

# **RICH AND JUNNIE'S POOL LEAGUE**

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FOR INFORMATION ABOUT LEAGUES/TOURNAMENTS:

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# 1. Introduction

This Captain's Guide has been compiled to make the league season go as smoothly as possible. It contains the operational information such as bylaws, league rules, award lists, cash prize schedules and tournament information. Knowledge of its contents is mandatory for all players. Most of the time problems and disputes arise as a result of a lack of understanding of league bylaws and policies. A complete knowledge and understanding of rules, policies and procedures will allow all of us to shoot pool and have fun without worrying about the technicalities.

## 2. Purpose

- A. The objective shall be to stimulate an interest in the game of pool on a local basis while promoting sportsmanship, goodwill and unity among pool players.
- B. To provide rules, methods, scoring procedures and statistics necessary to promote the competitive spirit through a structured organization and yet retain the social benefits of friendly sport.
- C. To provide a system for the recognition of both team and individual accomplishment
- D. To provide a system of league tournaments for league players.

## 3. General Information—League Play

### A. League Responsibilities

1. Rich & Junnie's League Division will supply rule books, score pads and schedules for season play.
2. Rich & Junnie's League Division will supply printouts each week showing all pertinent information for the league, teams and individuals.
3. Rich & Junnie's protects league funds through business regulations.
4. **For NSF CHECKS: a \$35 fine will be assessed for each NSF check; all fines not paid at the end of the League Season will be deducted from team winnings.**

### B. Sponsors

1. A sponsor fee is charged for each team in the league (\$50.)

2. Sponsors have full authority to bar any league player from his establishment for bad sportsmanship.
3. Sponsor has full authority to remove players from their team rosters for conduct detrimental to their team or establishment.
4. Any sponsor, team or individual may be expelled by Rich & Junnie's for conduct considered to be detrimental to the welfare of the league and shall forfeit all money and fees paid to Rich & Junnie's. Decision of Rich & Junnie's League Director is final.
5. Rich & Junnie's Leagues reserves the right to settle any dispute between sponsors and players.

### C. Officers

1. Rich and Junnie's league coordinator will run the RJPL pool league with the following duties and responsibilities.
  - a. Rule on protests presented by a team captain.
  - b. Postpone matches due to emergencies or inclement weather.
  - c. Settle disputes between teams that might occur during a match.
  - d. Provide weekly team, individual and league averages and standings to each team.
  - e. Collect, hold and disburse league funds to qualified teams and individuals.
  - f. Settle any dispute between sponsors and players.

### D. Players/Teams

1. **No player may play on more than one team for the same or different sponsors, on the same day of play, at the same time, or in the same league.**
2. Any player may play on more than one pool team **on different days of play. Players are limited to playing on no more than one team at the same time in tournament play.**
3. Minimum playing age is legal tavern **drinking age** where the matches are held. Rich & Junnie's or the establishment may request proof of age.
4. Each team will consist of 4 players on play night. Teams can be all men, all women or mixed men and women. All leagues will have

floating subs, if your sub does not want to float it must be noted on the score sheet the first night of play. Please supply phone numbers for your subs.

#### **E. Captain's Information/Duties**

1. He/she shall attend or appoint a representative to attend all meetings and matches.
2. The captain shall inform his/her players as to all league rules and regulations.
3. The captain must verify all team members are sanctioned and complete, verify and sign scoresheet, collect weekly league money from each team member.
4. **Each player must pay at time of his/her first match. If player's sanction fee is not in the envelope on night of first play, he/she is considered an illegal player. Captain's responsibility. (See F. Sanctioning)**
5. Visiting team captain shall collect money and score sheets from both teams and deposit it at the designated drop-off the same night of play.
6. A fine of **\$25.00** may be assessed against any team for late drop-off payments. **Drop-off deadline is 1:00 a.m. the same night of play. Drop-off points are Knickers Bars and/or Rich & Junnie's Coin drop box.** Any assessed fines will be deducted from the team's pay at the end of the season.
7. All league and tournament prize checks must be cashed and disbursed 90 days (12 weeks) from issue date. Any check not cashed by that time will be voided, and the amount will be put into the tournament prize fund.

