss of turn.
2. Team captains can decide before the match whether or not the players need to call obvious shots. Caution is advised – sometimes it may be difficult to discern what is an obvious shot. If teams are not calling obvious shots and a player pockets a ball, then for whatever reason feels the next shot cannot be played or does not want to play it, he cannot turn the table over to his opponent. The shot must be played.

### **PLAYING A SAFE**

1. When playing a safe shot, the player must contact a ball from his group of balls. After contacting the object ball a ball must then contact a rail.
2. A player may elect to play a safe and pocket a ball. The player must announce a safe is being played prior to taking the shot. If the object ball is not pocketed or does not contact a rail, nor does any other ball – it is then a foul.

### **FOULS**

Any one can be asked about the rules, but **only the players playing the game or the team captains are allowed to call fouls**. A captain may designate another player to call fouls in his place. Either player

may ask both captains to watch a shot and make a judgment.

Any time a player fouls, his opponent has cue ball in hand anywhere on the table. If the foul occurs on the break shot, the opponent has cue ball in hand behind the head string. Behind the head string, meaning the entire cue ball. All balls will be regarded as either all in or all out of the kitchen.

When a player has ball in hand, the cue stick may be used to help position the cue ball. However, if the player advances the cue ball with the tip of the cue stick this is a foul and the opponent will have ball in hand.

A foul occurs under the following circumstances:

1. Failure to contact a ball from your group of balls first. Failure to contact the 8-ball first when it is the object ball. NOTE: On an open table, any ball can be contacted for a legal shot.
2. Scratching of the cue ball.
3. Failure to pocket any ball or contact a rail with any ball after first contacting the object ball.
4. Failure to drive a ball frozen to a rail to another rail if no other ball contacts a rail after the cue ball contacts the object ball. (NOTE: If the cue ball contacts the rail the object ball was frozen to – this is a legal shot).
5. Jumping the cue ball by scooping. Driving the cue ball down into the table so that it bounces is a legal jump shot.
6. Movement of the cue ball through any action of the player other than a legal shot or placement of the cue ball.
7. Contacting any ball on the table with the cue ball or causing any ball to move when placing the cue ball on the table.
8. If a ball is accidentally moved and that ball contacts another ball or if the ball that was moved would have been contacted by any ball including the cue ball.

9. Causing any ball to leave the table and stay off. The ball will be re-spotted prior to the next shot unless it was the 8-ball, in which case it is a loss of game. NOTE: CAUSING A BALL TO LEAVE THE TABLE AND STAY OFF AND POCKETING THE 8-BALL IS LOSS OF GAME.
10. Coaching the shooter or telling the shooter he has ball in hand if the player does not ask. Any questions on rules should be asked with the opposing captain or player present.
11. Having both feet off the floor while shooting.
12. Any player or person associated with the team other than the shooting player, captain or designated captain who calls a foul. (Ball in hand will then go to the shooter who committed the foul).

### **TIME LIMIT**

If a player feels his opponent is taking an excessive amount of time, he may notify the player and/or team captain that the player will be given 1-1/2 minutes to execute his shot. If the player has not executed his shot after the 1-1/2 minutes has elapsed, he is to be notified of a 30 second extension. If the player has not executed a shot after the 30 second extension, the opponent will be awarded cue ball in hand.

### **PENALTIES & OPTIONS**

1. If a ball is pocketed through no action of the shooter, the ball is brought back out and re-spotted as close to its original position as possible. Both players will split the cost of bringing the ball back up.
2. If a ball is accidentally bumped in, the incoming player has the option of bringing the ball back up and re-spotting it in its original position. The 8-ball will always be brought back up. The offender pays for bringing the ball back up.
3. When a player accidentally moves a ball other than the cue ball, his opponent has the option of moving the ball back to its original position or he

can leave the ball as is. If the ball was pocketed, the player at fault pays for bringing the ball back up. The player at fault continues to shoot.

