

2019 SUMMER 9 BALL RULES AND REGULATIONS

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Sponsored by:

**We are currently looking for League
Sponsors.**

Contact Randy Koch with suggestions

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Putting together your team:

Your host location will pay \$50 per team to the league. Traveling within Snohomish and some King County will be required. *Please include your Team Fees with your Teams first weeks Score Sheet Envelopes, or in a separate Envelope and assure they get routed to the nearest Drop Points.*

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 or whenever that information changes.*

Player Fees for substitutes that play ONLY one match:

Fees for a One Time Player are **\$10** and will be paid on the night that they play. Please put the players' first and ***LAST*** name on the score sheets when signing them up. ***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 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 the Sunday following the match at the nearest league drop box. ***These boxes are***

located at JR Phinickey's in Monroe, Papas in Monroe, and JD Slicks in Sultan.

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 Ball 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.

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 for every week that they are not paid in full. Your "Repeat" status can be carried over from previous seasons.

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. However, They can play for **ONLY ONE TEAM** on any 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 Scheduled 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, or vice-versa. (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 by 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 or legally sub for other teams all Regularly Scheduled wins 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 Players Fee they DO NOT need to pay any new entry fees for the rest of that season for any team they play for.

Note (In the event of Playoffs): 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.

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, (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, or that sub into another persons slot. If that happens, all games played by **all players in that spot** will be forfeit.

Aliases:

Aliases will not be allowed. (Listing a person playing with a different players 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 3 WINS total, even if the player in question wins less than 3. In that case any wins from the Alias will be forfeit, and the remaining of the 3 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

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.

Play MAY begin with *minimum of one player* from each team. If there are not enough members from one team to begin, then the short team will forfeit all 9 matches that evening and the team present will receive 100% of their wins. (Both teams will still owe their \$15 weekly fees). 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 all 3 games.

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).

Punctuality on Individual Games:

Both players must be ready for their game when it is their turn on the schedule. Please take care of any necessary business in the time prior to your match. IE: Smoking (Any type), Potty, Drinks across the street, Etc. You have 2 minutes to be at the table and ready to play. If something legitimate comes up, you may pre-arrange to be late to the table, or skip a game. (If someone is just finishing in the bathroom, or wrapping up a phone call, you do not need to hold them to exactly 2 minutes).

Postponing 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 if at all possible.

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 within 2 weeks, or by the end of the season, whichever is first. 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.

Forfeited Matches:

If a Match is forfeited by one Team, **both** teams will still owe their Weekly Fees for a normal match number of players, (IE: 9-Ball season you will pay for \$15 and 8-Ball season you will pay \$15). The Forfeiting Team will lose all Games for the night. The Team that is present will win all of their games, (9-0).

The winning team will still fill out and turn in a Scoresheet. (If you have more than 3 active players you can distribute your wins to your players as you wish).

Paying for the games:

Each player will provide a quarter to drop the balls when necessary. Host locations are not required to open their tables unless they need to use a regulation Cue ball, but may do so if they desire.

Format:

Each player will play a race to two (Best Two of Three) with each opponent from the other team. If a player wins the first two games of the match, there is no need to play a third.

Players and teams are paid by the number of "Race to two" Match Wins they have at the end of the season, not each individual game played in one race to two.

The Rack:

The object balls are racked in a diamond on the foot spot with the One Ball at the front and the Nine Ball in the middle. The remainder of the balls may be placed anywhere in the rack. **NOTE:** Upon Mutual consent, you may use balls 10 - 15 in addition to other remaining balls if there are enough left to form a legal rack. In this case the lowest numbered ball is the equivalent of the One Ball, and the highest numbered ball is the equivalent of the Nine Ball. You rack and play in sequence accordingly.

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.

A legal break consists of striking the One Ball *first* and driving *at least* **TWO** object balls (not including the cue ball) to a rail or pocketing any one or more object balls. If the breaker strikes the rack and fails to make a legal break by having less than 2 balls hit a rail or go in a pocket, 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.

If the breaker strikes the rack and fails to make a legal break by having not contacting the ONE BALL first, it is a **Ball In Hand** foul.

If a player fails to hit any ball in the rack on the break, the player will be allowed to break again from behind the head string *without* a re-rack. . If they miss the entire rack a 2nd time, the opposing player gets to break.

Making the Nine Ball on the break will be a win. (Unless you scratch on the break as well, Which IS NOT a loss)... In which case you spot the 9-Ball, or next consecutive numbered ball, and the opposing player starts with Ball-In-Hand).

Table Runs: (First Approach)

Table Runs will be counted **ONLY** if the player shoots **ALL** 9 Balls on their first approach. If the 9-Ball is pocketed early it will still be a win, but it **WILL NOT** be counted as a Run.

The non-breaking player will have an opportunity for a table run on his first approach as well, **only if the breaker made nothing on the break.**

Spotting Balls:

Any ball knocked off the table will be re-spotted, including the 9-Ball. The 9-Ball will be re-spotted if it is knocked off the table or if the cue ball is scratched while the 9-Ball is pocketed.

To re-spot a ball, the object ball to be spotted, (or substitute ball), will be spotted on the foot spot. If there are conflicting balls, the object ball will be spotted on the center line of the table directly behind the foot spot and frozen to any conflicting ball

Scratch on the Break:

If the cue ball is pocketed or scratched off the table after a legal break, the incoming player will have BIH. If the cue ball is pocketed before a legal break has happened, the player will be required to break again.

PUSH-OUT: (*IMPORTANT). After the Break.

