

# **NORTHEASTERN ILLINOIS TAVERN LEAGUE**

## **Women's Tuesday Night 8-Ball**

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### **RULES COMMITTEE**

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## **2023 RULES AND REGULATIONS**

### **LEAGUE RULES**

- 1) NEITL's ultimate goals are to further promote good sportsmanship and unity of the game of pocket billiards and to also promote business and good will for the sponsoring taverns.
- 2) The NEITL boundary limit will consist of any part of Antioch and Lake Villa. Thirsty Horse was voted in the league as an exception to the rule.
- 3) NEITL will exist as a non-profit billiard league. All sponsor fees and player fees will be awarded back to the players proportionate to final league standings after the following deductions:
  - \* treasurer \$15.00 per team per session, secretary \$15.00 per team per session.
  - \* supplies and awardsAny funds used for purposes other than league functions that are not recognized or authorized by the league board will be considered illegal and subject to prosecution.
- 4) Sponsor fees will be \$50.00 per team per session.
- 5) The following will be awarded to both men's and women's leagues at the end of the season:
  - A) Sponsor plaque to the 1<sup>st</sup> place team.
  - B) The top 5 shooters will receive the following awards.
    - 1<sup>st</sup> Place high individual points \$50.00
    - 2<sup>nd</sup> Place \$40.00, 3<sup>rd</sup> Place \$30.00, 4<sup>th</sup> Place \$20.00 and 5<sup>th</sup> Place \$10.00.**Shooters must play a total of 9 weeks in order to qualify for placement, any shooters playing less than 9 weeks will be on the unqualified standings!**
  - C) 8-BALL BREAK PINS – award number as appropriate.
  - D) TABLE RUN PINS – award number as appropriate.
- 6) NEITL shall consist of a Men's league and Women's league.  
Women's league Tuesday Nights – Start time 7:00 P.M. – Forfeit time 7:15 P.M.  
(This is real time not bar time).

7) **Team rosters need to be filled out and turned in with your score sheets by Week #2. Any roster not turned in will result in a team forfeit until the roster is turned in.**

8) Each team is allowed 10 players (4 regular & 6 substitutes) on their roster. Once a player plays for your team that person is on your team. A team is allowed 4 roster changes during the season. If for any reason a team needs to make a change or an addition to their roster you must notify the Secretary at least **a half hour** prior to your next scheduled match. There will be no roster changes allowed the **last 2 weeks of the season**. Adding a player will not be counted as a roster change if you have less than 10 players on your roster. Example: If you have 8 players on your roster, adding another player is not a roster change. If you have 10 players on your roster and remove a player to add a new one it will be counted as a roster change.

A) You will not be allowed to switch teams at all during the season. Once you are on A teams roster you are on that roster. If you drop a person off that roster that person cannot play for another team.

9) If a tavern has more than 1 table, the home team has the choice of which table they want to play on.

10) A player may only be on one roster at any given time. A player may only be a substitute for one team only.

11) If a player leaves after the 1<sup>st</sup> game and does not return to play the 2<sup>nd</sup> or 3<sup>rd</sup> game, the opponent will receive 4 points for each game.

12) If a team uses an illegal player ANYTIME during the season, the opposing player of each game will receive 4 points.

13) If for any reason a team has a question about a player on another team's roster they will have to call the Secretary to verify that team's roster. **TEAMS WILL NOT RECEIVE A SHEET SHOWING ALL TEAMS AND THEIR PLAYERS ON THEIR ROSTERS!!**

14) Player fees will be as follows:  
\$5.00 per player per week = \$20.00 per team per week

**Cash only – no personal checks will be accepted**

**All teams must pay for the session in full (\$70.00 per player) by the 2<sup>nd</sup> week of play.**

15) Steve's is the drop off bar. Women will have until Wednesday noon to text in their scoresheet.

