

**WELCOME,**  
to the  
**SALEM TUESDAY NIGHT POOL LEAGUE.**

**W**e appreciate your participation and we look forward to seeing you throughout the session, enjoying the game of POOL as well as the companionship of those with whom you will be associated during your play with this League.

Following are the official rules of the **Salem Tuesday Night Pool League**. Please read and become familiar with all the rules in this package. Take it with you to every team match. Any team that shows up without it is at a disadvantage because of the distinct possibility that a situation could occur where having this information handy to consult could make a difference.

Every team will be issued one copy of these rules and will be responsible for it, even from session to session. Reasonable wear and tear has been anticipated and teams may request a fresh copy whenever required.

With ease of reading and simplicity in mind, all references where gender is required is done in masculine; i.e., "his", "he", "him". Obviously, ladies make up a significant portion of the League, and their participation is invited and welcome at all times.

Some of the rules contained in this package may be new to some of you. And it is not to be inferred that these are the only rules. These are similar to the rules used by professionals when they play 8-ball. They have been revised from time-to-time and reflect the latest revisions as adopted by the League President.

Relax and enjoy yourselves and play within the "Spirit of the Rules" as well as the written rule. It is impossible to cover every situation 100% with rules. **Common sense must prevail.** The teams that try to gain advantage by creating their own interpretations of the rules are in jeopardy of violating the rules of sportsmanship and are at risk of having sanctions placed upon them in the form of penalties as deemed appropriate by the President. "Win at the table and not from the chair!" This is a generality that promotes harmony, camaraderie and good times for all. And, after all, that's what this league is about.

For the enjoyment of all, please observe the following rules of etiquette during league play. Each of these rules falls within the boundaries of gentlemanly and ladylike behavior. You will expect and appreciate good sportsmanship from your opponents and your opponent deserves good sportsmanship from you and your fellow teammates.

Questions arising during match play should be addressed to your Captain first. If no resolution is available there, do not hesitate to call the President, Fred W. Flory. He can be reached at his cell phone, 330-831-3733 or at his office during the day at 330-337-3492. You have a schedule that tells where each team is playing. If you need to talk to the President, you can call where he is playing. Enjoy the session and Play Pool!

*New Salem Tuesday Night Pool League*

Fred W. Flory, President

## **BASIC TEAM ORGANIZATION**

A team will consist of four players only including the team captain. All four players will play each night according to the rules as set forth in this manual.

There will be a Captain's meeting held before the start of each session of play, or as deemed necessary by the President. At this meeting, the President will advise the Captains of any rules changes for the upcoming session, field questions regarding the past session and provide information needed by the Captains for the conduct of the new session. Other duties of the President shall include the following:

- a. Preside at Captain's meetings and maintain orderly functions of the meetings.
- b. See that the team score sheets are provided, tallied and returned to the team Captains as they are received.
- c. Collect the various fees and dues associated with the league, pay any League related expenses and to disperse the prize money to the teams at the final tournament.
- d. Provide and distribute to the teams any notices of schedules, schedule changes, meetings and the like.
- e. Settle any disputes arising during the course of play and as further described later.

Each Captain must have a telephone number listed with the league President so that the President can contact the Captains as required. The Captain's duties shall include:

- a. Verifying the currency of membership of his players.
- b. Collect membership and player fees as required and forward these to the President.
- c. Distribute important League information to his players and request their e-mail address if they want weekly reports to be sent to them.
- d. Be responsible to have his team at the appointed place and at the correct time.
- e. To be in charge of his players during matches and ensure that the rules of sportsmanship as described in this manual are adhered to at all times.
- f. When requested to do so, to post League information at his home location.
- g. Make sure proper score keeping procedures are followed and submit this information in a timely manner to the President. The packages will be picked up at the Side Door in Salem. Your packet must be delivered to that bar or given directly to the President if that is convenient, and must be there by 7:00 Wednesday night following the Tuesday match. If it is not there at that time, you are in jeopardy of losing points. Please help make this a smooth operation. Your co-operation is needed.
- h. Be familiar with the rules of this League so that he may better advise his players.

**HIGHEST AUTHORITY** - The League President acts as the highest authority concerning all League rulings. He may ask the Captains for input, but this is not required.

