

American Pool League Constitutions and Rules

1. DUTIES OF OFFICERS

President: Jason Kyle (920-253-9224)

- Shall preside over all meetings.
- Shall appoint all committees.
- Shall vote only in a tie to the league.
- Shall make contacts to get sponsor for League.

Vice President: Donald Winkelman (920-988-2657)

- Shall help in any way that is needed.

Secretary / Treasurer: Ayme Duvernell (920-253-5281)

- Secretary shall keep all minutes of all meetings.
- Shall keep correct and complete records of all proceedings of said league.
- Shall keep all team and individual records.
- Shall receive all fees from the league.
- Shall pay all bills, after league officers approve all expenditures.
- Shall keep all receipts for money paid out.
EXAMPLE: Trophies, Supplies, Banquet

2. ELECTIONS AND TERMS OF OFFICERS

- A. Elections will be held at the first meeting of the following season.
Only captains and/or franchise owners will vote.
There is only 1 vote per franchise.
- B. Any new officers will take over after the first meeting.
- C. Terms are for 1 year.

3. FEES

- A. Franchise fees shall be **\$30.00**.
(late fee of \$10 will be assessed after 60 days of league start)

- B. Player's fees are **\$5.00** per person per night; you also pay if your opponent forfeits.
- C. You do not pay if you have a bye week.
- D. Secretary fee is **\$25.00** per team.
- E. All money, after expenses will be divided and paid out at the banquet.
- F. There is no late fees, but try your best to turn in your score sheets and money by **Thursday at 6:00pm.**

4. BY-LAWS

- A. Franchise fees belong to the tavern owner/manager that sponsor the team; not the players on the team.
- B. Franchise holders from previous year will be entitled to a franchise position the next year.
- C. If a franchise drops out during the season, they may be eliminated from league play for the following year. All the wins/losses are washed out from the team.
- D. A team that forfeits 3 consecutive weeks will automatically be eliminated from the league, and cannot join the league the following year.
- E. The season will consist of shooting each team once.

5. AMENDMENTS

- A. The Constitution and By-Laws of the league may be altered or amended by a 2/3 vote of all voting members at annual meeting, or by a vote at any other meeting. **(Voting members are franchise holders and/or respective captains. (Only 1 Vote per team).**

6. RULES OF THE GAME

- A. Starting time is 7:00pm, with a 15 minute grace period, at 7:15pm players shall be listed on the score sheet, and games played in rotation.
- B. There must be 2 players present from each team to start the match. The players are to shoot in order listed, and players not present by the beginning of the third round can be forfeited at the opposing captain's discretion.
- C. Once game play has started there is a limit of 5 minutes from the end of one game to the beginning of the next game for the game to be set up for play. Once that time limit has passed and there is no contact of the opponent that is supposed to play, it is the discretion of the game to be forfeited and a win for the player that is ready and waiting.

7. THE TEAM

- A. 4 players constitute a team. Any player may shoot their 4 games at the start or end of the match only if the opposing captain agrees. If not there must be at least one game from other players splitting all 4 games.
- B. If a player arrives late and their turn has been by-passed it is the opponents option to either let them make up their game, otherwise it will be considered a forfeit for that round. The player may shoot in the next round in which their turn has not been passed.
- C. 2 players may constitute a team, and games must be played by forfeiting in the last 2 positions not being played.
- D. Opposing team may accept the forfeiture or demand that the forfeiting team play the match at some other designated time before the next match the following week.
- E. A team who forfeits 2 consecutive weeks or 3 weeks total may be eliminated.
- F. If you need to reschedule please contact opposing captain and set up a make-up match, also notify the league secretary. You will have 1 week to make up the match, if not the team that needed to reschedule will have to forfeit the match.
- G. Each captain and/or franchise holder will have the final say as to who will shoot on the team.

8. SCORE SHEETS

- A. Both teams shall keep score. Each team will have 2 sheets with a carbon. **After the last game of the night, sheets must be completed and checked with opponents for any discrepancies. Make sure that both sheets match for wins and losses and that both sheets have the same names on them before signing.** Both sheets need to be signed by both captains. Each team will then put 1 of their score sheets, along with **\$5.00 per person, \$20.00 per team into the envelope.** **THE ENVELOPE MUST HAVE 2 SCORE SHEETS IN THEM. ALSO: HOME TEAMS SUPPLIES THE ENVELOPE WITH THE DATE AND TEAMS ON THE ENVELOPE. AWAY TEAM IS RESPONSIBLE FOR DROPPING OFF ENVELOPE.**
- B. It is the away team's responsibility to make sure that there are 2 score sheets and the correct amount of money enclosed in the envelope. **\$40.00**; if the amount is not correct, the away team will be held responsible and has it taken out of their prize money at the end of the season.
- C. **DROP OFF POINT'S ARE:** KATHY'S BUFFALO INN AND ERIN'S. The envelope needs to be turned in by: **6pm on Thursday night.**
- D. First and last name of all players needs to be on each score sheet.
- E. In case of bad weather or other reason, call one of the officers.
- F. **All stats will be available in 2 locations**
www.kathysbuffalobar.com
Facebook:
(American Pool League Watertown, WI);

9. LINE-UP

- A. Line-up shall be placed on the score sheet by the captain or designated captain. The opposing team shall not know this line-up until just prior to the start of match play.
- B. Line-ups cannot be changed after match play begins.
- C. A courtesy of rescheduling of the rotation can be made for a player to complete all of their games before they have to leave for work. This has to be communicated to the captains before any games are started.
- D. **NO ONE UNDER 21 YEARS OLD IS ALLOWED TO SHOOT ON ANY TEAM.**

10. SUBS

- A. Subs will be on an open sub list.
- B. No regular shooters can be a sub for a different team.
- C. Subs must have one bye week.

