

**ST PETERSBURG INVITATIONAL TAVERN POOL LEAGUE
REVISED 09/10/2018**

President	Roy Dove	793-4347
Vice President	Jesse Jackson	455-9860
Secretary	Shane Downs	710-5700

SECTION L: GENERAL RULES FOR LEAGUE PLAY

RULE L.1 ELIGIBILITY

A. AGE REQUIREMENTS. Players must be of legal drinking age (21). A copy of picture identification is needed for everyone. Captains are responsible for this.

B. ADDING PLAYERS TO ROSTER. Players may be added to the team roster at any time (except for playoffs). Anyone who plays on a team will automatically be added to that team's roster. Make sure any new players have not played for another team, as their games will be forfeited. (See letter "C" below and Rule L.6.C)

C. PLAYERS LIMITED TO ONE TEAM. Persons may not play on more than one team during the season with the following exceptions:

1. Bar owner acting as sub (only one owner per team per night)
2. A player listed on a roster may change teams only if they have not yet played for that team.
3. If a team disbands, players may or may not be allowed to move to other teams. Approval or disapproval will be at the discretion of the League Officers

D. ELIGIBILITY FOR PLAYOFFS. To be eligible to compete in the playoffs, player must have played at least 40% of the games (any combination of singles and doubles) during the season. Tavern owners may substitute in the playoffs with no prior qualification. (amended 5/5/2015)

E. BANQUET. Each player who plays at least 40% of the games (any combination of singles and doubles) receives an invitation to the Banquet. The invitation admits the player and a guest (no minors allowed).

F. TROPHIES. Team MVP and League MVP trophies are awarded to the person with the highest win percentage combined with the highest number of wins as tie breaker on their team or in their League who have played at least three quarters (3/4, or 75%) of the singles games. In the event of a Bye, eight players selected by the Team Captain are given credit for one singles game win. This game will count in the total wins considered for League MVP and/or Team MVP. (modified for clarity 1-6-2017)

G. ROSTER RESTRICTIONS. The teams and all qualified players that are eligible to play in the final match of the Championship Tournament will be limited to the following:

1. No more than two players will be permitted to play on the same team the following year.
2. Summer Session winners may play together in the Fall and Winter Sessions; however, if the same players win two consecutive Summer Sessions, they must disperse as in #1 above

H. BARRED PLAYERS. Anyone barred from two or more taverns participating in the League will not be permitted to play in the League for the remainder of that season or until no longer barred.

RULE L.2 MONIES

A. WEEKLY LEAGUE FEES. Teams pay \$28.00 on League nights. Captains collect the money from their players and the Home Team captain turns in the money from both teams, along with the result sheet, to the tavern. The appointed person will pick up the sheet and money. Teams in the playoffs also pay \$28.00 per night with the exception of the Final Championship game.

B. BYES AND FORFEITS. In the event of a scheduled **BYE**, a result sheet is required and the team **must** pay the Weekly League Fee of \$28.00. On a scheduled BYE the sheet must indicate a "bye" and the score awarded will be 8 wins and 4 losses. The result sheet must be filled out with names entered in the singles section of the first and second halves for the players to be credited with a win in each half. In the event of a **FORFEIT**, the team that shows up must complete a result sheet and **must** pay the Weekly League Fee of \$28.00. The sheet must indicate a "forfeit" and the score awarded will be 8 wins and 4 losses. The result sheet must be filled out with names entered in the singles section of the first and second half for the player to be credited with a win for each half. If the forfeiting team pays their League Dues of \$28, then they will receive 4 wins and 8 losses for the night. If the forfeiting team does not pay their League Dues of \$28, then they will not receive ANY wins or losses for the night. At the start of each session, prior to the cut off date of new teams, upon payment of the Weekly League Fee of \$28.00, the new team will earn 6 wins and 6 losses for any weeks that were scheduled before their team started playing. No singles games will be credited to any player on the new team for these "bye" weeks, however.

