

1. All players must be on a contract for the bar they represent and the captains have the contract to the secretary as soon as possible. Captains need to keep a copy with them each night of league play.
2. Each team will consist of no more than ten players-no less than six players. New players can be added and subtracted throughout the session. No grabbing someone from the bar just to play that night. No new subs the last 4 weeks of play.
3. Secretary should be notified of any changes in players. One player can sub on two different teams as long as they are in the same league, (A or B).
4. Team captain will assign players. After the first game, no subs will be allowed, unless an emergency. The opposing captain must approve.
5. Home captains **MUST CALL** in the scores or leave them with the bar's bartender. If you call the scores in on Thursday, the score sheets can go out on Friday.

**STARTING TIME;**

1. All teams must be ready for game play at 7:30 PM **SHARP**— except dire emergency only. At 7:45 PM if opposing team is not present first game will be a forfeit. At 8:00 PM if opposing team still not present this will be considered an entire team forfeit. In case of entire team forfeit, the winning team will be awarded 18 points. League fee must still be paid from both teams. The team present needs to send in their money and call in the score that night. Forfeiting teams money, if not collected will be deducted at end of the year. For byes, teams will owe no money but will be awarded 12 points. But by points will be deducted before any payouts at end of the year. (New 2018-19)
2. If a team is short a player, play will continue until that set of partners comes up for play. If both players are not present, the player that is present gets one chance to shoot, (this is to allow him the chance for an eight ball break or table run). When his partner's turn comes up, if he is not present the game is ended and considered a forfeit with remaining ball count. If both partners are not present that is a forfeit of game with seven (7) balls. This follows through the whole night. If partners show up they can play remaining games.

**PLAY OF GAME:**

1. All play will consist of legal six pocket rules-modified.
2. Amendments and modifications by majority agreement as follows:
  1. Flip determines break, thereafter the losing team will break.
  2. Eight ball on the break and no scratch wins game plus one (1) ball-**NOT SEVEN**
  3. Eight ball on the break and scratch loses game plus one (1) ball- **NOT SEVEN.**
  4. The pocket must be clearly called on eight ball shot only.
  5. If a shot on the eight ball is missed, the player loses his turn.
  6. Player must shoot to make his object ball. Bank shots are permitted.
  7. **NO "SOFT SHOTS", "POSITION SHOTS", "SNEAKY PETE SHOTS" OR "DIRTY POOL SHOTS"**. First safety foul "called and warning about forfeit . Second safety will result in a forfeit for that game. Forfeit and 7 balls.
  8. **NO JUMP SHOTS.** The cue stick can be no higher than the armpit
  9. **NEW RULE—**.All shots must be called including 8-ball. The object ball must go in the pocket called, doesn't make any difference if it travels all around the table as long as it goes where it was called. Doesn't make any difference if it goes off another ball, just has to be the pocket called.
  10. Any ball moving at least **FOUR** inches is considered a legal shot and the player loses his turn,

11. Any ball that has any part touching the breaking diamond is considered “in the kitchen” and must be banked for.  
Any ball, other than the eight ball, is knocked off the table is to be spotted, Eight ball knocked off the table is a loss, plus balls left on the table.
12. Players must have at least one foot on the floor when shooting. Players cannot have a hand resting on any ball in order to shoot. Use the bridge, which every bar is required to have.
13. Discussion of any shot will be between team partners only. Don't take an excessive amount of time, a shot shouldn't exceed 2 minutes. A warning first time excessive time is taken, after that could result in loss of turn. Please don't help on every shot. **KEEP PLAY FLOWING.** If it's your turn be available.
14. Captains will monitor the games. Team captains only will settle all problems that arise on the table. Scores are final when signed by both team captains. Problems not able to be solved will be placed before a grievance committee for review and solution. If there is a protest, inform the opposing captain at the time of the protest. Finish play as scheduled. **DO NOT** sign the score sheet if you have a protest. Inform the secretary as soon as possible.
15. **NO FEMALE PLAYERS ON THE LEAGUE.** If dire emergency and opposing captain agrees female can play, but only for that night. It's a men's league. All players must be **21 YEARS OLD.**
16. Each bar is required to have proper equipment in good working order. This included: table, balls, bridge, rack, chalk, etc. If found faulty, play will be moved to opposing bar until the equipment is repaired.
17. The visiting team gets the table a 7 PM Accommodations for the visiting team will be made close to the pool table.
18. The home bar is required to buy each team one round of drinks for the team members only. Six drinks per team. Any other drinks bought will be up to the owner.
19. **NO HECKLING FROM THE FLOOR.** Good sportsmanship is to prevail at all times. Game play will be stopped until heckling stops. **NO STANDING NEXT TO THE TABLE WHILE OPPONET IS SHOOTING.** Stay away from the table. Have some common courtesy. Captains need to help enforce this.
20. Any team or team member causing a fight in any bar will cause the player, team and/or bar he represents to be dropped from the league.
21. Each player will pay \$5.00 per night-\$30.00 per team. The home team captain is responsible for mailing the score sheet and money \$60.00 per night to league secretary. Envelopes are provided. **PAY BEFORE YOU PLAY.** All money needs to be collected before play starts. If you want to drop off your money and sheet, please only drop it off at the bar. **PLEASE GET THE SHEETS AND MONEY IN IMMEDIATELY.** Any sheet & money received more than 3 weeks late will result in a fine. The fine will be \$5.00 a week until it is collected. Fines will be deducted from the team's prize money at the end of the year. Again please remember to call your scores in Thursday night.
22. Any team behind more than three weeks in sending in money & sheets will be considered for being dropped from league.
23. **ENTRY FEE FOR ALL NEW BARS IN THE LEAGUE IS \$35.00.**
24. The top two (2) teams from the “B” league will automatically move up to the “A” league. The bottom two (2) teams from the “A” league will move down to the “B” league. Unless

this is not possibly. Every attempt will be made to keep an even number of teams in each league to avoid any byes.

- 25.** If a bar closes for whatever reason, the team playing out of that bar may move to another bar within the boundaries. Home games will be played at the new bar for the rest of the year. **BOUNDARY LINES:** *West*--72<sup>nd</sup> Street, **South**—Harrison St, **North**—Dodge Street and **East**—the Missouri River.