

Polk County 8-Ball League Rules

1. **All players must be at least 21 years of age.**
2. Sponsor Fee of \$30.00 must be in by the end of the season. Team Captains are responsible for collecting the Sponsor Fee from Sponsors who are not Lawson Music Company customers.
3. The League will play on Thursday nights. Each team will play every team in their division at least twice (possibly more), once at home and once away.
4. Teams will consist of 4 regular players and up to (3) alternates. Players will not be placed on the Team roster until they play at least one week. No new players may be added to the Team roster the last 3 weeks of the season.
5. A player can only play for one team in a season.
6. **Note:** If a team reaches seven players and wishes to add another player to the team, they must notify the League Office to drop or add a player, to keep the roster at seven players. Once a player is dropped, he/she will not be allowed to return for the remainder of the season.
7. Any team found subbing an unauthorized player(s), or someone under another player's name, **by the acting opposing team captain**, will receive lost games for those players and the opposing Team will receive the wins.
8. The weekly fee is \$16.00 per team, which is \$4.00 per player (a total of \$16 per night must be turned in). Team Captains are responsible for collecting all fees. Any team failing to submit their money will have one week to do so or may be dropped from the League.
9. Each match will consist of 16 games, 4 sets of 4 games per player. If a tie exists for a trophy position (normally 1st and 2nd) at the end of the season, there will be playoff to determine which Team will receive the Trophies.
10. All matches are to start at 8:00 pm with a 15-minute grace period - however, you must call by 7:45 if you will be late. Any team not having at least 2 players present at 8:15 will be subject to a forfeit. Teams are allowed to play with at least 2 players. Late players will be allowed to play, provided they are there when their name comes up.
11. **Any team who forfeits a match will receive 16 lost games, and will owe a \$16.00 team fee. The team forfeited against, will receive a bye and will not owe any team fees. Team and player standings will be determined by percentage to allow teams forfeited against to not be penalized.** Matches may be made up at the discretion of the team forfeited against, and when made up the forfeit score will be dropped.
12. Any team forfeiting **three times** in one season will be dropped from the league. No call / no shows will be **considered a forfeit**.
13. At no time can a combination shot be made without the player shooting and hitting their own object ball first - otherwise, it is a foul **and loss of turn**.
14. All obvious balls and pockets do not have to be called, but all other shots, banks, kisses, and combinations must be called. **However, kisses on balls close to the called pocket do not have to be called.** The 8 Ball can be used in combination provided the player's own object ball is struck first, and the shot is properly called and made.

15. Fouls may only be called by the two players who are playing, and must be called when they occur (therefore, players must pay attention to their own game). Team Captains will settle all disputes or questions. If the disputes or questions cannot be resolved, the game should be replayed. The challenging Team must pay for the replayed game.
16. The team Captain or Co-Captain are the only ones permitted to coach a player (but only when the player has left the table to ask them). Only the two playing at the time are allowed at the table (unless there is a dispute and the Captain or Co-Captain has been called). Coaching is defined as answering questions about a shot choice. **Unsolicited advice to a player about the rules is not coaching, and is a foul and is a loss of turn. A player may only request assistance on a shot once in each game.**
17. The breaking player is indicated on the score sheet. Each player receives two breaks per night.
18. On a miscued break shot (or a break without at least three balls hitting a rail), the incoming player has the choice of accepting the break or having a re-rack. Three miscues on the break will result in a loss of turn.
19. The choice of stripes or solids is not determined on the break, even if balls are made from one group or both. The choice of a group is determined only after a player has legally pocketed a called shot.
20. A scratch is a foul, and the incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string unless the cue ball is first shot past the head string, causing the cue ball to come back behind the head string and hit the object ball. **However, if a player scratches and all balls of the opposing player are in the kitchen, the opposing player has the option to have the scratching player place an opposing player's object ball of the scratching player's choice on the head spot. The 8-Ball may not be moved, unless the opposing player has no other balls on the table, then the opposing player may elect to have the 8-ball spotted.**
21. When shooting on the 8-Ball the shot must be clearly called, including kisses or banks. If the 8-Ball is not called or not made as called, it is a loss of game.
22. There may only be two players at the pool table in a match except when a player has asked their Captain or Co-Captain for advice. All players are to show their opponents the courtesy of standing away from the table at all times when not shooting so as not to obstruct or distract his/her shot. When a player retires from the table after he shoots, and the opposing player approaches the table, the shooting player's turn is over.
23. **Legal jump shots are allowed. (No scoops or lifts).**

EXAMPLE OF FOULS

PENALTY

Violation of Rule #16	Loss of Turn
Pocketing the cue ball	Loss of Turn
Driving the cue ball off the table	Loss of Turn
Driving a numbered ball off the table	Loss of Turn and the ball is spotted
Driving the eight ball off the table	Loss of Game
Scratching while shooting at the eight ball	Loss of Game
Making the eight ball, other than when called	Loss of Game
Moving any ball other than a legal shot	Loss of Turn
Striking any ball with the cue ball other than player's object ball	Loss of Turn