11. THE MATCH

- A. There will be 16 games played: 4 per round, 4 rounds, this constitutes 1 match. The same 4 players must play all 4 rounds. Away team rotates.
- B. The away team breaks 1st and 3rd rounds; home team breaks 2nd and 4th rounds.
- C. Each team shall have a captain or acting captain present at each match played. **The captains or co-captains MUST look over for same player names; wins and losses for correctness and SIGN score sheets at the end of match.**
- D. The captains shall settle any disputes during the match. Any disputes that cannot be settled will be ruled upon the league officers.
- E. Any team players competing in a league match **WILL NOT** use open tables to practice on during match.

12. BREAK SHOTS

- A. The game is played with the player breaking and if they make any object balls, they have a choice of either group of balls to determine if they are solids or stripes.
- B. If the player breaking does not make anything, the opponent has choice of either group of balls to shoot at.
- C. If player breaking makes both groups of balls, they shoot again to establish themselves a group of balls.

13. THE BREAK

- A. If the player breaking fails to hit the rack they will break again. If they miss again it will then be the opponents break.
- B. The cue ball must be behind the kitchen line for the break shot. The opponent must inform breaker of improper positioning of the cue ball before the break shot; if not then it is a legal break.
- C. It is an open table until a ball is made legally. If one or more balls are made on the break, you must shoot again and make a stripe or solid, to establish a group of balls.
- D. On an open table, a player can hit any stripe or solid. You can hit a stripe ball into a solid and vice versa, as long as you called that ball in that pocket.
- E. Making the 8-ball on the break is a win. If you make the 8-ball on the break and scratch it is a loss.
- F. If all balls are made on the players first turn it is a table run.
- G. Balls are either in or out of the kitchen. No part of the ball can be over the line either way.
- H. There is no such thing as split shots in this league. You must hit you're object ball first.
- I. If the player breaking hits the rack in any way the game begins, there is no re-rack.

14. EIGHT BALL

- A. The game is played with 15 object balls. The 8-ball is then placed in the center of the rack.
- B. The 8-ball can be played straight in. Kiss offs and banks don't have to be called as long as you call your pocket.
- C. The object of the game is to make a group of balls (**solids or stripes**); then make the 8-ball last to win the game.
- D. Last object ball or 8-ball left in the kitchen may be spotted. If another ball is on the spot; the spotted ball must go behind the ball on the spot.
- E. When the table is open and the 8-ball is the first ball contacted it is a foul and no stripe or solid may be scored for the shooter.
- F. When shooting your last object ball you cannot call the 8-ball in the same shot.
- G. If by chance the 8 ball is hanging in a hole and falls without being hit by your cue ball or any other ball or fouling by any player, the 8 ball will be pulled out and spotted on the breaking spot.

15. SCORING

- A. All balls remain so, whether legal or not.

- B. The player continues to shoot providing they hit any of their object balls first, and make the ball that was called in the pocket that was called. If they miss, it is the opponents shot.
- C. **THE POCKET IN WHICH THE OBJECT BALL IS TO BE MADE IN MUST BE CALLED PRIOR TO THE SHOT AND LOUD ENOUGH FOR YOUR OPPONENT TO HEAR OR SEE.**
- D. Kiss-offs and banks do not have to be called as long as you call the pocket.
- E. Each game played and won shall be marked on the score sheet with an “X”. Each game played and lost shall be marked on the score sheet with an “O”.
- F. If a player makes all the balls on their first turn, this is a table run and shall be marked on the score sheet with a “TR”.
- G. If the player makes the 8-ball on the break, without scratching, this is an 8-ball break and shall be marked on sheet as the number “8”, thus becoming a Win.

