

2011-2012

Sterling / Rock Falls Men's Pool League

General Rules

1. All players must be of legal drinking age and of the male gender.
2. Play starts at **7:00 p.m.** regular time, not bar time. If a player is not present by **7:15p.m.** and is up to play, they will forfeit that game and any other games that they miss.
3. If for any reason a player must leave the game he's playing, (i.e. use the bathroom) he has 5 minutes to return or will have to forfeit the game. If an emergency arises in the course of a game, that game and any remaining must be made up before the next week's play.
4. During team play, if a friend or player of the team, is getting out of hand, that player/team is responsible for getting them under control. If unable to do so, the bartender or proprietor may take care of it, otherwise the team may have to forfeit the match.
5. Anyone fighting will forfeit their remaining games for the night and must leave the premises immediately! Whether you started it or not. Pending a hearing, the player/s involved may be suspended from the league and forfeit all points and money earned for the team.
6. If you have a dispute with one of the sponsor/proprietor or his/her bartenders, handle it yourself. The league will not interfere with the decision of the bartender or sponsor/proprietor.
7. 10 players per team is the limit. Insert your name on the score sheet and play 1 game, you're on that team's roster for the rest of the season. You can't play for, or be on more than 1 team's roster per season. Any players added without the permission of the league will lose their points and money.
8. In the case of a "BYE" night, the attending team will receive a score of 125. No sheet or money required.
9. For a "NO SHOW", the attending team must turn in their score sheet and money to receive a 125. Late fee may apply.
10. In the case that both teams reschedule play, League officers MUST be notified. The rescheduled match must be made up within 2 weeks or before a position night. Whichever comes FIRST.
11. The money is paid back per point. Please print names, first & last, legibly! Fill out the individual score area at the bottom section & check your addition. Your team & individual scores are posted from this section.
12. The team's captain is **responsible** for collecting the score sheet and money for his team. He is also responsible for turning them in by **12:00 midnight, the same night of play!** They should be put into an envelope and dropped off to either one of the two drop boxes. The drop boxes are at **Cardwell's in Rock Falls** and at **Champ's in Sterling.** (\$20 bills only-please)
13. There will be a \$20 fine for turning your envelope late. An additional \$10 fine per week for every week it's not turned in can be added. All late fee/s will be divided proportionally among the top 5 teams at the end of the season.

GAME RULES

1. Alternating sets of breaks. Visiting team breaks 1st and 3rd sets. Home breaks 2nd and 4th sets.
2. If a player on the break, in a breaking motion, hits the cue ball out of the kitchen and doesn't make contact with the racked balls(miscue), the opponent may then break. Rule #3 applies to opponents break.
3. On the break, you make the 8-ball, you win 9-0. Make the 8-ball and scratch, you lose 0-9.
4. On the break, pocketing a solid or a stripe determines which ones you get. If both are pocketed, then you have choice. Scratch on the break and the table's still open. The shooter must first hit a stripe to pocket a stripe in a combo. The same for solids. The 8-ball is never neutral.