#### **F. Scheduling Matches/Postponed Matches**

1. Regular season scheduling shall be the responsibility of the league secretary. Rich & Junnie's Leagues may consist of 4-12 team leagues.
2. Matches postponed from our office due to inclement weather only will be moved to the end of the season. These matches must be made up at the regularly scheduled location.
3. Opposing captains, by mutual agreement, may postpone or reschedule a match. After postponement has been agreed upon by both teams, **captains must notify the league officer within 48**

**hours of the originally scheduled match. Match must be played in 7 days.**

4. In the last 2 weeks of the season, postponements will not be allowed.
5. **Games not played for any reason must still be paid into the league kitty by both teams involved, except for byes.**
6. If a team fails to show for a match, the opposing captain is responsible to take his team's fees and scoresheet to the drop-off location.
7. In leagues comprised of an odd number of teams (leagues with byes), a team may join through the third week of play. Teams taking over these vacant spots are responsible for paying all league kitty dues for missed matches. They may makeup un-played matches only at the approval of the team that originally had a bye. If not made-up, un-played matches will be recorded as losses.

#### **4. Tournament Information**

- A. In order to play in the End of Season Tournament, you must have played **six (6) weeks** with the team you will play with in the tournament.
- B. Tournament rules will be the same as league rules.
- C. All tournament games must be completed or prize money will be forfeited.

#### Exceptions

1. A player who arrives late, after his position has been bypassed will forfeit 9 points for each position bypassed and any player not shooting his subsequent positions after playing a round(s) will also forfeit 9 points for each position bypassed.
2. All players need to have the required games in on the same night of play the team they wish to sub for plays. A sub can come from a non-participating team [tournament] in your league, but their average must be below, equal or no greater than .75 higher than the player they are replacing.
3. **There will be no practicing by any players while they are involved in match play. Failure to comply will result in loss of the entire match. [tournament play only]**

4. Only the two players involved in a questionable shot may address the tournament committee before the shot is made, after the shot is made no one has the hind sight to go back and make the proper call.
5. In tournaments, a flip of a coin will determine the home team.
6. Any team may be barred from playing the tournaments for conduct considered by Rich & Junnie's Leagues to be detrimental to the welfare of the league and/or tournament. Once matches are set there will be no refunds.
7. Handicap will be figured the same as regular league play. Final regular season averages will be used to figure the handicap.

## **5. Awards**

- A. Monetary awards available at the end of the season are the following:
  - a. Monetary awards will be paid at the end of season tournament.
  - b. There will be a Traveling Trophy for the 1<sup>st</sup> place team on each night. R&J's will supply the first trophy, if it is lost or damaged, the responsible party will pay for a new one. Trophy is to stay at the winning team's home bar.

## **6. Protest Procedures**

- A. Protest must be made by the team captain in writing to the league director within 24 hours after the match.
- B. A \$25.00 deposit must accompany the protest. If protest is won, deposit is refunded. If lost, deposit goes into the tournament fund.
- C. Match must be completed before protest is legal.
- D. Any protest not properly submitted will be disregarded.

## 7. Game Rules

### A. Match Play

1. There are 4 rounds of 4 games each played to complete a match: 12 total games.
2. Two players, one from each team, play a game of 8-ball against each other in the rotation listed on the score sheet until all players from both teams have played 4 games each. This completes the match and the team with the most total points determines the winner of the match.
3. A minimum of 3 players per team is required for a match. If 4 players are not present, the team playing short will forfeit 3 points per round for the missing player. The points go to the opposing team and the players opposing the blank.
4. Any teams having less than the minimum number of players (3) will forfeit the match. Current team average points to the winner, none to the loser and no individual points awarded. Team receiving forfeit to turn in money, etc. at the drop off.
5. A forfeit during the first 2 weeks of play results in the team receiving the forfeit getting 30 team points for the forfeit win. No individual points awarded.
6. **League Only:** If a player arrives late, after his position has been bypassed, he may shoot in his subsequent positions. His team forfeits 3 points for each position bypassed (Until end of second round, missed games can be made up if both captains agree.)  
**After playing a round(s), any player not shooting his subsequent position will forfeit 9 points for each position bypassed.**
7. On approval of opposing team captains, any players may play all of their games consecutively.

