

THE KEENE POOL LEAGUE RULES

REV.2/20/2024

PURPOSE:

- This document is made to outline the rules for the Keene Pool League. The KPL Board reserves the right to adjudicate any matters not delineated in the rules by way of majority vote from each team's representative.

LEAGUE RULES:

- All players must be at least 21 years of age to play in the league. No exceptions.
- A team may have from five to eight players.
- All players must play at least one match within the first four weeks of play and four times during the session. (Weather exception) Any player that does not comply with these rules, will lose any points gained and those points will be given to the teams that they played.
- Players cannot change teams during a session.
- No roster changes will be made after the fourth week of play except in a hardship case.
- Teams home match location is limited to a 15-mile radius of Keene, and also must have two working pool tables. Any new or old locations need to be approved by the KPL Board.
- If the location has pay tables which require more than \$.50 per game to play. An exception will be made if the establishment is willing to pay the difference.
- At the end of the session, any teams which are tied will receive equal splits of prize money.
- In the event of a national disaster, bad storm or death in the immediate family that any match not played must be made up within (2) weeks after the original date. If the two teams cannot agree on a time, then both teams will lose their points. If one team has tried unsuccessfully and has no response from the other team, the team that tried will receive all 5 points.
- All handicaps of three or higher will reduce by one unless the players in a match decide to reduce by more than that. Handicaps will be counted as full for the 23 rule "See **23 RULE** below".

- There are team representatives in place for a reason. If you have any questions, comments, concerns, grievances, ETC... please see your team's representative. Do not do so while this Rep. is in a match. Find an appropriate time to do so.

FEES:

- A \$12 one-time entry fee per player is due at the beginning of each new session. Each player must pay this entry fee prior to playing their first match of the session. This pays for operations of the league, envelopes, paper, stamps, etc...
- \$25 (5 matches x \$5) must be submitted every week(not on bye week) for your team's matches. This goes to the prize pool. If there is any type of forfeit from either team, \$25 is still required.
- Most match locations have a playing fee. That fee should be divided by the 5 matches. Captains are responsible for payment. Main Street, Eagles and Elks are \$10 a team.
- Each team must submit \$25 to enter a team. This is typically done at the first captains meeting before the session starts.
- For the first week of play the captains need to collect the \$12 from the players that play that night and send in \$85(\$12x5 players + \$25 prize pool) to The Shipping Shack. If you paid the team entry fee (\$25) from your own pocket, the amount will be \$60(\$85-\$25).
- For the first four weeks, make sure to put on your score sheet which players played so the score keeper won't have to make calls to find out.
- Weekly score sheets and fees must be submitted by Tuesday at 5:30 PM to: The Shipping Shack 63 Emerald Street, Box #461, Keene, NH 03431.
- Any score sheets and fees which are not at The Shipping Shack when the collection is made, will be considered late and two points will be deducted from your total score and will be deducted each week until the matter is cleared up with the scorekeeper.
- All payments must be made by check or money order. Cash is not allowed.
- \$15 fee for bouncing a check. \$5 of this goes to the scorekeeper for travel inconvenience.

GAME RULES:

- Away team captains will flip a coin to determine who will “put up” first. The winner of the coin toss can put up the first player or can ask the opposing captain to put up first.
- For the first game of the match, the players will lag to see who gets the break. If a ball hits a side rail, goes in any pocket, or past the head rail pocket opening this is an illegal lag and the opponent wins the lag.
- After the first game, the winner of the previous game will break the next game.
- On the break, at least four balls must be driven to the rails or a re-rack will take place and the same player will break again.
- If 4 balls don't hit a rail and the cue ball scratches, the other player gets a re-rack and the break.
- If a ball goes in a pocket and the cue ball scratches and four balls don't hit a rail, the rack stays and the next person shoots from behind the line.
- On the break, either the head ball or one of the balls adjacent to the head ball, must be struck first or a re-rack will take place.
- If a player “pockets” the eight (without scratching the cue) on the break he automatically wins the game.
- When a ball is pocketed on the break, the table remains open until a called shot is made. EXAMPLE: Player makes the one ball on the break; he stills may choose the high balls, if he misses the next shot the table remains open until one of the players makes a called shot.
- You only need to call the intended ball and the intended pocket. How it ultimately gets there, does not matter.
- If the table is open, a player may shoot any balls except the eight ball. He must still call the ball and the pocket. The eight ball can be used in a combo just not struck first.

