

# North Shore Pool League

## Local Rules & Guidelines

(Updated 9/5/24)

- 1. START TIME:** Unless by other mutual agreement made between the two team captains, prior to the match, all matches are to begin by **6:30** and be continuous. If there is at least one player, that player must continue playing until other players show up. The single player will play his/her opponent in the 1<sup>st</sup> round, then play their opponent in the 2<sup>nd</sup> round, etc. After their 3<sup>rd</sup> opponent, forfeits will accrue every ten minutes. A team not fielding any players at **6:35** (going by the bar clock) will forfeit the first game by a 10-0 score, unless a later match start time has been agreed to by both captains. At **6:40**, another forfeit will occur, and every 5 minutes thereafter, a game will be forfeited. At **7:05**, if no players have arrived for the match, that team will receive 0 pts. The team that they were playing will get an average of what they have earned over the weeks.
- 2. DUES:** Every team (Captain) is responsible for paying \$40.00 per match. If a team forfeits, that team still owes the weekly dues. Dues should be dropped off at the Lafayette Club, to the attention of Brian Shephard (NSPL Treasurer). If you pay with a check, make it payable to "Brian Shephard". Captains may pay several weeks in advance. Teams may not play in the session playoffs, if all of their match dues are not paid. Teams are not required to pay dues for "BYE" weeks, when they do not play a match. Teams are not required to pay dues during playoff weeks.
- 3. PLAYING OUT:** One player per team may elect to play out after their third game; this player will then play their final game(s) against their designated opponent and is then free to leave for the night.
- 4. 8-Ball on THE BREAK:** If the 8-Ball is pocked on the break, it is spotted and the player continues to play. If the cue ball and the 8-ball are both pocketed on the break or the cue ball leaves the table, it is NOT a loss the player breaking.
- 5. SCRATCH on 8-Ball:** While shooting on the 8-ball, if the cue ball goes into a pocket and the 8 ball remains on the table, it IS NOT a loss. Ball in hand goes to the opposing player. If the 8 ball goes into the wrong pocket, it IS a loss of game. If the 8-ball and the cue ball are both sunk on the shot, it IS a loss of game. If the 8 ball is pocketed, and the cue ball goes off the table, it IS a loss of game.
- 6. CALLING YOUR POCKET:** It is sportsmanlike etiquette to call all your shots. Easy shots that are obvious are not required to be called, but your opponent may not be able to see the shot, standing back and at an angle. It is up to the opponent to ask what shot is being called, if they are unsure. **Do not get angry at an opponent, if they yell out during your stroke to ask what ball you are shooting at, if you fail to call it.** Which ball is going into which pocket is all that is required to be called. Bank shots, combinations, and caroms are not required to be called. All that is required is to make a legal hit and to pocket the intended object ball.
- 7. BALL CHOICE:** Choice of solids or stripes is not made until a player makes a legally pocketed ball after the break. If high & low balls have been designated between players, and a player inadvertently plays the opposing players ball, this is a foul – but only if the foul is called by the opposing player before the next shot is taken. Once a player makes contact on his 2<sup>nd</sup> shot, from that time forward that suit of balls remains that players balls, and it is as if no foul occurred. **NOTE: All infractions must be called before the next shot is taken**, or else it will be deemed that no infraction has occurred.
- 8. TIME-OUTS:** Time-outs may last no longer than **1 minute**, beginning at the moment a timeout is called. Each player is allowed a certain number of time-outs per match, according to their handicap for that week. Players with a **HCP of 7.0 or higher** get **NO time-outs**, players with **HCP = 6.00-6.99** get **1 time out**, players with **HCP= 5.00-5.99** get **2 time-outs**, and players with a **HCP = 4.99 or lower** get **3 time-outs** per match.