## **GENERAL RULES**

**BASIC WEEKLY FEES** - The basic weekly fee is \$32.00 per team. That equates to \$8.00 per player playing. The entire basic weekly fee is due each week. When using a sub, the missing player will pay the sub's dues for that week.

**ENTRY FEE** - Each player must pay an entry fee of \$25.00 before the start of his first match.

**CALENDAR** - The spring-summer session will be started early in the year, usually in January. The summer-winter session will start shortly after the end of the summer session when all the End-of-Session business has been completed. The actual times will be decided by the number of teams wishing to play in the sessions and the length of the session just completed. Matches will be played on Tuesday. In general, the session will not be longer than 24 weeks plus-or-minus.

**STARTING TIME** - Starting time will be 7:00 PM local time (not bar time).

**ELIGIBILITY** - A player wishing to participate in the League must:

1. Be at least twenty-one years old before the start of his first match.
2. Not have participated as a professional in any exhibition, tour, tournament or the like.
3. Not be under suspension from the League for any reason.

**VERIFICATION OF IDENTITY** - Your opponent has every right to request and receive proof of identity and/or age from you or your teammates concerning any player on your team. This proof can be photo ID, driver's license or any other acceptable document. If such proof is requested and not furnished, the match should proceed under protest.

**GAME COSTS** - The pool tables at the participating bars will NOT be opened for league play. As most tables in the area are now seventy-five cents each player must provide 6 quarters to pay for his share of the games played that night. Both teams will provide the quarters.

**ROSTERS** - The following rules are general in nature and are for your guidance:

a. Each team must have a total of four players on its roster. Each of the four players will play four games per night as described later in this manual. If you come to the match with only three players you may use a "sub" for the fourth player. This sub can be anyone of your choice except a player playing for another current team. He can be a player that you have reserved for that purpose, he can be a player that happens to be in the bar that night or he can be an employee of the bar.

b. When a sub plays for a team, the points he wins during that night will be credited to the player who was not present for the match. Similarly, the team will receive credit for those points as well. A team can only use a sub for three consecutive weeks at anytime during the session. After that, the points won by the sub will be credited to the team, but not to the absent player. It is suggested that the missing player be replaced after that time.

c. The roster you show on your first score sheet is the one you must use for the balance of the session unless one of your players moves or otherwise is not available for play anymore. The opposing team Captain must be advised that a new player is being added on the night of the match, before any play begins. Further, the President must approve the new player before he plays. To add the player, simply add his name to the score sheet and write "add" next to his name.

d. Any player may be dropped at any time during the session. Simply cross his name off the score sheet and write "drop" where his name was. (See "c" above)

e. Players may not change teams within the League during a session unless approved by the President and then only for extreme circumstances. Again, this rule is subject to being waived at the discretion of the President, but very sparingly.

f. Generally, a player may play only once during any team match. (See **FORFIETS** on page 5 for more on this)

**COACHING** - As is the case in most sports, coaching is both logical and reasonable. For this League, any player may receive one coaching or "time out" per game. The following guidelines are to be observed when coaching is employed:

a. Only the shooting player or his coach may ask for coaching (or "time out").

b. Coaching sessions should last no longer than 1½ minutes (90 seconds).

c. If a player is playing a game in the match and he calls for a time out, he will designate a player to be his coach. The next game, he may choose a different player to be his coach for that game. If, after the match has started and no coach has yet been appointed, someone from the player's "bench" calls for a time out, suggests that the player take a time out or asks the player if he wants a time out, a time out must be taken and that person is the player's coach for that game, and only he may offer assistance to the player directly as described here.

d. The shooter may discuss strategy only with the coach. The coach may discuss the particular shot with others on the team. The other players may approach the table and discuss the shot among themselves. However, only the coach may discuss the shot with the player. The coach must leave the table before the shot is executed.

