

# 2026

# Sterling / Rock Falls Pool League

## Mixed Scotch Doubles

### General Rules

1. All locations must meet league approval. No private residents are allowed.
2. All players must be of legal drinking age.
3. 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.
4. A team consist of a woman and a man. Subs must be of equal or lesser playing ability. Subs are not locked to a team.
5. If for any reason a player must leave the game they're playing, (i.e. use the bathroom) they have 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. Or ZEROS will be awarded for the missed games.
6. 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. The team may have to forfeit the match. Please be an adult. Being respectful and courteous is the key here.
7. UNSPORTSMEN LIKE CONDUCT WILL NOT BE TOLERATED!! Definition is as follows. Anyone guilty of any physical altercations will forfeit their remaining games for the night and must leave the premises immediately! Whether you started it or not. Pending a league hearing, the player/s involved may be suspended from the league and forfeit all points and money earned for the team. "SHARKING" and/or being disrespectful to your opponent, or anyone for that matter, falls into this category as well. We're here to have fun!
8. 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.
9. In the case that both teams reschedule play, league officers MUST be notified. The rescheduled match must be made up within 2 weeks. Or prior to the next position night.
10. The money is paid back per point. Please print names legibly! Your team scores are taken from the individual player scores. Double check your math.
11. Each team's captain is **responsible** for collecting the score sheet and taking it to the drop box by midnight the night of play. Weekly dues are \$10 per team. That's \$5 a person. The drop box is at **CARDWELL'S**.
12. 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.
13. The most important rule is to be adults and have fun!!

## GAME RULES

- 1.** Rack your own break. Home team breaks 2nd and 4th sets. Visiting team breaks 1st and 3rd sets. Each team member must break once in your breaking rounds. Order does not need to follow 8 ball order. Woman makes 8 ball, she can break.
- 2.** Alternating shot turns follow the break and continue through the game. Other than on the break (previous rule), it does not matter which player starts your team's turn to the table. You must keep alternating turns throughout the game.
- 3.** Casual shot suggestions are permitted while in passing. As long as you don't disrupt the flow of the game. 1 actual time out permitted per game. Keep it short. There is no bench coaching while your partner is at the table.
- 4.** All game rules are basic ACS game rules. Unless otherwise depicted here.
- 5.** If a shooter on the break, in a breaking motion, hits the cue ball out of the kitchen (miscue) and doesn't make contact with the racked balls, the opponent may then break.
- 6.** If you make the 8-ball on the break, it's not a win. The breaker has the choice of spotting the 8 or re-racking. Scratch on the break results in ball in hand in the kitchen for your opponent. Cue ball must be "all in" the kitchen.
- 7.** Scratch on break results in ball in hand for your opponents in the kitchen. Table is open to them. Pocket a solid or stripe on the break leaves the table still OPEN. Shooter must then LEGALLY pocket a called solid or a stripe to determine which ones you now have. Table is open until someone legally pockets a called ball. On an open table, the shooter may first shot a stripe to pocket a solid in a combo. The same for stripes. The 8-ball is never neutral. This combo sequence is only legal after the break on an open table.
- 6.** 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!
- 7.** Safety Rule: A shooter legally pockets a ball and discontinues his turn. The shooter must "declare" his intentions to his opponent prior to shooting it. The opponent must acknowledge the call. If not "declared" by the shooter, he must continue his turn if a legal shot was pocketed. We can't all read minds.
- 8.** A player accidentally touching any ball is not a loss of turn. If the player does not tell his opponent of the mishap, then it's a loss of turn. If a ball is moved, leave it! A compromised ball position must be reached before it can be touched. **This is not a ball in hand foul!**
- 9.** Scoop shots are illegal. The result of this foul is a loss of turn. Jump shots are legal
- 10.** "Locked" or tied up balls (cue ball & object ball) must be shot at a 45 degree angle. In other words, no push shots. The result of not shooting at a 45 degree angle is a ball in hand foul.
- 11.** All fouls must be called **ASAP!** If a player shoots the wrong balls, the foul must be called before the next shot after the foul occurred is made. After the 2nd ball is shot & made, it's too late! Those are now their's and you'll have to just deal with it. Always watch your game!
- 12.** If a foul is called and it can't be settled in a reasonable matter, a coin can be flipped to settle the disagreement. Or worst case, the game can be re-racked as it originally was started.
- 13. AGAIN, NO BENCH COACHING.** This is also a loss of turn foul. One warning to team captain is acceptable. .
- 14.** On a legally pocketed 8-ball, rule #8 is committed, the result of this is a loss of the game. While shooting the 8, you miss the 8 and scratch, it's not a loss of game and is ball in hand to your opponent. A cue ball scratch on a legally pocketed 8 ball is a loss of the game and scored as 7-10.
- 15.** If a problem occurs. Be adults, handle it yourselves, and always apply common sense! The Rules Committee will make the final ruling.

## **GAME SCORING**

- 1.** 1 point for every ball pocketed. 3 points for a legally called and pocketed 8 ball. You receive a total of 10 points for a legally won game.
- 2.** Your opponent earns 1 point for every ball pocketed.
- 3.** Pocket the 8 ball out of turn. Your opponent wins. They receive 10 and you receive 1 point for every ball you have pocketed up to that point. And vice versa. While shooting the 8 ball, it is pocketed in the wrong pocket, your opponent wins 10-7. You pocket the 8 ball and scratch you lose 7-10.
- 4.** We play 8 games a night. 2 games per round. Equally 4 rounds of play. A 5th round is added as an overall points bonus.

## **HANDICAPPING**

- 1.** It requires 3 weeks of play to establish a handicap. During those first 3 weeks you will use a "temporary" handicap for the that night of play. You will play 8 games during a match. In order to figure out your "temporary" handicaps for the night, you will take your total points for the night and divide by 4. This is your round handicap for the night. Averages are rounded up or down. I.E. 17.5 = 18. 17.49 = 17 and ect. During the first 3 weeks the minimum nightly average is a 13.
- 3.** After you record 3 weeks of play, you are what you are. Your handicap averages are taken as the 2 players are one. Not individuals. There is no minimum team handicap. Standings and handicaps are found at [www.srfpool.com](http://www.srfpool.com)
- 4.** Maximum handicap per round is 5.

## **BYE NIGHTS**

- 1.** Bye nights will be awarded 3 rounds. You will receive no points. No sheet or dues are required.

## **STANDINGS & PAYOUTS**

Standings are posted by round wins.

Payouts are by points scored. Excluding handicaps & byes.

## **RULES COMMITTEE**

ALL TEAM CAPTS.

**HAVE A GREAT & FUN SEASON!!!!**

