

LEAGUE OFFICIALS:

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THE GAME:

The game is 8-ball and is played with a cue ball and fifteen object balls. The player pocketing their group first, then legally pocketing the 8-ball wins the game.

QUALIFYING PERCENTAGES:

To participate in the playoffs a player must play in 50% of their team's matches (No Exceptions). The top 7 teams will make the playoffs. The 8th team will be decided by lottery. (NOTE: If a team forfeits any matches or is not paid up on dues at the time of the drawing they will not be eligible.) To obtain a team MVP award, league top shooter award, most improved player award or to play in the Top Gun Tournament a player must play in 80% of their team's matches. (If a team wins a match by forfeit, all players from that team will be credited with a week played). High averages are based on regular season matches only. All player that play 50% or more of their team's matches will be able to attend the banquet for free.

COACHING:

A player may be coached but is limited to one consultation per game that may not exceed 2 minutes. The player does not have to ask to be coached. Any player from that shooter's team may approach and offer advice. NOTE: If a player receives more than one coach during a game, (this includes a player shouting advice from afar) it shall be considered a foul and their opponent will be awarded ball in hand.

DISPUTES:

All situations not covered by these rules are governed by the BCA rules for 8-ball. Opposing captains should do everything possible to come to an agreement without a protest to the league. If there is a complaint with a shot or any situation, it must be lodged before the player shoots again or the opportunity to get a ruling is lost.

MATCHES:

There are 21 games per match. Starting time is 7:30, forfeit time is 7:45. A team may start a match with only 3 players present but the remaining players must be present before it is their turn to play. Each team may play from 5 to 7 players per match. If a team has only 4 players, they forfeit 4 games. If a team has only 3 players, they forfeit 8 games. All games are forfeited with less than 3 players (+\$25.00 Penalty). The visiting team must list all their players first in each rotation. The home team may match up but must list as many players as the visiting team. NOTE: Any team may add players to the match till the start of the second round.

SUBSTITUTION:

A team may use anyone as a substitute. For this reason teams will not be required to turn in a roster. However see QUALIFYING PERCENTAGES for playoff eligibility. If a player has played a game and then must leave the team must forfeit the rest of that players games for the rest of the match. A team may not substitute for that player. NOTE: A player listed may be substituted for if he has not played a game.

REPORTING RESULTS:

ALL teams are responsible for reporting match results. Match results must be in no later than Friday, 7:00 PM. Penalty for reporting late: 1st offense – warning. Each offense after that – \$5.00 penalty witch will be paid to the league statistician.

MISCELLANEOUS:

- You must be 21 years of age to compete in this league.
Penalty: Captain and player shall be suspended for remainder of current year and all of the following year.
- Captains or a designated player are the only non-players who can claim a foul.
- Each team must have a representative at each mandatory meeting or pay a fine of \$25.00 for each missed meeting.
- Each team must remit \$40.00 per match to be collected at league meetings.
- Each bar must submit a \$100.00 deposit per team. (\$300.00 for new teams) to be returned at the end of the season. NOTE: If a team drops out of the league or if a team forfeits 2 weeks in a row the deposit will be forfeited. Or if a team is short on dues it will be deducted from this deposit.
- If a teams drops out of the league the captain will receive a one year suspension and must pay all dues owed before being reinstated. All games from dropped teams are wiped as if they were never played. Unless a team drops out after week 19 in witch case all played games will count.

GAME RULES

FOULS:

The following infractions are fouls that award ball in hand to the opponent:

1. Hitting the eight ball with the cue ball prior to contacting one of the balls in the players group.
 2. Hitting one of the opponent's balls with the cue ball prior to contacting one of the balls in the player's group.
 3. Scratching the cue ball.
 4. Shooting without one foot on the floor.
 5. Touching a ball in motion.
 6. Causing any ball to leave the table and contact any object alien to the playing surface of the table. (the floor, etc.) On object balls that leave the table the incoming player has the choice to either spot it or drop it.
 7. Accidental contact with the cue ball that causes it to move.
 8. Causing no ball to contact a rail after legal contact between the cue ball and an object ball. If a ball was already touching a rail prior to the shot it does not count towards rail contact. However, the opponent must inform the shooter that the object ball is in contact with the rail prior to the shot.
 9. Replacing a ball (to it's original spot) that was accidentally moved before asking opponent if it is OK to do so.
- Accidental contact with any ball other than the cue ball is no a foul. The opponent has the option of leaving that ball in its new position or returning it to its original position. A player or captain only may replace balls.
 - If a player scratches on the break, the opponent is awarded ball in hand restricted to positions behind the head string.