16) If a match needs to be rescheduled. The secretary must be notified on the original night of play. Rescheduled matches must be played within the 2 weeks following the original week of play or a forfeit of points will be imposed. All matches must be made up before the last night of the sessions.

17) If a team cannot play at their home bar because of a power outage or the bar is closed for some reason. The home team needs to pick an alternate bar and inform their opponent as soon as possible about the scheduling change.

18) Forfeit points will be awarded as follows:

Individual players	4 points per game
Team forfeits	30 points

19) The captain shall notify the opposing team if a player is going to be late. It is up to the team captains to determine forfeit time. If no agreement is made, see above.

20) **If a team has only 3 players for all three games**, write forfeit on the score sheet in place of the missing players names,

21) If a late player shows up before their turn in the second round, they may play their second and third games but may not make up their first. Unless otherwise discussed by both captains, see #21

22) If an officer has to do league business on their night of play, they will be allowed to play all three of their games. Make up the games missed when they return and then the remaining games in the normal rotation. Must be agreed upon by both captains.

23) A team must have at least 3 players by the end of the grace period to begin a match.

24) A team is a team from week #1. If a team drops out all wins, losses, and points will stand. Also, that team will not receive any money or awards at the end of the year.

25) If because of the weather the league deems it necessary to cancel games on a given night the cancellation will be posted on the website. If this happens we will make up the cancelled games at the end of the season.

## **GAME RULES**

### **ALL PLAYERS MUST BE 21 OR OLDER TO PLAY!!!!**

- 1) THERE IS NO PHYSICAL FIGHTING ALLOWED! If a physical altercation occurs the player or players will be automatically expelled from the league! Uncalled for verbal abuse will result in a 1 week suspension of the player for the first occurrence and possible expulsion if it reoccurs! All monies paid to the league will be forfeited! You have until the next week of play for any occurrences to be reported to the Rules Committee for any action to be taken.
- 2) **Any player may play all 3 of their games right away if agreed upon by both team captains. This player must leave the premises within 20 minutes after completing their last game (or forfeit the games played for 9 points per game). Shooting through is a courtesy provided to players who need to go to work, who are sick, etc. and is not to be used on a weekly basis by any one player.**
- 3) Home team pays for 2 out of the 3 rounds, while the visiting team pays for 1 round. The visiting team breaks the 1<sup>st</sup> and 3<sup>rd</sup> rounds. The home team breaks the 2<sup>nd</sup> round. Balls are to be racked by the opponent of the player breaking. Visiting team players will rotate.
- 4) There will be NO COACHING allowed during play.

- 5) SHOOTING PLAYER MUST ALWAYS CALL THEIR POCKET!!!!
- 6) The Two players from each team will referee their game. Only those two players should call fouls. Any verbal abuse or harassment during any game will not be tolerated, if this occurs it should be brought to the attention of both Captains!
- 7) If the captains can't resolve the issue. ANY CALLS REGARDING RULES OR REGULATIONS MUST BE MADE DIRECTLY TO THE RULES COMMITTEE. The president and secretary/ treasurer will not take any calls regarding rules or regulations.
- 8) If there is a problem such as a rule question or a disagreement about a foul during a game, that game must stop and if the captains can't resolve the issue you must call the rules committee to get it straightened out right away. If a game continues without fixing the problem the game stands as is. It cannot be fixed at a later time.
- 9) Break rule: Once the cue stick hits the cue ball and places the ball in motion, the game is underway. If the cue ball does not hit the rack at all or drive a ball into the rail, the same player may break again. The breaker must either (1) pocket a ball or (2) drive 1 numbered ball besides the cue ball into a rail! If the cue ball does not hit the rack, no one is allowed to touch the cue ball until it has stopped moving. If anyone stops the cue ball in motion it will result in a foul. If the breaking player commits this foul, your opponent is awarded the re-break.
- 10) If you make a ball on the break without scratching that is your ball. If the breaker makes a ball on the break and scratches the table remains open. If the opposing shooter makes a ball and also scratches the table is still open. The table remains open until a player makes a legal shot without scratching. All numbered balls except for the 8 Ball are considered neutral on an open table ONLY!
- 11) On the break or after a scratch the cue ball must be positioned completely behind the head string. No part of the cue ball may touch the head string at that time.
- 12) When positioning the cue ball on the table, you may only use your hand. At no time will you be able to use your cue to align the cue ball. If this happens it will be a foul and ball in hand to your opponent.
- 13) Every shot following the break must be designated as one of the following:
  - A) SHOT – Clearly designated ball and pocket. A scratch, incomplete shot, or illegal shot terminates turn.
- 14) The 8-BALL will never be neutral.
- 15) If, on a scratched cue ball and all of the players' object ball(s) are in the kitchen, the shooting player has the option to have his opponent spot the object ball closest to the kitchen line. If they are on the 8-ball, the shooting player may have it spotted. The shooting player may decline to have a ball spotted and play safe.
- 16) After a scratch, any ball touching the head string is considered "in the kitchen" and cannot be hit.

