

NORTHERN LEHIGH POOL LEAGUE

Rules & Regulations

SPONSORS / HOUSE – Admission to League & General Requirements

1. Any establishment (a/k/a “Sponsor / House”) with the necessary equipment who is willing to abide by the Rules and By-Laws of the League may apply for membership in the League.
2. Tables and surroundings will be inspected by a designated committee before acceptance into the League.
3. Acceptance into the League will be determined by a majority vote of the previous year’s sponsors and/or their representative who are present at the meeting when the vote is conducted.
4. The sponsor and/or the team players shall assign or vote a captain and co-captain for their team. Each team must have a captain and co-captain.
5. Sponsors must provide a roster of players on the date designated by the governing officials, which is to include all sponsor and player fees required by the League. It must also contain the minimum players required to have a team.
6. Sponsors agree to accept the decisions of the governing officials in all matters concerning the League whether or not they are listed in these Rules.

TABLE / EQUIPMENT REQUIREMENTS

7. Sponsors are responsible for providing:
 - (a) A clean table in good level condition with good felt/cloth (no holes or any other wear that creates uneven conditions). The table must have a green covering and must be at least 3 ½ feet by 7 feet in size. It must also have proper table clearances, which is least a normal pool stick length, around the entire table. The table must also have a head-string line across the breaking end of the table and the dot at the racking end of table (other sides optional)
 - (b) An adequate supply of pool sticks with reasonable tips, blue or green chalk, powder and a bridge.
 - (c) The League now provides a standard cue ball to be used at all matches. The home team / house is responsible for this cue ball and it should be made available to all players for match practice. The cue ball is an “Aramith Tournament Magnetic Cue Ball” (Swirly green Aramith Logo). In the event the home team should lose or misplace this League ball, that team is responsible for payment for the replacement. The League will initially purchase a few extra of these balls, in the event one is temporarily needed.

LEAGUE MEETINGS

1. The governing officials will designate meeting dates and provide notice to all teams in advance.
2. Each team will have one (1) vote at meetings; however, if a team is not represented at the meeting, that team will forfeit their vote. The representative does not need to be a Captain or Co-Captain. If a given team routinely does not have a representative present at the meetings, the League may institute fines and/or ask for vote for that team to be eliminated from the League. To keep meetings fast & orderly, please limit total amount of team players to 2
3. Any player in the League may attend the meetings if they have a personal grievance.

TEAMS**ELIGIBLE PLAYERS**

1. Players must be at least 21 years of age.
2. Any player who is barred from an establishment in the League may not shoot in that establishment unless the owner of that establishment specifically allows it.
3. Once a player shoots for a team, he/she may not transfer to another team for that season. The only exception would be if a team completely dissolves voluntarily and drops from the League, in which case the player's existing record would remain in tact. A team may also relocate to another sponsor and keep their existing record.
4. Players who are at a match are not required to shoot.
5. Drink sensibly. If a player does become intoxicated to the extent that they cannot shoot, they may be withheld from shooting at the discretion of their Captain.
6. Once a player is in the line-up to shoot, he/she must shoot their match or forfeit that game. The exception to this would be if both teams agree otherwise. Note that making any agreements is not mandatory, but rather a courtesy that most teams do seem to give; and we do not want to discourage that practice.

ROSTERS

1. A team may have no less than **5 (five)** players at the start of the season and no more than **14** players at any given time.
2. A team roster with the required fees must be submitted on the date designated by the governing officials in order for the team to participate in that season.
3. Before the halfway mark of the season, players may be added at any time as long as the minimum and maximum requirements are met in #1 above and as long as the **\$10 fee** is paid per new player as soon as they are added. The new player will not be accepted as such and any games shot by that player may be forfeited unless and until the requisite fee is paid.
4. After one-half of the season has been shot, all rosters become final. At or immediately prior to the halfway point, it is recommended that you drop any players that have not shot in several weeks or those players who you know will not be shooting the balance of the season.
5. A team may only add new players after the halfway mark of the season if their roster drops below **5 (five)** players due to circumstances beyond their control, illness or other emergency which renders any existing players unavailable to shoot. A team will not be permitted to drop several shooters after the halfway mark just to fall below the **5-player** requirement.
6. Any player who does not shoot at least one (1) game in a four (4) week period may be dropped from the roster. Individuals may appeal to the governing officials for reinstatement.