C. EXCESSIVE FORFEITS. Any team that forfeits more than 3 times in the 24 weeks of the Fall/Winter Session will be dropped from the League. Any team, which has been dropped, will forfeit ALL playoff qualifications, monies paid and prize monies earned. With proper notification, these games can be rescheduled for makeup.

D. WEEKLY FEES ARE DUE THE NIGHT OF PLAY. If any team becomes excessively delinquent (2 weeks in arrears) in paying weekly fees, League Officers have the authority of dropping that team from the League. The team captain and tavern owner will be notified of any delinquencies and the resulting consequences. Any dues owed and not paid by the end of a Session will be deducted from the team's prize money at the end of the session prior to the calculation of the per win payout amount.

RULE L.3 TEAM CAPTAINS

Team Captains should be informed of and responsive to all the rules and information contained herein. Either captains or teams must agree upon any deviation from the rules.

RULE L.4 SCHEDULE

The team whose name appears on the left side of the schedule is the Home Team for that night and all home games will be played at that tavern (except during playoffs).

RULE L.5 STARTING TIME AND PRACTICE

A. STARTING TIME. Games are scheduled to start no later than 8:00 P.M. (local time, not bar time) and may start earlier if both teams agree. Home team should decide by 7:30 P.M. on which table the games will be played and on the type of cue ball to be used during the match.

B. PRACTICE. Practice for the home team is from 7:30 to 7:45 pm. Practice for the visiting team is from 7:45 to 8:00 PM with the same equipment and on the same table that will be used for that night's play. If the visiting team is present at 7:45 and is not given the table, they shall have 15 minutes of practice time from whenever they receive the table. Practice games for the second half (if desired) are limited to one rack of balls per team.

RULE L.6 RESULT SHEETS

A. IDENTITY OF TEAMS. Captains should complete date and team names in the space provided.

B. FILLING IN NAMES OF PLAYERS. First half is to be filled out by both teams before 8:00 p.m. The Home team is the first to list names on the roster. The sheet is then folded so that names cannot be seen, and given to the Visiting team to fill out. The procedure is the same for the second half.

1. You must list first and last names of players for singles games or you will not be able to receive MVP awards.
2. On winner's side, (far right column), first and last names of single winners. For doubles games, only the tavern or team name is required.
3. In the event of a bye, write "BYE" on loser's side and your line-up (1st & last names) in the singles part of your side.
4. In the event of a forfeit, write "FORFEIT" on loser's side and your line-up (1st & last names) in the singles part of your side.

C. ROSTER CHANGES. Changes to the roster once either team has seen the other's shooting order are allowed only if both of the following conditions are met:

1. A listed player has not shown by his / her turn and their replacement fills that same position on the sheet; and,
2. The opposing captain approves the change.

RULE L.7 FORFEITS

A. MINIMUM NUMBER OF PLAYERS. A team must be represented by at least two players. Inability to muster more than two players results in a team forfeit. Winners by forfeit who turn in a result sheet and \$28 will be awarded 10 wins and 2 losses. The result sheet must be filled out with names entered in the singles section of the first half for the players to be credited with a win. If the forfeiting team pays their Weekly League Dues of \$28, then they will receive 2 wins and 10 losses for the night. If the forfeiting team does not pay their Weekly League Dues of \$28, then they will not receive ANY wins or losses for the night. If a Tavern or Captain notifies the Secretary 48 hours in advance of a scheduled match of an inability to gather a team, the match must be rescheduled within a two week period. No forfeited matches will be rescheduled during playoffs. During playoffs, the rescheduled game must be played before the end of the following Friday. If not enough players show up to represent either team, either each will be awarded 6 wins and 6 losses, in which event \$28.00 may be paid at the time the match is forfeited or the dues will be deducted from each team's prize money at the end of the session or the teams may re-schedule the match on their own and notify the Secretary.