- When the table is open, it is also legal to play a combination which would otherwise be considered illegal. EXAMPLE: You can hit a high ball into a low ball or a low ball into a high ball when the table is still open and provided you call the shot, it is acceptable...
- Safety shots must be called. You can legally pocket an object ball and still call it a safety.
- A game will be considered a stalemate if there are three consecutive shots made by both players who purposely foul or scratch. The game will be replayed and the same players rack and break.
- Jumping the cue must be struck on the top half of the ball.
- Any balls accidentally moved during a shot can be left in the new position or replaced to their original positions at the choice of the opposing player.

COACHING/TIME OUTS:

- A player can select any one of their teammates to be their coach. The same coach must be used for the entire match.
- Once a time out has been called by either the coach or the player, the coach may not confer with teammates.
- A Player with a two (2) or three (3) handicap rating will be allowed two (2) time outs per game. Handicaps with a four (4) rating or above are allowed one (1) time out per game.

FOUL: (BALL IN HAND)

- Anytime the cue ball goes in a pocket or off the table.
- A "scratch" on the break results in a ball in hand behind the head string for the opposing player.
- Failure to hit the object ball first.
- Failure to hit a rail after the cue ball has contacted the object ball. After hitting the object ball, either the cue ball or some other ball must hit a rail.
- If a player is shooting the eight ball and misses it, this is a ball in hand foul and is not a loss of game.

- If an object ball is frozen to a rail, the cue ball must hit a rail or the object ball must be driven to another rail.
- You cannot jump the cue ball by miscuing (scooping jump shot).
- Anytime a ball flies off the table, it is considered a foul. The ball(s) must be spotted as close to head ball position, or behind any ball there.
- Receiving illegal aid during a legal match is considered a foul and ball-in-hand for the opposing player.
- Causing movement to the cue ball, even accidentally.
- During the process of shooting a player moves a ball and it in turn strikes the cue ball.
- Dropping the chalk on the cue ball.
- All balls must have stopped moving before the opposing player is allowed to reposition them.
- In the case of a ball-in-hand situation, the player is the only person who is allowed to place the cue ball. The coach and/or the team captain cannot touch the cue ball.
- (Talking while your opponent is shooting) Conversation should end when it's your turn to shoot. If the conversation continues and you are discussing the pool game it will be a foul.
- Time outs are limited to two (2) minutes each.
- A coach must come immediately to the table when a time out is called.
- A player is limited to a two-minute shot time. Your time starts when your opponent's turn is over.
- Marking the table in any fashion.
- There will be no measuring allowed. EXAMPLE Sliding a ball between the rail and the object ball.
- You cannot double hit the cue ball, EXAMPLE if the cue ball is close to the object ball you must shoot at an angle or masse.

LOSS OF GAME:

- If a player pockets his/her intended ball and in the same shot accidentally pockets the eight ball, it is a loss of game.
- If on the break, the player pockets the eight and the cue ball, it is a loss of game.

- If a player accidentally pockets the eight ball or knocks it off the table at some point prior to pocketing all of their numerical balls, it is a loss of game.
- Knocking a ball into a pocket or off the table with anything but the cue ball is a loss of game.
- Whether the eight ball is pocketed or not, if a player is shooting the eight ball and scratches the cue ball, it is a loss of game.
- If a player breaks down his/her cue before the game is over it is a loss of game unless he tells their opponent that they are changing shafts or cues.
- If a shooter alters the course of the eight ball or the cue ball in a game losing situation.

FORFEITS:

- Two matches shall start by 7:00 PM or you will forfeit (1) point.
- If two matches are not started by 7:30 PM all matches are forfeited (3 points team forfeit).
- Once play has begun you have to use two tables, unless it is the last match, if they are using only one table" it will be considered continuous and a player may come and play...
- Forfeits may only be used after all players have been used. No one may leave in order to create an intentional forfeit. This team will forfeit all points
- If a team violates the 23 rule in any way "See **23 RULE** below".