### B. Time Limits – Women’s Leagues Only

Women’s teams should reasonably be able to conclude their matches within 4 hours. We will allow 1/2-hour grace period for finishing up. If match is not concluded 4-1/2 hours from start time, team captain(s) must call league rep at home, regardless of time, for a ruling on finalizing the match.

### C. Floating Subs – Men & Women



1. Floating subs are affiliated with any team; they are available for any team to call and use.
2. Floating subs do NOT pay player fees on the night that they play. The player whose place they are subbing for is responsible for the fees. Therefore, floating subs ARE NOT INVOLVED IN THE PAYOUT OF ANY TEAM.
3. Floating subs will have and use their own averages that have been established in the league they are playing in. Averages do not float with players.
4. When a floating sub plays for a team, his/her points and games go to that team.
5. After the first three weeks of play, all new players will automatically be designated as floating subs. If a player wishes to play specifically for your team only, captain must designate this on your scoresheet, and make him/her a sub for your team only.
6. Rich & Junnie's leagues will provide phone numbers of floating subs only to the extent that we receive them from the captains. We are not responsible for finding players for your teams.

#### **D. Foul Caller**

1. Players playing in a game may call fouls.
2. A third party can be brought in, if agreed on by both people in the game, to watch a shot for a foul.
3. Teammates that aren't currently in a game may not call a foul.

#### **E. Break Shot**

1. The game racked by the player that is breaking the balls.
2. Break: 1<sup>st</sup> round-Visiting team breaks, 2<sup>nd</sup> round- Home team breaks, 3<sup>rd</sup> round- Visiting team breaks, and 4<sup>th</sup> round-Home team breaks.
3. The 8-ball has to be racked in the center of the third row of balls back of the foot spot.
4. The head must be as close to the foot as possible.
5. The complete cue ball must be in the kitchen behind the head string on **break**. Foul caller must protest illegal positioning of cue ball before the shot or shot is allowed. There are no fouls **before** the game starts.
6. The cue ball must contact racked balls and send two or more object balls to the rail to start the game. If shooter fails two

consecutive times, the opponent has the option to break the balls.

7. The table remains open on the break if balls are made from one or both groups. A single legal shot determines group.

## **F. Scoring**

1. When the eight ball is legally pocketed on the break the shooter gets 2 points. They are also awarded the opportunity to choose solids or stripes and the game continues. When the eight ball is pocketed on the break but a scratch occurs the opposing player gets 2 points. They are also awarded the opportunity to choose solids or stripes and the game continues.
2. For a win, you receive 2 points for the 8-ball and one point for each of the opponent's balls left on the table after all balls have stopped moving.
3. On an improperly pocketed 8-ball, the opponent gets 2 points for the 8-ball and 1 point for each of the shooter's balls left on the table.
4. If the 8-ball is pocketed out of turn on an open table, winner gets 2 points for the 8-ball and 1 point per ball of the lesser kind (stripe or solid) left on the table.

## **G. Tied Match**

In case of a tied match, the captains shall choose one player from their line up to play one game. This game must be played the same time of play in order to complete that match. **Tie breaker game is for the win only.** No points will be awarded for the tie breaker game. Note the winning team on your scoresheet.

## **H. Playing the Game**

1. The cue ball must contact your object ball first and then some ball must go to the rail or be pocketed for a legal shot.
2. When pocketing your own ball, you must contact one of your own object balls with the cue ball first and make one of your balls in order to shoot again, if the table is closed. On an open table, **all balls except the 8 ball** are neutral.
3. On a closed table, hitting your opponent's ball or the 8-ball first is a foul.
4. A scratch shot **is a foul**. Call foul.

