

K.C.C.P.L.
Kenosha County Coed Pool League
Thursday Night Singles
Official Rules & Regulations
September 2024

Website for stats is www.joanspoolpage.com

1. League Organization Requirements.
 - A. The league will be a non-profit organization.
 - B. The league board will consist of 5 elected officials; the president, the secretary/treasurer and 3 rules officials to resolve any conflicts or protests. No two rules officials can be from the same team. These positions are voted on at the beginning of each season at the annual meeting.
 - C. The president will be responsible for all league activities, designate responsibilities, and preside over league meetings. The secretary/treasurer will be responsible to the president, prepare all paperwork, mail weekly standings and collect all weekly dues.
 - D. The league board will have final authority on any issues regarding playing, scoring, rules, players,

2. Sponsorship.
 - A. The sponsor shall pay a \$50.00 sponsor fee for each team they enter in the league. This fee is due at time of registration. A roster or other additional information may be required before a new team is accepted. *Sponsor fees are non-refundable.*
 - B. The captain of the team is responsible to the sponsor for the actions of his players.
 - C. If a tavern is dissolved, the team may move to another location. Sponsor fees will not have to be repaid providing that they have already been paid.
 - D. 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. Expulsion is determined by a majority vote of all league representatives attending a meeting called by the league board. All monies paid to the league will be forfeited.
 - E. We ask that the sponsors provide an environment that can be enjoyed by all players during league play. For example, keeping music at a respectable level so players can hear each other call their shots, keeping the pool tables in an acceptable playable condition, etc.

3. Team Roster.
 - A. All teams must have a minimum of 4 and a maximum of **8** active players at one time throughout the league season. A team needing to add a player that would put them over the **8** player limit must first drop one player. This must be done in advance of playing by calling the secretary or writing a note at the top of the scoresheet as to which player to remove. Failure to comply will result in the new player being considered an illegal player. Once a player is taken off a roster they cannot be put back on.
 - B. 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.
 - C. A player can compete for one and only one team throughout the season.
 - D. If a team is dissolved, the players can join any team continuing with their averages and games. If a tavern dissolves the team may move to another tavern (see #2-C).

- E. Teams may not add or change their rosters during the last 3 weeks of the season. To add a player to your roster, you can write their full name at the top of the scoresheet if you know that you have an open spot on the roster. If you have a full roster you must write the name of a player to drop from your roster on the scoresheet with a note to drop them. Or you can contact the league secretary to take care of it.

4. Team Finish.

- A. Team finishing positions will be determined by their win/loss record and then by team points.
- B. In case of a tie at the end of the season through the above rule, play-off matches will be scheduled.

5. Money Distribution.

- A. All league dues and sponsor fees go to the league treasurer for accounting and banking. The sponsor fee fund will be used to pay the secretary fee. The weekly dues paid by the players will be used for the end of the year banquet, trophies, prizes, tournament and expenses. The remainder will be returned to the teams as cash prizes for their win/loss records with 60% for wins and 40% for losses.
- B. Any 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.

6. Player Qualifications.

- A. Players must be 21 years of age.
- B. Open to all male, female and mixed teams.

7. Team Captain.

- A. Each team is to select a team captain whose duties and responsibilities will be:
 - 1) To attend or to appoint an acting captain to attend in his place all matches and league meetings. Each team has 1 vote at league meetings, to be cast by its representative.
 - 2) To complete, verify and sign score sheets.
 - 3) To collect **\$6.00** from each player on his team for a total of **\$24.00**. League dues must be turned in each week at the designated drop off site. We do not accept checks. Any team more than 2 weeks in arrears with their dues will automatically be expelled from the league. See section #22.
 - 4) To determine, with the opposing team captain, the rescheduling of matches that have been postponed due to unforeseen circumstances. (Matches must be made up within 10 days.)
 - 5) To represent their team in any dispute with another team on any arbitration with the league board.
 - 6) Games cancelled due to bad weather will be published on the website under "Weather Alerts". (**joanspoolpage.com**)

8. Score sheets.

- A. Names should be printed clearly on the score sheet, first and last name please. The first time a players name is entered, clarity is important to get the spelling correct.
- B. Score sheets must be signed by both captains.
- C. If a player gets an 8-ball break or a table run they get 9 points plus 1 extra point for a total of 10 points.
- D. If a player gets an 8-all break, place a circle around the 10. If a player gets a table run, place a star around the 10. This is done so that the player gets credit for this event. NOTE: A table run must be started with 15 object balls on the table. The breaker has the opportunity for a table run. Each turn thereafter will have a shot at a table run as long as no balls have been made and there are still 15 object balls on the table.

9. 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. 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) Multiply by 3 (3 rounds).
 - 5) Multiply by .80 (80% handicap).
 - 6) Drop all numbers to the right of the decimal point.

Example:	Kelly's	Thirsty Horse
	4.11 Mike	2.11 John
	3.66 Jeff	1.65 Bill
	2.98 Steve	1.42 Dave
	<u>2.87 Ted</u>	<u>1.38 Donna</u>
	13.62 total	6.65 total

$13.62 - 6.65 = 7.06 \times 3 = 21.18 \times .80 = 16.944$ Drop all decimals. 16 is the handicap.

