



RHINELANDER WOMENS POOL LEAGUE RULES

2009-2010

****Underlined items in the rules are either changes or additions from the prior year.**

I. PLAYING DATES and TIMES:

- A. All games will be played as indicated on the schedule.
- B. Starting time for all matches will be 7:30 P.M. regular time, not bar time. Players will be expected to be present and ready to start the match at this time.

II. TABLES and EQUIPMENT:

- A. Each table must be at least 5/8 size.
- B. Each Sponsor must supply a bridge, cue chalk, and short stick.
- C. Each Sponsor is required to have an obstruction free clearance within reason from any part of the playing surface.
- D. Each table must be WAMO certified. (est. 2006)

III. ELIGIBILITY:

- A. NO TEAM MAY HAVE A PLAYER UNDER THE AGE OF 21 ON THE ROSTER.
- B. There is a 15-player limit for each team.
 - 1. No player may play on more than one team.
 - 2. Any changes or additions to a team's roster must be called in to the League Secretary. These can be called in by the captain when calling in the scores or emailed.
 - 3. **No changes in a team's roster may be made after December 9.**
- C. The rotation of shooting on the score sheet must be followed unless it is agreeable to both captains. The penalty is loss of game only.
- D. Team eligibility is confined to 10 miles or less from the Sponsors place to the Rhinelander City limits.

IV. TEAMS AND FORFEITS:

- A. No more than six roster players are allowed to play a match in a night. However, you can play more than six if the captains agree on the number of players and the rotation. Six roster players must be present at 7:30 P.M. If a player is missing, the team captains will discuss the circumstances and determine how the situation will be handled (i.e., skip game or games until the person arrives). Both captains must agree.



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- B. If 4 roster players are not present and ready to play at 7:30 p.m., that team will forfeit the entire nine games. In addition, \$6.00 will be taken from the team's prize money at the end of the year and awarded to the team winning by forfeit. The team winning by forfeit will receive six (6) wins and zero (0) losses in the standings. No forfeit can be recorded without the agreement of both captains.
- C. **It is a general rule that if both captains agree on issues of players, number of players present to play, starting time, etc. that these changes are permissible. However, if it is not the consensus of both captains, league rule prevails.**
- D. Any team forfeiting a match for the first time will be fined \$10.00 in addition to the loss of \$6.00 to the opposing team. A second forfeit will be brought before the grievance committee to decide on any penalties (including suspension).
- E. If available, a replacement team will take the suspended team's place in the league and will assume the team's win/loss record with no wins for prior forfeits. If the season is over half way through, the replacement team will not have to pay an entry fee to become a member of the league.
- F. Teams leaving the league because of forfeit will lose all monies. The league will pay the teams they were supposed to play as wins (\$1.00 for away matches and \$6.00 for home matches) out of league funds.

V. CAPTAINS DUTIES:

- A. Sponsors are not allowed to be captains or co-captains.
- B. Captains or co-captains may be league officers.
- C. If both a captain and co-captain cannot be present for the night's play, they may assign any member of the team to fill out the scoresheet and sign it at the end of play.
- D. All captains or representatives from each team must fill out their own scores sheet. You must copy your roster onto the opposing team's score sheet, and they must copy their roster onto your score sheet.
- E. Post game duties are as follows:
 - 1. The home team captain must call the league secretary and report the score. The report will be taken by the answering machine up until 7:00 a.m. Thursday, the morning after play. The penalty for not calling by 7:00 a.m. Thursday is \$5.00 for the first offense and \$10.00 each week thereafter.
 - 2. Captains must sign each other's score sheet after the match. These score sheets are to be filed for the remaining weeks of the season. In case of a dispute, these score sheets will be the only record.



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3. Any individual 8-ball breaks or table runs should be recorded on both the score sheet and answering machine so proper acknowledgement can be made.
 4. If the winning team is the home team, they will be paid \$6.00 from the opposing team. If the winning team is not the home team, the opposing team will pay them \$1.00.
- F. Each team's player fees of \$48.00 must be turned in by the due date set by the Secretary/Treasurer. Captains will be notified of this date in their schedule packet at the beginning of the year. A weekly penalty of \$3.00 will be imposed for each week this money is not received by the due date. In addition to the weekly penalty, you will not be allowed to play your matches until the Secretary/Treasurer receives the fees.

VI. GAME RULES:

A. Breaking:

1. The home team will break the first game, and the break will alternate thereafter.
2. The racking team will rack with the 8-ball in the middle. The breaking team may inspect the rack and has the option of asking for a new rack.
3. On the break, if one or more stripe or solid ball is pocketed without scratching, the breaker claims that group and continues to shoot until missing.
4. If a combination of stripes and solids are made on the break without scratching, the table is open and choice of group is determined when the breaker pockets another ball without scratching. If the breaker misses or scratches, the table is open for the next shooter.
5. If a scratch is made on the break, the table is open for the next shooter.
6. Two (2) balls must be driven to a rail in order to have a legal break. If the player fails to make a legal break, the balls are racked and the opponent will break. If the breaker misses the racked balls completely, it is considered an illegal break and the opponent will break.
7. Making the 8-ball on the break is an automatic win for the player breaking. However, if the cue ball is scratched when making the 8-ball on the break, the opponent wins the game.
8. If the player legally breaks the racked balls and does not make any balls, the opponent then shoots, having an open table.