B. BEGINNING THE MATCH WITH MISSING PLAYERS. The entire team does not have to be present to begin play. Play may begin with only one person present but the entire match is forfeited if a second person does not show. (See Rule L.7.A.) Once begun, play must be continuous. If player has not shown by his or her turn and no substitute is available (as provided in Rule L.6.C. and Rule L.7.C.), the game is forfeited unless both captains agree to wait or play around that game.

C. PLAYER MAY FILL ONLY ONE ROSTER SPOT. A player may play only one single and one double each half.

D. PLAYING ORDER. All games should be played in the order they are listed on the result sheet. If a player plays out of order replay that game with the correct players. "Playing out of order" refers only to a person not playing the person with whom he or she is scheduled on the sheet. "Shooting out of turn" refers to executing a shot during a game when it is not the players turn. (See Rule G.8.9.)

E. LATE TEAMS. If no opposing team arrives by 8:30 P.M., the waiting team may assume a forfeit.

RULE L.8 BYES AND AVERAGES

A. POINTS FOR BYE. A team scheduled for a Bye will be awarded 8 Wins and 4 Losses in the Session standings. (See Rule L.2.B.)

B. AVERAGES. Team averages are computed by dividing total wins (including wins awarded for BYES and FORFEITS) by total games available to play. Individual averages are computed by dividing the number of single games won by the total singles games played, to one decimal place.

RULE L.9 UNSPORTSMANLIKE CONDUCT

A. CAPTAINS RESPONSIBILITY. Team Captains are responsible for the conduct of their team. No profanity or behavior that is disruptive or detrimental to other players will be tolerated. If a team has to be asked more than twice to control their profanity and/or behavior, etc., a protest may be lodged against that team. At that time, the League Officers reserve the right to penalize, disqualify, or bar from the League any player or team whose conduct is detrimental to the League.

B. MARKING BALL PATH. It will be considered unsportsmanlike conduct for a shooter to mark the path of any ball prior to shooting by, for example, placing chalk on the rail where the cue ball or object ball will strike that same rail, or marking the rail with chalk or powder.

RULE L.10 PROTESTS

A. PREREQUISITE FOR A PROTEST. A team wishing to file a protest must do two things: (1) Not sign the result sheet and (2) Submit with the unsigned result sheet, an additional \$10.00 protest fee along with your Weekly League Fee of \$28.00.

B. WHEN TO FILE PROTEST OVER A GAME. A team may file a protest at the end of play regarding a particular game or games if there was a disagreement on the application or interpretation of a rule or rules.

C. WHEN TO PROTEST THE ENTIRE MATCH. A team may not wait until the end of play and protest the entire match. If a team believes that conditions are severe enough to prevent an atmosphere of fair play and the opposing team (after being asked more than twice) has failed to correct the situation, protest should be filed at that time, and play should cease.

D. WHEN TO PROTEST TABLES OR EQUIPMENT. Any protest regarding tables and equipment must be made before the start of play. Players should assure themselves prior to starting that the equipment and its condition are satisfactory. (See Rule T.1.)

E. DISPOSITION OF PROTEST. A meeting of the League Officers and concerned parties will be held within two weeks. If any officers are involved in the protest, a neutral bar owner will be asked to sit in their place. A decision will be made to award wins and losses or replay some or all of the games.

RULE L.11 SESSIONS AND PLAYOFFS

A. SESSION PLAY AND POST-SEASON PLAYOFFS. The year consists of two Sessions: a Fall/Winter Session (beginning in September and lasting 24 weeks) and a Summer Session (beginning in May and lasting 14 weeks). Teams may play in either Session or both of them. Following either the Fall/Winter or Summer Session, post-season playoffs will be conducted according to these rules.

At the end of the **Fall/Winter Session**, the League will conduct post-season playoffs in two separate tournaments: a Championship Tournament (consisting of 16 teams) and, if there are 32 or more teams in the League, a Consolation Tournament (consisting of the 16 teams ranked 17 through 32 in the league who are current on their Weekly League Fees). The final matches of each Tournament will be played at the Annual Banquet. Regardless of the number of teams in the League, at the end of the Summer Session, the league will conduct a Championship Tournament only. The final match of the Summer Session Championship Tournament will be played at the host locations of the participating teams as determined by Section E of this rule, below.

