

South Shore Mens Pool League

2019-2020

***** **Official** *****

League

&

8 - Ball Rules

Charter: The South Shore Men’s Pool League (aka “The League”) is a men’s only league established to provide an opportunity for league members to play in a competitive environment with gentlemen’s rules as set forth herein.

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Article 1: The Rules of Office

- 1.1 Officers and Elections:** The members shall at the March meeting of the members elect a President, Vice-President (for each division), Treasurer, Secretary and such other officers, if any, that may from time to time be necessary or convenient. If required by the League, any officer shall supply the League with a bond for faithful performance of his duties in such amount and with security as is satisfactory to the League. Any League officer exiting office in normal circumstances shall be provided with a plaque from the League as an expression of the Leagues appreciation.
- 1.2 President and Vice-President:** The President shall be the Chief Executive Officer of the League and subject to the control of a League Committee. He shall have general charge and supervision of the Officers of the League. The President shall preside at all meetings of the Members, and if no Chairman of the League Committee is elected, at all meetings of the Committee. The Vice-Presidents shall have such duties and powers as the President shall determine. The Vice-Presidents shall have, and may exercise, all of the powers and duties of the President, in the event of an absence, the President shall determine which Vice-President will serve in his absence.
- 1.3 Treasurer:** The Treasurer shall be the Chief Financial Officer and as such is the accounting officer of the League. The Treasurer shall be in charge of all financial affairs, funds, and valuable papers thereof, and shall keep full and accurate records thereof. The Treasurer shall have such other duties and powers as designated by the League Committee or President. The treasurer shall also be in charge of all books of account, accounting records and accounting procedures of the League. The Treasurer shall open a Checking account in the League name. The checks will require two (2) signatures, that of the President and the Treasurer. The Treasurer will be required to issue receipts for all the monies received. The President, at the beginning of each season, shall appoint an Audit Committee consisting of three (3) League Committee members. They will audit the Treasurers books, as directed by the President, at least once each season.
- 1.4 Secretary:** The Secretary shall record and maintain, records of all proceedings of the Members, Officers, and League Committee. These records shall be kept in books for that purpose, which shall be kept within the Commonwealth of Massachusetts, at the principal address(s) of the League Secretary.
- 1.5 Suspension and Removal:** An Officer may be removed, with just cause, by vote of the majority of the members at any special meeting of the Members called for such purpose, or at any Annual Meeting of the Members.

- 1.6 Resignation:** An Officer may resign by delivering, in writing, his resignation to the President, Vice-President(s), Treasurer, or Secretary of the League, or at any Special Meeting of the Members called for such a purpose.
- 1.7 Vacancies:** If an office becomes vacant, the President shall appoint a temporary person to fill the vacant office. The League Committee may then choose to elect a successor at a special election or elect the temporary appointment to fill the vacancy.
- 1.8 Election Committee:** An election Committee shall be appointed by the President at the November League meeting. The Committee will be responsible for all aspects of the League elections. The President shall direct the Election Committee to prepare for elections and to proceed as outlined. The Committee shall consist of three (3) captains or co-captains. They will receive all nominations for election of officers to be held at the February meeting. The election will be by closed ballot. Nominations will be open at the January meeting and will close at the February meeting so the Election Committee can prepare ballots for an election if necessary. All members of the League, in good standing, are eligible for nomination. It shall be the team captain and co-captains responsibility to notify team members of upcoming elections. In the event that all currently elected officers are unopposed, a motion from the floor to have the League Secretary cast one (1) ballot to re-elect the current officers will be deemed sufficient.
- 1.9 League Committee Votes:** Each team has only two (2) votes. A league officer will have no vote unless he is serving as one of his team representatives. The league President shall have no vote unless there is a tie vote, at which time the league President will cast the tie breaking vote.
- 1.10 Changes to Rules:** No league or 8-ball rules will be changed during a current season unless by a majority vote.
- 1.11 Multiple Table Clubs:** Clubs that have more than one (1) pool table, non SSPL players will be allowed to play on the other table(s) during the match.
- The host club shall make available to the visiting team the pool balls that will be used during the official match for practice purposes.

