

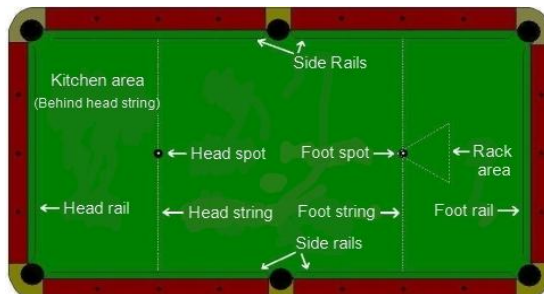
# League Rules



1. All games are played on Tuesday Nights, unless rule 17 applies.
2. Start times 7:00 pm; teams have until 7:15pm to start or a forfeit may be called.
3. Minimum of four players to a team; maximum ten including subs
4. A team may start with three players, but the fourth player must be present by 7:45pm.
5. Visiting team will have the table for practice 30 minutes prior to game time.
6. Twelve games of partner eight ball are played.
7. One player can shoot no more than six games a night, with no more than two games in a row.
8. THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT.

A.) if the 8-ball is pocketed on the break shot, the SHOOTER will have two options to either re-rack or to spot the 8-ball and continue his turn. If both 8-ball and cue ball are pocketed on break shot, the OPPONENT will take possession of the cue ball and have the options to re-rack or to spot the 8-ball.

a.) The 8-ball spot location: the foot spot or nearest unobstructed location to foot spot in direct line with the foot rail.

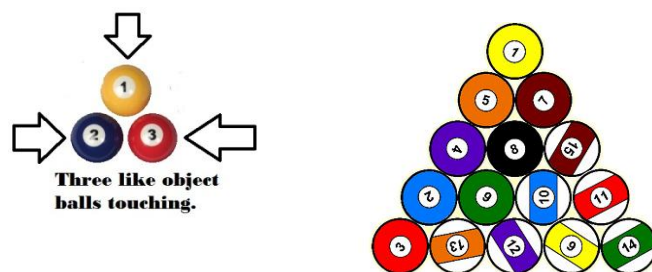


B.) When the table is open, it is legal to make contact with any solid or stripe in the process of pocketing the CALLED stripe or solid. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

9. Object balls are to be called to the selected pocket, players must hit same type ball first in combination situations.
10. A THREE MINUTE time limit is in place between shots.
11. Only the shooting partners are allowed to discuss shot strategy.
12. Cue ball scratches are placed fully behind the head string in conjunction with rule 30.
13. Object ball must be fully in front of the head string.

14. Players must keep one foot on the floor while shooting.
15. No jumping of the cue ball to make a shot.
16. Must make an HONEST attempt at making a ball when shooting.
17. If a team cannot make their scheduled meet, team captains may agree on a makeup night before the next Tuesday. A snow cancellation will be determined by Duluth DTA buses (running or not by 6pm.) If pool league is canceled by weather all teams will receive a score of 6-6.
18. If a makeup cannot be organized the offending team will be subject to a forfeit. This will cost them \$25, deposited in the league fund, and 0 wins for that week.
19. Two forfeits by a team and they will be eliminated from the schedule.
20. The team forfeited against will get the same score as the best record for that week.
21. Team sanction fees are \$100 per team.
22. ROSTERS AND FEES must be submitted by the start of the THIRD WEEK.
23. The regular season will be 19 weeks long plus playoffs. First round playoffs will start TBD. Playoff finals will be at a TBA location.
24. Captains are required to sign opponents score sheet. HOME team captains are responsible to call in scores to the 3rd Base (218-384-4515) after the matches are complete. Contact Bruce Becker at 218-393-5839 if you have any questions.
25. Subs must play 2 times for your team during the season to be eligible for the playoffs.
26. During play-offs: a team will be disqualified from any further participation in tournament if an ineligible player performs a shot for that team.
27. All players must rack their own break. The rack must consist of the eight ball in the center of the rack with object balls surrounding. However, no 3 like object balls (3 stripes or 3 solids) can touch each other.

Examples to avoid:



28. During play if cue ball is moved due to any accidental incident less than 6 inches and does not touch an object ball the shooter may move the cue ball back to its original location with no foul be given.
29. During play if **object balls** are moved due to any accidental incident by shooter or by-standers the shooting team must receive permission from opposing shooting team or either team captain to move all balls back to their original location. Shooter will not incur any penalty for this action. **IF 3 or more balls are moved from their original location by accidental incident. Player losses his turn. Opponent will have the option to return all balls as close to their original position or leave as is, and continue playing the table. And ball in hand rule applies.(Rule 30)**
30. **Ball in hand** may be applied ONLY after an opponent scratches during their turn NOT INCLUDING the break. There are NO safety shots. If there is a scratch on the break the cue ball must be placed anywhere in the kitchen area. If an object ball is not struck during the opponents turn ball in hand CANNOT be applied--ONLY AFTER A SCRATCH. (Exception rule 29)