B. CHAMPIONSHIP TOURNAMENT - QUALIFICATION

- 1. SPLIT SEASON OPTION.** At the Annual Captains, Bar Owners, and Players meeting, members may elect to play the Fall and Winter Sessions under the Split Season Option. Under this option, the top 8 teams in the Fall Session, as determined by their Team Winning Percentages for that Session will qualify for the Post-Season Championship Tournament. The top 8 teams in the Winter Session who are not already qualified for the tournament from the Fall Session will also qualify for the post-season Championship Tournament. A team qualifying in the Fall Session must continue to play in the Winter Session in order to maintain their qualification. If a qualified team disbands before the start of the Championship Tournament, or loses its qualified status for any reason, its replacement will be selected from the highest unqualified team in the Winter Session.
- 2. CONSOLIDATED SEASON OPTION.** At the Annual Captains, Bar Owners and players meeting, members may elect to play the Fall and Winter Sessions under the Consolidated Season Option. Under this option, the top 16 teams, as determined by their Team Winning Percentages for both sessions, will qualify for the Championship Tournament. A team must play both sessions to qualify for the Championship Tournament.
- 3. SUMMER SEASON.** The Championship Tournament following Summer Session will consist of the top 16 teams at the conclusion of scheduled play.

C. CONSOLATION TOURNAMENT. If there are 32 or more teams in the League, a Consolation Tournament (consisting of the 16 teams ranked 17 through 32 in the league who are current on their Weekly League Fees) are qualified for the Consolation Tournament. The Consolation Tournament will be conducted on such terms and conditions as the League Officers determine after taking into account such items as the availability of tables at host locations, scheduling and other matters which affect the conduct of such a tournament.

D. CHAMPIONSHIP TOURNAMENT - DETERMINATION OF OPPONENTS. Qualified teams will be ranked 1st through 16th according to their Team Winning Percentage during the session in which they qualified. Position ties will be resolved by flip of a coin. Competition will proceed according to the following Schedule:

FIRST WEEK OF PLAYOFFS

1st Place & 16th place play Match 1
8th Place & 9th Place play Match 2
5th Place & 12th Place play Match 3
4th Place & 13th Place play Match 4
6th Place & 11th Place play Match 5
3rd Place & 14th Place play Match 6
7th Place & 10th Place play Match 7
2nd Place & 15th Place play Match 8

SECOND WEEK OF PLAYOFFS

Winner of Matches 1 & 2 play in Match 9
Winner of Matches 3 & 4 play in Match 10
Winner of Matches 5 & 6 play in Match 11
Winner of Matches 7 & 8 play in Match 12

THIRD WEEK OF PLAYOFFS

Winner of Matches 9 & 10 play in Match 13
Winner of Matches 11 & 12 play in Match 14

ANNUAL BANQUET

Winner of Matches 13 & 14 play for Championship

E. LOCATION OF PLAYOFF MATCHES. In the playoffs, the first half of each match is played at one tavern and the second half is played at the other tavern. The team with the highest number of wins (unless requested otherwise) is scheduled away during the first half and at home during the second half.

F. PLAYOFF SCORING. The first team to win seven games wins the match. In the event a playoff match results in a tie, the teams will play an overtime match consisting of two singles games and one doubles game on the table where the tie has occurred. The home team for second half flips for the break.

RULE L.12 REFEREES. Games in the playoffs may be refereed. The referee oversees the result sheet, collects monies, and should pay careful attention to the play of games. The referee does not call fouls, unless asked to settle a disagreement, and will not approach the table. In settling any disagreement, the referee is the final authority in all matters of judgment, such as whether a ball is frozen, behind the line, if a good hit was made, etc. The referee's decisions in other matters may be appealed or overturned only if the referee is in error on the interpretation or application of a rule or procedure.

