

## **Tuesday Night Equal Opportunity Pool League**

***Revised 9/9/16***

**Sponsor fee of \$50.00 payable to EO Pool League. New teams will pay a \$100 fee with \$50 being refunded at the start of the second half if their team is still playing. Sponsors own their spot provided sponsor fees are paid within one week after the kickoff meeting. League misc. expenses will be paid with Sponsor fees.**

**Player fees are \$6.00 per week. Money will be used for Prize Money (Number of Rounds Won per team), Mid and End of season "CASH NIGHT" games.**

**Jump shots not allowed.**

**Tables must be kept clean and level.**

**HOME TEAM will be responsible for the weekly fees to treasurer. Stamped envelopes will be provided. EACH TEAM SHOULD REPORT (CALL-IN OR EMAIL) SCORES! *Scores to be "REPORTED" ASAP after the match. The sooner I get the scores, the sooner I can get the standings out.***

**4 players per team (male or female). Each player will shoot 4 games of pool.**

***If your team is short of players, anyone can sub. AFTER you have reached 14 players, the 15<sup>th</sup> player, and additional players, will be recorded under "sub Player" unless I am notified to replace a player.***

**1) Start time 7:00 PM SHARP! At 6:30 the visiting team gets the table for practice. ABSOLUTELY NO PRACTICE GAMES AFTER 7:00. Any team that cannot make it for play must notify opponent and the game must be made up ASAP before the next "Cash Night".**

**2) A substitute player may START OR FINISH a match for any player, but cannot start in the middle of a game. *Wins and losses go to FIRST player listed.***

**3) A player can play in ALL divisions or on any team as a "LEAGUE" sub.**

**4) Home team sponsor will open table or pay for games.**

**5) Object balls must be the same as used on the table during the week.**

**6) You will use the HOUSE cue-ball unless otherwise agreed upon by ALL PLAYERS!**

**HANDICAP SCORING:** You will be awarded one (1) point for each ball you have pocketed (8 points) plus the number of balls your opponent has remaining on the table. Enter these numbers on your score sheet. *Do not mark the W or L.* Each game is worth 15 points.

On a Break and Run the shooter gets credit for ALL 15 points regardless of any other balls pocketed. On the score sheet enter BR-15 and your opponent will enter a "0".

On a Table Run: Enter TR-(see Handicap Scoring)

If you pocket the 8-Ball early and lose the game: The winner gets credit as if they had made the 8-Ball (8 points) plus the number of opponents balls remaining on the table.

The first week, NEW PLAYERS will start with a Point Average agreed upon by BOTH TEAMS (7.5 as average player). After that, the Point Average will be entered under "PA" on the weekly standings sheet. Players from "Past Seasons" will start with their Handicap from their last year. These handicaps are available on the website.

This is the number you use to determine the Handicap Difference the following week. Example; if your TEAM average is 130 you will enter it on the next score sheet. Your opponent will do the same. The team with the LOWEST handicap will get credited that difference ( $130 - 111 = 19$ ). 25% of the difference (4.75) handicap points added to each round. Team with the most points wins the round. Each match will have five (5) rounds. ***PLEASE CIRCLE THE WINNING ROUND.***

In case of a POINT tie, the team with the most "wins" will win the round. In case of a tie (wins and points) each team will get a half round credit.

7) The cue ball must be behind the kitchen line when breaking.

8) Shooter can rack his own rack.

9) The person racking **MUST** alternate solids and stripes. **EXCEPT** that you may not have all of one kind in each of the back corners.

10) Making the eight ball on the break is a re-rack OR spot the eight ball and continue shooting. If you scratch and make the 8-ball, incoming player has the same choice.

11) Scratch on break is cue ball in hand **ANYWHERE** on the table.

12) A mis-cue on the break and **NOT** hitting any balls is a re-break

by the same player. A bad hit (not driving 2 balls to the rail) is a re-rack and the opponent breaks.

13) On the break, it is an open table, if any ONE OR MORE balls of either set are made. It is an open table until a player pockets a legally called ball.

14) A legal shot is: When a player calls the intended ball, and pockets that ball in the intended called pocket, and the player hits ANY of his/her balls first. On an "open table" ANY combination of stripes or solids may be used to make the first ball. Except the 8-ball cannot be hit first.

15) Any no-hit, double hit or scratch is a ball-in-hand foul. Shooting at a frozen cue ball and object ball is NOT a foul. Not driving a ball (or cue ball) to a rail AFTER hitting one of YOUR object balls first is ball-in-hand foul (table scratch). If object ball is FROZEN to a rail, the object ball MUST be driven to a DIFFERENT rail OR the cue ball must hit a rail to be a legal shot. Repositioning the cue ball (at this time) with your cue IS NOT A FOUL!

16) Accidentally moving an object ball is NOT a foul. Opponent has the option to: 1) Leave object ball where it is or 2) Put it back where it was.

17) A break-and-run is when a player breaks then pockets all of their balls and the 8-ball. Player wins \$4.00. MUST BE RECORDED ON SCORE SHEET (BR). Winnings will be added to prize money at year end.

18) A table run is when either player pockets all 7 of their object balls and the 8-ball in one inning. Player wins \$2.00. MUST BE RECORDED ON SCORE SHEET (TR). Winnings will be added to prize money at year end.

19) The team captains shall settle any disputes immediately. If an agreement cannot be reached the game is to be shot over.

20) If a team forfeits for ANY reason the match MUST be made up. NO TIE'S ON "CASH NIGHT". In the event of a tie, most wins will be used to determine winners.

21) Any team that forfeits more than 16 games (without a makeup game) will be removed from the roster and all monies will be forfeited to the league. Another team may replace a canceled team. Replacement team will assume canceled team's record and money.

22) "CASH NIGHT". The Team in First Place will play the Second

Place Team at scheduled bar. The Third Place Team will play the Fourth and so on. Winners of these games will win \$40.00. Team scores will be starting over in the second half and another "CASH NIGHT" will be played at the end of the season the same way. NO PLAYERS FEES ON "CASH NIGHT". In the event of a tie, most wins will be used to determine the winner.

23) Trophies plus \$40 (\$10 per player) will be awarded to sponsors of the First Place teams. Prize money and position is based on number of rounds won per team. In the event of a tie, most wins will determine winners. WINS OR LOSSES will be tabulated until the game is made up. Make up games MUST be played prior to the next "Cash Night" game.

24) First Half and Second Half "Highest Percentage" shooter wins \$50.00, Second place shooter wins \$30.00, Third place shooter wins \$20.00, Fourth place wins \$10.00. (to be eligible player must play 66% of sessions games)

25) Player with most "break & table runs" gets a trophy.

26) NO COACHING! This is an automatic LOSS OF GAME! Telling ANY Player they have ball in hand IS COACHING, except for the opponent. This is considered "Good Sportsmanship"! Coaching to be defined as any "advice" given to help a player win the game while they are up to shoot. Advice "may be given" between innings but must STOP when opponent misses his/her shot.

27) IF, during your turn, you have a question about a rule or other issue, ASK THE OPPOSING TEAM CAPTAIN FIRST!

28) Each team will be called for a count of people coming to the league party.

You can find ALL your Pool League forms and rules at:

[www.eopool.com](http://www.eopool.com)

2014/15 league officials

Orrin Kolberg 453-7106 Arne Anderson 453-9701 Joe Trapp 453-3870

EO Pool League Tee shirts and sweat shirts are available from Custom Screen Graphics.

Please report any errors in these rules to

Orrin Kolberg 453-7106 or e-mail to [o.kolberg@frontier.com](mailto:o.kolberg@frontier.com)