**Exception:** Anyone may tell the shooter when he is about to shoot the wrong category of balls.

e. The shooter will be allowed only one coaching per game. If the shooter tries to take more than one coaching per game, he should be reminded that he has already taken his coaching for that game. It will not be considered a foul if he attempts to take another, but repeated attempts to take too many time outs could result in a loss of turn foul being called. Use your judgment in this respect. Report it to your Captain for resolution.

f. If the shooter wishes a coaching, he must address his opponent and request a "time out." His team may then approach the table and begin the coaching as outlined above.

g. Coaches may place the ball in "ball-in-hand" situation, but he may not mark the playing surface of the table nor may he guide the shooter's cue. He must leave the table before the shot is made. Further, placing a chalk or other object on the rail to align the shooter's shot is not allowed. Remind the shooter before he shoots, otherwise, he just got away with it.

h. To avoid disputes, approach the table immediately when your turn is ready. If you sit at the table and talk when it is your turn, it may be interpreted as you being coached.

To further clarify coaching, in the context of this League, coaching is defined as giving advice to a player as to which ball to shoot, what English to use, how much draw to apply, how hard to hit the shot, where to try to leave the cue ball and any other information relating to the game or game strategy.

Telling the player which category of balls is his or reminding him to chalk-up is not considered coaching. Answering a player's questions regarding rules is not considered coaching and anyone can answer these questions. If a player has a rules question, he should address the question first to his opponent so that the opponent knows that it is a rules question. Then he may ask anyone to answer.

**FORFEITS** - Forfeits are not an issue in this League. If a team does not have enough players to complete the roster at the time of the match, they will shoot the players they have plus any "sub" as outlined above. If they are not able to secure a sub, then a player who has already played that night may be allowed to replay in the missing slot. That player will be chosen by a coin toss elimination. The three remaining players shall all toss a coin and the "odd man" in the toss will play in the missing player's position. This solution is not meant to be a permanent solution. This can only be employed in dire situations. The team must secure a fourth player by the following week or suffer the consequences of possible elimination from the league. Please discuss this with the President if it becomes a problem.

**BASIC GAME PLAY** - The start time is 7:00 local time as stated earlier. Team play must start within 15 minutes of the starting time. Where new teams are involved, it is asked that you allow some latitude in this respect, especially in the first few weeks of play. Use your judgment and be reasonable. You joined the League to play pool. Please don't be disrespectful to other players by making them wait for you to arrive.

The format for this League is as follows:

a. - Each team is comprised of four players as described earlier. Team names will be listed on the Score Sheet that will be furnished to each Captain by the League. This score sheet will indicate which player on your team will play which player on the opposing team. Pay attention to this information so that each of your players will play each of the opposing players in the sequence indicated on the Score Sheet.

b. - Each player will play only one game against each of the opponent's players. The winner of that game will receive ten points for the win. He will receive an additional point for every ball the loser has remaining on the table when the game is over. So, if you are playing a player on the opposing team and you legally pocket the eight ball to win the game and your opponent has three balls left on the table at that time, you get ten points for the win and three points for the opponent's remaining balls or thirteen points. This number will be listed where indicated on the Score Sheet. The opponent will get four points for the four balls he pocketed.

c. - The balls will be broken in the first round by the home team. Then, in the second round, the visiting team will break. Then the last two rounds will alternate in the same sequence. Therefore, the break will be H, V, H, V for the four games played.

d. - If the breaking player pockets the eight ball on the break and does not scratch, he wins the game and gets the ten points for the win plus the amount of balls left of the category of balls having the most remaining. So if he makes the eight

ball as well as two stripes and one solid, he gets ten for the win plus the remaining six solids for a total of sixteen points. His opponent will get one point. If only the eight ball is pocketed he gets seventeen which is the maximum amount of points that can be won in any one game.

e. - Similarly, if the breaker breaks the balls and runs out all the balls in his category and then legally pockets the eight ball, he has just had a "break and run" for which he will get seventeen points unless, of course, in the process of running all his balls he pockets one of the other category of balls, he will not get credit for that ball and his score would be only sixteen points. His opponent would get credit for one point.

**SPORTSMANSHIP** - Please pay special attention to the rules in this section of this manual, as they are very important to you and to the other players in this League. This League will not tolerate conduct that is disruptive, offensive or abusive to the bar patrons, bar employees or to other players in this League.

1.) - Verbal or physical abuse will not be tolerated. All members will conduct themselves as ladies and gentlemen, or they may be subject to suspension or ejection.