Article 2: The Rules of the League Teams

- 2.1 Team Roster:** Each club is required to field a Team of at least ten (10) players and not more than sixteen (16) players. A completed team roster must be submitted to the League Committee by the November league meeting of each play year. All players must be card carrying members or associates of that organization, by the Christmas/New Years break and be of 21 years of age. Team captains must identify new members on their rosters. Any team who plays a “non-roster” member will forfeit one (1) point for each game won by that player, plus a one (1) point penalty.
- 2.2 Team Officers:** Each team will select a Captain, Co-captain and Treasurer. Captains & Co-captains will serve as members of the League Committee; and will be required to attend League meetings.
- 2.3 Mandatory League Meeting Attendance:** In the event Team officers are unable to attend the League meeting(s), they must send at least one (1) replacement voting rep to the League meeting(s). Any team not represented at a League meeting will be fined twenty (20) dollars to be placed in the League treasury.
- 2.4 Team Fees:** All teams must deposit the yearly team fee to the League Treasurer by the November League meeting to guarantee against forfeits and support League activities. The entry fee per team will be a minimum of \$100.00 and \$10.00 for each player on the roster, minimum ten (10) players, no refunds. Failure to pay by the November meeting will result in forfeiture of all matches until paid. The Team fee is non-refundable and is utilized to support league and banquet expenses. The League is absolutely non-profit so all funds are utilized for member activities. All new teams shall pay the yearly team fee upon acceptance to the league.
- 2.5 Match Rules:**
- 2.5.1 Locations:** Tournament matches will be held each Wednesday at designated clubs. A season schedule will be provided to each captain at the First League meeting of the season.
 - 2.5.2 Point Scoring:** A tournament match will be composed of ten (10) Eight-Ball games which will be played according to the South Shore Pool League Official Eight-Ball Rules. Each game won will accrue one point. The team with majority points wins the match.
 - 2.5.3 Tie Match Rules:** If a tie match (5 points to 5 points), team Captains will pick two (2) of their own players to shoot the tie breaker game which is for the match win only – no points, but may be used to determine playoff seeding in case of ties at the end of the regular season. Points will accrue throughout the season to determine team positions for the playoffs and trophies

2.5.4 Players: Any team with ten (10) or more players at a match will not be allowed to let any man play more than two (2) games with the exception of a tie-breaker game or if a man must leave after playing only one game. All players in attendance must play. Teams having less than ten (10) players shall be penalized if below eight (8) players.

Seven (7) players = 1 point penalty

Six (6) players = rematch, 1 point penalty + \$20.00

The violating team with six (6) or less players will be required to pay \$20.00 for the night which they didn't show for play. A rematch will be scheduled only if the league President and the opposing Captain have received notification prior to the scheduled match.

If less than ten (10) players, the partners for the remaining games will be picked lottery style. The shorthanded team shall fill in the players names on the official score sheet for the match and the players that were picked will be indicated on the sheet. However, no player may play more than three (3) games unless asked to play a tie breaker.

Captains must submit the name of both players prior to the start of each game.

2.5.5 Match Playing Roster: The home team will fill out the team roster first. Rosters must be filled out completely by 9:00 p.m. If a player is not present when his scheduled game is called, that game is forfeited. Coaches have no discretion.

2.6 Match Prize: When teams meet for a scheduled play or a rematch (see Article 2.7), each man will pay a designated game fee to his team Captain before the start of the match. Twenty (\$20.00) of this amount will be paid to the winning team that night. The balance will go to the team Treasurer. The losing team must pay the winning team \$20.00 whether they have a full team or not.

2.7 No Shows: If a team is not in attendance and owe \$20.00 due to a "no-show", they are required to pay the winning team at any scheduled rematch game or prior to the playoffs. Failure to do so can result in dismissal from the league by a vote of the team at a committee meeting. All scheduled rematch games must be made up prior to the playoffs.

