

MID VALLEY POOL LEAGUE

LEAGUE RULES AND RESPONSIBILITIES

Last Updated: 8/2023

ADMINISTRATION

1. The board of managers governs the league. This Board consists of the team captains. All positions, (Pres./VP./Sec./Treas.), on the Board are voted in by the managers at the beginning of every season.
2. Any complaints should be forwarded to the President who will call a meeting of managers.
3. No one is allowed to come to the meetings intoxicated.
4. Dates and places of meetings will be decided at the beginning of each year, unless an emergency meeting is called. Every team must be represented at every meeting.

FINANCIALS

1. Each team is responsible to pay **80** dollars every night of play. Away teams are responsible to pay the home bar their **80** dollars. Home teams are responsible to send a check or money order, by mail, one hundred and twenty dollars to the treasurer. Team monies not received by the following **Thursday** (Envelopes must be postmarked by **Tuesday**) will receive a 3 game penalty. **The Captain is responsible for any money owed to the league.**

ROSTERS AND ELIGIBILITY

1. Blank roster sheets are available on the website (www.mvpl.net). Roster sheet must be filled out each night of play, and signed by each captain. By signing the roster, you are verifying that the names of the players are correct and that you received the away team's money. False names on the roster sheets, will result in the removal of the player and the captain from the league. **This is a fun league.**
2. Only official roster sheets completed in full will be accepted. **No Scrap Sheets.** No "nicknames", First and Last name must be on the roster sheet, if not, player's games will **NOT** be counted.
3. Home team is responsible to send in the roster sheet along with the money.
4. Once a player starts with a team, switching teams is not permitted for one full season. Starting with a team is defined as shooting at least **ONE** game in a regular season match with any team. **Any exceptions** shall be taken before the board and decided upon on a one to one basis depending on circumstances.
5. Absolutely no professionals or semi-pros are allowed. If any are found on a team it will result in the expulsion of that team from the league.
6. Playoff Eligibility:

- i) In order to be eligible to participate, in the playoff session for the current half, players must have 15 games of accumulated play during said half. This will depend on the number of teams in the league.
 - ii) In order to be eligible to participate in the overall championship match, a player must have 18 games of accumulated play per half. This will depend on the number of teams in the league.
 - iii) Should a player transfer to another team (see 4), their accumulated playing time with their prior team will not apply towards the player's playoff eligibility, with their new team. Provided the player changes teams prior to the midway point of the half, they can still acquire the necessary playing time to participate in the current playoff session, for the half. Any player that changes teams during the second half will not be eligible to shoot in the overall championship, having shot for two teams during the year.
 - iv) *Any challenges as to the eligibility of a player or the applicability of their accumulated play towards eligibility may be presented to the board and the rules committee. Their determination is final and may not be appealed any further.*
- 7. Any team voted out of the league by the board of managers cannot be voted back in for 1 full season.
 - 8. You must be 21 years of age, before a half starts, in order to be eligible to play in the league for that half.

TEAM CONDUCT

- 1. Team captains are responsible for players while league games are being played. After match is over, the bar assumes all responsibility.
- 2. On the night of play, the **away** team must be given a chance to warm up on the home team's table. The away team will be given the courtesy of shooting between 7:45pm and 8:00pm; the **home** team gets to shoot between 7:30 pm and 7:45 pm. Away team has no more than 15 minutes of practice before the match.
- 3. Good sportsmanlike conduct will be conducted at all times. There will be zero tolerance for un-sportsmanlike behavior or taunting. A taunt is a sarcastic remark or insult intended to provoke a response of some kind from the one it is directed. Failure to comply will result in and is not limited to forfeit of game(s) or expulsion from league. Penalty will be decided by the board of managers.
- 4. In the unfortunate event that a player passes away during league play, the match will immediately end and the team of which the departed player was a part of, said team will receive a 9-6 win.

RULES OF PLAY

- 1. The start of play should be 8:00pm unless another agreement is made between the two captains.
- 2. The game is **BALL IN POCKET 8-BALL**.
- 3. The break shot is determined by the flip of a coin. The home team flips for the first game, then the winner of each game there after flips to decide the break.