STATS

1. The Stat and Score Sheets must be neat, legible and complete before signing by the captains and/or co-captains.
2. Each team will be given a 3 ring binder with the current rules, and a collection of the entire years stat sheets, score sheets, and weekly envelopes. The teams are responsible for ensuring that they are kept orderly and filled out properly each week. If sheets are lost or used, additional sheets can be printed from the documents section of the leagues website.
3. The leagues official website is www.nlpoolleague.com. All stats will be updated on this website weekly. A weekly standings sheet will not be given to each team weekly, however, one can be printed from the website and kept with your binder for your records.
4. The week's stats and a check in the total weekly amount shall be placed in the provided preaddressed stamped envelope and mailed immediately after the match is completed. Any monies and paperwork not received by Friday following the match will be the responsibility of the team.

CONDUCT & RESPONSIBILITY**GENERAL CONDUCT**

1. No one other than the referee or opposing shooter may point out a Rule infraction or interfere with a game in progress in any way. This includes making unnecessary comments to shooters while the game is in progress. Interference with a game in progress may result in a fine or forfeit.
2. Unruly behavior (including “fits” of rage; i.e., throwing sticks, pushing/dunking balls out of turn, arguing, consistent vulgarities and constant interference) will not be tolerated. This behavior will result in a forfeit or loss of game. You will also be expelled from the match and possibly the establishment; and you could possibly be expelled from the League depending upon the outcome of a vote at the next meeting of the League.

Responsibilities: SPONSORS

1. Sponsors agree to keep the noise and music at a reasonable level, to the extent that the level is agreeable to both teams shooting a match.
2. No outside interference from any patrons at the sponsor’s establishment will be tolerated – it is the sponsor’s responsibility to control their patrons.
3. It should be noted that, although the majority of these Rules may be directed to the team captains, it is the sponsor who will accept the final responsibility for the conduct and responsibilities of their teams. Failure to comply with these Rules may lead to expulsion from the League.

Responsibilities: CAPTAIN / CO-CAPTAIN

The captain and co-captain are responsible for the following:

1. To maintain control of their team members and their actions while the matches are in progress.
2. To attend League meetings, pick up and drop off stats and post them in their sponsor’s establishment, and to advise the League of any updates/changes in your telephone numbers.
3. To inform their team members of the governing Rules & Regulations, as well as the results of any meetings held by the League.
4. To collect all monies and fines and submit them to the League.
5. To maintain a legible and neat copy of the Score and Stat Sheets, and to be sure they are complete and accurate before signing.
6. To appoint a referee for each game played.
7. The home team captain is responsible for completing their first set (line-up) of players no later than 7:00 pm. The 2nd, 3rd and 4th sets must be completed no later than the end of the 3rd game of the preceding set.
8. Each team captain is responsible for turning in the score sheets and team stat sheets, signed by both captains or co-captains, along with a check in the total weekly amount, to the Treasurer/Statistician.

Responsibilities: REFEREES

The referees are responsible for the following:

1. Referees are required to “watch the match”.
2. Players acting as a referee must be familiar with the Rules & Regulations of the League.
3. It is the opposing player and/or referee’s responsibility to point out infractions of the Rules if he/she sees them immediately. Once the next shot is taken, a dispute cannot be presented.
4. The referees have full control of the game. They must make decisions on any infractions of the Rules they see or which are pointed out by the opposing player. If referees cannot reach a decision on an infraction, the game will be replayed and the outcome will be final.
5. Referees may halt the game to confer only with his/her captain or co-captain regarding a Rule. No other outside interference will be tolerated.

Note: The players and the Referees should be the only voices heard concerning game play. Bystanders & other team members not directly involved in game play, should not be involved or voicing their opinions. Exception would be if rules interpretation is needed from the Captains/Co-Captains.