2.8 Player Conduct: Each team Captain is responsible for the conduct of his . players. If a team feels an opposing player is disruptive to the match and lodges a complaint with the opposing team Captain; it is the responsibility of the Captain to control his player. Failure to do so can result in a grievance filed with the Committee resulting in forfeiture of the game in question

2.15 Playoffs: A player must be registered on at least one half (50%) of the roster sheets used for match play during the regular season, in order to participate in the playoffs. Bye weeks count as being in attendance. The first four (4) teams in each division qualify for the playoffs at the end of the regular season. Ties will be settled by record of the matches played during the regular season. The first tie breaker will be decided by which ever team has the most number of wins against each other. If still tied the second tie breaker will be decided by which ever team has the most number of wins against all teams within their respective divisions. If still tied the third tie breaker will be decided by the most number of overtime wins against all teams during the regular season. If still tied, one (1) match will be played in playoff format, ie; race to six (6).

2.15.1 Players: All playoff teams shall have nine (9) or more players. Any team not having nine players shall be penalized one point for each player under nine.

Example: Eight players = 1 point penalty
Seven players = 2 point penalty
Six players = Loss of match

All players in attendance must play in match.

2.15.2 Matches: All playoff matches will be played on a 2 out of 3 format. A complete 10 game roster sheet shall be filled out prior to the start of play

South Division

Team 1 plays Team 4
Team 2 plays Team 3

North Division

Team 1 plays Team 4
Team 2 plays Team 3

2.15.3 League Championship Round: Division Champions shall play for the title with the best regular season record team taking home court. The matches will be played in a best 2 out of 3 format. The first team to win 2 matches in the race to 6 format shall become League Champions. A complete 10 game roster sheet shall be filled out prior to the start of play.

2.15.4 Finals: A League Officer must attend the League final games and he will watch each match and will have final say in any dispute.

2.16 Awards: The following awards will be presented at the annual members' banquet.

League Champions: Winning team of the best of three finals

Division Champions: Team representing the Division in
finals.

First Place: Team with the best total record within each
division - regular season.

Article 3: Official Eight-Ball Rules

3.1 Object of the Game: To pocket the 8-ball which may be done legally on the break or after having pocketed all of the seven (7) striped or all seven (7) solid colored balls. A player is entitled to continue shooting until he fails to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball.

3.2 The Rack: Standard triangle rack with the apex ball on the foot spot and the 8-ball in the center of the triangle, which is in the center of the third row from the point of the rack. The apex ball is the 1-ball and the triangle will be surrounded with alternating balls eg; the lead ball is the 1-ball, the next ball making up the outside of the triangle will be a striped ball then a solid then a striped, etc. The visiting team shall rack the balls the first game of each match, and every alternate game after.

NOTE: The cue ball must be a regulation size cue ball. Oversized cue balls are not allowed

3.3 The Break Shot:

A: The whole white cue ball must be placed fully behind and not touching the headstring. Opponent must protest improper positioning of cue ball before the break shot.

B: Breaking player must make an open break or pocket a ball. An open break requires at least two balls from the break to hit a rail. If the break shooter fails to make a valid open break then the opponent has the choice of:

B1: Accepting the table in position and shooting.

B2: Having the balls re-racked and shooting the opening break shot himself.

3.4 Determination of Groups: The table remains open until a player legally pockets one (1) or more balls. If he legally pockets more of one (1) group than the other on the opening break, the player will have one of the following options:

A: Elect to take the group with the greater number of legally pocketed balls, in which case this group becomes his regardless as to whether he makes his next shot.

B: Take the lesser group of pocketed balls, at which time player is declaring an open table.

C: If only one (1) group is pocketed, player must play that group.

3.5 Rules of Play:

- 3.5.1** A legally pocketed ball of a player's group (a ball of either group when the table is open) entitles the shooter to continue at the table until he fails to pocket a ball on a legal shot. After all balls of his group are pocketed, player shoots to pocket the 8-ball.
- 3.5.2** If the 8-ball is pocketed on a legal opening break shot, breaker wins the game.
- 3.5.3** The shooting player must designate, prior to the shot, the pocket into which he is playing the ball. The shooter must make a legitimate attempt at hitting and pocketing the object ball. Combination shots involving balls of both groups (and/or the 8-ball) are legal when the table is open. After groups are determined, player must cause the cue balls' first contact to be with a ball of his own group; failure to do so is a foul (contact with your group ball and a called pocket for an object ball is all that's required)
- 3.5.4 Safe shots are not allowed.**
Safe shots are not allowed. Safe shot definition: Defensive positioning of the ball so as to minimize the opponents chances to score.

