

## **BLUE VALLEY MEN'S POOL LEAGUE RULES**

- 1. ALL TEAMS MUST HAVE FOUR PLAYERS TO START A MATCH. IF FOUR PLAYERS ARE PRESENT THE MATCH MUST BE PLAYED**
- 2. ALL MATCHES ARE TO START AT 8:00 PM, ACCORDING TO THE TIME ON THE TELEVISION. IF A TEAM DOESN'T SHOW UP WITH AT LEAST FOUR PLAYERS BY 8:15PM, IT WILL BE AN AUTOMATIC FORFEIT WITH THE OPPOSING TEAM RECEIVING TEN POINTS. THE FORFEITING TEAM RECEIVES ZERO POINTS**
- 3. THE HOME TEAM LISTS THEIR PLAYERS FIRST, USING FIVE NAMES AT A TIME. CHANGES CAN BE MADE WITH BOTH CAPTAINS AGREEMENT, A PLAYER DOESN'T HAVE TO BE PRESENT FOR HIS NAME TO BE PUT IN THE LINE-UP; IF HE ISN'T THERE WHEN IT IS HIS TURN TO SHOOT HE LOSES THE GAME.**
- 4. HOME TEAM FLIPS THE COIN, THE WINNER HAS THE OPTION TO RACK OR BREAK. HOUSE PAYS**
- 5. HEAD BALL MUST BE HIT ON THE BREAK. AFTER TWO MISSES , THE OPPOSING PLAYER HAS THE OPTION TO BREAK.**
- 6. PLAYERS MUST CALL A BALL IN A POCKET AND MAKE THE CALLED SHOT TO CLAIM HIGH OR LOW.**
- 7. ALL SHOTS MUST BE CALLED. (CALL BALL AND POCKET)**
- 8. PLAYERS MUST HIT THEIR OWN BALL FIRST. KISS SHOTS DON'T HAVE TO BE CALLED.**
- 9. THE EIGHT BALL CAN'T BE HIT FIRST IN A COMBINATION SHOT, BUT CAN BE USED IN THE MIDDLE OF THE COMBINATION SHOT]**
- 10. THE EIGHT BALL MUST BE HIT IN CLEAN.**
- 11. IN CASE OF A FOUL CALLED AND DISPUTED ( BY THE PLAYERS) IF THE PLAYERS CAN'T AGREE, AND THEN THE CAPTAINS CAN'T AGREE, THE GAME IS PLAYED OVER. HOUSE PAYS**
- 12. IN THE EVENT OF A SCRATCH, AND ALL THE OBJECT BALLS ARE BEHIND THE HEADLINE FOR THE NEXT SHOOTER, THE OBJECT BALL CLOSEST TO THE HEADLINE CAN BE SPOTTED. A BALL MUST BE TOTALLY IN FRONT OF THE HEADLINE TO BE A LEGAL SHOT. THE CUE BALL MUST BE TOTALLY BEHIND THE HEADLINE WHEN SHOOTING.**
- 13. MAXIMUM OF 15 PLAYERS ON THE ROSTER AT ONE TIME.**
- 14. JUMP SHOTS ARE ILLEGAL.**

15. **PLAYERS CAN'T BE COACHED DURING A GAME, UNLESS IT IS ABOUT A RULE. BOTH CAPTAINS MUST BE PRESENT. 1<sup>ST</sup> TIME LOSS OF SHOT: IF THE EIGHT BALL IS INVOLVED IT'S AUTOMATIC LOSS OF GAME. 2<sup>ND</sup> TIME IS FORFEIT OF GAME**
16. **ONLY ONE PLAYER CAN SHOOT THREE GAMES, ALL OTHERS CAN SHOOT ONE OR TWO GAMES**
17. **A RUN COUNTS AS TWO POINTS. A RUN IS MAKING ALL YOUR BALLS PLUS THE EIGHT IN YOUR FIRST TURN SHOOTING. THE BREAK COUNTS AS THE BREAKERS FIRST SHOT.**
18. **THE POOL TABLE MUST BE CLEANED BEFORE THE MATCH.**
19. **ANY DISPUTE OF A GAME MUST BE REGISTERED WITH THE PRESIDENT THE NIGHT OF THE MATCH.**
20. **A PLAYER DOESN'T HAVE HIT THE EIGHT BALL WHEN SHOOTING AT IT. THE EIGHT BALL MUST GO IN CLEAN TO WIN. IF THE EIGHT BALL GOES IN ON THE BREAK WITHOUT SCRATCHING YOU WIN. IF YOU SCRATCH YOU LOSE.**
21. **ANY OBJECT BALL LEAVING THE TABLE MUST BE SPOTTED. IF THE EIGHT BALL IS THE OBJECT BALL THAT IS A LOSS.**
22. **ALL BALLS MUST STOP ROLLING FOR THE GAME TO BE OVER.**
23. **ONLY A CAPTAIN OR A CO-CAPTAIN CAN ADD OR TAKE NAMES OFF THE MASTER ROSTER.**
24. **ALL TOURNAMENTS WILL USE LEAGUE RULES INCLUDING THE 15 MINUTE GRACE PERIOD.**
25. **ONLY IF THE CUE BALL HITS THE FLOOR OR DROPS IN A POCKET IS THE SHOT CONSIDERED A SCRATCH.**
26. **PLAYERS MUST KEEP ONE OR TWO FEET IN CONTACT WITH THE FLOOR WHILE SHOOTING.**
27. **THE HOME TEAM HAS PRIORITY ON THE TABLE FROM 7:00 TO 7:30. THE VISITING TEAM HAS PRIORITY FROM 7:30 TO 8:00 PM.**
28. **IF THERE ARE FORFEITS, THE FORFEITS START FROM GAME 15 AND WORK BACKWARDS. IF ONE TEAM ONLY HAS SIX PLAYERS, THEN THAT TEAM FORFEITS GAMES 15 AND 14.**
29. **RULES CAN BE CHANGED AT A REGULAR MEETING.**

30. **WHILE A GAME IS IN PROGRESS, ONLY THE PLAYER SHOOTING SHOULD BE AT THE TABLE. A CAPTAIN OR CO-CAPTAIN CAN BE ASKED TO POSITION THEMSELVES TO GET A CLEAN VIEW OF A QUESTIONABLE SHOT, BUT NOT IN A MANNER THAT DISTRACTS THE SHOOTER.**
31. **A LINE FOUL MUST BE CALLED BEFORE THE SHOT IS MADE.**
32. **A FOUL MUST BE CALLED IMMEDIATELY, ALL DISPUTED FOULS REFER TO RULE #11.**
33. **WHEN RACKING THE BALLS**
- A. **THE HEAD BALL MUST BE ON THE SPOT**
  - B. **THE RACKED BALLS MUST BE SQUARE**
  - C. **RACKED BALLS MUST BE AS TIGHT AS POSSIBLE**
  - D. **AFTER TWO UN ACCEPTABLE RACKS THE RACKING TEAMS CAPTAIN WILL RACK THE BALLS**
34. **IF A SHOOTING PLAYER HAS A PROBLEM WITH HIS OPPONENT OR THE OPPONENTS TEAM DURING HIS GAME. THE SHOOTING PLAYERS CAPTAIN SHOULD WARN THE OPPONENTS CAPTAIN OF THE PROBLEM.**
- 1<sup>ST</sup> TIME IS A WARNING**  
**2<sup>ND</sup> TIME IS LOSS OF GAME**
35. **A PLAYER NEEDS AT LEAST 30 GAMES FOR AN END OF YEAR AVERAGE**