GAME PLAY RULES

1. No player may shoot more than four (4) games (or one game per set) in one evening.
2. No quarters are to be placed on the pool table until the match is completely over.
3. Players are not to mark the table with chalk or powder.
4. Players have a maximum of one (1) minute to make a shot. If the player does not, the referee should warn the player that they must shoot immediately. If the player still fails to shoot and continuous warnings must be given, it should be commented on in the stats and brought up at the next meeting.
5. A player must keep at least one foot on the floor while shooting.
6. All team members and the opposing shooter must stay away from the table while a player is lining up or making a shot; otherwise, it may be deemed interference. The only occasion when a person is permitted near the table is during a “close” shot, in which case only the referees may stand to the side.
7. The required **\$10** player entrance fee must be paid when the player is added to the roster or the games shot by that player may be forfeited.

BREAK SHOT RULES

1. The home team will toss a coin with the opponent calling the toss. The winner of the toss has the choice of either racking or breaking.
2. Racking: The 8 ball must be in the center of the rack, and the perimeter of the rack must be alternating stripe/solid. The breaker does have the right to request a re-rack if the rack is unreasonably loose.
3. The breaker does not have to hit the head ball of the rack.
4. If the breaker fails to hit the rack or if a numbered ball fails to hit the cushion or if the cue ball hits the cushion before a numbered ball, it must be re-racked. The player who racked will have the option of either re-racking or breaking.
5. If the breaker makes the 8 ball on the break without scratching, he/she will be declared the winner.
6. If the breaker makes the 8 ball on the break and does scratch, he/she will be declared the loser.
7. If the breaker fouls on the break without making the 8 ball, his/her opponent has their choice of balls regardless if any numbered balls were made or not. The opponent has “ball in hand” behind the head string
8. If the breaker makes a ball or a combination of both high and low balls on the break, the table will remain open until the next successful shot is made.
9. On an open table after break shot, combinations are allowed, but the player must hit his/her group first. Meaning if you are calling a high ball, a high ball must be hit first during the combination shot.

Note: Please see new “ball in hand” and foul rules

8-BALL RULES

1. The 8 ball does not have to made “clean” but the pocket must be called like any other shot.
2. If the 8 ball is made out of turn, the shooter will be declared the loser.
3. If the 8 ball is made and the shooter scratches, or the 8 ball is made in a pocket that was not called, the shooter will be declared the loser.
4. If the 8 ball leaves the table when a player is shooting, the shooter loses the game.

5. The 8 ball may not be used in a combination shot. If the shooter is on the 8 ball, he/she cannot hit any numbered ball first to pocket the 8 ball. If the shooter is still shooting numbered balls, he/she cannot hit the 8 ball first.
6. The 8 ball may not be used in a split shot, either when shooting at the 8 ball or a numbered ball.
7. Providing all “your” numbered balls are pocketed, and you are shooting at the 8 ball, standard “good hit” rules apply. Your cueball must hit the 8 ball, and then you either need to make the 8 ball where you called it, or “something” needs to hit a rail. Please see “Good Hits & Foul Shots”
8. If a player scratches while shooting the 8 ball **the shooter is declared the loser.**
9. Since fouls & Ball-in-hand rules have been implemented, there is no longer a need to “spot” the 8, if the 8 is behind the line and opponent scratches. It would be ball in hand on the 8 for incoming player, so spotting would be un-necessary.

GENERAL RULES

1. Matches will start at 7:15 p.m. The home team captain or co-captain will fill in their first set of shooters no later than 7:00 p.m., after which the visiting team will then match their shooters for that set. You are encouraged to match shooters as fairly as possible according to averages in order to keep the competition fair for everyone. While there will be occasion when this is not possible, there should never be a situation where the lowest average shooter would need to be matched against the highest shooter unless there is an excessive amount of forfeits in any given night.
2. Home teams must relinquish their table for practice by the opposing team no later than 6:45 p.m.
3. The player must:
 - (a) name the ball they intend to pocket, along with naming the pocket
 - (b) hit his/her ball first (see Good Hits & Fouls)
 - (c) combination shots, banks and “kisses” need not be called – just the subject ball and pocket
4. If a player unintentionally moves the cue ball any distance from its original position with their stick, hand or another ball, it is a “ball in hand” foul. A player is only permitted to move the cue ball when that player has “ball in hand”.
5. If a player unintentionally moves a numbered ball any distance from its original position, it will be replaced by the referee. If a numbered ball is unintentionally moved and drops in a pocket, the player pays to retrieve the ball and it is placed where it was by the referee.
6. If a numbered ball leaves the table during a shot, the referee will spot that ball.
7. No jump shots over a ball are allowed. If the player intentionally jumps a ball, they will lose their shot. If the player jumps another player’s ball on the 8 ball and makes the shot, they will be declared the loser.
8. If the cue ball jumps into the air after making contact with an object ball or the rack during a break due to English or the hardness of the hit but the cue ball remains on the table, the shot is good. In this same scenario, if the cue ball leaves the table, that is deemed a scratch.
9. The cue ball may not be touched by the shooter’s tip more than once in a shot or the shooter will have committed a cue ball foul and will lose his/her turn. (By way of example, if you “draw” on a shot and the cue comes back and hits the tip again)
10. The governing body has the final say when a Rule is in question. Referees who cannot reach an agreeable decision have the right to re-shoot the game in question, after which the outcome will be final. By-standers & other team members should not be a part of this decision. Players/referees need to work this out.