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9. If double stroking the cue ball is called on the break and a ball is made, it is the breaking team's ball, but results in loss of turn. If the 8-ball is pocketed in this same situation, it will be loss of game.

B. Call shot:

1. Following the break each ball must be pocketed into an intended pocket. It is not necessary to say how the ball will get there (kisses, banks, etc.).
2. It is the responsibility of the shooter to call each pocket; however the opponent is expected to pay attention. The shooter should not have to delay her shot while waiting for someone from the opposing team to acknowledge her call.
3. Team captains should watch the games as closely as possible to make sure all pockets are called.
4. If a ball is pocketed without being called, it is considered an illegal shot and the opposing team can drop a ball of their choice as indicated in **VLD.1**.
5. If the ball goes into a pocket other than what was called it will result in loss of turn.

C. Kitchen:

1. If any part of an object ball is in the kitchen, it is considered to be fully in the kitchen.
2. The cue ball can be moved by hand or with the side of a cue or after a scratch shot or prior to the break when positioning the cue ball.
3. The cue ball must be fully in the kitchen on a break or scratch shot.
4. Any time there are no balls out of the kitchen following a scratch, the incoming shooter may have the ball of her choice spotted, including the 8-ball if it is the last ball remaining.

D. Penalties and fouls:

1. If a ball is made on an illegal shot, the opponent may take a ball of her choice off the table, including the 8-ball if it is the last ball remaining. However before any ball is removed from the table as a result of an illegal shot, both captains are to confer to make sure the ruling and subsequent action and/or penalty is correctly applied.
2. You must hit your own ball first for a legal shot. A split shot however is considered a legal shot.



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3. No intentional jumping of balls will be allowed. A “masse” shot is a legal shot as long as you hit your own ball first.
 4. The cue ball must be shot with cue tip only.
 5. Double stroking the cue ball is not considered an illegal shot; however, if the opposing player calls the foul before the next shot, it results in loss of turn.
 6. No ball may be touched by a shooters hand, cue, clothing, hair etc., prior to the shot. Violations of this will result in loss of turn.
 7. One foot must be either touching or on the floor while shooting the shot.
 8. No combination shot can be used if the shot involves hitting either an opponent’s ball or the 8-ball first. If a ball is made in this matter, the opposing team can drop a ball of their choice as stated in rule **V1.D.1**. This is if the choice of balls has been determined. If no choice of balls has been established, the shooter loses her turn and the next shooter has choice of balls.
 9. When a scratch is made on a legal shot in which a ball is made, with the exception of the 8-ball, it results in loss of turn.
 10. On a shot in which a player knocks any ball off the table, it results in loss of turn, and the ball knocked off the table is spotted. However anytime the 8-ball is knocked off the table, it is loss of game.
 11. Any intentional shooting of an object ball with the cue will result in loss of game for the offending team. The cue ball is the only ball that can be shot with the cue.
 12. The definition of a scratch is when the cue ball goes into a pocket or is knocked off the table.
- E. Shooting the 8-ball:
1. As with all other balls, the pocket must be called when shooting the 8-ball. If the 8-ball goes into any pocket other than what was called it results in loss of game.
 2. A scratch while shooting the 8-ball results in loss of game.
 3. If at anytime an 8-ball or any other ball stopped and resting on the lip of a pocket falls into that pocket without having been touched at all, the game is restarted. If, however, the 8-ball or any other ball is knocked intentionally or accidentally into a pocket while either attempting or contemplating a shot, it will result in loss of game.
 4. If the 8-ball is made on an illegal shot, which is called by the opposing player, it will result in loss of game.
- E. Shooting out of turn:



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1. Anytime a player shoots out of turn it is considered an illegal shot only if noted before the next player shoots. If the next player shoots without acknowledging the illegal shot it is considered legal. Any action called for as a result of the illegal shot will be as described in V1.D1 and/or V1.D12.
2. If you hit your opponent's ball with your cue stick and knock it against the rail, the opponent has the option to spot the ball or leave it on the rail.

