

SCPPA 8-BALL POOL LEAGUE

2017 – 2018 SEASON



RULES, MEMBERSHIP, FEES & TEAM INFO:

Traveling within Snohomish and some King County may be required.

Team Format:

NEW: Each Team consists of 3 players minimum to play in the League. You must have a minimum of 1 players present to play a match. You may have as many players on your roster as you wish. You can rotate more than 4 players in as you wish. (See Rule below).

You may bring on a new player or sub at anytime thru the season.

Note: Regardless of when a player joins a team, they will only be able to play in the playoffs if they meet the minimum number of games required to get into the Playoffs, (12). Those games must be games played for the team they are entering the playoffs on. Games played on a team other than the team they want to be on in the playoffs will not count at all.

Tavern / Sponsor Fees:

A host location may be able to host twice as many teams as there are Pool Tables at their location.

Your host location will pay \$50 per team to the league. (This is a One Time per Season Fee). A Division Rep. will arrange a date and time to collect the Sponsor Fees at the beginning of the season.

Player Fees for players or substitutes that play MORE than one match:

Fees are **\$20** per season and will be paid on the night that they begin play. Please put the players' first and **last** name on the score sheets when signing them up. This is a one time fee, even if the player changes teams. *Please list any contact numbers and/or E-Mail addresses for the Team Captain, or contact person on your initial first weeks Score Sheet.*

Player Fees for substitutes that play ONLY one match:

Fees are **\$10** for a player that only plays **ONE WEEK**. It is to be paid on the night they play. Please put the players' first and **LAST** name on the score sheets when signing them up. **NOTE:** IF THAT PLAYER PLAYS A 2ND WEEK, FOR ANYONE, THEY WILL OWE THE REMAINING **\$10** AT THAT TIME. FROM THAT POINT ON THEY WILL BE CONSIDERED A FULL SUB OR PLAYER AND WILL NOT OWE ANY MORE ENTRY FEE MONEY.

NOTE: LAST NAMES FOR ALL PLAYERS ARE ESSENTIAL TO MAKE THIS WORK!

Weekly Player Fees:

The Weekly player/team Fees are **\$15** per **TEAM**, no matter how many play. **Team captains** will be held responsible for putting the score sheets and money for the night into an envelope, and turning them in by 6 PM that same Sunday at the nearest league drop box.

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Large Cue Ball Rule:

In an effort to even the playing field, any establishment that has a large Cue Ball that is used on any table used for any SCPPA League related event will use a regulation size Cue Ball. If you do not already own one, we will supply one to either the tavern, or to the team(s) involved. If the Cue does not come out the normal ball return area, the table shall be opened for all League play and practice. In this event all players will pay the normal table fees or adhere to any agreement made by the owner or management.

This Regulation sized Cue will be used for all SCPPA League events, including ALL regular season matches and make-up matches, Playoffs, League related tournaments, and any other League related event.

Failure to provide and play with a regulation size Cue can result in forfeit of matches.

Envelope Drop Locations and Division Reps, (Subject to Change):

City	Tavern	Division Rep	
Sultan	J.D. Slicks	Randy Koch	206-714-8885
Monroe	JR Phinickey's	Randy Koch	206-714-8885
Monroe	Papas Tavern	Randy Koch	206-714-8885

Substitutes & Players Changing teams:

A Player/Sub can be added to a Team at any point thru the season.

There are no limits on how many teams a player can play for. They can play for ONLY ONE TEAM on any scheduled night, but they can change teams as many times as they want thru the season. They **CAN NOT** play for more than **ONE** team per League night.

**** NOTE: **** If a team has re-scheduled, and is not playing on the regularly scheduled league night for that match, any players that **do** play on the re-scheduled match **ARE NOT ALLOWED** to play/sub for any other team on the originally scheduled night. (Even though the matches are not actually played on the same night, they are scheduled for the same night).

**** If a player does play for two teams in one "Scheduled" week, all games from that player, for BOTH matches will be forfeit. ****

However, if they are not playing due to a BYE, they **WILL BE ALLOWED** to play for another team on that night that they have the BYE.