Time-outs can be used throughout the match, at the discretion of the team. Both teams should keep track of all time-outs on the score sheet. Any person can request a timeout, there are no restrictions. The coach can confer with another player before he approaches the table. However, once at the table, the coach **cannot** confer with any other players. A time-out is considered over when the coach leaves the playing area, or confers with another team player. Each team captain will be provided a ONE-MINUTE timer. The timer should be turned over the instant a player requests a time out. It is considered a time-out if a coach or teammate requests a time-out, even if a player chooses **not** to accept it. If a coach does not leave the table within 5 seconds after it is announced the timeout is over, the players 2<sup>nd</sup> timeout will automatically begin.

If the player or a non-shooting teammate asks for a timeout when none are available it is **not** a foul. Just inform the requesting person that all timeouts have been used up. **Only the shooter can touch the cue ball.** If a coach touches the cue ball, it is a foul, and ball-in-hand goes to the opposing player.

In general, no person may talk to the shooter during his turn at the table. If a team mate offers advice to a shooter, it will be considered a time-out. There have been made two exceptions to this rule;

- 1) There will be no time out charged if a teammate or captain tells a shooter whether they are shooting stripes or solids. ("you have lows", or "you are high" is acceptable)
- 2) There will be no time out charged if a teammate or captain tells a shooter, that they have ball-in-hand.

**9. GHOST PLAYER:** If a team cannot field a full roster, they can use a ghost player. The handicap for the ghost player will be 2 points added to the ghost player's actual handicap. The ghost player must always play in the **last** position. Only one ghost player is allowed per match. If a team is two players short, they forfeit the match. Ghost players are chosen by the opposing team at the beginning of the match. The ghost player will be the same person throughout the entire match. The handicap of the person in the ghost position is not impacted in anyway.

The ghost player will have the number of timeouts as they do as a regular player. For example: If a 5+ player is chosen as the ghost and playing as a 7+ they are still allowed the 2 timeouts as they do as a regular player

NOTE: A team that is short a player may insert a player into the ghost position after the match has started, as long as that player is a current team member. New players may only be inserted into a match **within the first 4 weeks** of the session. Make a note indicating which matches were played by the ghost and which matches were not.

**10. SLOW PLAY:** **45 seconds** is the maximum time allowed between shots. After 45 seconds, a timeout is automatically called. If all timeouts have been exceeded, it will be a ball in hand for the opposing player.

**11. SCORING OF FORFEITS:** Matches forfeited for any reason shall not result in any player scores counting towards handicap. In the event a match is forfeited, both teams are required to pay their weekly fees. If a team needs to forfeit a game, they will get zero points. The team that they were playing will get an average of what they have earned over the weeks.

• Example: • Team 1 has to forfeit playing Team 2. Team 1 gets zero points. Team 2 has a total of 15 points after week 3. Team 2 will receive 5 points for the night.

Individual games forfeited during a match will result in a **10 balls** for the present player, **0 balls** for the forfeiting player for that game. The points gained from a forfeited game shall not affect a player's handicap.

If the team you are playing forfeits any player that you were going to play that night gets credit toward week eligibility for playoffs. For example, a player has played 2 weeks during the session and they were slotted to play that night and the opposing team forfeits, that player will now have 3 weeks of play and can play in the playoffs.

**12. CUE BALL FOULS:** These are the only fouls resulting in ball-in-hand. **Object Ball Foul:** It is not a foul to accidentally touch stationary balls while in the act of shooting. Prior to completing the shot, the opposing player has the choice of either restoring the ball to its original position, or leaving it where it lies. If the infraction occurs while in the process of shooting and a ball in motion makes its way around the table and makes contact with the ball that the infraction occurred on, it is ball-in-hand. If a space or alley was created by the unintentional infraction of moving an object ball and the cue ball moves through that space where the ball should have been, it is a foul and results in ball-in-hand.

**Before** a player picks up a cue ball (after a “ball-in-hand” foul), they should always ask the opponent, “do I have ball in hand” (and wait for their response before proceeding).