JUMPING BALLS:

The league will use the rules for jumping balls given by the BCA as follows: It is a foul if a player strikes the cue ball below center (digs or scoops under it) and intentionally causes it to rise off the table in an effort to clear an obstructing ball. Such jumping action may occur accidentally, (miscues, ect.) and are not to be considered fouls if a legal shot is executed. Basically to execute a legal jump shot the cue ball must be struck above center forcing the cue ball to rebound from the bed of the table.

BREAK SHOTS:

If a break shot fails to cause at least 4 balls to contact rails or enter pockets, the opponent has the right to either accept the break or ask for a re-rack that the opponent would then break. If a player who breaks sinks one or more balls, he retains the table and may shoot at either type of ball on his next shot. The table is open until a player makes a called ball on a non-break shot. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. Visitors break the first game and winners break all other games. If the 8-ball is pocketed on the opening break, the breaker wins the game unless he fouls, in which case the opponent wins.

KEEPING THE TABLE:

To keep the table, a player must pocket a called ball of his group in a called pocket with a legal shot. Kisses, caroms and combinations are not called and do not affect the right to keep the table. When shooting the 8-ball, to win the game the player still needs to only call which pocket.

LOSS OF GAME:

A player loses if:

1. The 8-ball is pocketed when it is was not the object ball.
2. The 8-ball is pocketed on a break shot that a foul is committed.
3. The 8-ball is pocketed in a pocket not called.
4. When the 8-ball is the object ball any of the following fouls is loss of game:
 - A. Causing any ball to leave the table and contact an alien object.
 - B. The cue ball scratches when shooting 8-ball.
 - C. Touching a ball in motion.

SAFETIES:

A player who calls a safe must still execute a legal shot. Any player who calls a safe loses his turn at the table whether or not he pockets a ball. If at any point during a game both players agree that neither would like to continue, the game shall be declared a stalemate that must be re-racked and the same player will break.

TOUCHING BALLS:

If the cue ball is touching the required object ball prior to the shot, the player may shoot toward it, providing that any normal stroke is employed.

CUE BALLS:

The chalky, dull cue ball shall only be used if it is the only ball available. If a visiting team brings a valley magnetic, or other suitable cue ball that will work in the table it shall be used.

LATE FEES:

All teams must pay \$40.00 per match that is due at every league meeting. Approx. every 6 weeks. If a team is more than 7 days late paying dues a \$10.00 late fee will be imposed. Also an additional \$5.00 for every week after that.

PLAYOFFS:

The top 7 teams +1 will make the playoffs. The number 1 seed will play the 8th seed. 2 will play 7 and so on with the highest seeded team earning home table. The teams will be re-seeded in each round. The losers of week 1 will continue to play for 5th through 8th place. The Championship Match will consist of a match of 25 games.

REPORTING RESULTS:

It is important that ALL teams turn in results by Friday 7:00 PM so we can get the standings out of everyone. My goal is to have the standings done and posted by 11:00 PM on Friday. You can get the standings plus statistics for every player in the league on our website at: (www.djrichpalko.com/countyleague). You will also be able to down load copies of the rules and score sheets at the site. To report your teams match results use one of the following methods:

1. Take a picture of your score sheet and text it to 609-780-4277 (Preferred).
2. Call in results to: 609-780-4277 (leave results on voice mail)
3. Call alternate number: Sorry, no alternate number this year.
4. Email results to: djrichpalko@gmail.com