4. When spotting a ball, if the ball does not fit on the spot without touching another ball, the ball should be placed directly behind the spot, as close to the spot as possible.

### **CUE BALL SCRATCHES**

A scratch occurs if the cue ball is pocketed or is caused to leave the table.

1. After a player scratches, the opposing player has ball in hand and can place the cue ball anywhere on the table.
2. If a player scratches on the break, the opposing player has ball in hand anywhere behind the head string.
  - A. If a player has ball in hand and places the cue ball entirely in front of the head string and proceeds with a shot – contacting an object ball, he will lose his turn and his opponent will have ball in hand anywhere on the table. The incoming player has the option of having any pocketed ball(s) spotted. Choice will be all balls up or all balls down. The player committing the foul pays to bring the balls up.
  - B. If a player has ball in hand and places the cue ball such that it is touching the head string, the opponent must protest the position of the cue ball prior to the shot or the shot is legal. If a player ignores the protest and shoots, his opponent will have ball in hand anywhere on the table. The incoming player has the option of having any pocketed ball(s) spotted. Choice will be all balls up or all balls down. The player committing the foul pays to bring the balls up.
3. Following a scratch on the break shot, if the incoming player contacts a ball that is behind the head string before the cue ball passes the head string entirely and contacts a rail he fouls. His opponent will have ball in hand anywhere on the table. The incoming player has the option of having any pocketed ball(s) spotted. Choice will

be all balls up or all balls down. The player committing the foul pays to bring the balls up.

### **PLAYING THE 8-BALL**

1. The player must tell the opposing player or captain the intended pocket for the 8-ball. The opposing player and captain should be paying attention to the call as a courtesy to the shooter.
2. The 8-ball must be the first ball contacted for a legal shot.
3. A player needs only to call the intended pocket – it does not matter how the 8-ball goes in.
4. Failure to contact the 8-ball is not a loss of game.
5. Any foul committed by a player while shooting the 8-ball is not a loss of game unless the 8-ball is pocketed.
6. If the 8-ball is caused to leave the table, it is a loss of game.
7. After pocketing the 8-ball, the player scores 2 points plus 1 point for each of his opponents balls remaining on the table.
8. If a player pockets the 8-ball before pocketing all of his balls, he loses the game. His opponent will score 2 points plus 1 point for each of the losing players balls left on the table. If a player pockets the 8-ball on an open table, his opponent scores 2 points plus 1 point for each remaining ball from the largest group of balls on the table.
9. If a player deliberately pockets the 8-ball in order to give his opponent the win and incur a higher point total, the opposing team is to notify a board member. The offending player will be given a warning. If the player commits a second offense, at the discretion of the board, the player could be ejected from the league and any post season play.

### **MATCH PLAY**

1. The lineup is entered on the score sheet by the captain prior to comparing score sheets with the

opposing captain. This should be done before the start of the match. Once the score sheets have been compared, the order cannot be changed without the consent of the opposing captain

2. A minimum of 4 players from each team is required for a match. If a team plays with 4 players, they will forfeit 12 points for the absent player. The player who sits out on the team with 5 players will not receive these points toward his average, but will receive prize eligibility if his name is written in the score sheet. Handicap is figured based on the four players playing the match.
3. If a team is shooting a match with 4 players, the 5<sup>th</sup> player cannot be added to the score sheet after the match has begun, unless it is agreed upon by the opposing captain.
4. If a team does not inform the opposing team of a player shortage and the match is already in progress, the team that is not short a player has the option of starting the match over. If the match is restarted, both teams can rearrange their lineups.
5. A player must play his first game during the first round or he cannot play the match.
6. Any team that does not have 4 players present at 7:30 P.M. will forfeit the match unless prior arrangements have been made between the two teams.
7. The visiting team breaks the first round and the home team breaks the second round, For the first four games of the third round, a team will have the option of breaking either the first and third or second and fourth games if they win the coin toss, For the last game, the team winning an additional coin toss will have the option of breaking.
8. With the approval of the opposing captain, a player may play his three games consecutively at the start of the match. The player must compete first in the line up. The player gives up the break on the third game. For the remaining games of the third round, a team will have the option of breaking either the second and fourth or third and fifth games if they win the coin toss for the third round. NOTE: The player who requested to shoot

his 3 games consecutively must leave the bar within 15 minutes after the completion of his last game. If he does not leave the bar his team will forfeit the match. The player may return to the bar only after the match has been completed.

