

KENOSHA COUNTY MEN'S LEAGUE

LEAGUE RULES

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RULES COMMITTEE

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2023-2024 RULES AND REGULATIONS LEAGUE RULES

- 1) KCML'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 KCML boundary limit will consist of any part of Kenosha County west of I-94 to HWY 12.
- 3) KCML 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:
 - * secretary, treasurer fees
 - * supplies, banquet, trophiesAny 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) Any tavern, operator, individual or team may be expelled from the league for poor sportsmanship, unbecoming conduct, or any other reason considered detrimental to the league. 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.
- 5) Sponsor fees will be \$75.00 per team.
- 6) The following trophies will be awarded at the end of the season:
 - A) Sponsor plaques to the 1st, 2nd, 3rd place teams
 - B) 5 individual trophies for 1st, 2nd, 3rd place teams
 - C) 1 MVP trophy per team. (Each team will pick their MVP player. If a player is not picked the trophy will be given to the player with the highest number of points on the team. This player must meet the minimum amount of weeks required.)
 - D) Top shooters. We will award monetary awards to the top 3 shooters of the qualified players rather than a trophy. 1st place - \$150.00 2nd place - \$100.00 3rd place - \$50.00
 - E) High score player. One trophy will be awarded to the player

who earned the highest number of points in a match during the season.

- F) 8-BALL BREAK TROPHIES – award number as appropriate.
Qualified players only.
 - G) TABLE RUN TROPHIES – award number as appropriate.
Qualified players only.
 - F) Only team captains can sign for prize money unless the captain calls the Secretary to make other arrangements.
 - G) The top 3 teams may choose to have a t-shirt instead of any trophies.
- 7) KCML shall consist of a Men's league which will play each Monday night beginning at 7:00 p.m. (A 15 minute grace period is allowed before a forfeit can be called)
- 8) **Team rosters need to be filled out and turned in with your score sheets by Week #1.**
- 9) Each team is allowed 10 players (5 regular & 5 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 you DO NOT have a full roster you can add a new player without having to call the secretary. You must put the new players first and last name on the score sheet. If you DO have a full roster you must call the secretary before the start of play to make the roster change. If you fail to call the new player will be considered an illegal player and your team will forfeit points for that player. There will be no roster changes or additions allowed the last 4 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.
- 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 team uses an illegal player ANYTIME during the season it will result in an automatic forfeit. If this happens it will be noted on the standing sheets the following week.
- 12) 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 or check it on the website. Teams will not receive a sheet showing all teams and the players on their rosters.
- 13) Player fees will be as follows:
\$6.00 per player per week = \$30.00 per team per week
Cash only – no personal checks will be accepted.
- Every team is required to turn in \$30.00 per week. Even if a team shoots with only 3 or 4 Players, that team is still responsible to turn in the full amount.

Payment options

There will be 3 different payment options this season for your weekly dues.

1. A team can pay for the season in full the first 2 weeks of the season.
2. A team can pay in 2 installments of \$390.00. The 1st installment will be due the 2nd week of the season. The second installment will be due the 2nd

week after we return from Christmas break.

3. A team can continue to pay \$30.00 per week as in the past.

If a team pays in full or in installments they do not have to drop their scoresheets off at Ralph's. They may text me a picture of the scoresheets instead. **Both scoresheets must be in the same picture.** If your team chooses to pay \$30.00 a week and you play a team that is paid in full. The visiting team still does the drop for both teams.

14) The following bars will be used as drop off points during the season: **Ralph's**. Men will have until Tuesday night at 7:00 P.M. to turn in their scores and fees.

15) The visiting team is responsible for dropping off the player fees and score sheets.

All drop off points will have a League Drop Off Sheet that needs to be filled in for each team dropping off scores and money. It is the team's responsibility to make sure the person at the drop off bar fills in that sheet with your team's name, your name and that person's name.

16) Forfeits

A. Forfeit points will be awarded when a team does not show up on league night to play or in the event a Bye. Team forfeit – 50 points
No player points will be awarded.

B. Teams turning score sheet and money in late will pay a \$25.00 fine. All players keep their points. If a team is more than 2 weeks behind in paying their dues. The league board (secretary, treasurer, rules committee) may vote to expel them from the league.

C. If a team uses an illegal player, the opposing players receive 8 points per game, unless the opposing player won by more points. They get to keep their original points, 8-ball break or table run.

17) 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.

18) A team must have at least 3 players by the end of the grace period to begin a match. If a team does not have 3 players it will result in a forfeit.

19) 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 trophies at the end of the year.

20) The MINIMUM number of weeks of play required for this season is as follows; a player may miss up to 5 weeks to be eligible for certain trophies.