SECTION G: GAME RULES FOR 8 BALL

RULE G.1 RACK

The 8-Ball is placed in center of a triangle. The Head Ball is placed on the spot. All balls should be frozen in the rack as tight as possible. Prior to the break, the breaker may ask for a re-rack if the balls are too loose or the head ball is not on the spot.

RULE G.2 OPENING BREAK

The opening break of each half is decided by the flip of a coin. The home team flips for the first half. The visiting team flips in the second half. The winner of the toss has a choice of breaking the balls or having his/her opponent break. The break on each subsequent game during the half is alternated between teams.

RULE G.3 BREAKING THE RACK

A. BEHIND THE LINE. The breaker must shoot the cue ball from behind the Foot String (the "line") to contact the rack. It is not necessary to hit the head ball or any other particular spot (or ball) to break the rack.

B. LEGAL BREAK. In order to make a Legal Break, the breaker must either (1) pocket an object ball or (2) drive at least four numbered balls to the rail. If this is not done, the opponent has an option of either (1) accepting table in position and shooting or (2) having breaker re-break. If the re-break still does not produce a legal break, the opponent has an option of either (1) accepting table in position and shooting or (2) breaking the rack. These options also apply in the case of a scratch on an illegal break.

C. 8-ON-THE-BREAK. If the breaker pockets the 8-ball on a legal break without committing a foul, then he/she wins the game. If the breaker pockets the 8-ball on the break but commits a foul (i.e. by scratching or knocking the cue ball off the table), then he/she loses the game.

D. SCRATCH ON THE BREAK. If the breaker scratches, the opponent must take the cue ball behind the line and may not shoot an object ball that is behind the line unless he/she shoots the cue ball to some point outside the line and back to contact ball. If the base (or center) of an object ball is on or above the line, it is playable from behind the line. When placing the cue ball from behind the line, the base of cue ball must be behind, not on or above, the line.

E. TABLE OPEN AFTER BREAK. If breaker pockets one or more balls on the break, he/she will continue to shoot. The table remains open until a player legally pockets a ball from either the high or low group. If the shooter makes any ball, or one of each group, and scratches, the table remains open for the opponent.

RULE G.4 LEGAL SHOT

A. CALLING POCKETS NOT REQUIRED. This league plays non-call shot 8-ball. Players are not required to call their shot or pocket (except when shooting on the 8-ball). Players are, however, on all shots after the break, required to execute a legal shot.

B. LEGAL SHOT DEFINED. A Legal Shot is one in which the cue ball first strikes an object ball of the shooter's group (or any ball if the table is open), and, thereafter, either (1) causes the object ball, cue ball, or any other ball to contact a rail, or (2) causes a ball (other than the cue ball or 8-ball) to be pocketed. Any pocketed ball, even an opponent's ball, satisfies the second condition. "Breaking the plane" of the pocket does not constitute hitting a rail. On an open table the shooter may hit any ball first (even the 8-ball) in an attempt to pocket a ball. Once choice of high or low balls has been decided, shooter must hit one of his/her group of balls first.

C. FROZEN BALL. If a shooter's first contact is with a ball frozen (touching) on a rail, the shooter must either (1) pocket a ball or (2) cause the cue ball or any other ball to contact any rail (including rail on which ball is frozen) or (3) drive frozen ball to another rail. At no time during a game does contact with frozen ball count as hitting a rail. No foul can be called regarding this special requirement for hitting a frozen ball unless the shooter is notified by his/her opponent that the ball is frozen prior to executing the shot. It is recommended that the shooter verify that the ball is frozen. If a disagreement results, captains are allowed to resolve the issue. In connection with the opponent calling a ball frozen, see Rule G.11 where coaching of a player by his/her teammates to check if a ball is frozen is not permitted.

RULE G.5 COMBINATION SHOTS

Combination shots are allowed. Using opponent's ball or 8-ball first in a combination is not allowed except on an open table

RULE G.6 MASSE' SHOTS

Masse' shots are allowed by the league. Any posted signs requesting "NO MASSE" (usually meaning extreme masse') should be honored in establishments in which they appear. In any event, it is not a foul.