NOTE: Games played for another team while on a BYE Week **WILL NOT** be counted towards Individual High Player Stats. However, if you actually change teams, all Regularly Scheduled wins between those two teams will apply towards the High Player Stats.

See the two "Players Entry Fees" rules above for Fee options. The team is still responsible for paying the entire \$15 weekly fee. Once the player has met their \$20 League fee they DO NOT need to pay any new entry fees for the rest of that season for any team they play for.

Note: Regardless of when a player joins a team, they will only be able to play in the playoffs if they meet the minimum number of games required to get into the Playoffs, (12), for the team they will represent in the playoffs. Games played on a team other than the team they want to represent in the playoffs will not count at all towards the 12 qualifying games. Any player, regular or sub, may only play for ONE TEAM during the entire duration of the playoffs.

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Rotating Players into the Nightly Roster:

A Substitute player may come in at any time during a match. The original player may rotate back in at the start of any one of his next games and the same two players can rotate back and forth in the same slot in any order thru the 3 matches of a league match. (You cannot bring in a sub, or bring the original player back in while a game is actually in play). ***NOTE:** The Sub may **ONLY** play for the one player he or she originally came in for during the entire evenings' matches. You can not rotate a third player into any one slot, and you can not rotate any players from one slot to another. If that happens, all games played by **all players in all slots affected** will be forfeit.

Aliases:

Aliases will not be allowed, (Listing a substitute player with an existing player's name). This is usually done to avoid having to pay a new player fee, to keep a top player in the running for individual stats, or to assure a player is qualified for playoff play. (This has happened several times). If this occurs the guilty team will forfeit **4 WINS TOTAL**, even if the player in question wins less than 4, In that case any wins from the Alias will be forfeit, **AND** the remaining of the 4 will be taken from the Team Captain and subsequent players. If this turns into a chronic problem for a team entire matches can be forfeit.

Postpone a nightly session:

Postponing a match is allowed for valid reasons only.

IE: Illness, injuries, players out of town or unable to play on league night, etc. However you can not postpone simply because player(s) or the team simply does not want to play.

If you know ahead of time that a player will not be able to play on a scheduled night, you must ask the opposing team if they can reschedule, notify the League Administrator, and play that makeup match prior to the originally scheduled date.

Other Postponed sessions due to unforeseen events such as illness, injury, or other extenuating circumstances will be rescheduled according to the availability of both teams, and must be made up prior to the scheduled match if possible, or within 2 weeks of the scheduled match, or by the end of the season if there is less than two weeks left. You must notify the League Administrator of your makeup date arrangements as well.

Both teams must make an honest attempt to reschedule. If either team cannot make arrangements with their players to do a rematch in the timeframe designated, the match becomes a Forfeit. In this case, the original forfeiting team will lose all 9 games and the team that was present will win all 9 games. Any team captain (or otherwise authorized player) *must* call the league message phone 24 hours prior (7:30pm) to a scheduled match. Postponed sessions will be rescheduled according to the availability of both teams. Mother Nature postponed matches will be rescheduled accordingly.

This 24 hour notice can be waved if there are extenuating circumstances. This still must be approved thru the League Operators.

***** PLAYOFF MATCHES MAY NOT BE RESCHEDULED UNLESS THERE ARE EXTENUATING CIRCUMSTANCES AND SCHEDULING PERMITS.**

THE LEAGUE MANAGER MUST APPROVE AND BOTH TEAMS MUST AGREE ON THE RESCHEDULING AND THE DATES !!!!

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Nightly Time Table: (Real time)

6:30 – 7:00 PM.	Home Team practice.
7:00 – 7:30 PM.	Visiting Team practice.
7:30 - 7:45 PM.	Start.

There is a 15 minute grace period, (7:30 – 7:45), to wait for a Team, or Player(s) to show up. If a player is late beyond that Grace Period, you may begin play and skip that players' game. If the player is not present by their 2nd game, they will forfeit their 1st game, and skip their 2nd. If they are not present by their 3rd game, they will forfeit the all three. **NOTE:** This rule may be superseded due to "legitimate" extenuating circumstances as well to allow the late player to play all missed games, or simply if **both** Captains consent. (Again, this League is for "Fun", not just to seek wins on technicalities).