21) If the league has a position night and two teams from the same bar are scheduled to play at home but the bar only has one table, the team with the better record gets to play at home. The other team must travel.

22) If two home teams are playing at the same bar, the team with the better record gets to choose which table to play on.

23) If because of weather the league deems it necessary to cancel games on a given night we will notify all the bars of the cancellation and it will be posted on the website. We will not call each individual team. 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) Home team breaks in the first round and visiting team breaks in the second round. In the third round the team captains will flip a coin to see who has the choice of breaking, first and third or second and fourth. The fifth and last game of the night will be decided by a flip of the coin by the players. The home team player will flip and the visiting player will call. Home team players play consecutively, away players play 1,2,3,4,5 in the first round, 2,3,4,5,1 in the second round and 3,4,5,1,2 in the third round.
- 2) There will be **NO COACHING** allowed during play.
- 3) **SHOOTING PLAYER MUST ALWAYS CALL THEIR SHOT!!!!**
- 4) Two people from each team will referee each game. The two players shooting the game and the captains from both teams or another designated watcher. Only those people should call fouls. Any foul results in a loss of turn.
- 5) *ANY CALLS REGARDING RULES OR REGULATIONS MUST BE MADE DIRECTLY TO THE RULES COMMITTEE. The secretary and treasurer will not take any calls regarding rules or regulations.*
- 6) If there is a problem such as a rule question or a disagreement about a foul during a game, that game must stop and 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.
- 7) 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, the same player may break again. If the cue ball hits the rack (regardless of whether any object ball hits the rail or not) the break is considered good and game proceeds, unless both players agree to re-rack. 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 break.
- 8) Choice of Group: The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. The table is always open immediately after the break shot. The choice of group is determined only when a player legally pockets a called object ball after the break shot.
- 9) 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.
- 10) 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.
- 11) If on a scratched cue ball and all of a players object ball(s) are in the kitchen, the player has the option to have his opponent spot the shooters object ball that is closest to the kitchen line.

If they are on the 8-ball, they may have it spotted also. A player may decline to have a ball spotted.

12) When positioning the cue ball on the table, you may only use your hand. At no time will you be allowed to use your cue to align the cue ball. If this happens it will be a foul and ball in hand in the kitchen 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) Jump shots must be called before the shot is attempted. It must be a legal jump shot by driving the cue ball down into the table. Scooping of the cue ball is a foul and results in a loss of turn.

16) After a scratch, any ball touching the head string is considered “in the kitchen” and cannot be hit.

17) Moving any ball with your hand, cue or bridge is a foul and results in a loss of turn.

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 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.

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 opponents ball off of the table, the ball in question will be spotted on the table.
- B) If a person knocks the 8-ball off of the table at any time it results in a loss.

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 opponents balls remaining on the table at the conclusion of the game with the following exceptions:

- A) 8-BALL BREAK – automatic 10 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 – 10 point win (This must be circled and noted on both teams score sheets.)

D) Scratching on the 8 ball (whether it is pocketed or not) is a loss of game.

22) Handicap.

A. **There is no handicap for the first 2 weeks of the season.**

B. **The rest of the matches are played with an 80% handicap.**

C. Any new player, except for the first 2 weeks, starts with a 2.00 average for their first week of play. With the 80% handicap it becomes 1.60.

Thereafter, the 2.00 average is discarded and will use their actual average.

D. The handicap for the match is calculated as follows:

1) Locate all averages of players playing match on league standing sheet.

2) Total up averages.

3) Subtract your total from your opponents total or vice versa.

4) Drop all numbers to the right of the decimal point.

Example:	Ralph's	Thirsty Horse
	3.87 Tom	1.54 John
	2.68 Dick	1.52 Jim
	2.67 Larry	1.47 Jeff
	2.56 Barry	1.47 Jerry
	<u>2.55 Bart</u>	<u>1.46 Jack</u>
	14.33 Total	7.46 Total

$14.33 - 7.46 = 6.87$ Drop all decimals. 6 is the handicap for each round.

E. If only 3 players from each team play, use just the 3 team members averages playing the match.

F. In case one team is missing a player, handicap will be figured using a 2.00 for the missing player and with the 80% handicap it becomes 1.60. The opposing team will receive 5 points per game for a total of 15 team points. These 15 points will not count for the individual players. They are added to the handicap points.

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.

23) In the event of a tie, each team will pick 1 person to play a best 2 out of 3 game match. The team that wins the tie breaker will receive 1 extra point that will be added to both teams score sheets that night. 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 trophy at the end of the season.

24) 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.

25) If a team drops out of the league at any time throughout the season. All the teams who played against that team will have their team wins changed to reflect 4 wins for that night. There will be no changes to player points or team points. Only team wins will be changed.