2.) - Do not aggravate your opponent while he is shooting. "Slow play", or talking while he is shooting are particularly aggravating and are not to be tolerated.

a. There is seldom a reason why team players can't be ready when the preceding match has ended. The point is to move quickly from one match to the next.

b. If you are scheduled to play the next match, have your cue ready and be ready to play as soon as the previous match is over. That means that it is not time to go to the restroom, buy another drink, light up a cigarette, etc. Get yourself ready and play.

c. While playing, remain fairly near the table (but always at least six feet back when not shooting).

d. Have the correct number of quarters available when it is your turn to play.

e. Generally, a shooting player will be required to execute a shot within 45 seconds of his last shot. This rule will be very loosely enforced. If a player is shooting slowly, your first action is to inform his Captain that he is taking too long. His Captain will then relay that sentiment to the player. Your second action is to have your Captain note on your score sheet the name of the player and the fact that you feel that his play was slow. The President will then contact his Captain or the player himself to try to see that it is not a continuing practice. He will then notify all remaining teams that this player was cited for slow play and that if they experience slow play, they should report it to the President.

f. Physical or verbal abuse will not be tolerated. This may result in immediate ejection from the League. If you are provoked by your opponent to try to get you to react in a hostile manner, **do not retaliate!** If you do, you will be disciplined in the same manner as the instigator. There will not be any questions as to who started the problem, only who was involved. If you are offended by an opponent, take the problem to your Captain first, then the President. If a fight breaks out, **THE MATCH IS OVER!** Both teams will be awarded zero

points for that match. Further actions may also be imposed with the possibility that both teams may be ejected from the League. If a player or anyone else is causing you a problem such as harassing you, calling you names or any other form of harassment, bring it to the attention of your Captain and/or the President *before* it escalates into an altercation. Because, if becomes physical, you are both out as described above. Don't participate in any way.

## **RULES OF 8 - BALL**

**BEGINNING** - The game will begin with the Captains filling out their Score Sheets as described earlier and getting the opponent's Score Sheet for the names of his players. The Home Team will break and the opponent will rack the first set of games. The break will alternate after that as described above.

**RACKING** - The balls will be frozen together in the rack with the 8 - ball in the center of the rack and the front ball on the spot. If the breaking player is not satisfied with the rack for any reason, he may request and receive a re-rack.

**BREAKING** - The player selected to break will stand with the cue ball behind the head string and shoot toward the rack, striking either the first or second ball in the rack. "Breaking safe", or a soft break is not allowed. The shooter must attempt to break the balls, and, in so doing, must drive at least four balls (one of which may be the cue ball) to the rail or a ball must be pocketed. If this does not happen, the balls will be re-racked and broken by the SAME PLAYER. If, however, the balls are broken and neither four balls go to the rail, nor is a ball pocketed, and the shooter scratches or otherwise fouls, the balls will be re-racked and broken by the OTHER PLAYER. The cue ball may not be shot at the rail before striking the rack on the break. An attempt to break does not count unless the rack is broken as described above. The game doesn't start until the balls are legally struck. It is not a foul if the breaker grabs the cue or otherwise disrupts its travel before it hit's the racked balls.

**AFTER THE BREAK** - Various circumstances can occur after the balls have been broken, i.e.:

a. - A foul on the break will result in "ball-in-hand" behind the head string and the incoming player has an open table. The incoming player may then shoot at any ball that is outside of the head string. "Outside of the head string" is determined by aligning the middle of the base of the ball with the imaginary line (head string) between the centers of the two appropriate diamonds. If the ball is "dead center" or "out" it is a playable ball. If it is "in" it is not playable. When shooting this shot, the cue ball must be "in" as described above. It is up to the opponent to check to be sure that the ball is "in" or "out" before the shot is taken. If the two players can not agree on whether or not the ball is "in" or "out" a third party may be consulted. If a third party is consulted, his decision is final. If a third party is neither available nor agreed upon, then the matter will be decided by the flip of a coin. This coin flip will be binding upon both parties.

b. - No balls are pocketed and it is the other player's turn.

c. - The 8 - Ball is pocketed. The shooter wins unless he scratches or the cue ball

otherwise leaves the playing surface, in which case the shooter loses.