RULE G.7 LOSS OF TURN

As long as a shooter legally pockets a proper object ball, he/she continues to shoot. Failure to pocket a proper object ball or commission of a foul, results in loss of turn.

RULE G.8 FOULS

A. ACTS CONSTITUTING A FOUL. A player commits a foul by doing any one of the following:

1. Failing to execute a legal shot (See Rule G.4)
2. Pocketing the cue ball (scratching) or causing it to be a jumped ball. (See rule G.10)
3. Executing a shot without at least one foot on the floor.
4. Scooping (miscue from below center) the cue ball over an object ball. An accidental miscue (lifting of the cue ball) is not a foul as long as (1) the cue ball does not jump over another ball and (2) a good hit is made. "Scooping" the cue ball is different than "jumping" the cue ball over an object ball by striking it above the horizontal center (the equator) while the butt of the cue stick is raised. While a legally executed Jump Shot is not a foul, any posted signs requesting "NO JUMP SHOTS" should be honored in establishments in

which they appear. Also, note the difference between "jump shot" and "jumped ball" (See Rule G.10)

5. Double-hitting the cue ball (double cuing). The cue ball *may* be struck only once while shooting.
6. Touching or moving the cue ball by any means other than the cue tip, except when exercising a ball-in-hand. Once the tip end of the cue touches the cue ball at *any* time during the game, it is a foul unless a legal hit is made. Be careful not to let the tip contact or bump the cue ball until a shot is executed. **The tip is defined as the part that normally strikes the cue ball, the side or ferule may be used to adjust the balls position without foul.**
7. Touching any object ball with the cue ball while it is "in hand". This includes touching other balls when trying to place the cue ball or accidentally dropping the cue ball on the table. When executing a ball-in-hand, only the shooter may place the cue ball prior to shooting.
8. Coaching during a singles game. (Coaching between partners is permitted in doubles games, subject to a one-minute time limit).
9. The shooting order in singles games is determined by whoever breaks. The shooting order in a doubles game is determined by whoever breaks for one team and whoever shoots first for the other team. Racking or breaking out of order of the coin toss is not a foul or forfeit.

B. FOUL PENALTY. Upon commission of a foul, the opponent may take the cue ball "in hand" and may place it anywhere on the table (behind the line following scratch on the break) to play their next shot.

RULE G.9 LOSS OF GAME

Loss of game occurs if the shooter does *any* of the following:

1. Jumps the 8-ball off the table at any time (see Rule G.10).
2. Pockets the 8-ball by any means before it is the shooter's legal object ball.
3. Fails to call the pocket where 8-ball is made or makes 8-ball in a pocket other than the one called.
4. Scratches while playing the 8-ball.
5. Fails to make a legal shot while making the 8-ball. When playing the 8-ball you must hit the 8-ball first. Note, however, that if a player does not hit the 8-ball, or hits an opponent's ball before hitting the 8-ball and does not scratch, or sink the 8-ball, the result is not loss of game, only ball-in-hand.
6. Illegally alters the course of cue ball or 8-ball in a game-losing situation, such as stopping the cue ball from scratching or stopping the 8-ball from being pocketed.
7. When shooting the 8-ball, the shooter alters the course of the cue ball by moving another ball into its path.

RULE G.10 JUMPED BALLS

A jumped ball is defined as one that leaves the playing surface and does not return. If a ball leaves the table and comes to rest back on the playing surface under its own power without touching any part of the table equipment (chalk, light fixture, cushion, or rail tops) it is not a jumped ball. Any object balls (except the 8-ball) jumped off the table are spotted prior to the next shot. Any ball to be spotted shall be placed on the foot spot. If the foot spot is occupied, the jumped ball shall be placed as close to the foot spot as possible in a direct line from the spot

to the center of the foot of the table. If more than one ball is to be spotted, they shall be spotted in ascending numerical order. Jumping an object ball off the table is, in itself, not a foul. If a legal hit was made and shooter managed to pocket a proper object ball, the jumped ball is spotted and the shooter continues. If a legal hit was made and no proper ball was pocketed, the shooter simply loses his/her turn.

