

The “Relax it’s pool league” Pool League - Game Rules

The Game:

8 Ball.

4 players per night needed to play. You get a pass three times per season to play with only 3 players if needed. When playing with only 3 you must use the highest player’s handicap for your missing 4th player’s handicap for that night.

Legal Hits/Fouls

You must make a good hit on one of your balls. This means you must hit one of your balls before you hit anything else on the table and something must hit a rail afterward (the cue ball or any other ball on the table) or a ball must be pocketed. We play cue ball fouls only. So if you hit a ball on the table other than the cue ball with your hand or the pool stick, the opponent has the choice to put it back where he thinks it was or leave it where you knocked it to but it is still your shot. If you hit the cue ball, it is a foul and then your opponents turn.

All fouls give you 3 choices:

1. Shoot where the cue ball lay.
2. Make the opponent shoot again where the cue ball lay.
3. Take the cue ball in hand in the kitchen.

If a player chooses to take the cue ball in the kitchen and there are none of his balls to shoot at outside the kitchen he may spot the ball closest to the head string if he chooses. (A player must shoot at a ball outside of the kitchen when he puts the cue ball in the kitchen). Any ball that is over the line by half or more is fair to shoot at.

Two consecutive fouls by the same player is ball in hand anywhere on the table for the opponent (player must be forced to shoot again after the first foul and then foul a second time).

3 consecutive fouls by the same player is loss of game.

Breaking/ Balls knocked off the table:

A legal break is when at least 4 balls are driven to a rail. If a player does not make a legal break the balls are re-racked and the same player breaks again. If a legal break is not achieved in 3 tries then the opponent breaks the balls.

A player must take the balls he pockets on the break unless he scratches and then it is still an open table. If he makes any number of both solid and stripes the table is open until a called ball is pocketed. While the table is still open you may use any ball to pocket another ball you call.

Once it is determined which balls you have, you must make a legal hit on your own when shooting thereafter.

The home team breaks round one, the visiting round 2 and you lag for the break round 3.

Lagging:

The ball closest to the headstring wins the lag. It does not matter whether the players ball touches the back rail when lagging. If a players ball crosses over to the opponents side of the table and interferes with the opponents ball during the lag, the former loses the lag automatically.

Time outs:

A player is allowed 2 time outs per game to consult with anyone they choose.

Points:

Points are figures as follows: One player beats another by pocketing the 8 ball (which is worth 2 points) and then any balls left on the table are worth one point each. So if there are 4 balls left on the table after a game is won, the game is worth 6 points for the winning player. The match is scored as follows: one point for each round and 3 points for the highest total points.

Scratching on the 8 Ball:

Is loss of game.

Handicaps:

A handicap is figured using a player's total points won or lost during his or her pool games. For example if a players plays three games; winning the first game by 4, losing the second by 2 and winning the third by 4 that would equal a total of + 6 points for the night. Her handicap would be a 2 (+4-2+4=6 divided by the three games she played= 2).

Her handicap would be added with the rest of the team's handicaps for a total number (we will provide the handicap figures each week). This team total will be used to determine what one team spots another each week. If this team's handicap adds up to 10 and the other teams adds up to 6 (the difference between these two is 4 which gets multiplied by .8 (80%) which equals 3.2. which gets rounded down to 3 and that is what the higher handicap team spots the other team per round.

A person or a team CAN have a negative handicap. If team A with a negative 6 handicap plays team B with a positive 6 handicap then team B (difference 12 points x .8 = 9.6 which rounds up to 10). Team B spots team A 10 points per round. Here EVERY TEAM HAS A CHANCE!

New players start as a 2.0 handicap until they have played two weeks.

Don't worry if you make a mistake figuring the handicaps, we will check them.

Number of players on a team:

4 players per night. 3 times per season you can play with 3 players. Take the highest handicap on your team and make that the handicap of the missing 4th player that night for scoring purposes.

League Fees:

Each team pays \$28 per night. The visiting team is responsible for turning the score sheet and money for both teams in to Blueberry Hill the night of play. All league fees get paid back in the form of prize money! Last place gets money back also.

End of Season Team Tournament:

All teams from the league play in this tournament. Its part of what you are paying for each week. A player is eligible to play with a team in this tournament ONLY if they have played at least one third the season with that team (we will highlight who is eligible on the standings sheet before the tournament begins). If a team needs to play with only 3 players during this final tournament then they must follow the rule of using the highest player's handicap as the missing player's handicap. (See "Number of players on a team" above).

In case of a serious emergency which causes a team to not have at least 3 players during a tournament match, league administrator has the right to select a player to sub for that team by method of pooling all eligible players from teams that have already lost in the tournament and picking one name blindly from the pile.

If a tournament match results in a tie, play an extra round using the same line up from round number three. The winner of this round wins the match. In case of another tie in the extra round, you would repeat the same thing (playing another round using round 3's line up) until someone wins.

Start Time:

League begins each night at 8pm. Hopefully this rule will never be needed but if 2 players aren't present to start the match by 8:20 then the opposing team may call a forfeit. However, be kind people...Give a break, get one back someday!

Forfeits:

Any team forfeiting must pay the fees (\$28) of the other team as well as their own.

Other rules:

Any player who has played at least a third of the weeks in the league can sub in for any player on their team who needs to leave early. Handicaps for remaining rounds get changed to the new players handicap only if it is higher than the player they are replacing.

Have a great time playing and if needed we will add rules as the need for them arises!

Call Lynn if you have any questions: 708-421-8332.

Standings and season schedule will be posted on our website:

<http://lotsofcrazystuff.com/>

We hope you enjoy the league & thanks so much for playing!