- d. - One or more of **ANY** category of balls is pocketed. The breaker has "choice" and may shoot either category of balls. Once he has legally pocketed a ball of one category, he now has that category and must continue to shoot until he either misses or wins. If the shooter calls a particular ball and makes that ball and another ball of a different category on the same shot, he has the balls of the category he called. If he misses the called shot and still pockets a ball of the other category he loses his turn and the other shooter has choice. When a player has "choice" he may call a shot and use any ball on the table, except the 8 - ball (the 8 - ball may be used in the combination, but it can't be struck first), to make a combination shot to pocket the called ball. This is the only time combinations are allowed between balls of different categories without striking your category of balls first, since you do not have a category of balls yet.

e. - It sometimes occurs during the course of play that a player will mistakenly shoot the wrong category of balls. Although it is sportsmanlike for the sitting player to remind the shooter that he is about to shoot the wrong category of balls, it is not required. Once the shooter has hit the wrong category of balls a foul has been committed. If the ball is pocketed, the sitting player has the option of calling a foul, or he may allow the shooter to continue to shoot the wrong category of balls until he is inclined to call the foul. If the shooting player realizes that he has just shot the wrong balls, he can quietly return to his own balls and continue if the sitting player does not call a foul before he legally contacts one of his own balls. Or, he can continue to shoot the wrong balls until he has pocketed all of them and has legally contacted the 8 - ball, at which time the sitting player may not call a foul. The lesson here is to pay attention to the game. As stated earlier, anyone may remind the shooter that he is about to shoot the wrong category of balls. If the shooting player asks the sitting player which category of balls he has, the sitting player is obligated to tell him the truth.

**RIGHT BALL - RIGHT POCKET** - In this League, the rule of "Right Ball - Right Pocket" is in effect. This rule states that every shot taken must be called as far as which ball (Right Ball) you intend to pocket and where (Right Pocket) you intend for that ball to go. Each shooter must indicate **out loud** his intentions in this respect. If the called ball (Right Ball) enters the called pocket (Right Pocket) regardless of how many other objects it may encounter on the way, it is a legal shot and the shooter continues his turn, or, in the case of the 8-Ball, he wins. It is imperative that your opponent be aware of your intentions. A straight-in shot may be obvious to you, but not to your opponent. Get in the habit of calling each and every shot **out loud** to eliminate misunderstandings. This is not a ball-in-hand foul, however. If you do not call your shot so that your opponent knows exactly what your intentions are, you are in jeopardy of losing your turn. Be realistic with your opponent. If the shot is obvious, let it go. If there is any doubt, allow some latitude and remind him that you wish him to call all shots out loud. Again, sportsmanship is the key here.

**BALLS ON THE FLOOR** - If the 8 -Ball is knocked on the floor, it is loss of game. Other balls that get knocked on the floor will be spotted. If the ball cannot be set directly on the spot, it will be placed as close to the spot as possible on a line directly behind the spot. Knocking an object ball on the floor is not a foul. If in the course of shooting his own balls a shooter legally pockets his ball and simultaneously knocks another ball (not the 8 -Ball) on the floor, it is still

his turn. The ball on the floor will be spotted after the shooter misses that turn. If the ball on the floor is the shooter's category of balls, it will be spotted after the shooter has pocketed all the rest of his balls or has missed.

**POCKETED BALLS** - Balls must remain in the pocket to be counted as a legal shot. If a ball goes into a pocket and then comes back out onto the playing surface, the shooter loses his turn. If it is the 8 - Ball, it is not a win nor a loss - it is simply a missed shot. The other player has the shot. If it is the cue ball, it is not a foul.

**ONE FOOT ON THE FLOOR** - At least one foot must be on the floor at all times while shooting. The League cannot guarantee the presence of bridges at all locations, and some places may not have them. This is not a foul. Simply stop the shooter and remind him that he must keep one foot on the floor. If he shoots with no foot on the floor, he loses his turn.