5. Intentionally marking the table in any manner before your shot is a foul. Call no hit.
6. When playing the 8-ball, it must be pocketed with one separate shot. Loss of game occurs when shooter makes their object ball(s) and the 8-ball on the same shot.
7. Preventing any ball from being pocketed, such as with your hand, cue stick, etc., is automatic loss of game and normal scoring is awarded winner. Exception is when retrieving cue ball after a scratch shot and the ball has left the playing surface.
8. Balls falling into a pocket on their own have to be re-spotted to the position they held.
9. If a non-player disturbs the play of the balls on the table, the foul caller shall place the balls back to their previous positions as accurately as possible. In extreme cases the balls should be racked and the game started over.
10. Any unsportsmanlike conduct by a player or team may result in loss of game and/or match as determined by Rich & Junnie's League Directors.

#### **I. Call Pocket Rules**

1. Call pocket is when the ball you called goes into the pocket you called with a legal shot. You do not have to call kisses, banks, etc.
2. In call pocket, you must call the ball and the pocket in some manner and have it acknowledged by the foul caller. You don't have to call the number or color of the ball, just the ball. If you do call the ball by the wrong number or color and make the shot, you lose your turn and the foul caller should call "no hit".
3. On an open table, if you pocket the ball you called with a legal shot, the table becomes closed and you have the type (stripe or solid) you called regardless of any other numbered balls that are pocketed. If the ball you called does not go in or is illegally pocketed, the table remains open.

#### **J. Fouls**

1. Cue Ball Scratch or off the Table

If the cue ball is pocketed or driven off the table, the shot is a foul.

## 2. Wrong Ball First

In those games which require the first object ball struck to be a particular ball or one of a group of balls, it is a foul for the cue ball to first contact any other ball.

## 3. No Rail after Contact

If no ball is pocketed on a shot, the cue ball must contact an object ball, and after that contact at least one ball (cue ball or any object ball) must be driven to a rail, or the shot is a foul.

## 4. No Foot on Floor

If the shooter does not have at least one foot touching the floor at the instant the tip contacts the cue ball, the shot is a foul.

## 5. Ball Driven off the Table

It is a foul to drive an object ball off the table. Ball will be spotted at the **footspot or as close as possible behind the footspot.**

## 6. Touched Ball

**There is no touch foul, unless you move more than one ball, you touch something with the cue ball in hand, or touch anything with the cue ball as you are placing the cue ball on the table (cue ball in hand.) Any ball moved, it is the opponent who places the ball back to where they believe the ball was originally.**

## 7. Double Hit / Frozen Balls

If the cue stick contacts the cue ball more than once on a shot, the shot is a foul. If the cue ball is close to but not touching an object ball and the cue tip is still on the cue ball when the cue ball contacts that object ball, the shot is a foul. If the cue ball is very close to an object ball **you must shoot away from the object ball at an angle.**

However, if the cue ball is touching an object ball at the start of the shot, it is legal to shoot towards or partly into that ball (provided it is a legal target within the rules of the game) and if the object ball is moved by such a shot, it is considered to have been contacted by the cue ball. (Even though it may be legal to shoot towards such a touching or “frozen” ball, care must be taken not to violate the rules in the first paragraph if there are additional balls close by.)

The cue ball is assumed not to be touching any ball unless it is declared touching by the referee or opponent. It is the shooter’s responsibility to get the declaration before the shot. Playing away from a frozen ball does not constitute having hit that ball unless specified in the rules of the game.

## 8. Push Shot

It is a foul to prolong tip-to-cue-ball contact beyond that seen in normal shots.

## 9. Balls Still Moving

It is a foul to begin a shot while any ball in play is moving or spinning.

## 10. Playing out of Turn

It is a standard foul to unintentionally play out of turn. Normally, the balls will be played from the position left by the mistaken play. If a player intentionally plays out of turn, it should be treated like Unsportsmanlike Conduct.

## 11. Slow Play (tournament only)

If the referee or opponent feels that a player is playing too slowly, he may advise that player to speed up his play. If the player does not speed up, the referee opponent may impose a shot clock on that match that applies to both players. If the shooter exceeds the time limit specified for the tournament, a standard foul will be called and the incoming player is rewarded according to the rules applicable to the game being played.

