

WATERTOWN POOL LEAGUE RULES FOR 2018/2019 SEASON

START OF MATCH

Home team stays in score sheet lineup positions, visitors rotate after each game according to the score sheet lineup. The match consists of 16 games with each player playing each member of the opposing team once. A match can be played with one to four players, but it will be an automatic 10 points if a person is not present for their turn, unless agreed upon by the team captains. After the end of the second round, no late arriving player may begin play for the match unless agreed upon by the team captains. The match must begin no later than 7:15 pm or it will be considered a forfeit. Players are allowed to complete their games early to meet their 3rd shift work schedules or for other emergencies. **Recommended start time is 6:45PM.**

SCORE SHEETS Use proper names and include **LAST NAMES** when filling out the score-sheets. **NO NICKNAMES**

THE RACK

The shooter racks his own balls using his own money. The 8 ball must be in the center of the rack and the 2 corner balls furthest from the breaker must be a stripe and a solid. We will be using red circle cue balls this year.

THE BREAK

The game does not begin until the cue tip strikes the cue ball. If a player miscues and misses the rack, it is the opponents break. Once the cue tip touches the cue ball the breaker can not attempt to stop it with his cue. Once the rack is struck, at least four numbered (1-15) balls must hit a rail otherwise the opponent has three options, **One:** He gets a re-rack and the break, **Two:** plays form where the cue ball lies or **Three:** requests the original breaker to re-break. The opponent must notify the shooter prior to the shot if he feels the cue ball is beyond the head string or the shot stands. The entire ball must be behind the head string to be a legal shot (in the kitchen). Scratching on the break is a ball in hand foul anywhere on the table. All foul shots must be called before another shot is executed or the player will be allowed to continue.

AFTER THE BREAK

The table is open after a legal break. Players can shoot a stripe to make a solid or vice versa on an open table to determine player's choice of stripes or solids. The 8 ball is never neutral on an open table and cannot be used in this manner.

THE GAME

The game is straight in 8-ball, call your ball and pocket. Obvious shots do not need to be called. Kisses and rail contacts do not have to be called. The pocket for a bank needs to be called. Also a called ball for a combination or carom must be called. If the called ball goes in the indicated pocket by any route it counts. Following an opponent's ball into a called pocket is legal. If an opponent is unsure as to which ball or pocket is called he/she must ask the shooter before execution of the shot or the shot stands.

SAFETY PLAY

Safety play is always in effect. On every shot you must contact one of your group of balls first (or the 8 ball if it is your last ball) and then drive any ball (1-15) or the cue ball to a rail or pocket.. If you are calling a safe while pocketing one of your balls you must clearly indicate this to your opponent before you shoot or you will retain your turn at the table.

SCORING

The matches are scored in a total points format. Each player winning a game receives 10 points. The loser receives 1 point for each of his/her flavor of balls that is off the table at games end (max of 7). The maximum match score is 160.

8 BALL BREAK

An 8 ball break is not a win. On making the 8 ball on the break the shooter has two options: **One**-shooter can spot the 8 ball and continue shooting from where the cue ball lies or **Two**-shooter can request a re-rack to start the game over.

If the shooter makes the 8 ball on the break and scratches the opponent has Two options: **One**-spotting the 8 ball and shooting from the kitchen or **Two**-requesting a re-rack and breaking

JUMP & MASSE SHOTS

Jump shots and masse shots are legal. A legal jump or masse shot is defined as striking the cue ball above center with an elevated cue. Special Jump Cues are allowed but must be at least as long as the distance between the side rails. Short unscrewed shafts of normal cues are not legal to use. **Scoop shots** where the cue is hitting below center of the cue ball to make it jump are not legal and will constitute a foul.

STALEMATE RULE

When a players object ball or balls are tied up such that the player cannot get a legal hit on 3 consecutive turns and the opponent chose not to or could not relieve the tied up ball situation after each of those three consecutive turns the game will be a STALEMATE. A stalemate game must be played over where the same original breaker starts the game again. This rule replaces the "four consecutive foul rule".

