

SEMINOLE•LARGO POOL LEAGUE

Rules – Quick Reference Guide

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Establishments sponsoring teams for the league agree to provide and/or comply with the following :

1. TABLES AND EQUIPMENT

- A.** Establishments agree to make tables available for play by 7:30 PM, and will be available until the completion of league play.
- B.** Pool tables must have slate beds with bed and rail cloth in reasonably good condition. The bed of the table must be marked with a line across the head (break end) of the table and a spot (pasted or drawn) at the foot of the table where the balls are racked.
- C.** There must be enough room on all sides of the table to negotiate shots without resorting to the use of a specially shortened cue stick.
- D.** There must be fifteen object balls and one white cue ball. The object balls should be numbered one through fifteen and can be of various colors as long as there is only one black ("8" ball) and seven solid colors and seven stripes.
- E.** Pool cues must be tipped and a mechanical bridge available. Sufficient chalk must be furnished.
- F.** Tables may or may not be coin-operated. The table must have six pockets and the playing surface may vary as long as they are close to the acceptable standards of 3½ x 7, 4 x 8, or 4½ x 9.

2. MONIES, AWARDS, TROPHIES AND GAMBLING

- A.** Establishments agree to furnish coins or open tables for league play.
- B.** Establishments are responsible for the results sheets and money turned into them from the home team captain. If the owners do not comply, the league will deduct all shortages before payoff checks are disbursed.
- C.** Players pay \$6.00 per person or a total of \$24.00 per team on league nights (including playoffs). The owner should replace all cash with a check payable to the Seminole Largo Pool League and have it along with the results sheet available for pick-up on Thursday. The league will no longer accept personal checks, only tavern checks or cash.
- D.** If two insufficient checks are received from any establishment, they will be excluded from the league immediately.
- E.** At the end of the first half (six games) the owner shall provide one free drink to the league shooters of both teams. The drink is for the shooter only, and shall be the same type of drink that the shooter had been drinking during the first half.
- F.** To be eligible for the team and league MVP awards, a player must have played at least 75 % of the singles games (30 singles games per session). In the case of a tie, the awards will be based on the highest percentage of singles games played. If a tie still results, then a three game playoff shall be played at a neutral site to be determined by the league.
- G.** No Gambling is allowed. Any player caught gambling during league play will be suspended for two weeks.

3. ROSTERS AND ELIGIBILITY

- A.** Establishments may enter two teams per table. Rosters with team names and players' names with telephone numbers should be made out and sent to the secretary by the published deadline date prior to the start of the league season. The roster is limited to 8 players per team. Any additional player may be added once one has been withdrawn to stay within the limit.
- B.** A complete team consists of at least four players, one of whom must be female. After the first night of league play, additional players may be added to the roster by contacting the league secretary.
- C.** A team may be represented by as few as two players, however, one of whom must be a female. When only two players are present, they may play a singles game each and one double per half. The other games are forfeited. When three players are present (one of which must be female, the single player available for a doubles game will be allowed to begin the doubles game. The player must complete a legal runoff of the table including legally pocketing the 8-ball to win. A foul or a missed shot will result in an automatic loss of the game.
- D.** No player is allowed to play on more than one team at a time during any one session. However, a player may elect to switch teams once per session, provided that both of the following conditions are met: a) the player has played only once for the original team, and b) the player's new Captain receives permission from the League Secretary prior to making the roster change.
- E.** Players must be of legal drinking age.
- F.** Any team playing for an establishment that closes for any reason, may continue playing with all previous standings intact if another establishment picks them up.
- G.** If a team drops from the league, games played will remain the same for the teams that have already played them and the dropped team loses all prize money earned. Remaining teams that are scheduled to play them will receive an average based on the opposite team's performance.
- H.** Any player that is barred from three (3) or more taverns entered in this league is not eligible to play.
- I.** A player who leaves a match and must be substituted for may not return to play that night. This specifically prohibits a player from starting a match, leaving for any reason and thereby missing a game, and then returning for a later game.
- J.** Tavern owners may play for any of their teams on any night but may not play for more than one team per night. The owner is automatically qualified for playoff games. The term "owner" is defined as the individual(s) whose name(s) appear on the business license of the respective establishment.
- K.** Tavern owners may not use their exemption to remain full time on a team that has participated in the Championship. He or she may play as a sub, but may not play as a regular if doing so would mean that more than two players stayed together.