Play may begin with *minimum of One player* from each team. If there are not enough members from one team to begin the match will be forfeited by that team.

Forfeited Matches:

If a Match is forfeited by one Team, **both** teams will still owe their \$15 Weekly Fees. The Forfeiting Team will lose all Games for the night. The Team that is present will win all of their games.

The winning team will still fill out and turn in a Scoresheet. (If you have more than 4 active players you can distribute your wins to your players as you wish).

Non-Payments and Debts:

There will be a \$5 penalty fee to any teams that do not hand in their envelopes with **all** moneys due, in a designated drop box, for that weeks match by the Sunday following the match. We will charge an additional \$5 for every subsequent week that their debts are not PAID IN FULL. Plus an additional \$5 fee for each subsequent week that the initial \$15 is not paid in full.

EXAMPLE, If you owe debts from previous weeks, and incur another debt, those fees will add together totaling \$10 for that week! (NOTE: These can snowball fast)!

The current rule for non-payments is still in effect. It states that if you are 2 weeks late you will forfeit all games for the match(s) in question, and may be expelled from the league if this becomes an ongoing problem.

These fees can be waved for VALID reasons upon our discretion. First time offenders may not be charged depending on the circumstances. However, repeat offenders WILL be penalized \$5 for every week that they are not paid in full. Your "Repeat" status can be carried over from previous seasons.

Expulsion from League: (Individual or Team)

Under certain circumstances a player or team may be expelled from the League. Depending on those circumstances the expulsion may be for a night, season, or permanent.

Reasons for expulsion are, but not limited to:

- Non-Payment of fees and/or debts. (This is typically a team issue, but could possibly be an Individual issue).
- Flagrant disregard of the "Sportsmanship" Rule.
- Violence or threats of violence.

If a person and/or team is expelled from the league for any reason, all their wins will be forfeit, along with all moneys they have earned.

If it is a Team: All records of that team will be erased. All teams that had already played them will receive a credit for all the weekly fees they have paid to the date of the teams termination. Any teams that are scheduled to play after the date of termination will have a BYE.

If it is an individual: All wins by that person will be awarded to the individuals they had beaten to the date of termination.

All Table Runs and 8 or 9 Ball Breaks will be erased as well.

RULES AND REGULATIONS:

Call Pocket Rules:

In our Call Pocket rules, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. **However:** Bank shots, combination shots, caroms, and slice shots over Approx. 30 degrees are not considered obvious. Subsequently you **ARE** required to call the object ball and the intended pocket. If a ball is pocketed on one of the "Required" Called shots, but the pocket was not called, the ball remains down but the player loses his or her turn. However, this is NOT a Ball-In-Hand foul.

When calling the shot, it is only necessary to indicate the intended pocket. You do not need to specify how it gets there.

Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

The opening break is not a "called shot." Any player performing a break shot in 8-Ball may continue to shoot at either solids or stripes so long as any object ball is legally pocketed on the break. The eight ball does not have to be called on the break.

Legal Shot (Defined):

On all shots (except on the break or when the table is open), the shooter must hit one of his group of balls first and either pocket a numbered ball or cause the cue ball or any numbered ball to contact a rail. **Please Note:** It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the object ball, an object ball must be pocketed, or the cue ball or any numbered ball must contact a rail. The rail contact prior to object ball contact does not count as a legal rail.

Failure to meet these requirements is a foul.Determining the Break:

Flip a coin or lag for the first break of each match. Alternating breaks thereafter. **(Both players must agree to a lag for break, otherwise you flip for it). The break alternates for the remainder of each match, No Matter who wins the previous game.**

The Break:

The table is always open immediately after the break shot, whether a stripe or solid has been made. The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. It is also legal to use the 8-Ball in the middle of ANY combo, (Any time through-out the game), as long it is not the first ball contacted. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

When the table is open and the eight ball is the first ball contacted, it is a foul and no stripe or solid may be scored in favor of the shooter. The shooter loses his turn and the incoming player is awarded cue ball in hand. Any balls pocketed remain down and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

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Legal Break Shot:

To execute a legal break, the breaker must either pocket a ball **or drive at least THREE numbered** balls to a rail. If the player does not hit the rack at all, they will break again. If they miss the entire rack a 2nd time, the opposing player gets the option to break. If the breaker strikes the rack and fails to make a legal break, it is a **Non-Ball In Hand** foul. If this happens the incoming player has two options: Accept the table in position (so long as the cue ball has not left the table), and play the cue ball from where it sits or have the balls re-racked and shoot the opening break themselves.