9. For the third round, a team has the option of breaking either the first and third or second and fourth games if they win the coin toss when 4 players are playing for each team.
10. The winner of the match is the team that scores the most points including handicap. In the event of a tied match, each team will select a player from their line up to play a tie breaker game. The points scored in the tie breaker will be credited to the team's score but not to the player's individual score.
11. If a player shoots out of order, his team will forfeit 9 points to the other team. The player on the opposing team who was suppose to shoot the game receives the 9 points. For example: during the first round, the first two games have been played, player 3 on team A racks the balls, player 4 on team B breaks. Player 3 on team A receives the 9 points. The match then continues with game 4, with both 4<sup>th</sup> position players shooting.
12. If a player is found to be playing under another's person name, and the player has shot, his team will forfeit the entire match. The team will face possible ejection from the league and denial to play in the post season tournament.

## **PROTEST PROCEDURES**

Authority to protest rests with the team captain.

The protest must be called at the time of the incident. If the protest has not been called by the time the player has shot again, the protest is nullified. The player must stop shooting if a protest has been called. The player cannot continue to shoot or the next game cannot be started until the protest has been resolved. If a protest cannot be resolved, the game must be played over. The original breaker breaks the replayed game. Neither player can score more points in the replayed game than they would have scored in the original game prior to the protest if a ball had been

pocketed on the protested shot. Both players split the cost of the replayed game.

EXAMPLE: Player A had 4 balls left on the table and player B had 5 balls left on the table prior to the protest. Player A cannot score more than 7 points and player B cannot score more than 6 points when the replayed game is completed. Each player could score less points based on the outcome of the replayed game.

## **FORFEIT**

1. Matches start at 7:30 P.M. There is a ***NO grace period***. At 7:30 P.M. a team must have 4 players present or they forfeit the match. If a player walks in at 7:31 P.M., the match has already been forfeited. The non-forfeiting team will receive a team win for the night. Team points for the forfeit will be based on the team's average point score, including handicap. Average point score is determined by dividing the team's total point score by the number of weeks played, less the forfeit week. The forfeiting team will receive a team loss and zero team points. No individual player points will be awarded on either team. Players listed on the score sheet of the non-forfeiting team will receive credit for tournament eligibility and end of the season prizes. Players on the forfeiting team will not receive credit for tournament eligibility and end of the season prizes. **A \$25.00 fine will be assessed to any forfeiting team**
2. Any team forfeiting 3 weeks in a row or 4 weeks in a season will be subject to expulsion from the league. The league board will determine if any expelled team is to be reinstated to the league. Expelled teams will forfeit all money paid to the league.
3. Once a player has shot, he must play all 3 games or forfeit 9 points for each game not completed. A player will not be allowed to play his second or third game if he doesn't play his first game.
4. A game is forfeited for 9 points if 5 minutes has elapsed since the completion of the previous game.

## **BYES**

1. For a bye, teams will receive a team win and the average amount of points scored per night during the year. Average point score is determined by dividing the team's total point scored by the number of weeks played, less the bye week.
2. A team has until the next week of play to turn in their score sheet and bring their league money up to date. Only players listed on the score sheet will be given credit for tournament eligibility and end of the season prizes.