VII. MISCELLANEOUS:

- A. If there is any rule changes or other significant information concerning the pool league, the sponsors and/or captains will be notified.
- B. Each week the league standings will be submitted to the Rhinelander Daily News and Star Journal for publication. You can also access the results on the internet at www.hodagsports.com.
- C. It is good sportsmanship to allow the visiting team to practice on your table before the night's match is to begin. However, teams should remember that the starting time is 7:30 p.m. and should arrive early if wanting to practice.
- D. If weather conditions are bad both team captains must agree to the cancellation of a match. If no agreement can be made by the captains, the match must be played unless all league matches are cancelled. It is the decision of the league secretary to cancel all league matches due to weather conditions and her responsibility to contact all captains of this decision by 5:00 p.m. the day of play. **If any matches are cancelled, it is the responsibility of the two team captains to reschedule the match within three weeks time.**
- E. The league secretary/treasurer will be paid at the rate of \$200.00 per pool season.
- F. Players should display good sportsmanship and courtesy to all players at all times. Players who are not shooting should maintain a sufficient distance from the table so that play is not disrupted. Any type of verbal or physical harassment is strictly prohibited. If a shooter is being harassed by another player, the shooter should report the harassment to her captain. The team captain will then request the other team to refrain from such conduct. If the harassment continues, the offending team will forfeit the game. While the game is in progress a shooter may confer only with her partner. Coaching by other members of the team is prohibited. Any infringements of these rules must be called before shooting.
- G. First place teams in each division will receive a plaque and \$65.00. Second place in each division will receive a plaque and \$55.00. This is based on two divisions.



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- H. Playoffs will be played at a tavern that utilizes two tables in order for the playoff games to be played simultaneously. Since the playoffs require a tavern that can handle two tables, and there are only a select few of those, taverns will be drawn each year from the select few until all taverns from the list have been used and the drawing will begin again thereafter. The Secretary-Treasurer is responsible for maintaining the list.
- I. **Divisional playoff locations will be drawn by the Grievance Committee at the end of the regular weekly season play. Division A locations will be drawn from Division B locations and Division B locations will be drawn from Division A locations.** Playoff matches cannot be scheduled to be played at the championship location.
- J. Teams must cash the checks issued at yearend within 90 days. They will not be reissued after that.

VIII. POST SEASON TOURNAMENTS:

- A. A player must be on a team's final roster to participate in post-season intra-league tournament play (play-offs or tournaments). Only the city tournaments roster may include two (2) players from another team's final roster in addition to their own players. League rules will apply to those tournaments. Tournament games will be played on neutral tables whenever possible.
- B. The play-offs will consist of the top four (4) teams in each division. Winners play for first and second places and losers play for third and fourth places. The first place team will receive a team trophy plus individual trophies or key ring medals and \$50.00. Second, third, and fourth place winners will receive a team trophy.
- C. If a tie exists in divisions, a play-off will be held the Monday prior to division play-offs. Those teams tied will play each of the tied teams nine games and after all teams have played, the team with the most wins will advance to the play-offs. If necessary, the tie breaker will be played at a tavern with two tables, determined by the teams involved. Starting time will be 6:00 p.m. and the home team will be determined by a flip of the coin. The rest of the league rules apply. If, by chance, a tie occurs from this match, a playoff of each partner shooting one game would be held. Set up by a draw and again, total wins by team would determine placement. It is possible a tie could exist from this as well. If so, the teams would select one set of partners to shoot a one game playoff. (Example of playoff chart on file with Secretary/Treasurer)
- D. The Grievance Committee will be responsible for assisting the league secretary/treasurer in organizing and supervising the play-offs and tournaments.



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IX. GRIEVANCES:

- A. Any disputes during an evenings match should be settled by the team captains, if not already covered by the league rules. After settlement, inform your Division Grievance Committee Representative of the problem so that a league rule can be added if necessary to cover any future occurrence of this matter. If no agreement can be reached, call your Division Grievance Committee Representative.
- B. Any protest from one team against another as to proper procedure as dictated by the pool league rules can only be filed before the grievance committee by a member of either team directly involved in the match. The grievance committee's decision will be final.

X. SPONSOR AND TEAM RIGHTS:

- A. In order for a team to change its sponsor there must be a majority of four (4) regular league players from that team who want to change. A new sponsor must be willing to take the team before the change is made. The old sponsor must give their consent to the move during regular season play. If any of these conditions are not agreed upon, this action will be brought before the Grievance Committee, whose decision will be final.
- B. If a sponsor wants to change teams, a majority of four (4) regular league players from the old team must give their consent. A sponsor cannot change teams and still hold his place in the league by recruiting non-league players to form a new team, unless a majority of four (4) is not available, the old team breaks up, or there is no interest in keeping the old team together. The sponsor would then hold his place in the league provided he can gather a new team. If any of these conditions are not agreed upon, this action will be brought before the Grievance Committee, whose decision will be final.
- C. The teams' sponsor is defined as the owner of a tavern, not the location. Change of ownership does not necessarily guarantee that the team must stay. If a majority of four (4) regular league players from this team desire to change sponsors due to change of ownership, it is legal to do so without the consent of the new owner.
- D. A sponsor fee of \$60 is required for a team to join the league.