**LOSING** - There are various ways to lose at 8 - Ball. Those are:

a. The opposing player pockets all his category of balls and legally pockets the 8 - Ball.

b. A player pockets the 8 - Ball out of turn or knocks it on the floor.

c. When playing the 8 - Ball, a player knocks the 8 - Ball in the wrong pocket.

d. When playing the 8 - Ball a player scratches the cue ball. He loses whether or not the 8 - Ball goes in.

e. When playing the 8 - Ball, the player does not hit the 8 - Ball first and it goes in. (Note: If a player shoots at the 8 - Ball and misses it altogether, he has committed a foul and his opponent has ball-in-hand, but the shooter does not lose because of the miss.)

f. A game is forfeited if the shooter alters the course of the 8 - Ball or the cue ball in a game winning/losing situation. An example would be a shooter shooting the 4 ball misses the pocket and the 4 hits the 8 - Ball. The 8 - Ball is traveling toward a pocket and the shooter reaches out and stops or otherwise alters the course of the 8 - Ball so that it doesn't go in. The shooter then claims that he has fouled and the opponent has ball-in-hand. Wrong! The shooter loses.

g. When scoring an 8-Ball early or out of turn, the shooter who commits the offense will lose the game. The opponent gets 10 points for that. If the shooter has balls left on the table (in the case of early 8-ball), the opponent also gets credit for those. The fouling shooter gets credit for any balls he made during the match.

**FOULS** - When a foul is committed the opposing player has ball-in-hand. Make certain that you do indeed have ball-in-hand before you touch the cue ball. Address your opponent and ask him if it is ball-in-hand, even if it was an obvious foul. It is NOT, however, a foul if you do not ask your opponent if it is a foul. It just avoids misunderstandings and arguments. And it avoids confusion later. For new players who may not be familiar with "ball-in-hand" an explanation is warranted.

This means that the player who receives "ball-in-hand" may pick up the cue ball and place it anywhere on the playing surface that he wishes (except on breaking fouls described earlier), and he may shoot any of his balls or the 8 - Ball if that is his next shot. Even after having

addressed the cue ball, if the player is not satisfied with the placement he has chosen, he may move the cue ball with his hand, the end of his cue or any other reasonable object to get the cue ball in the desired position. A foul may only be called while the shooter is actually stroking the ball. This would be in the case of a shooter stroking the cue ball and hits it twice (double clutching) while shooting. This is a foul. If a player can not or wishes not to shoot the ball-in-hand shot, he may give ball-in-hand to his opponent. If the two shooters come to a stalemate where neither wants to take a ball-in-hand shot, then they will declare this stalemate and the balls will be re-racked and the same shooter will break again and the game replayed. **Only the player or the coach may officially call a foul.** Anyone may suggest to the player or coach that a foul should be called, but he can not call the foul himself. The following are the ball-in-hand fouls:

- a. Anytime the cue ball leaves the playing surface, either in a pocket or on the floor.
- b. Failure to make contact with your category of balls first on a shot. In general, **the shooter has the advantage** in situations where there is a question as to whether or not the ball was a "good hit". Protect yourself. If there is any doubt as to whether or not a proposed shot can be hit "good" ask a third party to watch the hit.
- c. Failure to hit a rail after legal contact with a ball has been made. If a ball is legally contacted but neither the cue ball, the object ball nor any other ball hits a rail after the contact, a foul has been committed and the opponent has ball-in-hand. If a ball goes into a pocket, that counts as a rail and no foul is called (unless of course the pocketed ball is the cue ball). If the object ball is "frozen" to the rail and the shooter is contemplating playing a safety, this rule is still in effect. However, several things must occur in order for the shooter to legally make the shot. First, when the opponent is aware that the shooter plans to play this safety, he should look at the planned object ball and declare it to be "frozen". This means that the ball is tight against the rail. If the shooter agrees, then the shot proceeds. The shooter must hit the object ball and drive a ball or the cue ball to the rail. Hitting the frozen ball and the rail at the same time is a ball-in-hand foul unless, of course, after the hit a ball travels to another rail and makes contact. Further, hitting a ball into a frozen ball is not a legal shot and the opponent has ball in hand. It is wise to have a third party observe the shot and make an opinion as to the legality of the shot.
- d. Attempting to "jump" an object ball by striking the cue ball in such a way as to "scoop" the cue ball up and over the ball. Jump shots are legal when properly performed. This is done by elevating the butt end of the cue and striking the cue ball in a downward motion. Few players are adept at making this kind of shot, but it is legal.