4. RULES FOR "8" BALL LEAGUE PLAY

- A. Rack** - "8" ball is placed in the center of the triangle with the head ball on the spot. All balls should be frozen in the rack as tightly as possible. Breaking player may ask, prior to the break, for a re-rack if the balls are too loose or the head ball is not on the spot.
- B. Opening Break** - Determined by the flip of a coin for each half. Home team flips first half, the away team flips the second half. From then on, the break is alternated between teams.
- C. Breaking the Rack** - The breaking player must shoot the cue ball from behind the line. Four (4) or more balls, one of which may be the cue ball, must hit a rail, or a ball must be pocketed to be a legal break. If a legal break is not executed, the balls are re-racked and the same player breaks again. If one or more balls are pocketed, player continues to shoot and the table is "open" until a player legally pockets a ball. Other possibilities :
1. The breaking player scratches on the break.
This is ball in hand for the opponent, behind the line.
 2. The "8" ball is made on the break, without scratching.
Breaking player wins the game.
 3. The "8" ball is made on the break and the cue scratches.
Breaking player loses the game.

Note : If the base (or center) of an object ball is determined to be on or above the line, it is playable from behind the line. When playing the cue ball from behind the line, the base of the cue ball must be behind, not on or above the line.

- D. Legal Shot** - This league plays non-call "8" ball. Players are not required to call shot or pocket except on the "8" ball which requires the shooter to "mark" the pocket with any object other than chalk, or chalk holder. Failure to mark will result in loss of game if the "8" ball is pocketed. On an "open" table, shooter may hit the cue ball into any ball first, including the "8" ball, in an attempt to pocket a ball. However, any ball must hit a rail or be pocketed to be a legal shot. On all shots after high or low ball choice is determined, the shooter must strike his/her ball cleanly with the cue ball and cause the cue ball and/or any other ball to physically hit any portion of the rail or pocket a ball of already determined choice. So called "split-hits" do not exist and are a ball-in-hand foul.

When playing the 8-ball, a player may not mark a pocket in anticipation of playing a shot off his or her last successfully pocketed object ball in order to pocket the 8-ball. The 8-ball must be struck first in any legal attempt to pocket it. Any other ball struck first in an attempt to pocket the 8-ball will result in a ball-in-hand foul. If another ball is contacted before the 8-ball and the 8-ball is pocketed, the result is a loss of game for the shooter.

Note : Any team member may remind the shooter to "mark your pocket", however they must not tell the player which pocket. Doing so is coaching and will result in a "ball in hand" foul.

E. Frozen Ball - If the shooter's first contact is with an object ball touching a rail, the shooter must either **(1)** pocket the ball **(2)** cause the cue ball or any other ball to contact any rail, or **(3)** drive the frozen ball to another rail. The shooter's opponent must notify the shooter of a "frozen" ball **before** the shot or this rule does not apply.

F. Combination Shot - Allowed if using your already determined choice (high or low) except when playing the 8-ball. Using your opponent's ball or the 8-ball first is not a legal shot (except on an "open" table as previously described).

G. Masse' Shot - Allowable except in establishments in which posted signs request no "Masse' Shots". In any event, this is not a foul.