GOOD HITS AND FOULS

(Note: as in the past, Referees need to pay attention, watch the game, watch the hits, & watch for fouls !

Definition of a “Good/Legal Hit”

1. On all shots (except the break or when the table is open) the player must hit one of his/her group of balls first and either:
 - (a) Pocket his/her object ball, or
 - (b) Cause the cue ball or any other object ball to contact a rail (cushion).

Failure to do is a “ball in hand” foul.

Note : It is legal for the shooter to kick/bounce the cue ball off a rail (cushion) before contacting his/her object ball. However, after contact with his/her object ball, an object ball must be pocketed or any ball must contact a rail (cushion).

Definition of a “Bad Hit/Foul”

2. The following infractions result in fouls:
 - (a) Failure to execute a legal/good shot as defined elsewhere in the rules.
 - (b) A scratch shot (shooting the cue ball into a pocket or off the table).
 - (c) Failure to contact any of the shooters designated group of balls first.
 - (d) Shooting without at least one foot touching the floor.
 - (e) Shooting while any ball is in motion.

Note: If any ball is moved illegally by a player it must be returned as closely as possible to it's original position (by a referee if present). This is not a foul, unless the cueball moves. If the cueball moves for any reason, it is a foul.

Note: A player does not commit a foul when he accidentally miscues and causes the cue ball to lift above the surface of the table providing he makes a good hit.

Definition of “Ball In Hand”

3. The penalty for a foul gives the opposing player the cue ball in hand which he may place anywhere on the table for his/her incoming shot.

Note: If player accidentally moves an object ball during cueball placement, the player/referee should discuss moving the object ball back to it's original position or not. It is not a another foul..

Note: There is NO 3 foul rule! (three consecutive fouls by a player does not result in loss of game)

SAFETIES

In the past safeties were not allowed, but certain players did them anyway, mostly due to the lack of certainty of whether someone did something on purpose and also because there was no punishment in the rules for “bad hits/shots”.

This year safeties are allowed for all players, providing the “Good Hits & Fouls” measures are applied.

With this new rule in place, the League will have everyone playing on the same “playing field”. All players will have the ability to either “play a safe” or “not place a safe” when the player chooses. This is not to be considered “Bad Pool or Poor Sportmanship”. It is meant to improve play, and make this more equal between players.

Note: It is possible, and legal, for a person to “call a safety”, pocket one of his/her balls, and forfeit his/her turn. The safety must be “called verbally”, and the opposing player must understand your intention. It is not a ball in hand foul, because the player made a ball and made a good hit - he/she is accepting forfeit of next shot.

TIME-OUTS AND COACHING

This year, for the first time, we will allow coaching/timeouts, in an attempt to improve players abilities, and to assist with new rules

1. A player, only once per night (not game), is allowed to ask another player on his/her team for assistance at the table, Sideline team players should not be calling timeouts, shooter should be only person requesting it.
2. Timeout limit should not exceed more than one minute. (not included in the one minute shot limit)
3. Only the player and the coach (person asked by player) is allowed at table.
4. No other discussions are allowed between other players at the table, or about the game play.
5. It is the Captains/Co-Captains/Scorekeepers responsibility to log the "Time Out" for that player.
6. Multiple "given" timeouts will result in ball in hand foul, opposing player shoots

Note: (A player may ask if they have received their one timeout already that night)