Scratch on a Break:

If a player scratches or shoots the cue ball off the table on a break shot, all balls pocketed remain down, it is a Ball-In-Hand foul, and the table is open. **Note: A Scratch on the Break IS a Ball-In-Hand Foul. The incoming player may place the cue ball anywhere on the table.** The incoming player must then execute a legal hit as defined below in "LEGAL SHOT".

8-BALL on the Break:

An 8-Ball made on the break is scored as a win and the game is over, unless the Cue Ball Scratches on the break as well. That is an automatic Loss. Teams should score them on the score sheet by marking an "8" in the win column so that the league can track them. **Each eight ball break will be awarded \$2 or \$5 depending on the Final Budget, and possibly a discount coupon from one or more sponsors in the area.**

Table Run:

A Table Run is when a player runs the entire table either from the Break, (Break & Run), or on first approach to the table.

First approach Table Runs for the non-breaking person will only be counted if the breaking person either made nothing on the break, scratched on the break, or did not make the called shot on the follow-up shot.

Teams should score them on the score sheet by marking an "R", "BR" or "TR" in the win column so that the league can track them.

To simplify things: If the table is open on either players "**FIRST APPROACH**" that player is eligible to do a Table Run. (If the table remains open when the original breaking person returns, both players **ARE NOT** eligible for a Table Run any more).

Each Table Run will be awarded \$2 or \$5 depending on the Final Budget, and possibly other awards/prizes as well.

Ejected Balls, or Balls Jumped Off the Table:

Any ball that rebounds out of a pocket and back onto the table will remain on the table and **IS NOT** considered a Pocketed Ball. Any balls jumped off the table will be spotted on the foot spot. If the foot spot is occupied by another ball, the object ball must then be placed as close the interfering ball but must be in line with the center of the table. If a player jumps any object ball OR cue ball off the table on any shot, it is a foul and the incoming player is awarded Ball In Hand. **If the eight ball is jumped off the table at any time, it is loss of game, or if the cue ball is jumped off the table during the 8-Ball shot it is loss of game.**

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Balls Dropping After the Table is Relinquished:

If an object ball that has stopped at the edge of a pocket drops after the player has relinquished the table it stays down and it is the opposing players shot.

Note: A table is considered relinquished if the player is in the process of walking away from the table or if the ball has not been in motion for 10 seconds or more.

If this occurs with the 8-Ball, it is simply a re-rack and replay the game, with the original person breaking.

Accidental Interference:

If any person other than team members disturbs the lie of table, or causes a player to disturb the lie of the balls, the two players will come to an agreement on the original lie of the balls. In extreme cases, the game will be replayed.

“SAFETY” Shot:

Players may play a “Safety” at any time thru the game. Please understand that safeties are a very important part of Playing Pool, and if you, or a teammate does not have that mindset, it is something they will need to understand and accept. Causing an issue over a safety shot can lead to Unsportsmanlike issues and penalties.

Under most circumstances it is not totally necessary, but highly advised to actually call your safety if a safety is your intent.

For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue their turn at the table by declaring “safety” in advance. If the shooting player intends to play safe by pocketing an object ball, then prior to the shot, the shooter **MUST** declare a “safety” to the opponent. Any ball pocketed on a safety shot remains pocketed. If you did not call the Safety, and the Ball drops, you will have to continue shooting. (You may have just succeeded on playing a very nice safety on yourself).

IMPORTANT NOTE: You must still make a legal hit when you call a “Safety” . If you call a SAFE and do not make a legal hit, the incoming player will receive Ball In Hand.

