

Duo County Pool League Rules

2016-2017

I. Establishing Membership

- A.** On or about July 15th league secretary will contact sponsors regarding team The first (24) twenty four teams paid will be accepted, any teams paid after 24 will be placed on a waiting list. A maximum of six (6) teams per sponsor will be allowed. The Duo-County pool league has no territorial boundaries. The officers and rules committee will vote on acceptance of any new teams and league structure. Any rule changes will become effective immediately. Amended rules will be sent before the first league game.
- B.** The sponsor must have a pool table on the premises. The pool table light must be centered over the table. The table must be clean and level, and supplied with the proper amount of cues, chalk, bridge and an adequate space to shoot. When a complaint is filed with the league secretary, the protest committee will inspect the table and the sponsor will be given adequate time to correct the situation involved in the complaint. Live music will be permitted providing the games are shot in a reasonable remote Area. This will require approval of the officers and the protest committee. Failure to comply with this will result in a fifteen (15) game forfeiture.
- C.** Upon acceptance of a team, the sponsor shall become liable for a \$50.00 payment for a team franchise. A team that drops after payment will forfeit all money. If a team drops from the leagues for any reason all games shall be null and void and deleted from the win/loss columns for the year. Any individual who has shot three (3) or more weeks for a sponsor is committed to said sponsor. In case he should drop out for any reason he shall be out of the league for the rest of the season. Any team transferring from the ball-in-hand division will be subject to the same acceptance rules as any new team.
- D.** All team members shall be **legal drinking age** and male. If a person who is not of legal drinking age shoots for any team all of his wins will be removed from the standings and he will be out of the league for the rest of the season.
- E.** In order to keep team records as accurate as possible all players will have first and last names listed, no nicknames.

II. Conduct and appearance of players

- A. Players will conduct themselves as gentlemen. “Riding or Kibitzing” or otherwise taunting is strictly out. When this situation arises the player being taunted, etc. will tell his captain, who will inform the opponent’s captain. The guilty party will be given one warning. If said taunting continues. Either by team members or spectators the opponent of the person being taunted will lose the game. Any fighting will result in a six week suspension of both players.
- B. A player that is not allowed into an establishment will be able to play his three (3) games in a row afterwards he must leave the premises.
- C. Occasional swearing will happen but a persistent foul mouth may result in a player forfeiting his games that night.
- D. Carry-ins of food and beverage is not permissible.

III. Gambling

- A. Any player caught betting on pool games during pool games will Automatically be suspended from the time of the infraction until the end of the season. Game drinks will be excluded from this rule.

IV. Scoring

- A. Scoring will be done on a one-point basis. Each player will receive One point when he wins the game.
 1. Each team can win a maximum of 15 points or games. Team scoring will be 15-0, 14-1, 13-2, 11-4, 10-5, 9-6, 8-7, 7-8, 6-9, 5-10, 4-11, 3-12, 2-13, 1-14, 0-15. Player order is determined by what is on that week standings sheet.
 2. The length season and number of divisions will be determined by league officials depending on the number of teams.
 3. At the end of each night of play the team shall turn in a copy of the score sheet to the sponsor of the home team along with the money. The sponsor will then deliver the score sheets along with the money to The Pour House in Hartford sheets may also be mailed to **Bryan Morey**

677 Simon Drive Hartford, 53027. Score sheets and money not received Saturday by 7:00 PM will be subject to a \$20.00 fine for every week they are not received, unpaid fines will be deducted from the applicable year end prize money. **Home team** is responsible for all money and score sheets, there will be no exceptions.