16. FOULING AND PENALTIES

- A. **INTENTIONAL** jumping of a ball is a foul.
- B. Knocking any ball off the table is a foul. The ball will be spotted on the dot, if a ball is on the dot it will be placed behind the ball that is on the dot, and opposing player shall shoot.
- C. If the 8-ball is knocked off the table, it is a loss.
- D. Cue ball off the table is played as a scratch, unless player is shooting the 8-ball, then it is a loss.
- E. If a player fouls while shooting the 8-ball it is not a loss.
- F. **ALL** players must have at least 1 foot on the floor while shooting.
- G. A player maybe assisted by a **TEAMMATE OF CHOICE**.
Only the **PLAYER SHOOTING** may ask for help. The player must ask loud enough for the opposing team to hear. **ANYONE** giving assistance to a player without being asked, and the opposing team calls it, it will be considered a foul and the player shooting will lose their turn. There can only be **2 assists per game**.
- H. **THE PERSON GIVING HELP TO THEIR TEAMMATE MAY NOT TOUCH THE TABLE.**
- I. Only the player shooting the game may call a foul on the opposing player shooting who commits a foul. The captain may also designate a co-captain to call fouls while the captain is shooting or occupied with other activities, but must let opponent know whom they designated as co-captain before the game starts. **ANY OTHER PERSON CALLING A FOUL, THE FOUL WILL BE NULLIFIED AND THE PLAYER WILL CONTINUE TO SHOOT.**
- J. When breaking or shooting you shall not stop the cue ball with either your hand or your cue stick, this is a foul.
- K. When lining up cue ball in the kitchen it must be placed in position with your hand. If you position ball with your cue stick, it is a foul.
- L. If a player has a scratch shot and fouls any ball before the cue is shot, the opponent by calling the foul will have the next shot. If the player fouls while

shooting, **(the cue ball or any other balls move)**, the opponent then has the shot as is.

- M. **A PLAYER SHALL STOP SHOOTING IMMEDIATELY WHEN A FOUL IS CALLED** and resume shooting on their next turn.
- N. Masse shots are a legal shot. Be aware that if you choose to masse and ruin the felt, you will have to pay to have the felt replaced.
- O. **If a shot looks very close to becoming a foul; have the courtesy to ask the captain or co-captains of both teams to watch the shot for good contact of your object ball. They then can call a foul if needed at that point.**

17. PROTEST PROCEDURES

- A. Authority to protest rests with the captains. Protests must be made within 48 hours after match. All protests go to **Bob Smith (PRESIDENT)**.
- B. Protests shall include a **\$5.00 DEPOSIT**. If protest is lost the deposit will go into the league balance.
- C. Captains of both teams can decide, that night, for a disputed game to be re-shot. If game is re-shot there can be no protest.

18. TROPHIES

- A. **Team Trophies**
1st Team Trophy & Individual Trophy for team players, 2nd Team Trophy & Key chains for team players, 3rd Team Trophy & Key chains for team players. **1st place team Trophy for Most Punch Cards turned in will receive “Most Fun Team” in the League Trophy**
- B. **Team Playoffs will be in effect in case of a tie with top 3 teams: If there is a tie for one of the Top 3 Teams, there will be a playoff of race to 9 Team Wins to determine placement at a neutral bar the following week on Tuesday. The team will consist of the 4 players that played the most during the year on that team.**
- C. **Individual Playoff will be in effect if the Top Individual players are tied: The players will play at a neutral bar the next week on Tuesday to determine who will be the Number 1 Top Shooter. The playoff game will be a 3 game playoff with each player breaking once; and a coin flip for the 3rd game if needed. The first player to win 2 games will be the Individual Number 1 Top Shooter. There will not be a playoff if there are ties from places 2nd to 10th.**
- D. **Individual Trophies**

Top Men.....1st thru 5th

- Top Women.....1st thru 5th
- Most 8-ball Breaks Trophy.....Men (Roy Haug Award)
- Most 8-ball Breaks Trophy.....Women
- Most Table Runs.....Men
- Most Table Runs.....Women (Jeannie Wilson Award)
- Highest % of Wins by Men.....Fred Boettcher Award
- Highest % of Wins by Women.....Darlene Poje Award
- (TO BE ELIGIBLE YOU MUST SHOOT 80% OF THE SEASON)**

19. **BANQUET**

- A. All persons attending the banquet will pay for it with no money returned.
- B. After all expenses are paid the payout will be as follows: 60% of total payout divided by total league wins to figure out dollar amount. 40% of total payout divided by total league wins to figure out the dollar amount.
- C. **Any late fees or missing money will be deducted from the team pay outs.**
- D. Budget sheets, trophies, and Individual and Team Standings will be given to each team at the Banquet.

SPORTSMANSHIP

THIS IS MEANT TO BE A FUN LEAGUE!!

BE COURTEOUS TO YOUR OPPONENT!!

IF YOU HAVE ANY LEGITIMATE COMPLAINTS ABOUT ANY TEAM PLEASE WRITE YOUR COMPLAINT ON THE BACK OF YOUR SCORE SHEET AND PUT IN THE ENVELOPE. IT WILL BE LOOKED INTO.

ANY TEAM WITH 8 OR MORE COMPLAINTS AGAINST THEM WILL BE REMOVED FROM THE LEAGUE.

THE FRANCHISE OWNER WILL NOT BE REMOVED FROM THE LEAGUE, JUST THE PLAYERS.

THE PLAYERS WILL NOT BE ALLOWED BACK INTO THE LEAGUE THE FOLLOWING YEAR, EVEN WITH A DIFFERENT FRANCHISE.

IF THEY WANT TO COME BACK TO THE LEAGUE AFTER THAT, IT WILL HAVE TO BE VOTED ON.

HAVE A FUN SEASON!!