“Ball in Hand” foul, (BIH), Penalty:

The opposing player gets cue ball in hand. This means that the player may place the cue ball anywhere on the table. This rule prevents a player from making intentional fouls that would put an opponent at an unfair disadvantage. With “cue ball in hand,” the player may use a hand or any part of the side of a cue, (excluding the very front of the tip) (* Using the Ferrell is allowed), to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball with the TIP of the cue will be a foul, if it is not the actual shot.

Who can call a Foul?

Any paid member of a team can call a foul, they DO NOT need to be playing that night.

Note: Three consecutive fouls by one player is not a loss of game. (This is common in several tournaments and leagues, but not ours).

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Illegally Pocketed Balls:

Illegally pocketed balls remain down. An object ball is considered to be illegally pocketed when the object ball is pocketed on the same shot that a foul has been committed. If a ball is called and goes into the wrong pocket, it is not a foul. The opposing player does not receive ball in hand unless a foul was committed.

Movement of Object Balls:

- Definition: The movement of **any object ball** (other than the cue ball) **prior** to the final [and forward] cue ball contacting stroke of their shot by clothing, cue, body, hand, hair, etc. will be deemed as incidental contact and IS NOT a Ball In Hand foul. If any ball is contacted **during** the final [and forward] cue ball contacting stroke of the cue ball, it is a Ball In Hand foul, even if it was contacted prior to the actual cue ball contact. In the event of any **Non-Foul** contact, the shooting player should address the opponent that the infraction has occurred unless the opponent recognizes it first. At this time, the opponent has the option to make the player put the ball(s) as close to their original lie as possible. **However, It will be BIH if the shooting players does not allow the opposing player the opportunity to reposition the moved ball.**

If after contact has been made with the cue ball, a player disturbs any ball, the opponent will be awarded ball in hand.

Movement of the Cue Ball:

If the cue ball is moved in any way before the final stroke or during the final stroke, the opponent will be awarded Ball In Hand, unless the player is positioning the Cue Ball during a Ball In Hand Foul on the table. Players may use their cue stick to place and position the cue ball. It is not a foul SO LONG AS the ball is not advanced forward with the very tip of the cue.

Frozen Ball Rule:

First; the ball must be declared frozen by the opposing team or the rule does not apply.

(Defined: An object ball that is touching the rail). After striking the object/frozen ball, the cue ball or any ball **other than the frozen ball** must go to **any** rail or pocket, (A pocketed cue ball is a BIH foul), **or** the frozen ball must go to a rail **other than** the rail to which it was frozen.

Double Hits / Push Shots:

Any ball that is at, or closer than the width of a cue chalk to the cue ball will be qualified as a "Push Shot" for this Rule:

First; Prior to the shot, the ball must be declared as a potential Push Shot by the opposing team or the rule does not apply.

For the purpose of simplicity, if you have your stick at or above 45 Degrees, or aim the shot at least 45 Degrees from straight on, the hit will be considered Legal. If you are below 45 Degrees, it will be a foul.

(Defined: The follow-through of the cue stick after striking the cue ball, after contact with an object ball, is hit again by the cue stick).

This happens mostly when two balls are touching or **very** close to each other. If you shoot the cue ball through the object ball, you will hit the cue twice even though you may not feel, see, or hear it. The best way to avoid these fouls is to shoot the cue ball at a 45 degree angle to the object ball, therefore avoiding striking the cue ball twice.

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If the separation of cue ball and object ball are greater than a chalk width it does not need to be declared, and if there is a double hit or any other foul, it can be called and Ball-In-Hand will be awarded to the opposing player.

Jump and Masse Shots:

They are allowed by the league. **HOWEVER, Posted house rules in the location may supersede this rule. (Management may allow them for League Play only, even if it posted that they are not allowed otherwise)... You are responsible for any damage if you do attempt a Jump or Masse shot. If they are not allowed and are posted, you may not attempt them. Please respect the owners of the establishment.

If the cue stick strikes the object ball simultaneously with the cloth, or well below centerline, pushing the cue ball up, (scoop shot), it will be BIH for the incoming player. This also applies even if you *think* that the cue ball was struck first *and then* the cue stick hit the cloth. If you don't know how to shoot them, please don't try them during league play. Accidental miscues when shooting low English on the cue ball are not considered fouls.