H. Fouls - Commission of a foul by a shooter results in "ball in hand" for the opponent. The opponent may place the cue ball anywhere on the table (except for the first shot after a scratch on the break,) to play any object ball on the next shot. After placing the cue ball on the table by hand (more than once if needed), the shooter may use the shaft or ferrule of the cue stick (not the actual tip of the cue) to further position it. Only the players shooting and team captains (or an appointed co-captain if the captain is not available) are allowed to call fouls. The following are fouls:

1. Failure to execute a legal shot, including not making a hit at all.
 2. Scratching by pocketing the cue ball; purposely causing the cue ball to jump over any ball (jump shot); or knocking the cue ball off the table.
 3. Touching or moving the cue ball by any means other than the cue tip, with the exception of "ball in hand" situations. Once the cue ball is touched by the tip end of the cue stick at any time during the game, it is a foul unless a legal hit is made.
 - a. Double cueing by touching the cue ball with the tip of the cue stick more than once during a shot.
 - b. Be careful when addressing a shot, not to let the cue tip contact or bump the cue ball until the shot is executed.
 4. Coaching by team members not involved in the current game.
 5. The shooter not having at least one foot touching the floor.
 6. In doubles play, only the shooter may place the cue ball on the table in a "ball in hand" situation. Only the shooter may place the 8-ball marker.
 7. No one may place any indicators or mark the table as a shooting aid for their partner or themselves.
 8. Altering the path of the cue ball and/or stopping the cue ball in any way (bridge, stick, hand or accidentally moving another ball into, or out of its path) will result in a foul.
- I. Loss of Game** - occurs if the shooter does any of the following:
1. Knocks the "8" ball off the table at any time during a game.
 2. Pockets the "8" ball by any means before it is a legal object ball ("8" ball becomes the object ball after player(s) have pocketed all of the choice of high or low balls).

3. Fails to mark the pocket (with anything other than chalk) where the "8" ball is made or makes the "8" ball in a pocket other than the one marked.
REMINDER: Chalk and chalk holders or cases are not allowed as legal markers. The use of these items will result in loss of game.
 4. Scratches while attempting to pocket the "8" ball.
 5. Illegally alters the course of the cue ball or "8" ball in a game losing situation (if it appears that either ball is heading toward a pocket, that would result in a loss of game).
- J. Loss of Turn** - Shooter hits the object ball off the table without pocketing any other object ball. Ball jumping off the table (except the "8" ball) are spotted and shooter loses their turn without giving "ball in hand" to opponent. If an object ball is pocketed, and any other ball (except the "8" ball) jumps off the table, the ball(s) leaving the table are spotted in ascending numerical order and the shooter continues without loss of turn.
- K. Balls Moved or Pocketed by Other Than Legal Play Are:**
1. Any object balls moved or pocketed by the player illegally (hand, bridge, etc.), the opponent has the option of returning all balls as near as possible to their original position or playing the table as is.
No Foul. Balls pocketed as a result of a stroke of the cue ball remain pocketed whether it is a legal hit or not. The sole exception to this rule is the 8-ball which, if pocketed out of turn by any means, will result in loss of game (rule 4.1.2).
 2. Any balls moved or pocketed by non-shooter or if shooter is bumped while shooting, should be returned as near as possible to their original position and shooter continues. No Foul.
 3. Any ball that balances momentarily (5 seconds or less) on the edge of a pocket and then falls is considered pocketed unless during that period it is pocketed by outside interference such as bumping the table or stamping of feet, in which case it shall be replaced on the edge of the pocket (not spotted). Any ball hanging on the edge of a pocket, that "just happens" to fall in (or table is bumped etc.) shall be replaced. If this happens to a ball as a player shoots at it, the object ball, cue ball and any other balls moved should be returned as near as possible to their original positions and the shot executed again.
 4. Any two balls becoming "jawed" (locked) in the pocket, beyond and not touching the slate, (table bed) will be considered pocketed.
- L. Stalemated Game** - If both players make no attempt to legally pocket a ball in three consecutive turns (6 turns total) or if both players agree that attempting to move or pocket a ball would result in loss of game, balls are to be re-racked and the game played over with the same breaker as before.

