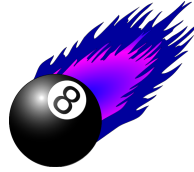


# THURSDAY NIGHT

STRAIGHT



BAR LEAGUE

MATCHES START AT 7:30 P.M.

1. "Call your Pocket," straight eight ball is self-explanatory. Each shot must be clearly stated. For example, "Ten ball in the corner pocket," specifying which corner to your opponent. Defensive shots, i.e. safety shots, are not permissible in this league. Eight ball can be called off another ball, but it must be specified. The only exception to this rule is that players do not have to call rail shots. The rail from diamond to pocket (on all corner pockets) does not have to be called after hitting object ball, but must always be called when banking cue into object ball from diamond to pocket (i.e. all bank shots must be called regardless of whether they are within diamond to pocket). Note: The eight ball can be used to make another ball provided that the eight ball is not hit first and all aspects of the shot are called.
2. Each team roster will consist of a minimum of nine (9), and a maximum of fourteen (14) players, one of which will be designated the team's captain. The captain's duties and responsibilities are outlined in rules 37 through 42. No professional players will be allowed on any team.
3. Entry fee is \$15/\$20 per player and must be paid before player can begin play; no refunds will be given. Entry fees will be used for All Star Tournament, awarding trophies and award party.
4. All money for any player(s) joining a team can be turned in prior to play but must be turned in with current weeks score sheet at Rosie's; otherwise, points won for that player will be forfeited and given to the opposing team. NO PAY - NO PLAY (This includes initial roster).
5. At no time will there be more than fourteen (14) players on any one given roster. **Once a player has been dropped, he/she may not play with that team. The player may however, join another team/bar with the approval of the captain of the original team, captain of the new team, and the Coordinator's approval. The player may not change teams/bar after mid season. Points/stats will not transfer over to the new team.** Additionally, a dropped player will not be reimbursed for their original fee. If rejoining another team, the player must pay an additional \$20.00 league fee.
6. All teams must be assigned a designated watcher (this can be the captain or another team player). There will be only one designated watcher for each team. The player, captain, or designated watcher can call a bad shot. If a foul shot/illegal shot/questionable call is called on an opposing player by any other pool player than the player(s)', captain or designated watcher, the player will lose the remainder of his/her turn. If after one player calls a questionable shot on the other, and they cannot come to a conclusion, then designated watchers and/or captains should be called in to make a ruling. If a foul shot/illegal shot/questionable call is determined, refer to Rule #29.
7. If less than five (5) players are present at 7:45 the match is a forfeit. 16 points will be awarded for a forfeit and 0 points to forfeiting team. An exception to this rule is permitted. A match may begin with

four players with approval. At the conclusion of four games if the fifth player has not arrived, the remainder of games will be a forfeit. (Note: Each team will receive all points earned during the first four games.) You may begin with 4 players but have to have 5 to continue play, but can end up finishing with only 4 players.

8. A game may be postponed for only 5 minutes. If a player is not present, then the game is a forfeit.
9. A team with only five (5) players present will forfeit a singles game automatically, yet may play one player against two in a doubles game. One team will shoot twice to the opposing player shooting once (i.e. the team with one player will lose a turn for the absent player, ask League Coordinator for details). The single player is however allowed 1 time out.
10. A timeout can only be called by the player, the captain or the appointed observer clearly notifying the opposing player of the timeout. (singles game only)
11. The captain, shooter, (or designated player appointed by the captain) may arbitrarily call a time-out during a singles game; however, the shooter may elect to continue play. (Captain must declare designated person to opposing shooter). Only the Captain, the shooter or designated person may call a time out.
12. Only one time out allowed in a singles game. Coaching period should not exceed two minutes. During the doubles games, partners may converse only with each other in regards to the game being played. In doubles, if only one player is playing against two the one player may call one time out. Time outs consist of the player talking to **one designated team member** (does not have to be the captain) who may converse with any other player.
13. There will be no more than two (2) forfeits per half of the session per team or scores will be recounted for that half to give all teams forfeit points and that team will be eliminated from the schedule.
14. A match between two teams will consist of six (6) singles games scoring one point each; one (1) set of straight doubles games with three to a set scoring two (2) points each; one set of Scottish doubles games with three to a set scoring two (2) points each. Total points to a match are eighteen (18).
15. In Scottish Doubles, partner's alternate shooting until one misses. If only five players are present, Scottish Doubles game will revert to regular doubles game. In both regular and Scottish doubles, if one player is shooting against two players, one team will shoot twice to the opposing player shooting once. (i.e. the team with one player will lose a turn for the absent player.) The single player is however allowed one (1) time out.
16. Each league game will start by opposing members lagging to determine which player will break. If balls make contact during lag, players lag over. The winner of the lag may choose to break OR allow the opposing team to break. If a ball scratches on the lag, players lag over. Lags may not hit the second rail. If both players hit the second rail, players will lag again. The player who lags in doubles may choose to have his partner break.
17. The rack by the opposing player should have all the balls touching one another. If not, the player breaking can request a new rack.
18. It is not necessary to hit the apex ball when breaking.

