

Hayward Tuesday Night Pool League 2023-2024

Please email stats to ackleynovelty@ackleynoveltyinc.com as soon as play is over. Both team captains are responsible for emailing a picture of the score sheet. If you are unable to email please text it to Marty's cell: 715-492-1289.

League Officer

Marty Gall Ackley Novelty 635-2904 800-472-2323 fax 715-635-2908
Player Advisory Board Officers: Marty Gall, and Hunter Karaszewski

1. **Starting Time Is 7:00PM** If a team is not ready to play by 7:15, and there are some of the team players there, the match must start with those present. The missing player or players will be put into the rotation after the players present have played their first matches . If by this time the player is still not there it will be recorded as a forfeit for that round. If a player shows up after forfeiting their first round he/she is still permitted to shoot remaining rounds, If all players forfeit, that team will receive 16 losses and the opponents will score 16 wins. In the event of a snow emergency or weather related cancellation the team that cannot make it must contact the opposing team captain to reschedule and must be made up before the end of the season.
2. Teams will consist of 4 players. Each player shoots 4 games, scoring one point for each game won.
3. There is no limit to the number of substitutes a team may use, but **no new substitutes may be added after the 10th week of play.** A sub may replace a player that is not able to finish a series, but not in the middle of a game. **THIS RULE IS ONLY FOR EMERGENCIES! ! !**
4. If a team is short a player it will forfeit all games that the player was scheduled to play. If a player is late and misses his or her scheduled game, that game is forfeited, but he or she may play the remaining games.
5. All players must meet the requirements of the statutes of the State Of Wisconsin relating to the sale of alcoholic beverages. (18 or older as long as a Parent or Legal Guardian is present with them and is also shooting on the same pool team. No one under the age of 18 may play - no exceptions.)

6. The sponsor's fee for each team is \$35.00. This fee should be paid during the first week of play to Ackley Novelty.
7. A playing fee of \$7.00 per week per player shall be collected.
8. Score sheets must show games won and lost by each player, and team scores totaled. Score sheets are to be signed by both team captains. The monies collected are to be awarded to the winning team of the game per night. If the teams tie 8-8 there will be a one game play off to see who is awarded the money that night. Each team may pick a player to do this match, and it is only for the monetary winning, and the playoff game's scores will not count towards stats.

Example:	Pool Fees	\$56.00	
	Table Fees	<u><\$16.00></u>	
		\$40.00	TO BE AWARDED TO WINNING TEAM

9. Both team captains are responsible for collecting nightly pool fees and emailing or texting images of the score sheet in as soon as the match is finished. Failure to email or text ackley will result in your stats not being posted online.
10. Schedules and standings will be posted on ackleynovelty@ackleynoveltyinc.com for your viewing.
11. Any dispute shall be settled immediately by team captains. If the team captain is playing, a co- captain shall be appointed.

Please note: Instead of 8-ball breaks we have changed the field on the score sheet to 8-ball run to reflect the change in rules.

RULES:

All rules have been changed to the VNEA official rules, which are included in each teams season folder.

VNEA 8-Ball Official Rules of Play

A. BALLS AND RACKING

- 1 The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner, as the illustration on page 2 shows.
- 2 The object of the game is to make one group of numbered object balls, either stripes or solids, and then LEGALLY POCKET THE 8-BALL which then wins the game.

B. BREAK SHOT

- 1 Start of play - the home team breaks first and writes their line-up down first. The break will alternate thereafter.
- 2 If the breaker hits the racked balls with the cue ball driving four or more numbered balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls re-racked and shooting the break himself or have original breaker re-break.
- 3 Stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the head string.
- 4 When positioning the cue ball for the break shot, the base of the ball must be behind the head string (kitchen).
- 5 If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball), (2) it is a foul, (3) the table is open. **PLEASE NOTE:** Incoming player has cue ball in hand behind the head string and may not shoot an object ball whose base is not outside the head string, unless he/she first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent.
- 6 The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning,
- 7 he/she must then reposition the cue ball.
- 8 During League play, making the 8-ball on the break is an automatic win for the player breaking. However, if the cue ball is scratched when making the 8-ball on the break, the opponent wins the game.
- 9 If the player **legally breaks** the racked balls **and** does not make any balls, his opponent then shoots, having an open table.
- 10 If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the head string and shooting.

C. OPEN TABLE

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. Note: The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid. On an open table, all pocketed balls remain pocketed. The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. **THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT.** The choice of group is determined only when a player legally pockets a called object ball after the break shot.

D. GAME

Obvious balls and pockets do not have to be called. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Banks and combinations are not considered obvious and both the object ball and the pocket must be called **or it is a loss of turn.** When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. 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 pocket." Any player performing a break shot in 8-Ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.

When a player has pocketed all of the balls in his group, he then shoots at the 8-ball, clearly calling the pocket. Markers do not have to be used, but may be used if desired.

