

# City County Pool League

## Pool League Rules and Regulations

### 8 Ball 2023-2024

#### SECTION 1

##### **ORGANIZATION AND OBJECTIVES:**

1. This Organization shall be known as the City County Pool League (CCPL).
2. The objectives will be to foster and maintain the aims and ideals of amateur pool.
3. All games will be played within a 30-mile radius of the city of Bellingham.
4. All players are to abide by the principles of good sportsmanship, fair play and the rules and regulations of this league as set forth hereafter:

#### SECTION 2

##### **OFFICERS AND ELECTIONS:**

1. The President and Vice President of this League shall be elected to serve for a term of two years. Nominations for officers will be made at the annual General Membership Meeting held before the start of 8-Ball season.
2. The Secretary Treasurer of this League shall be elected to serve for a term of two years.
3. The Board of Directors shall consist of the President, Vice President and Secretary/Treasurer.
4. An Officer may be recalled only by 2/3 majority vote. With at least 50% of the Membership voting.
5. All positions and issues requiring a vote shall be put on a ballot the first week of play. The votes will be tallied after the first week of play. The winner will take office and issues will take effect immediately.

#### SECTION 3

##### **DUTIES OF OFFICERS:**

1. The President shall preside at regular meetings; shall appoint the following committees: Financial, Rules; and in this capacity, shall receive an annual stipend of \$200.00/8 Ball season & \$100/9 Ball season.
2. The Secretary / Treasurer shall be responsible for all correspondence of the League; will keep minutes of all meetings, keep true and accurate records of all matches played, and all monies received and disbursed; and in this capacity, shall receive \$2.25 per team per week and \$200.00 per 8-Ball season for gas & \$65 per 9-Ball season for gas.
3. The Vice President shall act on all matters concerning the President's duties in his/her absence will appoint a Promotion committee to further the objectives of the League; and is responsible for having sign-up sheets and general membership meeting notices out by September 1<sup>st</sup>; and in this capacity, shall receive an annual stipend of \$200.00/ 8 Ball season & \$100/9 Ball season.

#### SECTION 4

##### **COMMITTEES:**

1. The Financial Committee shall audit the accounts of the League not more than twice per season and make recommendations as to improvements in the income and expenditures of the League.
2. The Rules Committee will consist of no more than 8 members and the League Officers.
3. The Rules Committee shall make final decisions on the eligibility of all players, approve all regular season and playoff schedules, and make decisions on all protest or questions of play that may arise. The majority of committee members shall constitute a quorum. Rule changes can only be made after a motion is made and approved at the general meeting. It will then be sent to the entire membership in the form of a ballot on the first week of play for League approval. The ballots shall be tallied by the secretary and results will be posted.
4. The President shall vote only in the event of a tie.
5. The Financial and Rules Committee's shall be appointed before season play begins.

#### SECTION 5

##### **TEAMS AND PLAYERS:**

1. The teams shall consist of 3 players, male or female. All Players must be 21 years of age.
2. There will be a maximum of 7 qualified players per team. A player may be added to a team with 7 players by permanently dropping a player. **Be sure to note the name of the player to be dropped. Please note the new players' first and last names** on the score sheet and **remember the \$5.00 new player League Fee.**

3. A player transferring from one team to another must be permanently dropped from the previous team. (Not necessary to pay an additional new player League Fee of \$5.00 when transferring to new team). A player may play only **one division at a time** when there are multiple divisions.
4. Any games played by an unqualified player will be forfeited
5. To qualify for Team Playoffs a player must have played at least **20 games** with the same team.
6. At least one player must have played **75% of the season** with the team for a team to qualify for playoffs. To qualify for Top Shooter Tournament, a **male player must have played a minimum of 60%** of his team's scheduled games. A **female must have played a minimum of 40%** of her team's games.

## SECTION 6

### GENERAL REGULATIONS:

1. **Practice time** on the table to be used for the match will be from 6:00pm to 6:30pm for the home team, 6:30pm to 7:00pm for the visiting team. **Practice time ends at 7pm sharp.**
2. **Members present must start play at 7p (Real Time) Grace period will be for members not present and lasts until 7:30.** Any player not present by 7:30pm shall forfeit all missed games that they were scheduled to play.
3. **Substitutions** will be allowed only if the sub has been entered on the scoresheet by 7:30pm. No roster changes may be made during the match except to add to empty roster slots before 7:30pm.
4. All matches are to be played on a 4' x 8' table unless otherwise approved by the Rules Committee.
5. A match may be played if at least one player from each team is present.
6. A **24-hour notice must** be given to the **opposing team captain and League Secretary** for a match to be postponed, and a make-up match must be played within 4 weeks. It will be up to the team captains to agree on a make-up match date. Exceptions may be granted by the League Officers.
7. Any team that **forfeits 3 matches** will be dropped from the League and be unable to attend League functions. All scheduled matches involving this team will be treated as a forfeit.
8. All players will pay for their games, plus a fee of **\$6.00 per night** to be forwarded to the League Secretary each week. Additionally, **all players must pay a one-time \$5.00 League sign-up fee on their first night of play (please don't forget this when adding new players during the season).**
9. A team may play a match with 3,4,5,6 or 7 of its qualified players if no one player plays more than one game against any one opposing player, and each player pays \$6.00 per night.
10. It is the responsibility of the team Captains to **collect all fees** and to ensure that they are forwarded to the League Secretary with the weekly scoresheet. Visiting team Captain is always responsible for turning in the scoresheet and money in the envelope provided. Failure to do so will result in a forfeit for the visiting team.
11. All **protests** or questions of play are to be written on the bottom of the scoresheet. The game in question must be completed. Team Captains will be contacted within two weeks as to the date and time a Rules Committee meeting can be scheduled to discuss the matter.
12. All **forfeits** will be scored as follows: forfeiting team: 0-wins, opposing team: 10-wins or percentage, whichever is higher (if weekly fees paid by non-forfeiting team). Individuals will be scored according to their percentage.
13. The **drop off boxes** for weekly envelopes are located at The Main Street Bar and Grill, Glynn's Shamrock Pub and The Bellingham Bar and Grill.
14. The **weekly envelopes** must be turned in by 9:00 pm Tuesday by the visiting team Captains. Failure to do so will result in a forfeit for the visiting team.