Note: When attempting a jump shot, you are NOT ALLOWED to

- 1) - break down your stick and use only the shaft or
  - 2) - use any kind of jump stick, jump/break stick or any equipment other than the stick you are using for the match.
- e. Receiving illegal aid (coaching from another person, not your coach) during a match

is a foul (See the section dealing with coaching). This is a very touchy situation and should be avoided if at all possible. Keep the chatter down to a minimum and don't encourage misunderstandings. Use your head.

f. Causing the slightest movement of the cue ball, even accidentally, is a foul. It is not a foul, however, to accidentally move any other ball (including the 8 - Ball) unless, of course, it touches the cue ball in which case it is a foul. Even dropping a chalk on the cue ball is a foul. If any other ball is accidentally moved, it will be replaced to its original position. Leaving the ball where it is, is not an option. The moved ball will be replaced after the shot and the balls have stopped rolling. If the movement occurs before the shot the ball will be replaced immediately. When the ball is replaced, the opponent should do the replacing, not the shooter. This is to eliminate disagreement about placing the ball.

g. If during the course of a shot, the cue ball doesn't touch anything.

h. Only the player or the coach may place the cue ball in ball-in-hand situations. Otherwise, it is a foul.

i. Exercise caution when placing the cue ball on the table. The cue ball is always "alive" and if it touches another ball, it is a cue ball foul and the opponent has ball-in-hand. Be especially careful when placing the cue ball in tight places. Also, when removing the cue for a ball in hand shot, if you touch another ball either with the cue ball or the hand holding the cue ball, you have fouled. In a tight situation, ask the opponent to retrieve the cue ball for you to avoid fouling.

**WINNING** - A player has won the game when all the balls of his numerical category of balls have been pocketed and he has legally pocketed the 8 - Ball in a properly called pocket without scratching.

NOTE: You may not play the 8 - Ball at the same time you play the last ball of your category of balls. The 8 - Ball must be a separate shot.

**HANDICAPS** - There are NO HANDICAPPS in this League. Therefore, there is no incentive to manipulate your score to either lose or take more shots. The idea is to win - that's all.

**STANDINGS** - The team standings shall be determined by the total number of points a team or an individual wins during the session. The team with the highest number shall be number 1, the next highest, number 2, etc.

Ties will be broken in the following manner:

- 1.) If two teams are tied, break the tie by going back into the regular session play and let their records against each other decide the issue. If they played twice (in the event of multiple division sessions) and the result is still a tie, only consider how they did the last time then played.
- 2.) If three or more teams are tied, break the tie by matching the teams against each other according to which teams met first during the session. After the matching-up, proceed as in 1.)

It is not the intent of this League to try to take the fun out of the game of pool. On the contrary, it is our intent to see that everyone has an enjoyable experience in the League. To that end, we will be very mindful of Sportsmanship fouls as stated in the Rules. It is impossible to

anticipate every item or occurrence with a rule. These rules try to hit the highlights. If a situation arises that is not specifically covered by these rules, talk to your team Captain and, if you can't resolve the situation, call the President. One such rule that was seen a few years ago involved a player who had already taken his time out. His coach walked over to the table, picked up the cue and handed it to the opponent. His contention was that the shooter had fouled and lost his turn, giving the opponent ball-in-hand. He was wrong!! This is a Sportsmanship Foul, and, in this case, the offending player loses that game. The non-offending player gets 10 points plus any balls he may have made. The offending player gets credit for any balls he made up to that point.

### \*\*\* End of Tournament \*\*\*

Another rule that needs modification concerns playing in the End-of-Session Tournament. Any player who has played during the session, either as a regular player or a sub may play in the End-of-Session Tournament. However, the player who has been a sub must play at least three matches during the session as a sub. Playing one or two matches and then entering the Tournament will not be allowed. Further, if you have played as a sub during the session and wish to play in the End-of-Session Tournament, you will be required to pay the \$10 entry fee the same as the regular players, and you must pay the equivalent of the League entry fee which is \$25 at this time. Therefore, it will cost a sub \$35 to play in the tournament.

Don't try to make up your own rules to try to circumvent the Rules of this League. Play to win, but be fair and reasonable. The games should be played competitively, but compassionately as well. We wish that each and every team could win first place, but such is not the case. We are, after all, an *amateur* League. And, as such, the playing of the game is for our enjoyment. Winning is enjoyable, but it is not worth losing friends over it. Have fun and Let's play pool!!

*- Rules -*  
*Of the*  
*Salem Tuesday Night*  
*Pool League*