E. PLAY

- 1 If a shooter inadvertently pockets his opponent's ball, it remains down, however, if the shooter does not legally pocket one of his own group, he loses his turn.
- 2 Each player continues to shoot so long as he legally pockets any of his object balls. Should a player fail to pocket his designated group ball, he shall lose his turn.
- 3 If a player fails to hit or make the 8-ball while shooting at it, the game continues. However, **if a player scratches the cue ball while shooting at the 8-ball, he loses the game,** even if the 8-ball remains on the table.
- 4 In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.
- 5 If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are spotted in numerical order.
- 6 **SLOW PLAY RULE:** Exaggerated slow play will be penalized. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in loss of game.

7 **STALEMATED GAME:** If in 3 consecutive turns at the table by each player (6 turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked and the breaker of the stalemated game will break again. *PLEASE NOTE:* Three consecutive fouls by one player is not a loss of game.

F. LOSS OF GAME

- 1 Pocketing the 8-ball when it is not the legal object ball except on an opening break.
- 2 Pocketing the 8-ball on the same stroke as the last of his group of balls.
- 3 Scratching when the 8-ball is his legal object ball.
- 4 Jumping or knocking the 8-ball off the table at any time.
- 5 Pocketing the 8-ball in a pocket other than the one designated.
- 6 Fouling while (pocketing) the 8-ball in the designated pocket.
- 7 Third infraction of the slow play rule.
- 8 Pocketing the 8-ball and the cue ball on the break stroke. (This varies, if your league considers an 8-ball break a win.)
- 9 Not calling the pocket before pocketing the 8-ball.

Note: All infractions above must be called before the next shot is taken. **Only the players involved may call an infraction.**

G. LEGAL SHOTS

On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket any group ball, or (2) cause the cue ball or any other ball to contact a rail. * (There are two groups of balls: stripes and solids)

PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, any group ball must be pocketed, OR the cue ball or any other ball must contact a rail.

"SAFETY" SHOT: For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a "safety" to his opponent. If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

H. FOULING

All fouls must be called and acknowledged before next shot is taken. (exception: scratching)

The following results in fouls:

- 1 Failure to make a legal shot as noted above.
- 2 Shooting the cue ball into a pocket or off table.
- 3 It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls. The incoming player receives (Cue ball in hand behind the head string).
- 4 When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
- 5 Shooting without at least one foot touching the floor.
- 6 Coaching is a foul. Any member of a team called for coaching will result in a foul on the team member shooting. Coaching is defined as a team member making as **Unsolicited** suggestion to the shooter.
- 7 If a ball is frozen on a cushion, (the opposing player must notify the player shooting before the shot) the player must contact the frozen ball and then: (1) pocket the frozen ball, or any other object ball, (2) cause the cue ball to contact a cushion, or (3) drive the frozen ball to another cushion, or (4) cause another object ball to contact a cushion. Failure is a foul.
- 8 **ACCIDENTALLY** moving or touching any ball is not a foul unless the ball is the cue ball (cue ball only fouls). Only opponent may replace the ball moved as closely as possible to the original position, or leave it where it rests. If the shooter replaces the moved ball; it will be considered a foul. However, if you accidentally move a ball during a shot and it makes contact with the cue ball it is considered a foul.
- 9 Picking up or shooting the cue ball while any balls are still in motion is a foul.
- 10 Push shots and or double hits will be considered fouls. (See def. Page 24)
- 11 With cue ball in hand, touching any object ball with the cue ball is a foul **or touching any object ball with your hand while touching the cue ball is a foul.**
- 12 When the slow play rule is invoked by either player, taking longer than ONE MINUTE between shots is a foul.
- 13 Jumping object balls off the table is a foul.
- 14 After a scratch on a legal break, if a player positions the cue ball completely and obviously outside the kitchen and shoots it is a foul.
- 15 If your opponent commits a foul and you do not receive his/her acknowledgement of such foul prior to touching the cue ball you have committed a foul. (exception: scratching)
- 16 Illegal jumping of ball (lifting) is a foul.

I. PENALTY FOR FOULING

- 1 **Only the players involved may call a foul.** In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the head string except on opening break or immediately after a foul on the break).
- 2 A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.

J. PROTEST PROCEDURE

- 1 Only the team captain has the authority to protest.
- 2 The League captains will review the protest and make a decision by majority vote.
- 3 A protest must be given to the League President, in writing, within 48 hours after the match. The Team Captain must include a deposit of TEN dollars with the written protest.
- 4 The League President has the right to disregard any protest not properly presented, such as phone calls or personal contact, before the protest is presented in writing.
- 5 A game may be played and finished under protest, which may alleviate the original protest.

K. FORFEITS

- 1 The Team forfeited against will receive a bye and does not owe League Fees. Forfeiting team receives zero round points and owes the League Fees.
- 2 If the Match is made up, the match score will be substituted for the forfeit.

L. UNSPORTSMANLIKE CONDUCT

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L. UNSPORTSMANLIKE CONDUCT

- 1 Unsportsmanlike conduct is automatic disqualification. League sponsors are responsible for determining unsportsmanlike conduct.
- 2 Two basic types:

- A. **One warning before disqualification:** Being barred from a sponsoring Tavern other than your Home Tavern, or having a complaint made by a Sponsor will result in a warning.
- B. **Immediate disqualification:** Being barred from your Home Tavern, a second complaint, or being barred from a second Sponsor will result in immediate disqualification for the remainder of the season