V. Postponements, Forfeits, Protests

A. Postponements and forfeits

1. Sudden postponements due to weather or other uncontrollable situations will be accepted within 24 hours of the time of play. **Both sponsors must be notified by 7:00** the night of play. Failure to do so will result in a forfeiture of 15 games.
2. A match may be postponed for any reason if the two teams Can decide on an alternative date on which to play. The match must be made up within two weeks of the original date of play. Failure to do so will result in double forfeiture, each team losing 15 games.
3. A fifteen (15) game forfeiture will result in a fine of \$25.00
4. **Special deer hunting rule.** Opponent's team must be notified on or before November 1st. upon agreement match must be played before the scheduled time. If no agreement can be reached, the rules committee will decide when the match will be played.
5. Games start at 7:30PM regular time (not bar time). If your team would like to start earlier contact the opposing team Captian not a league official. Please use sportsmanship; **Remember this is to be fun!** If a person is not present for his turn by the end of the second round he forfeits three games, unless special arrangements are made which are agreeable to both team captains.
6. In the event there are less than five members of a team available for a match but net less than three, the match may be played with the opposing team receiving three points or games for each missing player. These three games will be credited to an individual member of the opposing team. The team with five members can change its lineup at ant time before the start of the second game.

7. A team having three (3) or fewer players for a total of three (3) weeks will be dropped from the league. Any team having two team forfeits will be dropped from the league. Any team that deliberately forfeits will be dropped from the league.
8. Any team that forfeits in the last three weeks of the second round, and that forfeit affects the standings of the 1st, 2nd or 3rd place teams, will forfeit 50% of their prize money.
9. Any team that drops out after the start of the season that sponsor will not be allowed any teams the following season.

B. Protests

1. A match must be protested by the captains before the next shot or game and must be filed with the league President that night. A meeting will be held with both team captains and league officials a final decision will be made by the league officials.

VI. Substitutions

- A.** Each team shall normally carry a minimum of five (5) players and a maximum of ten (10) players. The league secretary will drop the lowest player on the roster if exceeding the maximum unless otherwise notified.
- B.** Player substitutions will be allowed after any game only in case of emergency or illness and in either event such player must leave the premises and cannot return to the contest. Both captains must agree upon substitutions.
- C.** Common subs may be used within an establishment however if a player plays for the same team 4 times he is committed to that team for the rest of the season. Players may only play on one team per night.

VII. Money, Trophies and Special Events

- A.** Each player will contribute \$5.00 to the league for each night of pool played.
- B.** Team prize money will be a percentage; dependent upon number of games won and money in the treasury after expenses.
- C.** *Trophies will be awarded as follows*

1. 1st place plaque for each division also individual player trophies or \$100.00 in cash added to the team win money.
2. In the case of a tie for position, trophies will be determined by totals wins of the two team previous matches.
3. There will be no Individual trophies or MVP trophies paid for by the league. If a team desires one it must contact the league secretary in writing by the end of the regular season of play.
4. Trophy for top shooter in each division based on most wins not on percentage in case of a tie both players will get a trophy regardless of losses.

D. There will be an awards night at the end of the season to be held at A present members site provided that site is large enough, eligibility of establishment is determined by the officers and protest committee and drawn from a hat. The league will furnish a maximum of two half barrels of beer and soda. A price of \$150.00 per half barrel will be paid to the establishment hosting the awards night.

IX. Meetings

A. In order to determine where the annual meeting or other special meetings of sponsors, captains and members will be held, the names of all that are eligible will be placed in a hat and a drawing will be held. Sponsor establishments must have been in the league the previous year to be eligible. The sponsor drawn will be awarded the meeting, however no place shall be entitled to a second meeting until all participating eligible sponsors have had an opportunity to host a meeting.

Previous meetings at eligible places:

	<u>Fall meeting</u>	<u>Awards night</u>
16-17	The Pour House	Tom's Bar
15-16	The Pour House	Big Guys 2
14-15	The Pour House	Bank Shot
13-14	Doodle's Bar	The Wedge
12-13	Tommy's Corner	The Pour House

X. Rules Governing Official

- A. League officials shall be made up of six (6) persons. President, Vice President, Three (3) Elected Officials, Secretary/Treasurer. Secretary/Treasurer has no vote
- B. League Officials have the final vote on all matters.
- C. Any official may be removed by a majority vote of sponsors and captains.
- D. Officials shall be elected by a majority vote of sponsors and captains at the awards night. One vote for sponsor, one vote for captain.
- E. Officials shall normally serve for one year.
- F. The secretary shall deposit all money. Secretary shall be bonded. All money shall be distributed by check with two signatures on the check. Secretary/treasurer shall make the schedule, update team and individual standings weekly, receive and deposit money, maintain books, acquire trophies, set up league meetings and all other such duties as may apply to the orderly running of the league. His direct expenses and \$20.00 per team shall come out of the league treasury.