5. Except for the break, all shots are call your ball and pocket. Obvious shots are gentlemen's call. But you should always call the 8-ball!
6. A player accidentally touching any ball results in a loss of turn. If a ball is moved, **leave it!** Don't move it back where you thought it was. **This is not a ball in hand foul!** A warning to the player is acceptable.
7. On an open table while trying to claim a solid or stripe, **after** legally pocketing a ball, rule #6 is committed. You still keep claim on made solid or stripe, but it results in a loss of turn. Same case as above but scratch, even after pocketing your ball, it's still an open table with ball in hand to your opponent.
8. Scoop shots and push shots are illegal. The result of either is a loss of turn.
9. Ball in hand rule:
 - A) Cue ball foul: Accidental bump or moving of the cue ball.
 - B) Cue ball scratch: Except if a player scratches on the break. The cue ball then must be placed completely in the kitchen and the object ball you're shooting must be completely out of the kitchen. Any questions, ask your opponent before you shot.
 - C) If a legal shot doesn't occur: I.E. Your shooting stripes. After legally contacting a stripe with the cue ball, a ball must then hit a rail. This ball may be any ball. The 8-ball, the cue ball, a stripe, or a solid.
 - ****Remember, rail contact must occur **AFTER** a legal hit.
 - ****Pocketing the ball you call is considered a legal hit. Rail contact, in this case, isn't required.
10. All fouls must be called **ASAP!** If a player shoots the wrong balls, the foul must be called before the 2nd shot after the foul occurred is made. After the 2nd ball is shot & made, it's too late! Those are now his and you'll have to just deal with it. **Always watch your game!**
11. If a foul is called and the 2 players, or captains, can't settle the matter, a coin can be flipped to settle the disagreement. Or worst case, the game can be re-racked as it originally was started.
12. The only person that can call a foul is one of the two player involved in the game. If one of his teammates does, this is a loss of turn. One warning to the team captain is acceptable.
13. **NO BENCH COACHING.** You must call a team member to the table for help. It doesn't have to be the captain. This is also a loss of turn. One warning to team captain is acceptable.
14. On a legally pocketed 8-ball, rule #6 is committed, the result of this is a loss of the game.
15. If a problem occurs, try to be adults and handle it yourselves! The League President or Vice-President may make a temporary decision. The Rules Committee will make the final ruling.

RULES COMMITTEE: A quorum will require 5 or more members

LEAGUE OFFICERS

Bob Steinhagen - League President 815-718-3633(Cardwell's 2)

Carlos Urrutia - Vice- President 815-499-8549(Cardwell's2)

Rich Monteith - Treasurer/Secretary 815-288-7665

RULES COMMITTEE MEMBERS

Roger Adams - Chairman 815-626-5112(Corner Tap)

Andy Hampton, Skip Vinson, & Pete Fecht

GOOD LUCK & ENJOY THE SEASON!!!!!!!!!!

Score sheet instructions

- 1.) Be sure to fill in both bar's team names with proper week # and dates of play.
- 2.) Please complete player's first and last names, for both teams, in top team's box sets. How you enter names after that is up to you.
- 3.) The individual player's section at the bottom of your sheet is where your scores are posted from. Please double check your addition there.
- 4.) If both teams agree with all scores, then team captains should sign both sheets. Sign your sheets and your opponent's sheets.
- 5.) Keep yellow copy for yourself. Address an envelope with date and bar team name. Put white sheet and a \$20 bill into the envelope and take to 1 of the 2 drop boxes. These are found at Cardwell's in Rock Falls and Champ's in Sterling. As instructed on your rules page.
- 6.) If you run out of score sheets, you can contact a league officer or copy one from the league web site. www.srfpool.com
- 7.) NO SHEETS & NO MONEY, YOU'LL GET NO POINTS OR SCORES AND A POSSIBLE LATE FEE/S MAY APPLY!

DATE _____

WEEK# _____

	IND	TEAM		
HOME TEAM TEAM NAME				
1. LEGIBLY (PLEASE!)				
2. COMPLETE PLAYERS'				
3. FIRST & LAST				
4. NAMES HERE				
1. (THIS SET)				
2. BREAKS				
3.				
4.				
1.				
2.				
3.				
4.				
1. (THIS SET)				
2. BREAKS				
3.				
4.				

	IND.	TEAM		
VISITOR TEAM NAME				
1. (THIS SET)				
2. BREAKS				
3.				
4.				
1.				
3. (THIS SET)				
4. BREAKS				
2.				
4.				
1.				
2.				
3.				

1. PLAYERS'	+	+	+	=	CHECK
2. NAMES'	+	+	+	=	ALL
3. HERE	+	+	+	=	YOUR
4. ALSO	+	+	+	=	ADDITIONS
total					HERE

1.	+	+	+	=	
2.	+	+	+	=	
3.	+	+	+	=	
4.	+	+	+	=	
total					