

Shooter's 8-Ball League

Rules and Regulations

Director: Kendall Vanover - 789-2064

Practice

- Home team gets the table from 6:30-7:00 p.m.
- Visitor's get the table from 7:00-7:30 p.m.
- If the bar has an extra table for practice both team will be allowed to practice together, make a list or chalk board to keep track of who's up next.

Start Time

- 7:30 p.m. with a 15-minute grace period. If both Captains agree.
- **Both teams must have 4 players to start the matches for the night.**

Line-Ups

- First round Home team chooses
- Second round Visitor's choose
- Third round team captains flip a coin to see who presents the line-up

Blind Players

- If either team is short a player, they can add a blind player to the line-up before the first match starts. The blind player must be on the roster. If the blind player does not show for the match, the opposing team will win the match. The blind player receives zero points and the opponent will receive 9 points.
- If team captains agree to change the line-up for any reason this will not be a problem, if they do not agree, the rules will stand as stated.
- If the teams do not have enough players, the matches may be rescheduled if both team captains agree upon it. At that time the director's need to be notified.
- If not agreed upon, the team that is short players must play with the players that they have and the rest of the matches will be forfeited.

Team Drinks

- Each bar will provide one team drink per player on each team.

Break Rotation

- First round - Visitor's
- Second Round - Home
- Final Round -Lag for break on **all** five games.

Handicaps

- Player handicaps will rollover from previous sessions.
 - Any player with an established handicap from a previous session will not be considered a new player. Previous handicap will be used.
- New player handicaps = Males - 7 and Females - 6
- Team handicaps not to exceed **35 points** per round.
- Scoring for new player's handicaps will start after **the fourth game** is played.
- **PLAYERS HANDICAPS WILL NOT BE ROUNDED UP**

Team Handicaps

- Total handicap for each player added together each round not to exceed **35 points**, the difference between both will be points given to the other team.
- Teams will be allowed to exceed **35** but not over **38** the points given if over **35** will be double the points given.
- If your team handicap is over **38** you have to forfeit one game to meet the handicap. Use a blind player for handicap calculation.
- Max. points for any given night regardless of how many points you are given will be **135 points**.

Rosters

- Ten players per team
- All Rosters must be completed by the fourth week.
- No one can be added after that time. **NO EXCEPTIONS**
- All players must play by the fourth week.
- If a team is down to four players, they can then add and remove players but they **MUST** contact the league director prior to doing so.
- Once a player is on a team Roster, they cannot play on another team that session.

Fees

- Team fee is \$50.00 and must be paid by the 2nd week.
- Weekly fees \$30.00 per team -regardless of forfeits.

Payouts

- See Payout sheet

Packets

- Packets must be dropped off **BEFORE 5:00 p.m. on Friday's** at Bridge Inn.
- Packets may be picked up Tuesday **AFTER 5:00 p.m.**

Bonus Points

- Each team will receive 5 bonus points each week if the following criteria is met:
 - Score sheets must be completely and correctly filled out and signed by both teams.
 - \$30 weekly fee must be included in the packet.
 - Packets must be turned in on time.
 - Each team will only receive one warning, after that there will be no bonus points given when any of the above criteria have not been met.

Bye/Forfeit

- If a bye or forfeit occurs, your team will receive **111 points**.

Ties

- If a tie occurs during the regular session -the points will be scored as that.
- If two teams are tied at the end of the session, the team that won the previous match (between the two tied teams) will be given the higher position.

NOTE FROM THE LEAGUE DIRECTOR

League Director has the right to suspend any team or player at any time for any reason for the session. So play smart, everybody knows the game of 8-ball, so do not try to manipulate the rules.