RULE G.11 COACHING

A. NO COACHING IN SINGLES GAMES. In singles games, no coaching is allowed after the break. Any team member may remind a player to call the 8-ball or ball-in-hand. Other than this, it is a foul for any team member to communicate with shooter, verbally or otherwise, in an attempt to direct or alter shooter's play. While the ultimate responsibility for knowing the rules and applying them to the game rests with the shooter, they may ask a question regarding rules or procedures at any time, including which balls they are shooting, how the rules might apply to a certain shot, etc., in which case the opponent or opposing captain should be involved so as to negate any possible charge of coaching. No one may volunteer any information to the shooter that would affect the actual play of the game, such as they are about to shoot the wrong ball, remind them to call a frozen ball, whether a good hit can be made, etc. All team members should refrain from walking around the table, inspecting balls or shots on the table, and conversation or behavior that could be construed as coaching. The captain, while watching the game, should try to maintain a suitable distance, unless asked to watch a particularly close hit, etc. Cheering on team members, discussing a shot after it occurs, etc., cannot be considered coaching unless it offers advice on shooter's next shot or method of play.

B. LIMITED COACHING IN DOUBLES GAMES. In doubles games, players are allowed to coach their partners as often as is necessary, subject to a one-minute time limit. In ball-in-hand situations, only shooter may place the cue ball. No other members of the team other than the partners are permitted to coach or render advice to the shooters during a doubles match.

RULE G.12 - BALLS MOVED OR POCKETED OTHER THAN BY LEGAL PLAY

A. BY THE SHOOTER. Any object balls, including the 8-ball, which are moved or pocketed by a shooter (by hand, bridge, etc.), may at the opponent's option, be either returned as near as possible to their original position or left as-is. No foul results. Balls pocketed as a result of a stroke on the cue ball remain pocketed, legal hit or not.

B. BY A NON-SHOOTER. Any balls moved or pocketed by a non-shooter, or by a shooter who is hit or bumped while shooting, shall be returned as nearly as possible to their original position and the shooter shall be permitted to continue. No foul results.

C. BALLS BALANCED ON EDGE OF POCKET. Any ball that balances momentarily (for 5 seconds or less) on the edge of a pocket and then falls in is considered pocketed unless during that period the ball falls as a result of outside interference (stamping of feet or bumping the table). Any ball that falls after remaining balanced in the pocket for more than 5 seconds, or that falls as a result of outside interference, shall be replaced in position before falling. If such a ball falls just as player shoots, the object ball, cue ball, and any other balls disturbed shall be returned as near as possible to their original position and the shot executed again.

D. JAWED BALLS. In the event two balls become "jawed" (locked) together in the pocket beyond and are not touching the slate (table bed), they will be considered pocketed.

RULE G.13 SPECTATOR COACHING

Spectators on the sidelines are not allowed to give advice or coach a player during a

game. Usually such a problem can be corrected if captains or tavern management ask the person to refrain or leave the area. There is no foul involved. However, a player may feel that he/she has grounds to argue for a replay or protest if any such interference should critically affect the outcome of the game being played.

RULE G.14 PLAYING THE 8-BALL

After a player has pocketed all the balls from his/her group, the player shoots to pocket the 8-ball. When playing the 8-ball, the shooter is required to call the pocket only (not rails, kisses, caroms, etc.). The shooter should be sure to clearly **Mark the intended pocket with an agreed device** (anything is allowed except: fire arms, knives with a fixed blade or a blade exceeding 4", or table chalk (personal chalk is OK)) even if it appears to be obvious. The shooter should make sure that the opponent or opposing captain is aware of what pocket the shooter is specifying. The shooter is not required to call a pocket if they do not intend on making the 8-ball, such as when shooting a safety, but should verbally state "safety".