- 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. The opposing team will receive 4 points per game for a total of 12 team points. These 12 points will not count for the individual players. They are added to the handicap points.

10. Team Match Play.

- A. The order in which team players play (the lineup) is entered in the scorebook by the team captain prior to exchanging lineups. This is done before the start of the match. Once the scorebooks are compared, the order cannot be changed without the approval of the opposing team captain.
- B. A minimum of 3 players from each team are required for a match.
- C. When a team does not have 4 players, the team that was short a player will forfeit 12 points (4 points for each game) for the missing player. These points are team points and not scored for individuals. (See 9-F)
- D. All players must be present by 7:30 or by their 1st match if that falls after 7:30. A player who is not present for their match will forfeit 4 team points to the opposing team. No player will be allowed to make up any games that he/she was not present for.
- E. Once a match has started both players must remain at the table until it has completed. If a player leaves for any other reason than to use the rest room they will forfeit the match.
- F. 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.
- G. Visiting team breaks the first round, the home team breaks the second round. In the third round, the team captains will flip a coin to see who has the choice, breaking first and third, or second and fourth.
- H. The team with the most points at the end of the match will be declared the winner. In the event of a tied match, the captains will choose a player from their respective teams to play a play-off game. A coin flip will decide the break. The points scored will count only for the team, NOT AT ALL FOR THE PLAYER INDIVIDUALLY. Thus, the team winning the play-off game will win the match.

- I. Home team players play consecutively, away players play 1,2,3,4 in the first round, 2,3,4,1 in the second round, and 3,4,1,2 in the third round.

11. Break of Rack.

- A. The 8-ball is racked in the center of the third row from the spot. The head ball is placed on the spot.
- B. The **entire** cue-ball must be placed in the kitchen. The opponent must protest the position of the cue-ball before the break or the break is legal.
- C. The game starts when the cue-ball strikes the rack.
- D. The choice of solids or stripes 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.

12. Playing.

- A. You must call your ball and pocket, not your shot (semi-slop). You must first contact your own kind of balls first, not necessarily the one you called in the pocket. It doesn't matter how that ball gets into that pocket, as long as it is a legal shot according to this rule. Obvious shot need not be called but it must be very obvious. Bank shots and combination shots are not obvious, so please call your ball and pocket to avoid any conflict.
- B. On an open table, a player can hit any combination of balls, 8-ball included, to make a called shot. After a legal shot has been made, the 8-ball is not neutral.
- C. If a player makes the 8-ball on the break, they score 10 points. If they make the 8-ball on the break and scratch or knock the cue-ball from the table, their opponent scores 9 points.
- D. Jump shots must be called before the shot is attempted.**
- E. Masse shot. The cue stick may not be gripped overhand.**
- F. All players must stand away from the table while another player is shooting.

14. Fouling.

A foul occurs under these circumstances:

- A. The movement of the cue-ball with the tip of the cue stick or any part of a players body or clothing. Positioning the cue ball with the side of the cue stick before the break or after a scratch is not a foul.
- B. Jumping of the cue ball over any object ball by hitting under the cue ball (scooping). Driving the cue ball into the table so it bounces is a legal jump shot.
- C. Having both feet off the floor when shooting.
- D. Coaching or harassing the shooter. (Indicating the number of fouls is considered coaching).
- E. Moving balls unintentionally other than the cue ball is not a foul, but the opposing player has the option to have the ball(s) moved as close as possible to their original position or have them left as is. The offending player positions the ball(s).
- F. Scratching of the cue ball.
- G. Any intentional illegal roll out (safety) without making a complete shot, except for a miscue will result in loss of turn and replacing the cue ball as close as possible to the original spot. (This rule is meant to end the playing of "hide the cue ball").

15. Calling Fouls.

- A. The players playing the game or the captains may call fouls.
- B. Either player may ask both captains to watch a particular shot and make a judgment.
- C. Any questions on rules must be asked with both captains present or it may appear to be coaching.

16. Penalties For fouling.

- A. If a foul is committed in a way with the cue ball in hand, the opponent gets cue ball in hand in the kitchen.

- B. If a player fouls while shooting, they lose their turn and their opponent takes their turn as is.
- C. Any object ball, other than the 8-ball, which leaves the table and stays off, shall be spotted prior to the next shot. If the 8-ball is knocked off the table and stays off, it's a loss of game.
- D. When a ball is accidentally bumped in, the incoming player has the option of leaving the ball in or having it spotted. The offender pays for bringing the ball out. The cue ball stays where it is. Accidentally bumping in the 8-ball is a loss of game.
- E. If a ball falls, through no action of the shooter, the ball is brought out and spotted as close as possible to its original position. Original player continues to shoot. Ask the bartender to open the table to get the ball out.