19. If balls are made on the break, in any combination, it only means the player can shoot again. Only if on the player's second shot the player makes a ball will it be determined which balls the player has. If the player misses on the second shot, the opponent would still have an open table.
20. It is permissible after your break shot to use a combination of a stripe and solid to make either a stripe or solid. Once it is determined which balls the player has, player may not use a stripe to make a solid or vice versa.
21. The point of the cue stick cannot touch the cue ball when lining up a shot. If so, the player will lose their shot. Opposing player is the only person who may call foul in this instance. Opposing player also has the choice to let player lose remainder of his/her turn or continue.
22. Jump shots are illegal.
23. All balls that leave the table during the course of play, not including the cue ball, will be spotted @ the break spot.
24. One foot must be on floor at all times whether a bridge is available or not. The home team will be responsible for informing visiting team if bridge is not available.
25. The eight ball is never neutral. (ie: The eight ball cannot be hit first!)
26. **When calling a shot where the ball is on or next to the rail and you call to run the rail, it doesn't matter if the ball hits the rail or not, it's a good call.**
27. **If the 8-ball is in front of a pocket and accidentally gets knocked in by the shooting player AND had no effect from the actual shot. The shooter must pay the dollar to pull the 8-ball back out and spot it back where it was. Whether the shooter made his/her shot, the shooter loses his turn. If any other ball falls in the same manner, it stays dropped in the table and player still loses his turn.**
28. All other players should stand away from the table while a player is shooting.
29. All fouls/illegal shots/questionable calls should be called immediately and before the player continues with next shot or shot will count and play will continue. If a foul shot/illegal shot/questionable call is determined, the player will lose the remainder of his/her turn as well as an additional turn. If arbitrators and players can not come to a conclusion, the game must be played over. But remember, this league is for fun, so let's all be honest and do everything possible to allow smooth, fun play.
30. Any discrepancies in game that are not resolved, game will be replayed (an attempt should be made to contact League Coordinator or membership coordinator).
31. Each game should be played in an attentive manner. Play should be without unnecessary delays.
32. **Sportsmanship is the key to making this a fun league. If at any time should any player, patron of the bar or anyone at the establishment act in an unsportsmanlike manner, opposing captain will make a note on the score sheet regarding the circumstances and the involved player(s)/team. An immediate meeting will be called between the two captains of the applicable teams along with the League Coordinator and immediate action will/could be taken as follows:**
  - A. Suspension of player(s) for a minimum of two (2) weeks or maximum six (6) weeks.

- B. Expulsion of entire team from the league.
- C. A second offense of any one player will result in immediate expulsion of player from league. (A player who is expelled from a session will not be allowed to play in the next session as well. A player who is expelled a second time will never be allowed to participate in the “Straight Eight Bar League”.

33. When the league season has ended and there is a tie in total points, a playoff match of three games, one (1) single, one (1) regular double and one (1) Scottish double will be played to determine winner. Five different players from each team are to participate in these three games. These tie breaker matches(Playoffs for the playoffs) will always be held at a neutral site. This participating site will be decided by the team captains involved and scheduled through the League Coordinator.
34. The four or more teams with the most accumulated points at the end of the season will enter the playoffs to win the leagues 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place plaques or trophies. A traveling trophy will be presented to the 1<sup>st</sup> place bar with a bar nameplate on base. This trophy will travel from bar to bar as the 1<sup>st</sup> place winner is determined each session. The bar in possession of the traveling trophy is responsible for the care, custody, and control of the trophy and will be responsible for any ensuing damages. Playoff brackets will be determined by League Coordinator at the mid-season captain’s meeting.
35. To determine the winner of the season a play-off is scheduled for the 4 or more top teams. The team with the most points in week one of playoffs will play the team with the least points. The team with the 2<sup>nd</sup> highest points will play the team with the next lowest points. The following week (Thursday) playoffs will resume. Playoffs are always on Thursdays. Playoffs will always be held at the highest ranking teams’ home site. (Playoffs will sometimes be redesigned by Captains at the beginning of the season EX: How many teams will be included)

**\*To play in the playoffs a player must play 25% of the season weeks.**

36. Rescheduling matches - Rescheduled matches must be approved by the League Coordinator or membership coordinator at least 4 hours prior to the new game time. No match has to be rescheduled. This is totally up to the captain of the team who was ready for match play. If rescheduled, match must be played within one (1) week of original scheduled date, if not match will be considered a forfeit to the team requesting a rescheduled date. Paperwork should still be turned in within a week of play.
37. Each team must have a captain. The captain's duties include:
- A. Having the team ready for league play at appointed time and place.
  - B. Completing the score sheet without other team's knowledge.
  - C. Being in charge of score sheet. NOTE: HOME TEAM Score sheet must be at Rosie's Tavern by the following Monday (3 points will be deducted if not). If score sheet is still not delivered to Rosie's Tavern by the next Monday, Zero (0) points will be given to delivering (HOME) team.
  - D. Appointing a player to observe each game.
38. It is the captain's responsibility to keep all players informed of rules, whether new or past established rules, times and dates of any games, all-star tournament and the pool party.

39. Make sure players (**first and last names please**) are under correct team name, home or visiting team and paperwork is signed with points totaled and dated. If a player is added, the players name (first and last) plus phone number must be put on the score sheet.
40. Paperwork for forfeits and playoffs are also to be turned in by the following Monday.
41. Please keep a list of all your All-Star players and the date they made all-stars. (This will prevent any confusion of when eligibility was earned).
42. **When adding a player, please be sure to clearly mark which person is being added, and if the roster already contains fourteen (14) players, which person is being dropped (applies to League Coordinator).**

Please remember that the SPIRIT and SUCCESS of our league is based on HONESTY and FUN.

#### All Star Rules

1. 8 on the break, break n run, run the rack
2. When playing doubles both players make all stars
3. Highest % player must play 50% of weeks in season
4. Buy-ins only for players with 60% or higher( these players must have played 50% of season)
  - a. 60-64% \$15 buy in
  - b. 65+% \$10 buy in
5. All stars played on Thursday night following championship
6. Last game starts at 12:15am unless bar closes early.
7. If pot over \$700 60/30/10% split
8. If less 70/30% split
9. League puts up \$25 for every player in attendance that makes all-stars
10. Percentage stops at end of regular season.
11. During playoffs a player may still make all stars as in rule 1.