

## APPLE RIVER POOL LEAGUE (last pocket 8 ball) 2012-2013

1. Starting time is 7:00 pm. If your team is going to be late, they must call a member of the opposing team (not the bar or the bartender). You must have all players present by 7:15: **No call or No show must be rescheduled & played within two (2) weeks. If not played in this time frame it will result in 9 wins for the team that was there. No individual wins.** All players present by 7:15 will be allowed to shoot their games; the remaining games will be a forfeit. TWO (2) No shows, the team will be dropped from league & all games played during that half will be adjusted to 0.
2. You must play with 4 regular players. ROSTER limit is 10 players, which **will be the first 10 players turned in or scored.** You must list a name not just sub. This will be enforced!
3. **If your team only has 3 players, the missing games will all be forfeits for the team score.**
4. Total cost per player per night is \$6.00 (\$2 for table, \$4 for payback)
5. All players must be able to be in the bar legally. They must be 21 or with a parent or legal guardian.

### Game rules for Last Pocket 8-Ball

6. You have to call every pocket. You do not have to call “banks”, “kisses” or “short rails”
7. If there is a scratch on the break, the table is open.
8. A scratch on a pocketed 8 ball is a loss.
9. One foot must be on the floor at all times while making your shot.
10. When shooting at the cue ball, it must move 3 inches to be a legal shot, meaning that if you accidentally bump the cue ball with your stick and it barely moves, and no other ball is hit, the opponent puts the ball back in its original position and the player shoots again.
11. In a combination shot, you must hit your ball first or you forfeit the shot, except on an open table, then you must call the shot using any ball.
12. Players must request help from any one team mate. The one coaching player may not touch the table and must walk away from the table before the player shoots. Incidental contact does not count.
13. Players may mark their 8-ball pocket when leaving the table. If both players make last ball in the same pocket, the last shooter has the opposite short pocket, and if made the 8 ball in the same shot in opposite pocket, would win.
14. Any object ball knocked off the table shall be spotted on the center diamond on the rail.
15. The 8 ball in on the break, is an automatic re rack.
16. Players have “3” rail minimum option on the 8 ball at any time. Spotting is allowed if both players agree. The ball is then spotted before the next play. Next shot goes to the opponent.
17. Jump shots are legal, except no under the cue ball “scoop” shot.
18. One ball in on the break-goes to the breaker. Multiple balls in, table is open until a called ball is made (rule pertains to ball in on break and next shot is missed).
19. If you have an object ball remaining on the table and your opponent only has the 8 ball, you cannot shoot it out of pocket or you will forfeit.
20. In a situation when your opponent pockets your last ball, you have a choice of pocket, but you cannot choose the same pocket as opponents.
21. If any part of an object ball is touching or over the line, it is considered “in”. On a scratch the cue ball must be behind the line.
22. Players on any team that start that night of play must finish. NO SUBSTITUTING after play has started.

23. Teams shall play on one table only. If somebody needs to shoot all 4 games at one time, both team captains must agree. Use of 2 tables to be agreed upon by both captains.
24. Score sheets must be signed by the opposing team at the end of the night. Envelopes should be marked with the team names and the date, and dropped off at the Sportsman's or Cedar Creek Inn at the end of the evening of play. Any envelope not received in time WILL NOT be reflected in the stats that week. The visiting team is responsible for making sure the money in the envelope is correct and that the envelope is dropped off. Shortages in the envelope will be deducted from the visiting team's payback.
25. You must send in your captain's name and phone number on the first night of play. A Captain's list will be distributed when all information is received. Players can be added as they play, so please put first and last names the first time someone plays. If you have 2 people on your team with the same first names, use their last initial also. Please write legibly or scores will not be recorded. Use the same names of players each week. If you notice a mistake on the standing sheets, please call or e-mail as soon as you notice it.
22. The location of the **year end tournament** will be as follows: Cedar Creek 1, Bristol Ridge Maynard's, Sportsman 2, Friendly, Apple River Inn, Legion, Bristol Ridge 1. Papa B's, Sportsman 1, Cedar Creek 2. It will have a \$5.00 entry fee + \$2.00 for the tables. Sign up will be from 12:00 – 12:30. **NO EXCEPTIONS**. There will be no sign up after 12:30 and you **must be present** to sign up. Play begins promptly at 1:00 pm. All players must have played at least once. If there is an odd number of players the first team losing will partner with the last player by luck of the draw. Tournament is two weeks after the last night of pool to be held on Saturday.
23. Pay back will be 60% for wins & 40% for losses. Traveling plaque will be awarded to the top team.
24. If there are any grievances, questions, or discrepancies, a Captain's meeting will be held. Call Chris to schedule. It will NOT be on pool night. All decisions will be final.
25. Sponsor fee is \$75.00. Please submit by second week of play. Checks must be made payable to:  
Chris Boardman