

2011/2012 Dixon Thursday Pool League

General

1. Envelope drop slot is @ **Corner Spot** in one of their tables. **NOT THE DART BOARD SLOT.**
2. Bar sponsorship will stay @ \$30 per team. It is YOUR responsibility to turn this in.

League Play

1. League dues are \$20.00 per team. Captains are responsible for collecting dues and score sheet. Each team captain will drop off their dues & score sheet before 5 pm Friday night. Teams will be given one late warning if scores are dropped off late. There will be a \$5.00 fine imposed for all occurrences for any scores dropped off late after that warning.
2. Starting time is 7:00 pm. The grace period to start a match is 15 minutes. You must have at least three players to start a match 15 minutes after the scheduled starting time unless both captains agree to start the match with less. Each player has 5 minutes to start an individual game from the time their game is called unless both captains agree to play around that person.
3. If a team no shows, your team will receive 5 rounds & their team average score. The team that did not show will receive 0 rounds & points. If a team no shows they are still required to pay league dues for that week. Scores against withdrawn teams will be adjusted to a bye, and league dues will be credited back to those teams. League dues paid by the withdrawn team are forfeited to the league. Any league byes will receive 144 points.

The Team

1. Four player minimum, no maximum. All must be of legal drinking age.
2. **The first 3 weeks of play, all returning players will use last year averages. (See last year averages sheet.)**
All new league players and subs will be a 5 handicap if you are female and a 7 handicap if you are male. New averages will be calculated after 3 weeks of play.
3. Any team with only three players available for the match will receive zero points for the absent player for each round the player is absent. The opposing player will receive their average for each round. If the fourth player arrives late, they may shoot only the rounds where their position has not been by-passed unless both captains made a previous agreement to play around that person.
4. Substituting a player during a match is not allowed unless an emergency arises during the match. If this happens & the emergency is found later to be false, all games played by the substitution will be forfeited 0-9.
5. Any player who shoots for a team 3 times will be considered part of that team's roster and may not shoot for any other team.
6. **Team rankings will be 1st through 12th by rounds won. Second will be total points scored including handicap points. Year end payout will be divided by the 1st through 12th ranking, not by points as previous years.**

Breaking

1. The breaker must either pocket a ball, or drive at least **three** numbered ball to the rail. If the breaker fails to do so, it is a foul. The incoming player has the option of accepting the table and shooting, have the balls re-racked and break them self, or allow the offending player to re-break.
2. The cue ball must be completely behind the head string while breaking. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not inform the breaking player before the shot is made, the break is legal. If the shooting player is informed of improper positioning, they must then reposition the cue ball or it is a foul.
3. Miscues on the break and stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn if called by the opposing player. The opponent will receive cue ball in hand behind the head string.
4. If a player scratches on a break, the table is open. The incoming player has cue ball behind the head string and may not shoot an object ball that is behind the head string, unless they first bank the cue ball past the head string before hitting the object ball.
5. 8-ball on the break is an automatic win for the player breaking. If the cue ball is scratched when making the 8-ball on the break, the opponent wins the game. All balls pocketed count towards scores for each team. One stripe or one solid made, scores 9-0. One of each made scores 9-1 and so on.
4. If the table is still open after the break, solid to stripe, stripe to solid, or 8-ball combinations are not allowed.
7. The table is not open if only one stripe or solid is made off the break. You have that one stripe or solid.

Legal Shots

1. On all shots (except on the break and when the table is open), the shooter must hit one of their balls first and pocket it or the ball called. Or, the shooter must hit one of their balls first and cause the cue ball, or any other ball to contact a rail. You can bank the cue ball off a rail before contacting your object ball, but after contact with your object ball, the cue ball, or any other ball must still contact a rail.
2. Obvious balls and pockets do not have to be called by the shooter. Banks and combinations are not considered obvious and must be called or it is a loss of turn. It is the opponent's right to ask which ball & pocket if they are unsure of the shot.
3. Jumped cue ball. Shooting down on the cue ball above center causing it to leave the playing surface and return will not be a foul unless the match is being played on a non-Black Hawk Music table. Jump shots are not allowed @ Drifters, Moose, Palm's, & Wilson's.

Fouling

3. Failure to make a legal shot as noted above is a foul.
4. Scratching on the break, or during a shot is a foul.
5. Illegal jumping of ball. It is a foul if a player strikes the cue ball below center (“digs under” it) and intentionally causes it to rise off the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally and are not to be considered fouls.
6. If an object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is loss of game. Any jumped object balls are spotted in numerical order.
7. Shooting without at least one foot touching the floor is a foul.
8. Coaching for a shot must be requested by the player shooting, not offered by another. A player will be allowed to stop play for team coaching only once per game.
9. Accidentally moving or touching the cue ball is a foul resulting in cue ball in hand to the opponent.
10. Accidentally moving or touching an object ball is not a foul. It’s your Opponent’s choice to either let it lie or move it back.
11. Intentionally picking up an object ball is loss of game resulting in a score of 0-9.
12. If there is a disagreement on a foul, it will be settled by the players at the table by the flip of a coin.
13. **If a player is shooting at the 8 ball and scratches, THE GAME IS OVER, period. Even if they do not pocket the 8 ball, THE GAME IS OVER. Even if the opposing player retrieves the cue ball to shoot again ANYONE can notify the players that the game has ended.**

Penalty for fouling

1. Only the players involved may call a foul. If the shooter fouls, the opposing player receives cue ball in hand anywhere on the table. If the shooter fouls on the break, the opposing player receives cue ball in hand behind the head string.
2. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.