Time Limits:

We encourage teams and players to understand that some people shoot slower than others, and that some shots may require more thought and decision making time. Please do not start a time limit issue if the opposing player is just naturally a meticulous shooter and truly has no intention of sharking you by their speed of shooting.

However, in the event that a team or player abuses that privilege, the opposing team can start a shot clock at any time. They must declare that they are starting the clock. You can declare as soon as it is the other players turn at the table, or you may declare if the player is already at the table and taking an unusual amount of time. Either way, the player will be allowed 2 minutes from the point of declaration to start the stroking of the shot, (Addressing the Cue ball). When the clock runs to 1.5 minutes, (Politely) declare "30 Seconds". If they are not "Addressing" the Cue ball by the end of that 30 seconds you will be awarded Ball in Hand. **NOTE:** If they are addressing the Cue ball do not interrupt. However, if they do get back up off the table it is an instant foul.

The shooting player may call a Time Out / Coaching at any point during the shot. At that point the Coaching rules and time limits apply. Reference The Coaching / Time Out rule below.

This rule is very generous to the shooting player, and at the same time is intended to keep play going in a timely manner. It will aid to limit some shooters from using excess time as a strategy to gain an advantage in a match.

Coaching / Time Outs, (Conferences):

Coaching may be done by any PAID members of your team. (They do not have to be actually playing that night). Only **ONE** player may approach the table to give advice. Players are encouraged to keep timely play.

- **Players will be allowed TWO minutes per coaching.**
- **If a Shot Clock has been started, only ONE minute will be allowed for Coachings. At the conclusion of the coaching the shooting player has 1 minute to get the shot off, (30 seconds to make final decisions, and 30 seconds to stroke, aim and shoot).**

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Two coaches max per game.

There are two ways to request a Coaching/Time Out:

- The player at the table may request a “Time Out” at any time during the game.
- Any other paid team member may **ask** if the player wants a “Time Out”. At that point the player at the table has the choice to accept or deny that Coaching. If the Coaching is denied, there will not be a Time Out charged.

Once the opposing player has relinquished the table no advice can be given to the approaching player either by Teammate or spectator affiliated with the team. Any advice given at that time by a Teammate or any other person affiliated with that team will be a BIH Foul. If a Non-Affiliated person verbalizes advice, and that advice is helpful and used by the shooter, the game may need to be re-started.

Stalemate:

An actual stalemate is very rare but does happen occasionally. If the table is arranged just right, the two players may actually end up playing safeties or trading good hits back and forth for a long period of time. This can at times end up in a situation where there is no end in sight. Though we encourage players to play this out most of the time, as usually someone will end up making a mistake, if it comes to an impasse, and **BOTH** players agree, you may re-rack and start the game over. Again, **BOTH** players have to agree!!!

Unsportsmanlike Behavior:

Physical violence or threats of physical violence will not be tolerated. Depending on the circumstances you may get **ONE** warning, or you may be expelled from the league immediately. A second offense will result in immediate expulsion. Depending on circumstances an expulsion may be for a season or permanent.

Flagrant unsportsmanlike behavior, comments and actions towards another league member or his/her property or friends will not be tolerated. Taunting, heckling, or even “Excessive” cheering is also not allowed, even if the opponent is not actually shooting. It is the player’s responsibility to ask that this activity stops... **(At that point PLEASE respect their request and right to stay focused on the game at hand and do what they ask)**. If this type of behavior persists, call a Division Rep, or League Coordinator Immediately. If the behavior still does not stop, the opposing team may be awarded a Ball-In-Hand, and it could escalate to loss of game or even loss of match if the Unsportsmanlike behavior persists. This League is for fun: Please respect every body’s right to enjoy it.

Sharking:

“Sharking” will not be permitted. There are many forms of sharking, including harassing, heckling, loud noises, throwing or slamming cue or other objects, temper tantrums, or any other attempts at distracting the player at the table. The offender can be anyone on the team or anyone associated with the team. The player at the table needs to ask that the offenses cease immediately. If they continue the offending team will lose that game by forfeit.

The following will be considered conceding the game, at which time the game is over:

- Breaking down your cue stick.
- Leaving the room or establishment, unless it is for a legitimate reason, and stated to the other team.
- Stating any concluding phrase such as “Good Game”, “Nice Match”, Etc, prior to the end of the game.