A player believing his opponent played a safe shot or the opponent believing he has been unjustly accused shall immediately bring it to his Captains attention and explain the circumstances. The captain of each team shall decide which occurred and if they are unable to agree the game shall be re-racked and start over.

If both captains agree that a safe shot did occur or the opponent was unjustly accused the respective captain shall notify the Secretary of the league regarding the alleged penalty. Either Captain must notify the other, at that time, that he plans on notifying the League Secretary of the penalty. At the next League meeting either/both Captains may plead their case and the League Committee will decide whether or not a penalty occurred.

If the League Committee, by a majority vote agrees the player performed a safe-shot or a player unjustly called a safe shot he will be named on the next weekly standings sheet.

Penalties for a safe-shots or a player unjustly calling a safe shot;

1st offense: Re-rack and start over

2nd offense: Re Rack and 2 match suspension (byes excluded).

3rd offense: Re-rack and suspension for the remainder of the year.

All subsequent offenses = suspension for the remainder of that year.

- 3.5.5** When a player has the cue ball in hand behind the headstring (as after a scratch), and all his object balls are also behind the headstring, the object ball nearest the headstring may be spotted on the foot spot at the players option, this also applies to the 8-ball when it is the object ball. If two or more balls of his group are an equal distance from the headstring, the player may also designate which of the equidistant balls he desires to be spotted
- 3.5.6** The 8-ball may not be legally pocketed unless, prior to the shot, the shooting player designates to the opponent (or referee) the pocket into which he is playing the 8-ball. He only needs to designate the pocket; indicating details such as cushion, banks, caroms etc; is not necessary.
- 3.5.7** To determine if an object ball is eligible to be shot, the entire ball (not the base of the ball) must be over the headstring.
- 3.5.8** Any ball knocked off the table other than the 8-ball or cue ball will be spotted on the foot spot.
- 3.6** **Coaching:** No member of this League is allowed to provide any coaching whatsoever. If a player, while shooting a game, receives any coaching from anyone not currently playing in the game, then it is a foul and loss of turn. However, it is legal for a player to ask for clarification of the rules at any time during the game.
- 3.7** **Fouls:** A foul negates the players shot. If a foul is committed prior to shooting, the player forfeits the current turn.

NOTE: Fouls can only be called by players currently playing.

If a player commits a foul and an opposing player not playing in the current game calls the foul, then the foul is negated.

- Fouls are:
- 1.** The shooter did not have at least one (1) foot on the floor when shooting.
 - 2.** Any part of the players' physical self, stick, bridge, etc; makes contact with, and moves any ball on the table, the opposing team may, at their discretion, return the subject ball(s) back to their original position(s) within reason and without input from the offending team.
 - 3.** Any part of a players clothing moves a ball. (NOTE: A touch by players' clothing is allowed. To be considered a foul the ball must move).
 - 4.** Coaching
 - 5.** After the groups are determined, the player must cause the cue balls' first contact to be with a ball of his own group.
 - 6.** Shooting out of turn.
 - 7.** Jump balls
 - 8.** A shot is not considered over until all balls have stopped moving and the shooter and all sticks & bridges etc; have cleared the table.

3.8 Loss of Game: A player loses the game if he commits any of the following infractions:

1. Pockets the 8-ball on the break and scratches
2. Pockets the 8-ball when it is not his legal object ball
3. Pockets the 8-ball on the same stroke as his last group ball(s)
4. Pockets the 8-ball on an illegal or foul opening break shot.
5. Pockets the 8-ball in a pocket other than the one designated.
6. Pockets the 8-ball when it is his legal object ball, but without designating the pocket.
7. Scratches when the 8-ball is his legal object ball.
8. Jumps the 8-ball off the table at any time during the game.
9. When a foul is called while shooting the 8-ball

3.9 Scratches: After the cue ball scratches or leaves the perimeter of the table, the incoming player has the cue ball “in hand” behind the headstring.

3.10 Disputes: In case of any undecided argument, the two team captains may:

1. Mutually agree to play the game over.
2. Appeal to the League Committee for a majority decision. The teams involved do not have a vote at dispute arbitration. Both parties must attend the League hearing. Failure to appear results in forfeiture of protest point.

NOTE: The League Committee majority decision is binding.