HANDICAPS:

- There are some basic guidelines for determining a KPL player's handicap, however, it is the team captain's responsibility to bring new players into the league at a realistic level. Penalties will be assessed for handicap manipulation per KPL Board.
- The KPL Board and or Handicap Review Committee will monitor new players and make adjustments (up or down) when necessary.
- Individual handicaps will adjust upward or downward by .1 each week you play. EXAMPLE If your handicap is 3.8 and you win your match, you will be a 3.9 the following week.

- To determine how many games you must play to win your match against an opposing player please refer to the following EXAMPLE:
- A 3.6 H/C vs. a 3.9 H/C First we would drop the number to the right of the decimal point (this is only really used to determine when your rank should reduce to a 2 or increase to a 4). So now we have a 3 player playing a 3. We now subtract 1 from each player's rank and the winner in this case will be the first player to win a total of 2 games.
- A 4.1 H/C vs. a 4.7 H/C Using the same rules as the previous example, this match will be a race to 3.
- A 5.7 H/C vs. a 3.1 H/C Same rules. In this case; however, the 5.7 H/C Player will have to win 4 games before the 3.1 H/C player is able to win 2 games in order to win this match.
- The second exception is that a player with a 2.9 or less handicap will not play with a reduction and whoever plays against them will also play their full handicap with no reduction. EXAMPLE: If a 2.3 plays a 5.8, the 2.3 must win 2 games and the 5.8 has to win 5 games in order to win the match.

New Players:

- New players will generally start at a 3.5 handicap. If a captain determines that his new player shoots at a higher level than this, it is his responsibility to bring the player in at an appropriate level.

Former APA Players:

- Same handicap as used in the APA League.

BCA, Valley and TAP League Players:

- KPL, handicap will be one (1) point less to start.

23 RULE:

- Five players from each team will play each week and their total handicaps cannot exceed a total of 23 points.

- If a team shows up to play but only has four players available that evening, they can play a total of 21 only if they have a "2" on their roster who is not there. This is just one example but basically you can add up the lowest handicaps of the "no-shows" and subtract from 23 to determine which attending players will be able to play without exceeding the limit. EXAMPLE: If a team shows up with four players and a total handicap of 20, they must have a "3" on the roster that is not there to play. If a team shows up with three players, their total handicap cannot exceed "19" and there must be two "2 s" on their roster. If there are not two "2 s" on their roster then the lowest handicaps (of the ones that didn't show) will be subtracted from the 23 and the other 3 players' handicaps cannot go over that balance.

EXAMPLE: 3 & 4 on the roster (total of 7) $23 - 7 = 16$. 16 will be the total of the handicaps that the three players cannot exceed.

- A team playing fewer than the full five matches must show that it would not exceed the 23 rule if the five matches have been played. If they cannot, all points go to the opposing team.

DISPUTES/SUSPENSIONS:

- Team captains should keep a set of rules on hand in case of a dispute.

- If the rules do not specifically cover the issue in question, it is hoped that the team captains can agree on a reasonable solution. If this does happen you have to document on the scoresheet or tell your team representative. That way the KPL Board can determine if the captains need to vote on it to go into rules.

- In the event the captains cannot settle the dispute, it is suggested that the match be played under protest and written protests be submitted by both team captains to their team representative. Then KPL Board will hold a meeting for resolution. The KPL board decision will be final.

- Any player losing three disputes in one session will be removed from the league and will not receive any prize pool money or get their player fee back.

- Any players, who quit during a session due to a grievance, will not be allowed to play in the next season

- Any KPL captain will be suspended from the league for one year for failure to pay their players within four (4) weeks from the time the checks are written.
- If a team drops out of KPL, they will be suspended from the league until the session is over. This team forfeits all player fees and prize pool money. That night and the future teams that were scheduled to play this team will receive three points and a bye for the night.

- Old Rev: 6/28/2023 removed, "Eagles and Elks are \$5 a team."
- Added Rev: 2/20/2024, "\$15 fee for bouncing a check. \$5 of this goes to the scorekeeper for travel inconvenience."