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- Shaking opponents hand prior to conclusion of the game in reference to the conclusion of the game.

Please use common sense, if a player uses the restroom or breaks down a cue for a legitimate reason, and declares it ahead of time if it is not obvious, it is NOT a foul.

Loss of Game:

NOTE: The following are immediate losses regardless of whether the ball is put back in play by the opposing player, (This does occasionally Happen).

- Pockets the cue ball or shoots the cue ball off the table, (scratches), while attempting to shoot at the eight ball.
- Pockets the eight ball on the break and scratches on the same shot.
- Pockets the eight ball on the same stroke as the last ball of his group of balls.
- Pockets the eight ball before all of their balls have been made.
- Pockets the eight ball in an uncalled pocket.
- Pockets the eight ball when any other Foul is committed. (However, if a normal foul is committed while shooting the eight ball, but the eight ball **is Not** pocketed, that is only a Ball-In-Hand foul to the opposing player).
- Shoots the eight ball off the table.

Note: If the eight is not struck first when it is the last of your suit of balls on the table, it is not loss a loss of game, (Unless it is pocketed); however, it is Ball In Hand for the opponent.

Interfering on a possible “LOSS OF GAME” or “Game Altering” shot:

If a shot or missed shot is potentially going to be a “Loss of Game” shot or “Game Altering” and a player or teammate interferes with any of the balls movements or positions, or anything else on table, that action will be considered an automatic **LOSS OF GAME.**

Examples, (But not limited to):

- If the 8-Ball is rolling towards a Non-Called pocket.
- If the Cue Ball is rolling towards a potential scratch on the 8-Ball shot.
- If any other ball is moved in any way that is in a position, moving or not, to deflect the 8-Ball to a wrong pocket, or the Cue Ball toward a scratch.
- If you stop or alter the direction of any moving ball that may change the lay of the table to break out any hidden balls or change the structure of the game.

Accidental Interference.

If any person other than team members disturbs the lie of table, the two players and the captains will come to an agreement on the original lie of the balls. In extreme cases, the game will be re-racked and broke by the original player who started the game.

Playing on Multiple Tables:

The league may play on two tables from the beginning, or even Mid-Match, if both tables are available, each team concurs, and at the owner’s discretion.

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Player Responsibility:

By playing in this Pool League, (SCPPA), you are agreeing to this Rule:

Any player who damages the cloth, bar cue stick, or any other property other than his own, will be held responsible for repairs and/or replacement. Non-compliance of this rule will result in termination from the League. And you will still owe accordingly.

Division Reps:

If there is more than one Division each division will receive a local representative. Division reps are required to have a valid email address and phone number. Division reps will have their numbers posted on the schedules for players to call when needed. They will be well versed in the league rules, and have an open mind for discussion and options needed for expansion and improvement of the league.

Division Reps. Will be responsible for transporting the completed Weekly Envelopes from the Drop Boxes to the Central Drop Point, (Currently JR Phinickey's).

Division Reps. Will be the Liaisons in communications between The League Coordinator/Rules Committee, The Tavern Owners/Management, and the Players. They will be working to benefit the entire system, not just one part or another. In the event of only one Division, we may still need more than one Rep., depending on the territory involved.

Rules Committee:

The Rules committee will consist of the League Operator, Assistant Manager(s), Division Reps., and occasional volunteers. Any ideas and/or suggestions from League Players, Owners or anybody else are highly encouraged and will always be fairly considered.

Any major decisions may be brought to a Captain's meeting for a discussion and possible a vote. Some Rules may be added or changed prior to the beginning of a season, and occasionally an Addendum may need to be created to add, or modify a Rule during the season.

Grievances:

The Grievance Committee consists of the League Operators, Assistant Manager(s), Division Reps., and if needed, well informed and non-biased volunteer(s).

If a disagreement cannot be resolved by the Players and/or Captains, you must call the League Operators and/or Rep. at the time of the controversy. The Operators or Reps. will make decisions on Fouls, Rules, Etc. at the time of the controversy.

