

Tuesday Night Equal Opportunity Pool League

APPROVED 08/16/11

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 expenses will be paid with Sponsor fees.

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

Jump shots not allowed.

HOME TEAM will be responsible for the weekly fees to treasurer. Stamped envelopes will be provided. EACH TEAM SHOULD REPORT (CALL-IN OR E-MAIL) SCORES! Scores to be "CALLED IN" to me 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 8 players, the 9th 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. ABSOLUTLY 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.

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

HANDICAP SCORING METHOD!

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 them 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 balls remaining on the table.

The first week, NEW TEAMS will start with a 120 Point Average. After that, the Point Average will be entered under "PA" on the weekly standings sheet. Teams from "Last Season" will start with their Handicap from last year. These handicaps will be handed out at kick-off meeting. Protests will be handeled at that time.

This is the number you use to determine the Handicap Difference the following week. Example; if your 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.

5) The cue ball must be behind the kitchen line when breaking. "Anyone" can rack the balls EXCEPT the person breaking. The person racking MUST alternate solids and stripes.

6) Making the eight ball on the break is a re-rack.

7) 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.

8) 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.

9) 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.

10) Any no-hit or scratch is ball-in-hand. Not driving a ball (or cue ball) to a rail, AFTER hitting one of YOUR object balls first, is ball-in-hand (table scratch). Repositioning the cue ball (at this time) with your cue IS NOT A FOUL!

11) 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.

12) 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). PAYABLE AT BUST UP PARTY.

13) 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). PAYABLE AT BUST UP PARTY.

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

15) If a team forfeits for ANY reason the match MUST be made up. NO WINS OR LOSSES will be tabulated until the game is made up. Make up games MUST be prior to the next "Cash Night" game.

16) Any team that forfeits more than 16 games (without a make up game) will be removed from the roster and all monies (except unused pre-pays) will be forfeited to the league. Another team may replace a canceled team. Replacement team will assume canceled team's record.

17) "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 FEE'S ON "CASH NIGHT". In the event of a tie, each player from each team will roll a die. Players rolling Ace's will play off the match. Flip for the break. In case of a TIE we will use the preceding week's standings.

18) Trophies will be awarded to sponsors and players of the First Place teams. "TEAM" Prize money and position is based on number of rounds won per team.

19) Top player on each team (most points) will win a trophy.

20) First Half and Second Half, "Highest Percentage" shooter (must play 66% of seasons games) wins 40.00 and trophy, Second place shooter wins \$30.00, Third place shooter wins \$20.00, Fourth place wins \$10.00.

21) Player with most "break & table runs" gets name on traveling trophy.

22) Trophies may be replaced with \$15.00 CASH

23) NO COACHING! This is an automatic LOSS OF GAME! Telling ANY player they have ball in hand IS NOT A FOUL NOR IS IT COACHING. This is considered "Good Sportsmanship"!

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

25) 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**

2010/11 league officials

**Orrin Kolberg 453-7106
Arne Anderson 453-9701
THIS SPOT OPEN**

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 me: o.kolberg@frontier.com