5. RULES FOR TEAM PLAY

A. Team Captains - Selected by the team members or the owners, have the following duties/responsibilities :

1. Home team captain first makes out the roster of his players and folds the result sheet so that the visiting team cannot see the names. The visiting captain will list his roster. The same procedure is used for each half.

2. Only the team captain, co-captain or players shooting can call a foul. Fouls must be called prior to the shooter's next shot.
 3. Problems and controversies should be attempted to be resolved between the team captains. If no resolution can be determined the affected game must be replayed.
 4. Collections of players' fees and distribution of free drink markers.
 5. Responsible for the conduct of their team.
 - a. No profanity of behavior that is disruptive or detrimental to other players will be tolerated.
 - b. No coaching by any person who is not playing the current game.
 - c. Any unsportsmanlike conduct not corrected after two warnings may result in a protest lodged against that team.
 - d. The league reserves the right to penalize and/or disqualify any player whose conduct is detrimental to the league.
 6. Home team captain may select the table for league play.
- B. Starting Time** - Promptly at 8:00 P.M. unless notified of a delay by 8:00 P.M.
1. If no opposing team (at least one male and one female) present by 7:45, make sure your team is in the correct establishment.
 2. If no opposing team present by 8:30, waiting team may assume a forfeit. Forfeiting team loses 12 games. Team receiving the forfeit is awarded a percentage of wins under Forfeit rules.
 3. If a team cannot make the first half by 9:00, waiting team must be notified by 8:30. Late team forfeits all first half games.
 4. If a player does not show up by 8:00, the match must be started without him. However, if he shows up in time for his game, he will be allowed to play.
 5. Team captains may agree to shoot around a specific player, but the missing player's game is not forfeited until the end of the first half. If the missing or late player does not arrive by the end of the first half, skipped games will be forfeited. If player arrives in time for his games by 2nd half, he will be allowed to play in 2nd half.
- C. Practice Time** - Allowed only as follows :
1. Home team from 7:30 to 7:45.
 2. Visiting team from 7:45 to 8:00.
 3. Either team may pay to practice before 7:30 under the general rules of the establishment.
- D. Schedule** - Straight "round-robin" format. Team whose name appears on the left side of the schedule is the home team for that night and all 12 games will be played at the home team establishment.
- E. Continuity of play** - Players must be ready to begin a game immediately following the end of the previous game. A reasonable delay may be agreed to by both team captains or they may elect to shoot around a particular game. Fair play and sportsmanship must be displayed in this situation. It is impossible for the league to impose a specific time limit. Team captains are responsible for ensuring that play continues in an uninterrupted manner.

6. BYES AND FORFEITS

- A. Bye** - A team receiving a bye in the first half of the season will be awarded 6 wins and 6 losses. This score will be adjusted after week 10 to reflect that team's average number of wins. A team with a bye in the second half of the season will be awarded their seasons average number of wins.
- B. Forfeits** - Forfeits are scored the same as byes except that a team receiving a forfeit will be awarded the higher of **(1)** their average number of wins as in A. above, or **(2)** the reverse average of the forfeiting team. A minimum of 7 wins will be awarded to the team receiving the forfeit. Forfeiting teams receive no wins.

The following are forfeits:

1. A team represented by less than two players. Play may begin with only one player present, but if no more players arrive, the team must forfeit all games. If not enough players are present to represent either team, each team will either **(1)** be awarded 6 wins and 6 losses, or **(2)** teams may agree to reschedule the match and notify the secretary.
 2. A person playing out of order will forfeit the game.
 3. An opposing team not present by 8:30 will forfeit unless an acceptable delay is agreed upon between teams.
 4. If a team forfeits all games two weeks in a row, the team will be dropped from the league and loses any prize money earned.
 5. No team is allowed to forfeit to another team from the same establishment.
- C.** Any team receiving a Bye or a Forfeit will be required to pay the \$5.00 per player fee, for a total of \$20.00 per team.