Any disagreements that cannot be resolved by team captains, players, Reps, or Operator can be called before the Grievance Committee meeting.

A Grievance must be submitted in writing within 24 hours of the occurrence.

Meetings will be held at the request of any member who wishes to challenge the validity of league rules or abuse of any rules by another member. All meetings will be open to any member of the league. Only the members of the Grievance Committee may vote on the final solution.

** **GRIEVANCES NOTE:** Though all ideas are important to those that bring them up, as well as others involved, NOT all ideas suggestions, or complaints will require an entire Rules Committee, Grievance, or Captain's meeting. We understand that they are very important to those involved. We will discuss all matters in full with all involved and the entire League Operations Committee, seek any appropriate advice, and make a fair and **TOTALLY** unbiased decision in the best interest of the entire League.

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Ties / Tie-Breakers:

In the event of a tie, the Tie-Breakers will be as follows, in order:

Individual:

- By Percentage
- By who beat who, (If Applicable)
- Playoff Match if possible

Teams:

- By Percentage, (If Applicable)
- By who beat who.
- By overall total wins between the matches of only the concerned teams.
- Combine the Moneys for the tied positions, then split evenly.
- Playoff Match if possible

Team Playoffs:

Playoff format, (Single or Double Elimination), will be determined later in the season. The team with highest winning percentage during the regular season will always be the home team for any match.

IMPORTANT NOTE: Players must have played at least 12 games during the regular season for the team they are on in the Playoffs. Games played from other teams DO NOT count towards the 12 game minimum.

***IF AND ONLY IF there are VERY extenuating circumstances a Sub that does not have the full 12 games will be allowed, but they must have played at least 8 games for that team, otherwise no sub will be allowed.**

Extenuating can mean, but not limited to:

- Death of Team Player or family member of a team player,
- Sudden severe Illness, Injury or Hospitalization.
- Etc.

***** Incarceration, family members activities, sporting events, common colds, etc. are not considered extenuating.**

(These circumstances will need to be verified and it is up to our discretion if a non-qualified sub may be used).

The Final Match(s) will be held at the Teams Establishment that is on "The Point". It will typically be held on the Saturday or Sunday after the last Semi-Final Match.

- Playoff matches are a race to 7 wins in all matches except the Final Championships, which is a race to 10.
- There is a specific "Playoff Scoresheet" designed specifically for all preliminary and Championship rounds. You **MUST** use this Playoff Scoresheet.
- In the event of an 6-6, or 9-9 tie, each team will select their own player for the Tie-Breaker.
- For a Tie-Breaker match, flip a coin to determine the break. You may Lag for break, if and only if, BOTH players agree to do so.

NOTE: The Playoff Dates and Format are subject to change.

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Team Payouts:

All Teams will receive \$2 or more per win for the **Regular Season**. (Depending on the Budget).

All Playoff Teams will split the remaining Prize funds amongst themselves at a percentage based on finishing order. The amounts are depending on the Final Budget.

Individual Payouts:

THE TOP 10 PLAYERS with the **Most Games Won** at the end of the season will receive additional bonus money. (approx. \$1 per win).

8-Ball Break Payouts:

Each eight ball break will be awarded \$2 or \$5 depending on the Final Budget, and possibly a discount coupon from one or more sponsors in the area.

Table Run Payouts:

Each Table Run, (See "Table Runs" in the Rules section), will be awarded \$2 or \$5 depending on the Final Budget, and possibly a discount coupon from one or more sponsors in the area.

**** NOTE: All Payouts are subject to change depending on Budget and Circumstances.**

Year end Awards:

Location: At the First Place Team's tavern! All members of the league are encouraged to show up and participate. We usually include activities such as a Pot Luck and a Tournament on the day of the awards.

When: The Week after the finals! (Or shortly after that, depending on scheduling issues)

Any team (or team representative) that does not show up for this can be paid at a later time.

Any **team** that drops out of the league after the first week of the season will forfeit all money paid into the league and will be exempt from any payouts at the end of the season.

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(Randy Koch) 206.714.8885
www.CenterBall.tv
poolbum007@hotmail.com

RULES COMMITTEE

Randy Koch: 206-714-8885
Natalie Seal: 425-766-6303