FORFEITS

1. A match should be started regardless of how many players are present and can be started with the minimum of one (1) player for each team.
2. If less than the required minimum of five (5) players show up for a match, then those games will be played and the rest will be forfeited. By way of example, if two (2) players show up, then eight (8) total games will be played {the first two (2) games in each set} and the remaining games will be forfeited {the last three (3) games in each set}.
3. Additional players may be added to the next set after they arrive but the games in the current and previous set(s) will remain forfeited.
4. If no players from one team arrive by 7:45 p.m., then the entire match is forfeited. Entire matches which are forfeited will count as an 20-0 team win in favor of the opposing/attending team. If a team fails to show up for a match twice in one season, that team will be expelled from the League.
5. Players will not receive individual win/loss credit for any forfeited games (or byes).
6. All efforts should be made to shoot a scheduled match. If the vast majority of your team will not be able to attend a match for good reason (poor weather), try to postpone it for a later date. League officers must be contacted in these events!

POSTPONEMENTS

1. All scheduled matches must be played. Weather conditions will be the only natural postponement and will be decided by the governing officials no later than 5:00 p.m. on the night of the match (if possible). Any team with concerns about travel in adverse conditions should call the governing officials before 5:30 p.m. on the night of the match.
2. In the event of an emergency, the team with the emergency must contact the captain or co-captain of the opposing team to first obtain their consent to postpone the match. After both teams have agreed, they may request a postponement of a match by contacting the League's governing body no later than 24 hours before the scheduled match. While it is understood that, by definition, an "emergency" may not enable a team to meet the 24-hour advance deadline, the aim is to give the other team and the League as much notice as possible whenever a situation becomes known. Each situation will be decided based on the individual circumstances. Postponement of any match is ultimately at the League President's sole discretion.

MINIMUM GAMES/MATCHES REQUIRED

1. TOP 15 SHOOTERS LIST/TOP TEAM SHOOTER = 2/3 Total Games available to play
Example: 15 weeks, 60 games possible, 40 games needed for Top 15/Top Team shooter
2. ELIGIBLE FOR SHOOTING IN PLAYOFFS = 1/3 Total Games available to play
Example: 15 weeks, 60 games possible, 20 games needed for shooting in playoffs
3. ELIGIBLE FOR REFUNDED PICNIC MONIES = 1/2 Weekly Entry fees paid
Example: 15 weeks, 7 paid weeks needed for refunding monies (notice rounded down)

FEES / FINES

Please note that the League will no longer accept personal checks. Establishment business checks will, however, continue to be accepted.

DESCRIPTION	FEES	FINE	ADDED PENALTY
Sponsor Entrance Fee (new and existing)	\$25.00		
Per Player Entry Fee (non-refundable)	\$10.00		
Stats: Failure to drop off by deadline		\$10.00	
Stats: Continuously illegible &/or incomplete		\$ 5.00	
Shooting Fee per player, per night	\$ 3.00		
Shooting Fee per missing shooter (forfeits)	\$ 3.00		
Failure to relinquish home table @ 7pm		\$10.00	
Failure of a team to show for a match		\$20.00	
“Coaching” in a game		\$ 5.00	
Failure to provide a referee for a game		\$ 5.00	
Interference with a game – 1 st offense		(warning)	
Interference with a game – 2 nd offense		\$ 5.00	
Interference with a game – 3 rd offense		\$ 5.00	& loss of game
Late payment of any fees / fines due		\$ 5.00	
Returned checks (i.e., “bounced”)		\$35.00	& right of League to no longer accept checks from that establishment

All fines are due by no later than the next match after the infraction occurred; or no later than the next match after notice is given that the fine/fee is due.

CHANGE LOG

Rev: 9/2005 FINAL

Rev: 8/2007: updated fees)

Rev: 9/2008 (choice/break, forfeits)

Rev. 9/2009 (forfeit reverted)

Rev. 8/2010 (minimum players = 6)

Rev. 8/2012 (ball in hand rules, misc. revisions)

Rev. 9/2012 (rule on 8 ball and scratching)

Rev. 8/2013 (Scratch 8=Loss, \$10 Player fee, Break Scratch = Behind Head String, 1 Minute Shot Clock, Stats)

Rev. 9/2014 (Players required-5, stat submission[mail], start time 7:15, gameplay rules associated with 4 sets of 5, minimums required for top shooters/playoffs/picnic