4. Winning team of the coin flip **MUST** break. No more break deferment.
5. Upon break, four (4) balls must hit a rail including the cue ball. Unless a ball is pocketed. The breaker gets three (3) chances to accomplish this otherwise this will result in a loss of a game.
6. Miscue on a break shot: player may shoot again if rack is not broke.
7. Call your pocket, not your shot.
8. The eight ball must not touch another ball besides the cue ball on the game winning shot. A double kiss off the cue ball is a good shot.
9. Your ball must be hit first on all shots. **The eight ball is not neutral, but may be used inside a combination.**
10. Split hit (high-low) is **NOT** a good shot. With the opposing team captain watching the play, He/She is to decide along with the other captain if the shot was good. If no decision can be made then there must be a re-rack. Please remember we are all here to shoot for fun.
11. No jumping balls, shooter loses turn.
12. Once the cue ball is moved, that is your shot.
13. No spotting balls unless they are knocked off of the table. If a ball is accidentally moved, it is placed back to its original position with the opposing captain's approval of location.
14. On a mixed break, the table remains open, until a called ball is made. On a scratch the table remains open. Players cannot use a combination shot to pocket a called ball (example, solid into stripe).
15. If the eight ball falls by a bump to the table, the game will be shot over, unless the bump was intentional, in which case the player's team bumping the table loses that game.
16. No betting allowed.
17. The object ball must be completely over the line when shooting from a scratch. If the home team doesn't have a chalk line then the opposing team will make the call if the object ball is over the line and shootable.
18. Three players may shoot in each set. Once a player has shot, he/she may not reenter into another set.
19. If team **players** do not agree on a decision, a re-rack will be shot. **Captains** will get involved with disagreements. **CAPTAINS ONLY** are allowed to make decisions unless the **Captain** is shooting. Then the **Co-Captain** can go to the table, the **Co-Captain** is appointed by the captain.
20. If a three-way tie occurs during playoff games, the best record holds home court.
21. In the event of a tie in the standings, the best record prevails. (Example: If team A beats Team B during season play, Team A will prevail.)
22. Home team must call the scores in by noon on **Friday**.
23. Only the team captain and partner of the player that is shooting can approach the table and give the shooter help. A total of 3 people can only be at the table at 1 time. The 3 that can be at the table are the shooter, the shooter's partner, and the team captain. If the team captain is not available, the co-captain can take the place of the captain and approach the table. If the captain is shooting, the co-captain now becomes the captain only because the captain is shooting, and can thus approach the table to assist as the now captain. In this latter situation, you would then have the shooter (captain), the shooter's partner, and the co-captain as being able to approach the table. When the opposing shooter scratches you must shoot your object ball (which must be over the chalk line) with the cue ball (which must be behind the chalk line). Failure to comply will result in an automatic forfeit of game. **Be courteous of the table time.**
24. There will be ONE 15 minute grace period during league night. If the opposing team doesn't have a set ready to play then a loss of 3 games will be imposed after the ONE grace period has expired.

25. Players must stay on a team for a full year. **NO EXCEPTIONS!** Unless otherwise discussed and voted on by the board.
26. No player can put a physical mark on the cloth are of the table while shooting or assisting another shooter. A loss of 1 game will result. If both captains agree, a re-rack can occur. If the opposing captain decides a re-rack is not in his best interest, a re-rack will not occur and a 1 game penalty occurs from that point.
27. If a player shoots any other ball, except the cue ball, as their shot, then that shooter's team will forfeit ONE game. (A possible suspension will be determined by the rules committee for the offending shooter).
28. Overall wins will determine the bar location for the overall championship match.
29. If any ball is intentionally removed from the table it **WILL** result in a loss of game.
30. If a last match is short a player (a player walks out during the last match as an example) the single please shoots until loss of shot.
31. Using a bridge or cue stick resulting in a draw of the cue ball hitting the bridge or cue or if cue ball hits the bridge or cue as of result of not moving it reflects a foul. Fowl will result in loss of turn. If captains do not agree rerack rule will become in affect.
32. Nothing can stop a cue in motion. This includes a bridge, cue stick, a hand, etc. this will result in a foul loss of shot. If said shot happens on the 8 ball and 8 ball is pocketed, loss of rack. If the 8 ball is missed, loss of shot
33. The captain can delegate a coach prior to league night start play only. If coach is shooting the captain can delegate a sub coach during the delegated coaches match only. Said coach should be there on start to finish. Emergency circumstances can apply. See rule 23.
34. 8Ball: If a player is shooting at the 8ball and it is NOT hittable, a player may request a rerack. If players do not agree to the rerack, then the decision goes to the captains. If the captains don't agree, then a rerack will be enforced.

FINES AND FORFEITS

1. Forfeiting of the last set is allowed. Continuous forfeiting, described as more than three weeks in a row during league season, will result in the expulsion of the forfeiting team from the league and the loss of all rights to league's monies and functions. Any team forfeiting by a no show will lose 14 to 1. As not to waste other people's time, and as a common courtesy, if a team knows they will not have enough players they should notify the opposing team's captain.
2. If a team drops out of the league during the session, all scores from teams that shot said team will be wiped and ALL teams will receive a 9-6 win for that session.
3. Fines are as follows:
 - i) Scores not called in on Friday by noon shall receive a 3 game penalty.
 - ii) Team monies not received by the following **Thursday** (Envelopes must be postmarked by **Tuesday**) will receive a 3 game penalty.
 - iii) If a Team's captain or representative can't go to the meeting, the Captain should call any Officer to report his/her absence, then the team receives a 3game penalty.

PENALTIES WILL BE STRICTLY ENFORCED!