A push may only be called on the shot immediately following the break. *(If the breaking person pockets a ball on the break, he may call a "Push Out" only on his next shot. If he does not make a ball on the break, the opponent may call a "Push out" only on his first shot).* It is the only time in the game where the player does not need to make a legal hit. If the breaking person scratches on the break, it will be ball in hand to the opposing player. No Push-Out will be allowed.

A push-out allows the breaker or incoming player to avoid a bad lie on the first shot after the break and applies to the shot following the break for either player. The player **must** call a "Push Out" or simply "Push" otherwise it will be assumed that they are trying for a legal hit.

The player does not have to make a legal hit and may hit any ball first, no ball at all, or make any ball into a pocket. (If the shooter pockets the 9-Ball on the Push-Out shot, the 9-Ball will be re-spotted).

The opponent may then choose to accept the table as is or choose to make the player to shoot again. The object is to give your opponent the most difficult shot on the table.

Failure to make a legal hit following the Push is a Foul.

Legal Shots:

The cue ball must hit the lowest numbered ball on the table first and drive any ball to a rail or pocket, (Including the Cue Ball), after contact has been made. (Any rail contact prior to hitting the object ball, **DOES NOT COUNT** as driving a ball to the rail) If a player pockets any ball after a legal hit, they will be required to shoot again. You can NOT call a safety and pocket a Ball. It is never necessary to call any ball, shot, or pocket. **You do not have to call the Nine Ball, EVER.**

Ball-In-Hand: BIH will be awarded to incoming players in these instances:

- Any cue ball scratch.
- **Touch Fouls.** If the cue ball is moved in **any** way prior to the shot, other than when positioning after receiving a BIH, the opponent will be awarded BIH.
- If any ball is moved illegally (IE: sleeve, hand, cue, chalk, etc.) after the shot (or during the final contacting stroke), the opponent will be awarded BIH. If any other ball is moved prior to the shot or final contacting stroke, the opponent has the option to have the player put the ball back in its original lie. (This is **NOT** a BIH and is **NOT** loss of shot).
- However, it will be BIH if the shooting player does not allow the opposing player the opportunity to reposition the moved ball.
- Knocking **any** ball off the table is a BIH. The launched ball will be spotted according to "Spotting Balls".
- Failure to strike the lowest numbered ball first.
- If a cue ball scratches while pocketing the Nine Ball, the incoming player must spot the nine and will receive BIH.
- If the player shoots without having at least one foot touching the ground.
- **Failure to drive any ball to a rail (including the cue ball), or pocket any numbered ball, after contact has been made with the lowest numbered ball. (Any rails touched by the cue ball prior to legal contact with the lowest numbered ball do not count as hitting a rail).**
- Positioning the cue ball after receiving a BIH with the shaft of your cue is allowed. **However, using the tip of your cue is not allowed, and will be a BIH foul.**

Who can call a foul?

Any paid member of a team can call a foul. (They Do Not need to be actually 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).

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.

- ***NOTE: Any Coaching times are to be included in the 2 minutes total time allowed if a shot clock has been declared. (See Time limits rule below). 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).**
- **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 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 decline that Coaching. If the Coaching is declined, 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 unless it is a requested and accepted advice. 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.

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 player's 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. When the clock runs to 1.5 minutes, (Politely) declare "30 Seconds". At that point the player must start their shooting process and get the shot off within that 30 seconds. If they do not get the shot off in time you will be awarded Ball in Hand.

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.

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 must agree!!!

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, (Not Push-Outs):

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 raised 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 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.

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.

**** If the Cue Ball is touching any other ball, that "pre-shot" contact IS NOT considered shot contact at all, when the shot is aimed away from the contact ball within 90 Degrees from the Perpendicular Tangent Contact Point.**

Jump and Masse Shots:

They are allowed by the league. 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)... 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 below centerline, pushing the cue ball up, (scoop shot), it will be BIH for the incoming player. Accidental miscues when shooting low English on the cue ball are not considered fouls. If you don't know how to shoot them, please don't try them during league play.

Ejected Balls:

Any ball that rebounds out of a pocket and back onto the table will remain on the table. 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 an 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 9 Ball is jumped off the table or if the cue ball is jumped off the table while shooting the 9-Ball, it is NOT loss of game.**

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.

Player Responsibility:

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

Any Player playing in this league is understood to have read and agreed to this rule, and by joining and playing in this league, they agree to be financially responsible for damages and/or injuries that they cause to any persons and/or property during or related to any pool league activity.

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.

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 kicked out of 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. (NOTE: This rule also applies if a team drops out of the League)

If it is an individual: All wins by that person will be awarded to the individuals they had beaten up to the date of termination. All Table Runs and 8 or 9 Ball Breaks for teams/individuals will be erased as well.

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 one 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.

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

(These are very common forms of sharking and are enforced in almost all League or Tournament activities).

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.

Division Reps:

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 to 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 creating 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, one volunteer Rep. from each division.

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

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

A Grievance must be submitted 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 & RULES 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.

Year End Payouts:

Each team will receive \$2.50 per win at the end of the season. The top five teams will receive bonus money plus possibly a trophy for their location.

Top Ten Individuals:

The top ten individual players with the most Wins will each receive bonus money (\$1 or \$2 per win) for their achievements. (Depending on the budget)

9-Ball Break & Break and Run Bonuses:

Nine Ball Breaks and Break and Runs will be kept track of by the league. If you get a 9-Ball Break or Break and Run, put a "9" or "BR" in the appropriate box on your Score Sheet for the player that gets it.

Each player who makes a 9-Ball Break or Break and Run during the season will receive either \$2 or \$5 per 9-Ball Break, depending on the 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.**

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)
- By 9-Ball Breaks
- Combine the Moneys for the tied positions, then split evenly.
- 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

**2017 Summer 9 Ball
Rules and Regulations
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