17. Scratching of Cue Ball.

- A. A scratch occurs if the cue ball is pocketed or is knocked off the table.
- B. After a scratch occurs by a player, the opposing player must place the cue ball completely inside the kitchen for their shot.
- C. No object ball, which is even partially in the kitchen, may be contacted until the cue ball has completely left the kitchen, for a legal shot. If a player intentionally shoots a ball in the kitchen, they lose their turn. If they do this and make a ball, it must be brought back out and spotted. Offender pays for bringing out the ball(s). Opposing player will have cue ball in hand in the kitchen.
- D. If a player has cue ball in hand in the kitchen following a scratch by their opponent and fouls, then their opponent will have cue ball in hand in the kitchen. If this is the third consecutive foul, they will have cue ball in hand anywhere on the table.
- E. If, on a scratched cue ball and all of a player's object ball(s) are in the kitchen, the player has the option to have his opponent spot the shooter's object ball 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.
- F. After a scratch, the player may position the cue ball with the side of their cue stick or hand prior to their shot without fouling.

18. The 8-Ball

- A. When playing the 8-ball, the player must call their pocket before making the shot, except on the break. Note: The opposing player or captain should be paying attention to the call as a courtesy to the shooter.
- B. The 8-ball must be the first ball contacted for a legal shot.
- C. A player need only call their pocket, not their shot.
- D. Failure to contact the 8-ball is not a loss of game, but it is a foul.
- E. Scratching of the cue ball when playing the 8-ball is a loss of game.
- F. Any foul while shooting the 8-ball is a loss of game only if the 8-ball is pocketed.
- G. If a player pockets the 8-ball before all of their object balls have been pocketed, they lose the game. Their opponent scores 2 points plus 1 point for each of the losing player's ball(s) remaining on the table. If this happens on an open table, the losing player loses 2 points plus 1 point for each ball in the largest remaining group of object balls.
- H. After legally pocketing the 8-ball, the player is awarded 2 points plus 1 point for each object ball their opponent has left on the table.

19. Protest Procedure.

- A. Authority to protest rests with the captain.
- B. Protests must be called at the time of the incident. Protests must be resolved before anymore shooting is done or the protest is nullified. Players MUST stop shooting when a protest is called. If a protest on a game cannot be resolved and it has been decided the game will be played over, it will be replayed as follows:

Original breaker breaks. Neither player can score more points in the replayed game than they would have been able to score in the original game prior to the protest (if any balls were pocketed).

Example: player “A” has 4 balls left and player “B” has 5 balls left. A protest has been called at this point and the game has to be replayed. Player “A” cannot score more than 7 points and player “B” cannot score more than 6 points when the replayed game has been completed. Each player could score less points based on the outcome of the game.

20. Forfeit.

- A. Matches start at 7:00 P.M. Foreit time 7:15 P.M. (This is real time not bar time), at least 3 players from your team must be present or your team will forfeit the match. Winners will receive a team win and 30 points.
No individual points will be awarded.
- B. Any team forfeiting 2 weeks in a row or 3 weeks in a season will be expelled from the league. A majority vote of team captains or representatives attending a meeting called by the league board is needed for an expelled team to be reinstated. Expelled teams forfeit all monies paid to the league.
- C. Once a player has shot, they must play 3 games or forfeit 4 points per game not played.
- D. If any underage player is caught playing he/she will be automatically ejected from the league. If the other players on the team knowingly allowed an underage player to play the entire team will be ejected from the league.

21. Byes

- A. Teams receiving a bye will receive a team win and 30 team points.
The players do not get any points.

22. Drop Off Rules.

- A. Drop off deadline is 11:30 P.M. on Thursday at Ralph’s.**
- B. Partial deposits are not acceptable.
- C. Team money and score sheets shall be put into an envelope and sealed. Amount enclosed, date, and your team name should be written on the front. Envelopes not sealed will not be accepted.
- D. Visiting team captain is responsible to drop off both team envelopes as outlined under in “Team Captain” section. Failure to do so will result in a fine of \$20.00 for each occurrence.
- E. The above mentioned does not apply to rescheduled matches approved by the league.
- F. In the event of a forfeit, the team present shall be responsible for dropping off their money and score sheet. The score sheet should list players present and that a forfeit took place.
- G. The forfeiting team must bring their league deposits up to date the following week of play.

23. Trophies.

- A. Players must have played a minimum of 20 weeks to be eligible for any trophies.
- B. Trophies are to be given out as follows:
 - 1) Top 2 placing teams (Sponsors will get plaques)
 - 2) Individual trophies for the first place team (4 maximum).
 - 3) Choice of Table run pin or trophy (\$5.00 for each additional, not to exceed \$20.00)
 - 4) Choice of 8-ball break pin or trophy (\$5.00 for each additional, not to exceed \$20.00).
 - 5) Top 5 individual averages trophies.
 - 6) Cash awards for team high season points. \$20.00
 - 7) Cash awards for individual season high points. \$10.00
 - 8) Cash prizes for placement in tournament.

24. Bridge.

- A. All taverns are required to have a bridge (and a short stick where conditions require) available for the players or the home team will forfeit the match.