7. PROTESTS

- A.** Game protests are required to be submitted, in writing, on the same night that the disagreement occurred. In addition to the regular players' fees, a \$10.00 protest fee must be submitted.
1. Both team captains sign the back, not the front, of the results sheet.
 2. Protests concerning tables and equipment must be made prior to the start of league play.
 3. Game protests can be made at the end of play, regarding a particular game, if there is a disagreement on application or interpretation of the rules. The game may be replayed at that time.
- B.** A match protest is one that results from a situation where conditions or actions are severe enough to prevent an atmosphere of fair play, and the opposing team, having been asked more than twice, has failed to correct the situation. In this situation play must stop, and a league officer must be notified immediately. *(Officer's names, and the name of the teams they play for are at the bottom of each week's schedule).* Officers will convene a protest committee to decide the matter. If play resumes, and the match is completed, no match protest may be made, as this will indicate that an implied agreement to finish the

match exists between captains. The results of such a completed match will be final. If a rematch is played however, the players involved will be limited to the team rosters as they existed when the match was protested.

C. Protest Committee shall have the duty to rule in matters related to protests.

1. The protest committee will consist of five (5) players appointed by the league officers.
2. The protest committee and concerned parties will be convened by the league officers within one week of the disagreement to resolve any protests.
3. A simple majority vote will resolve any protest.

8. PLAYOFFS

A. At the end of the session (20 weeks of play), the top two teams in each division will participate in the playoffs. In the event of a tie between teams for playoff spots, the results from their regular session head to head match will determine which team advances to the playoffs. If the teams tied during regular session play, or did not play during the season, a three game mini-playoff will determine which team advances. Rules for this mini playoff are the same as the mini playoff tiebreaker to determine the winner during a playoff match in which the teams play to 6-6 (**Rule 8.C.2**). Once seeding has been determined, play will proceed as follows :

1. First week - Teams will playoff based on the regular session order of finish within their respective divisions. 1 hosts 2.
2. Second week - Winners of A and B divisions play each other. Match hosted by team with better regular session record.
3. Third week - American and National winners play for the League Championship. Match hosted by team with better regular session record.

B. Schedule anomalies :

1. If two teams have identical records, creating a tie for the purpose of determining playoff host, the result of the regular session head-to-head match will decide which team will host the match. If the teams did not play, or if the result of that match was a tie, then a simple coin flip, presided over by a league officer, will determine which team hosts the playoff match.
2. If an establishment has more teams eligible to host matches than there are available tables, league officers will select a neutral site, after consulting with the host team's captain, most closely approximating the tables at the hosting team's establishment. Teams may also agree to play at the lower seeded team's location, or they may agree to reschedule the match before the next round of playoffs.

Opponent _____ Date: _____

1st half B/R W/L Pd.

Player: _____

Doubles: _____

2nd half

Player: _____

Doubles: _____

Opponent _____ Date: _____

1st half B/R W/L Pd.

Player: _____

Doubles: _____

2nd half

Player: _____

Doubles: _____

C. Scoring is as follows :

1. First team to win seven (7) games wins the match.
2. In the event of a tie, teams will play two singles and one double game. A female must play in one of the singles and in the doubles game. These games will be played immediately following the completion of regulation play.
3. Home team flips for the break in the first half, visiting team flips in the second half
- D. An officer of the league shall act as referee to oversee the final league championship match. Duties of the referee are as follows: :
 1. Oversee the results sheet and collect player fees.
 2. Rule on all alleged fouls proposed by team captains or co-captains.
 3. Should approach the table to observe all close hits.
 4. Final authority in all matters of judgment.
- E. Referee's decision may be appealed or overturned only if the referee is in error on the interpretation or application of a rule or procedure.
- F. To be playoff eligible, a player:
 1. must have played at least 40% of possible games (any combination of singles and doubles).
 2. If a team receives a "Bye" or "Forfeit", that night counts toward a player's 40% eligibility rule.
- G. Teams that play for the League Championship may not use the same players the next year according to the following :
 1. No more than two of the combined teams' qualified players in the Championship Match may play on the same team together during the next session.
 2. Tavern owners may not use their exemption to remain full time on a team that has participated in the Championship. He or she may play as a sub, but may not play as a regular if doing so would mean that more than two players stayed together.