XI. League Officials 2016-2017 Season

President	Jeff Infalt	262-224-2177
Vice President	Matt Guerndt	414-690-6105
Secretary/Treasurer	Bryan Morey	262-587-6362
League Officials	John Ludke	
	Mike Checkolinski	
	Rudy Dimickele	

XII. General Rules of Play

- A. A break is a break when the cue ball hits the racked balls, whether hard or soft hit.
- B. General rules of “8” ball with the following added rules:
 1. Eight “8” ball pocket on break is an automatic win, unless the cue ball is also pocketed or leaves the table, in that case the breaker is the loser.
 2. Combination shots are permissible, but **shooter must strike his own ball first.** Opponents ball and “8” ball are not neutral. Failure to strike own ball first results in a relinquishment of shot.
 3. On an open table to establish the players balls combination shots of a stripe/solid or solid/stripe are permissible, the “8” ball is not neutral.
 4. Pocketing opponent’s ball along with own ball on a legitimate shot, shooter continues.

5. Player must **call pocket** for each ball and any member of the opposing team can verbally acknowledge the call. If a player fails to make a call he loses his turn. "8" ball may be played for any pocket but **the pocket must be called** before shot is attempted. If a pocket is not called and acknowledged for "8" ball the player loses the game.
6. A scratch on the 8 ball is only a loss if the 8 is pocketed.
7. On ball moving before the shot is taken, a sportsman rule will apply. If the opposing player feels he must call a foul on this move he is entitled to do so. Touching the ball will not constitute as a foul. If the opposing player is not sure if it is a foul he may call a time out and ask his captain for a ruling.
8. **No coaching allowed.** If coaching is called shooter loses his shot. The captain may be asked about a "rule". Players are responsible for knowing the rules.
9. Non-shooting players and spectators shall position themselves so as not to interfere with play.
10. Team captains shall exchange score books prior to the start of the first game. #1 man plays #1 opponent, #2 vs. #2 etc. Attending players must be matched according to percentage. The league secretary will list the players in order of percentage and in case of a tie; the names will be listed alphabetically.
11. If there is more than one table the Home team will have choice of which table the match will be played on.
12. Away team breaks the first game. Home team breaks the second game. Winner of game 2 will break game 3. Non-breakers put the money in the table.
13. Cue ball must hit the rack before hitting a rail in order to be considered a legal break.
14. A player making the "8" ball before all of his balls have been made loses the game.
15. If a ball drops after a player has relinquished his turn, the next shooter is responsible for the table, if he has touched the table for his shot. If the next shooter has not moved or touched the table, the previous shooter can reclaim the table.
16. The table is open if a ball is pocketed on the break shot.

17. If the player who is shooting the “8” ball strikes another ball first he loses his shot and if the “8” ball is made, he loses the game.
18. If the player makes the “8” ball and his last ball at the same time, he loses the game.
19. Players will be allowed to play all three (3) games right away if both captains agree it’s a legitimate reason but he must leave the premises right after his third game.
20. No Jump shots or Jump cues are allowed.
21. If the “8” ball is made on the break and on object ball jumps off the table player wins the game if the cue ball stays on the table.
22. Any part of the ball touching the “head string”, ball is in the kitchen.
23. If player scratches and the object balls are within the head string, the opponent, at his option may spot the object ball closest to the head string on the foot spot. If two balls are equidistant from the head string the lowest numbered ball is placed on the foot spot. The same is done when the “8” ball is the object ball and lies within the head string. The player then plays the cue ball any point within the head string shooting at the ball on the foot spot.