## **TEAM FINISH**

Team finishing positions will be determined as follows:

1. Team win/loss record.
2. In the event that teams have the same win/loss record, the head to head play between those teams will determine team finish.
3. In the event that teams have the same win/loss record and have tied in head to head play, total accumulated point will then determine the final standings, if points are equal as well, a playoff match will be played between the tied teams. If 3 or more teams are tied, a round robin type playoff will be played.

## **MONEY DISTRIBUTION**

1. All sponsor fees go to the league secretary.
2. The sanction fee will go to the K.P.B.L. for any expenses incurred concerning the league (stamps, stationary, etc.)
3. League dues are distributed as follows:
  - A. \$1.60 out of each \$7.00 in weekly player's fee goes toward the tournament prize fund.
  - B. \$3.25 out of each \$7.00 in weekly player's fee goes toward team prizes based on finish within the division.

- C. \$0.30 out of each \$7.00 in weekly player's fee goes toward the league officer's salaries.
- D. \$1.85 out of each \$7.00 in weekly player's fee will go to a special fund to be used toward prize money for division averages and to subsidize the tournament prize money. The amount of prize money will be determined by the board based on the number of teams in the league.

### **MISCELLANEOUS**

- 1. The home tavern will buy a courtesy drink for both teams if the match is played.
- 2. All games are played for a drink of the winning player's choice. Losing player pays for the drink to a \$3.00 maximum. The winning player will pay the difference. If the winning player declines a drink, no money can be exchanged.
- 3. Players must play for a minimum of 18 weeks to be eligible for trophies.
- 4. All taverns are required to have a bridge for the players.

### **POST SEASON TOURNAMENT**

- 1. All teams are automatically entered in the end of the season tournament provided they have turned in their team roster and player fees are up to date.
- 2. Any team owing any amount of league dues or fines at the end of the season will not be allowed to shoot in the tournament. (Any money owed must be paid by the last week of league play)
- 3. A player can compete on only one team in the tournament.
- 4. A player must play a minimum of 11 weeks for the entered team to qualify for the tournament.
- 5. The tournament will be double elimination.
- 6. The tournament will be played by the K.P.B.L. rules.
- 7. Captains will toss a coin to determine which team will break the first round.

8. Location of the tournament will be determined by the league board members.
9. Any team found using players not eligible for the tournament will forfeit their match and any prize money if applicable.
10. There will be no grace period from the assigned starting time to start the match.
11. The NO player in the line up can shoot his 3 games consecutively. All games must be shot in order.
12. Teams can play a match with only 4 players. If the 5<sup>th</sup> player shows up after the start of the match he cannot be added to the lineup. As in league play, the team with 4 players will forfeit 12 points to the opposing team. If a team enters the 5<sup>th</sup> players name on the score sheet and that player does not show up by the time his game is to start, they will forfeit 18 points to the opposing team.
13. Any un-sportsmanlike conduct or disruptive behavior will result in a disqualification of the player from the tournament. If the conduct or behavior persists after the disqualification, the entire team may be subject to disqualification.
14. The prize money will be distributed as follows:

Percentage of Total Prize Money

|        | 33 +<br>Teams | 25 – 32<br>Teams | 17 – 24<br>Teams | 13 – 16<br>Teams |
|--------|---------------|------------------|------------------|------------------|
| 1      | 21.30         | 24.25            | 25.05            | 28.90            |
| 2      | 16.10         | 17.50            | 18.20            | 20.30            |
| 3      | 11.80         | 12.15            | 12.70            | 13.85            |
| 5      | 8.30          | 8.10             | 8.55             | 9.55             |
| 5 (2)  | 5.75          | 5.40             | 5.80             | 7.40             |
| 7 (2)  | 4.00          | 4.10             | 4.45             | 6.30             |
| 9 (4)  | 2.30          | 2.70             | 3.75             | -----            |
| 13 (4) | 1.45          | 2.05             | -----            | -----            |
| 17 (8) | 1             | -----            | -----            | -----            |

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