## By the SECTION 7

### GENERAL RULES OF PLAY:

1. Call pocket rules: you must verbally call the ball and pocket. You do not have to call banks, caroms or kisses. Failure to call the correct pocket results in loss of shot. Failure to call the correct pocket of the 8 ball results in loss of game.
2. Visitors will have first break and will rotate their players. Home team will provide scoresheet. See [www.ccpl8ball.com](http://www.ccpl8ball.com) for scoresheet PDFs.
3. There will be a time limit of 5-minutes between games and 1-minute between shots. Failure to comply will result in loss of game on 5-minute limit and loss of shot on 1-minute limit. (Extended time is allowed on coached time outs. See Article 6 below).
4. A 15-second time limit will be allowed on hanging shots if requested.
5. Any foul must be called by the opposing player only (not teammates), and before the next shot.
6. **Only one of your playing teammates** at a time may coach, but only at shooter's request. A player may be coached only 3 times per game. An additional 2-minute time limit is allowed between shots when coaching is asked for. Any violation of the rule will result in loss of shot.

7. If a **mistake is found during a match** (example: Two players are scheduled to play each other twice) both captains will resolve the issue including moving players on the score sheet if necessary. It is recommended to consult the score sheet examples on the website when using more than 3 players or print some in advance.
8. Team Play-offs are blind draw.

## SECTION 8

### SPECIFIC SHOTS:

1. **Legal Break:** To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) **pocket a ball** or (2) **drive at least 4 balls to the rail**. If the breaker fails to make a legal break, it is a foul and the **opposing player** has the **option** of: (1) **accepting the table in position and shooting with ball in hand** or (2) having the balls re-racked and **shooting the opening break** themselves.
2. If you make the **8-ball on the break** and do not scratch, you win – if you pocket the 8-ball and scratch you lose. Please note 8-ball breaks in the space provided on the score sheet.
3. If the **cue ball is pocketed** or leaves the table when the 8-ball is the object ball, the result is loss of game.
4. **Table is always open after the break.** The next ball made after the break shot determines choice of stripes or solids. If a ball is made on the break, the table is still open and an additional ball must be made on the next shot or the table is still open to the opposing player.
5. A **table run** is scored any time a player comes to the table with all 7 of their object balls on the table and the player pockets all their object balls and the 8-ball. Please note all table runs on the scoresheet.
6. On an open table **any combination of balls will be legal** if the 8-ball is not the first ball contacted. Example: you can call the 11-ball in the side pocket and make a three-ball combination, driving the 6-ball into the 8-ball and the 8-ball into the 11-ball, pocketing the 11-ball in the pocket called.
7. If an **object ball leaves the table**, the ball will be pocketed, and this will constitute loss of shot (not ball in hand). If the 8 ball leaves the table, it will be loss of game.
8. If the **cue ball leaves the table**, it is a cue ball scratch and constitutes ball in hand.
9. Any **movement of balls by cue, hand or clothing during or after the shot will constitute ball in hand**. If any balls are moved before the shot, then the balls shall be repositioned with no foul. Foul must be called prior to the opposing player's next shot. Balls moved by other than the players shall be repositioned by the Captains or the game re racked.
10. ***Any intentional sweeping or movement of balls shall result in automatic win for the opponent.***
11. A **jump shot** is legal only when the cue ball is contacted above the centerline. (See Article 13. below).
12. A **masse shot** is when the cue is held above a 45-degree angle.
13. **Jump and masse shots** are only allowed if not otherwise posted by the establishment owner. Any damage to the table will be the responsibility of the shooting player.
14. A **push shot** occurs when the cue tip remains in contact with the cue ball while the cue ball is in contact with the object ball. This is a **cue ball foul** and constitutes ball in hand. **To avoid a foul, shoot at any 45-degree angle** off the centerline of object and cue ball.
15. The **opposing player may have ball in hand** anywhere on the table, following: any cue ball scratch (including the break shot), any foul or double stroke, failure to strike one of your own object balls first, failure to pocket any numbered ball or drive cue ball or any numbered ball to a rail after legal contact with your own object ball, failure to drive a **frozen object ball** to another rail, or drive cue ball or any other numbered ball to any rail or pocket after contact with the frozen ball.
16. **Safety Shots** resulting in obvious ball being pocketed are allowed only when called and acknowledged by opponent. If "Safety" is not called and acknowledged and obvious ball is pocketed, shooter will be required to continue shooting. A legal hit and any ball to rail or pocket is required for successful safety. Any ball pocketed on a safety shot will remain pocketed.

## SECTION 9

### OFFICERS AND BOARD OF DIRECTORS:

President:	Glenn Strode	(360) 927-4433 cell
Vice President:	Lynnette Perez	(360) 224-3740 cell
Secretary/Treasurer:	Bob Perret	(360) 739-7862 cell