

MIX LEAGUE POOL RULES

8/30/19

No longer any entry fee.

Each team will consist of three (3) men and three (3) women. The team captains will assign players. After the first game no subs will be allowed unless for an emergency. The opposing captain must approve. Each bar may carry ten (10) players on their roster. No new players may be added the last 4 weeks of play.

HOME TEAM MUST CALL IN THE SCORES MONDAY NIGHT

STARTING TIME:

Game play will start at 7:30 pm sharp-**NO EXCEPTIONS**. 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. Teams scheduled and not present will forfeit game, plus seven (7) balls each game until team is present.

In an emergency a match may be rescheduled. (Not because short players) If match is rescheduled it must be made up by Saturday that week. If a team is short a player, play will continue until that set of partners comes up for play. If only one partner is present they get 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 that is a forfeit of game with whatever balls are left on table. This follows through the whole night. If partner shows up they can play remaining games.

For byes, teams will be awarded 12 points and that team's money (\$30) needs to be sent in. You may send in your bye money the next time you play at home, to insure you get proper credit. If you give it to an opponent's bar and it is not turned in, there is no proof you paid it.

PLAY OF GAME:

All play will consist of legal six pocket rules-modified. Amendments and modifications by majority agreement as follows:

- A. Flip determines the break. Thereafter, the losing team will break.
- B. Eight ball on the break and no scratch wins the game plus balls left on the table (the most)
- C. Eight ball on the break and scratch loses game plus balls left on table (the least).
- D. The pocket must be clearly called on eight ball shot only.
- E. If a shot for the 8-ball is made and missed, player loses his/her turn,
- F. Player **MUST** shoot to make his/her object ball. Bank shots are permitted.
- G. No "soft shots", "position shots", "sneaky pete" or dirty pool shots. If called by the opposing captain before the next shot is made, the game can be called a loss. Team will forfeit seven (7) balls.
- H. **NO JUMP SHOTS** The cue stick can be no higher than the arm pit.
- I. Any ball moving at least **FOUR** inches is considered a legal shot and the player loses their turn
- J. Any ball that has any part touching the breaking diamond is considered "in the kitchen" and must

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be banked for.

- K. 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.
- L. 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.
- M. 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.
- N. 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.
- O. Each bar is required to have proper equipment in good working order, This includes : table, balls, bridge, rack, chalk, etc. If found faulty, play will be moved to opposing bar until equipment is repaired,
- P. The visiting team gets the table at 7pm Accommodations for the visiting team will be made close to the pool table.
- Q. The home bar is required to buy each team one round of drinks for team members only. Six drinks only. Any other drinks bought will be up to the owner.
- R. **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 OPPONENT IS SHOOTING.** Stay away from the table. Have some common courtesy. Captains need to help enforce this.
- S. Any team or team member causing a fight in any bar will be cause for the player, team and/or bar he represents to be dropped from the league.
- T. Each player will pay \$5.00 per night-\$30.00 per team. (Increase effective 2018-19) The home team captain is responsible for mailing the score sheet and money \$60.00 per night to the 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 MONEY AND SHEETS IN IMMEDIATELY. .Don't forget to call in scores Monday night.**
- U. 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-72nd street, **South**-Harrison Street, **North**-Dodge Street and **East**-the river..
- V. There is really no need to shake hands after ever game, at the end of the night is fine. Please be ready to play when you are up. Keep play moving along.
- W. Teams keep track of 8-ball breaks and table runs for the session. Trophies will be awarded.