RULE G.15 STALEMATED GAME

A game will be considered a stalemate if both players make no attempt to legally pocket a ball in three consecutive turns at the table, or if both players agree that attempting to move or pocket a ball would result in loss of game. In the event of a Stalemated Game, the balls will be re-racked and the game played again, with the same breaker as before.

SECTION S: SUMMER SESSION RULES

The Summer Session is played on Tuesday Nights and uses the same rules as stated above with the following additions or exceptions:

RULE S.1 SUMMER IS A MIXED LEAGUE

Teams are required to have at least one woman on each team. The woman must play at least one singles and one doubles game per half or those games will be forfeited.

RULE S.2 TIES IN THE PLAYOFFS

In the event a playoff match results in a tie, the teams will play an overtime match consisting of two singles games and one doubles on the table where the tie has occurred. The home team for second half flips for the break. During overtime play, a woman must play one of the singles games and in the doubles game.

RULE S.3 TROPHIES AND PRIZES

Prize Payoffs and MVP Trophies are available for distribution at the championship match. If not picked up, they will be available at the Fall/Winter Session Captains meeting.

RULE S.4 REFEREES

There are no referees for Summer League. If there is a problem, try to agree on a third party to witness, play the game over, or call a League Officer.

SECTION T: TAVERN REQUIREMENTS

Each establishment sponsoring teams for the League agrees to provide and/or comply with the following rules:

RULE T.1 TABLES & EQUIPMENT

- A. Pool tables must have slate beds with bed and rail cover in reasonably good condition. The bed of the table must be marked with a spot at the foot of the table where the balls are racked.
- B. There must be enough room on all sides of the table to negotiate shots without resorting to the use of a specially shortened cue.
- C. There must be fifteen object balls and one cue ball. The object balls should be numbered one through fifteen and can be of various colors as long as there is only one black ball, seven solid colors, and seven stripes.
- D. Sufficient chalk, rack and a mechanical bridge must be available.
- E. Table sizes (playing surface) may vary as long as they are close to the acceptable standards of 3 ½ by 7, 4 by 8, or 4 ½ by 9.
- F. When an establishment's table is considered unplayable prior to the start of the match by the opposing team, play should commence on another table, if one is available. If the two teams cannot agree on the situation at hand, the two parties should contact a League Officer to settle the dispute.

RULE T.2 MONEY

- A. Taverns agree to furnish coins or open tables for League play.
- B. Taverns agree to make tables available for play by 7:30 P.M. Taverns are not required to open tables or pay for games during practice time.
- C. Taverns are responsible for results and money until picked up by the appointed person. Do not mail the results. No personal checks will be accepted from players, unless cleared with the League Officers. Only tavern checks, money orders, or cash is acceptable.
- D. Taverns are required to pay a sponsorship fee of \$10.00 per team in the Fall/Winter Session and \$5.00 per team in the Summer session. Any sponsorship fees not paid will be deducted from the player's prize money.

RULE T.3 ROSTERS

- A. Taverns may enter two teams per night for each qualified table.
- B. Rosters with team names and player's names should be sent to the President or Secretary by the published date prior to the start of League play. Telephone numbers of captain and co-captain and an e-mail address for at least one player (or tavern) is essential to ensure communication with League Officers in case of schedule changes, unscheduled byes, forfeits, etc.
- C. The territory for league teams will be the Saint Petersburg and surrounding areas south of 142nd Avenue.

RULE T.4 TAVERN ENVIRONMENT

- A. Taverns agree to provide an atmosphere suitable for casual league play. A reasonable noise level should be maintained and music turned down to a

reasonable level at the request of the visiting team.

- B. Any person barred from a particular tavern may or may not be allowed in to play during the regular season, subject to that tavern's discretion. Taverns agree to let a barred person in to play during the playoffs, subject to proper conduct supervised by the match referee and/or League Officer. The League will not attempt to influence taverns regarding trespass or other warrants.