17) Any infraction of any numbered ball during play is considered an unintentional foul. This means that if any part of your body, clothes, or pool stick moves a numbered ball on the table the opposing player can choose to have the shooter leave the object ball that was moved or have the shooter move it back as close to its original position as possible. This rule does not include the cue ball. Any miscue, push or double tap on the cue ball will result in a foul and it's the opposing player's shot.

18) On the break, if any ball falls off the table it is a dead ball. The ball is to be dropped in a pocket, NOT put back on the table. It does not matter which ball it is. If this happens it will result in the following:

- A) The person knocking the ball off the table loses his/her turn.
- B) If the person knocks the 8-ball off the table, the player loses the game.
- C) If the player knocks the cue ball off the table it is treated the same as a scratch shot. Opponent gets ball in hand behind the head string.
- D) If you miscue twice on the break you lose your turn. It becomes your opponent's turn to break.

19) During the game, if a ball is knocked off of the table it will result in the following:

- A) If you are shooting and knock either your ball or your opponent's ball off of the table, the ball in question will be spotted on the table.
- B) If a player scratches while shooting the 8-ball, sinks the 8-ball out of turn, or makes the 8-ball in the wrong pocket that player loses the game.
- C) Accidental pocketing of a ball is a foul. The player must pay to get the ball out and spot it. The opposing player gets ball in hand behind the head string.

20) A game ends when a player successfully sinks the 8-ball in turn.

21) Scoring is as follows:

2 points are awarded for the 8-ball plus 1 point for each opponent's balls remaining on the table at the conclusion of the game with the following exceptions:

- A) 8-BALL BREAK – automatic 9 point win. (This must be circled and noted on both teams score sheets.)
- B) SCRATCH ON AN 8-BALL BREAK – 9 point win for the opponent,
- C) TABLE RUN – 9 point win (This must be circled and noted on both teams score sheets.)

TABLE RUN is as follows:

- 1) Breaking player breaks and makes a ball/balls on the break and runs the rest of his/her balls off the table including the 8-ball on that turn.
- 2) Breaking player breaks and no ball are made. All 15 balls must still be on the table. Opposing player on their first turn runs all 7 of his/her balls including the 8-ball on that turn.

22) In the event of a tie (total score for the night), each team will pick 1 person to play one tie breaker game. The team that wins the tie breaker will receive 1 extra point that will be added to the score sheets for team points only. If this occurs the 2 players playing the match will not receive individual points. If either of the 2 players gets an 8-ball break or a table run, they will receive a pin at the end of the season. If there is a tie at the end of rounds 1, 2 or 3. Both teams will get a win for that round.

23) At the end of the match, both captains must sign both books agreeing that the scores are correct. If the sheets are not signed and there is a discrepancy with the scores, the sheets will stand as is.