9. RULE CHANGES

- A. Rule changes may be developed and approved by majority vote of league officers.
- B. Changes will be published in the official league rules booklet and distributed to each team at the commencement of the new shooting session.
- C. Should interim changes be necessary during conduct of a shooting session, the change will be distributed to each team as an 'addendum' to the rules booklet.
- D. An exception to a rule may be requested in writing only by a team captain, and directed to the league President. The request must identify the specific rule for which an exception is requested and state the necessity for granting such a one time exception. Requests for exception will be considered by the league officers and either approved or disapproved by majority vote of the officers.

Opponent _____ Date: _____

1st half

Player: _____ B/R _____ W/L _____ Pd. _____

Doubles: _____

2nd half

Player: _____

Doubles: _____

.....

Opponent _____ Date: _____

1st half

Player: _____ B/R _____ W/L _____ Pd. _____

Doubles: _____

2nd half

Player: _____

Doubles: _____

Opponent _____ Date: _____
1st half B/R W/L Pd.
Player: _____

Doubles: _____

2nd half
Player: _____

Doubles: _____

Opponent _____ Date: _____
1st half B/R W/L Pd.
Player: _____

Doubles: _____

2nd half
Player: _____

Doubles: _____

Opponent _____ Date: _____
1st half B/R W/L Pd.
Player: _____

Doubles: _____

2nd half
Player: _____

Doubles: _____

Opponent _____ Date: _____
1st half B/R W/L Pd.
Player: _____

Doubles: _____

2nd half
Player: _____

Doubles: _____

Opponent _____ Date: _____
1st half B/R W/L Pd.
Player: _____

Doubles: _____

2nd half
Player: _____

Doubles: _____

Opponent _____ Date: _____
1st half B/R W/L Pd.
Player: _____

Doubles: _____

2nd half
Player: _____

Doubles: _____

Opponent _____ Date: _____
1st half B/R W/L Pd.
Player: _____

Doubles: _____

2nd half
Player: _____

Doubles: _____

Opponent _____ Date: _____
1st half B/R W/L Pd.
Player: _____

Doubles: _____

2nd half
Player: _____

Doubles: _____

Opponent _____ Date: _____
1st half B/R W/L Pd.
Player: _____

Doubles: _____

2nd half
Player: _____

Doubles: _____

Opponent _____ Date: _____
1st half B/R W/L Pd.
Player: _____

Doubles: _____

2nd half
Player: _____

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Opponent _____ Date: _____
1st half B/R W/L Pd.
Player: _____

Doubles: _____

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Player: _____

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Opponent _____ Date: _____
1st half B/R W/L Pd.
Player: _____

Doubles: _____

2nd half
Player: _____

Doubles: _____

Opponent _____ Date: _____
1st half B/R W/L Pd.
Player: _____

Doubles: _____

2nd half
Player: _____

Doubles: _____

Opponent _____ Date: _____
1st half B/R W/L Pd.
Player: _____

Doubles: _____

2nd half
Player: _____

Doubles: _____

Opponent _____ Date: _____
1st half B/R W/L Pd.
Player: _____

Doubles: _____

2nd half
Player: _____

Doubles: _____

Opponent _____ Date: _____
1st half B/R W/L Pd.
Player: _____

Doubles: _____

2nd half
Player: _____

Doubles: _____