## 12. Ball Rack Template Foul

It is a foul when a Ball Rack Template, removed from the playing surface, interferes with the game i.e. if the template is lying on the rail and a ball (cue or object ball) touches the template that is lying on the rail.

## 13. Unsportsmanlike Conduct

The normal penalty for unsportsmanlike conduct is the same as for a serious foul, but the Rich and Junnie's Staff may impose a penalty depending on their judgment of the conduct. Among other penalties possible are a warning; a standard-foul penalty, which will count as part of a three-foul sequence if applicable; a serious-foul penalty; loss of a rack, set or match; ejection from the competition possibly with forfeiture of all prizes, trophies and standings points. Unsportsmanlike conduct is any intentional behavior that brings disrepute to the sport or which disrupts or changes the game to the extent that it cannot be played fairly. It includes:

- (a) distracting the opponent;
- (b) changing the position of the balls in play other than by a shot;
- (c) playing a shot by intentionally miscuing;
- (d) continuing to play after a foul has been called or play has been suspended;
- (e) practicing during a match;

- (f) marking the table;
- (g) delay of the game; and
- (h) using equipment inappropriately.

The penalties for Sportsmanship Conduct is but not limited to:

- a. 1<sup>st</sup> Complaint- Verbal Warning
- b. 2<sup>nd</sup> Complaint- Written Warning
- c. 3<sup>rd</sup> Complaint- Team member or members will serve a 2 week suspension. Matches missed are still to be played with a sub/subs and fees will still be paid.
- d. 4<sup>th</sup> Complaint- Team member or members will be suspended for the rest of the year. Matches missed should be played with a sub if one player is suspended for the year. If two or more players from the same team are suspended for the year, the team will forfeit the remainder of the year. All winnings are forfeited at that point as well.
- e. All complaints last for the entirety of the season. At the start of the year, everyone has a clean slate.

To file a complaint, please contact the league coordinator during office hours only. You must have a written description of what happened. The league coordinator will then contact both parties involved. Complaints will be heard and the league coordinator will deem if it is valid. The league coordinator will have sole discretion to apply the penalties listed above.

#### **K. Penalties for Fouling**

1. All fouls are ball in hand for the opponent.
2. Fouling with cue ball in hand or illegally picking cue ball up results in cue ball in hand for your opponent and he may reposition the cue ball if desired.
3. Failure to yield to a foul call may result in protest of match by opposing team.

#### **Suggestion**

If there is a dispute concerning a rule or an interpretation of a rule, you may stop match and attempt to contact your Rich & Junnie's league representative for a clarification or ruling. If rep cannot be reached,

continue the match using your best judgement of the rule between the two captains.

#### **L. Forfeit Procedures**

1. Forfeit is in effect 15 minutes after scheduled starting time. (Correct time-not bar time)
2. During the first 3 weeks of play, the team receiving the forfeit will receive 30 points for the forfeit, plus the win. No individual points.
3. After the first 3 weeks, the winning team of a forfeit will receive current team average points for the win. The losing team receives the loss and no points. No individual points or games.
4. Any team forfeiting 3 weeks in a row, or 4 weeks in a season, may be expelled. Any team so expelled, forfeits all money to Rich & Junnie's pool league.
5. Forfeits will not be permitted during the last two weeks of the league season. Teams doing so may be subject to the loss of all awards and prize monies.
6. Any illegal player used on a team may constitute forfeit of entire match. Example: Under age, unsanctioned player, etc.

#### **M. Handicap**

1. **Handicap will start third week of play. Subs will use #3 & 4 and regular players will use sheet average.**
2. Handicap is figured by taking the team's offensive averages, multiplying the total by 3 on 3 player team, then subtracting the lower team's average from the higher team's average to obtain the difference. If the difference is .5 or higher, go to the next highest number. Then consult the chart for the number of points handicap for the entire match.
3. On 3-player teams, the blank's handicap is 2.00 for men and 1.50 for women.
4. Any new player will receive a (2.00 for men and 1.50 for women) blind average.
5. Another way the handicap can be figured is by adding your teams totals and subtracting the lower total from the higher – then X by 3 comes out the same, only this way is much simpler.