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FOULS

The following fouls will give the opponent ball in hand anywhere on the table:

****CUE BALL FOULS** – Any movement of the cue ball prior to the shot by the shooter except for legal re-positioning of the cue ball with the hand or shaft of the cue (you cannot re-position with the cue tip).

****BALL IN HAND FOUL** – Moving any object ball while trying to position the cue ball during a ball in hand award. This includes touching a ball with your hand or the cue ball.

****PATH OF CUE BALL OR MOVING BALL FOUL** – Accidentally moving an object ball into or out of the path of a traveling cue ball or to or from where the cue ball may have ended up. – Accidentally deflecting the path any ball that is moving from a legal shot.

****SCRATCH FOUL** – Scratching on a shot including scratching on the 8 ball if the 8 ball is not pocketed. Scratching on the break.

****BALL OFF TABLE FOUL** – Knocking any object ball off the table is a foul. The fouled ball is spotted.

****MULTIPLE BALL FOUL** – Accidentally moving more than one ball with hand, clothing, body or cue. One ball moved during ball in hand positioning is also a foul as described in “BALL IN HAND FOUL”.

****LEGAL SHOT FOUL** – Once the cue ball contacts one of your group of balls, that ball or the cue ball or any other ball on the table must contact a rail or pocket to be considered a legal shot. Failure to do so is a foul.

****PUSH SHOT FOUL** – You can stroke straight through the cue ball but only when the balls are frozen. If the balls are closer than a chalk width of each other you must align your cue to a 45 degree or more angle elevation or to either side for the shot to be legal. When attempting to shoot straight through and stop the cue ball, the cue ball cannot travel past the outer edge (edge furthest away) of the object ball.

****DOUBLE HIT FOUL** – If you contact the cue ball more than once during a shot. This can occur when the cue ball and object ball are close together, near a rail or if the cue ball is over-stroked.

****COACHING FOUL** -- No coaching is permitted in this league. Opponent may only discuss the game with his/her teammates on the sidelines when it is not the opponents turn to shoot. When shooter misses the opponent must immediately stop talking to his/her teammates and approach the table for his/her turn. No teammate can inform an opponent that the shooter fouled during his/her turn. Doing so will constitute a team foul and the shooter will be allowed to continue shooting.

LOSS OF GAME FOULS – Scratching on a shot that made the 8 ball. – Knocking the 8 ball off the table. – Pocketing the 8 ball in a pocket that was not the called pocket. – Failing to call the pocket where the 8 ball is made. – Breaking down your playing cue while your opponent is shooting within sight of the shooter.

WEEKLY PLAY The league’s first half will play 13 weeks this year with each team playing one another once. The second half will have the top ranked half of the teams in the upper division and the lower ranked teams in the bottom division. Each team will play the teams in their division once.

OPTIONAL PLAY-OFF The play offs this year will be a singles tournament with a \$10 fee to participate. To qualify for the playoffs a player must have played in at least 2 of the regular season matches.

PLAY-OFF SCORING. An 100% Handicap will be used in the Playoffs. A singles playoff was voted in again for this year.

SANCTIONING: All players who play 4 weeks will be WSPA sanctioned to play in the State tournaments. The tournament is held in Appleton this year. The dates are February 26-March 1, 2020. See more on wspapool.com or contact Dean. Sanctioning is paid by the league.

TOP TEN AWARDS: To qualify for the top 10 cash awards, you must play in at least 75% of the matches. Page 1 of the weekly stats will show players that have played 75% of the matches.

LEAGUE NIGHT At conclusion of play, the **away team** is to bring the money and score-sheets to the Watertrap. The Watertrap will be open until at least midnight on Tuesdays to accommodate this.

LEAGUE CONTACT NUMBERS Watertrap 920-262-0543 Dean Roeseler WSPA League Operator 920-988-0493
Tim Bergdoll Commissioner 920-253-6002 Bill Shier Secretary 262-0016 or cell 988-4873