**13. FROZEN BALLS:** When the object ball of a player is deemed to be frozen on a rail (actually touching the rail), it is up to the opponent (only) to point out to the player that this ball is indeed frozen. In this situation, after the cue ball strikes this object ball, one of these must occur, or it is a ball-in-hand foul ;

- a) The cue ball must hit a rail after the collision
- b) The object ball must be pocketed
- c) The object ball or another ball on the table must strike a rail after the collision  
(if the cue ball bounces off the object ball, and no balls hit a rail, it is ball-in-hand)

**14. SPLIT HITS:** If a cue ball strikes a legal object ball and an opponent’s ball or the 8-Ball at the same time, it is considered a good hit - unless determined otherwise by a neutral third party who is asked to judge the shot. If no party is asked to judge, it is always the shooters call on split hits.

**15. DEFLECTING CUE ON BREAK SHOT:** On the break shot, stopping or deflecting the cue-ball, after the tip of the stick makes contact with the cue-ball, and prior to hitting the racked balls, is not considered a foul. As long as the rack is not disturbed, the player may attempt to break again. If the player does this a second time, the opponent has the choice of the break.

**16. Playoffs:** – The playoffs will be only 4 strings UNLESS there is a tie at the end of the 4th string. If there is a tie at the end of the 4th string, then the 5th string will be played in its entirety. Each team has 2 minutes to select one of their players. Each player on each team can only play one game in the 5th string. The winner of totals will be awarded 3 pts.

To be eligible to play in the playoffs, a team member must have completed 3 weeks during the session. This will include weeks that the opposing team forfeited and the player was slotted to play that night.

**16A. Which Team Breaks:** Games 1 & 3 - visitors break. Games 2 & 4 - home team breaks.

**17. BREAKING DOWN CUES:** No player shall break down his cue before his opponent has pocketed the 8-ball to win the game. Doing so during the opponent’s shooting, will result in an immediate loss of game for that player, even if the opponent misses the shot. If a cue is broken down before the opponent even shoots at the 8-ball, the game will be considered as “conceded”. (Please try to show good sportsmanship at all times.)

**18. FREE ROUND:** Please remember that the venues we play at generously provide each player with a free beverage (typically matching whatever they have been drinking that evening). Please be appreciative and remember to tip the bartenders.

**19. Weekly Prizes:** There will be weekly prizes awarded during regular season play (but not during the play-offs) as follows:

**4-Ball** on the Break ONLY – Each player that pockets the 4-Ball on the break does not need to pay \$10 for that week’s match. Only ONE of these specials will be awarded per person, per week. The 4-Ball must be placed immediately behind and touching the 8-ball within the rack (on either side).

**20. Session Prizes:** There will be **five** prizes awarded each Fall Session and each Spring Session;

- Most **Perfect Scores** (All 4 games won in a match)

- Most **Break 'n Runs**

- Most **Run-Outs** (similar to a Break n Run, this can only be done on a shooter's **first visit to the table**.

The shooter must run all of his balls remaining plus the 8-Ball. If some of the balls have been sunk on the break by the opponent, it **is** still a Run-Out. If a player does not run the table on their first inning, there are no run-out for that game.

- Most Improved Female** – The player with the highest increase in the starting handicap and their ending handicap.

- Most Improved Male** – The player with the highest increase in the starting handicap and their ending handicap.

Session and Playoff payouts will be to 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> place.

If there is **1 person** with the highest number of a given session “special”, that person will receive **\$50**.

If there are **2 people** tied for the highest – they will each receive **\$40**.

If there are **3 people** tied – they will each receive **\$30**.

If there are **4 people** tied – they will each receive **\$20**.

If there are **5 or more** tied for any award – they will each receive **\$10**.

**21. Weekly Match Points:** There will be 2 pts. awarded to the team that wins each string (1 pt. to each team if there is a tie), and there will be (4) strings in each match. The team with the most total points will be awarded 2 pts, giving a total of 10 total pts for each match.

**22. Breaking of Ties:** For the purposes of breaking ties, in situations where teams have the same number of total match points at the end of the session, the team that scored the most pts. in head-to-head match play between those two teams shall become the lower seed, and win the higher prize money. If ties are still not resolved after examining head-to-head match points, the team with the greatest ball total (including handicap pts.) in head to head competition shall become the lower seed and win the higher prize money.

**GOOD LUCK AND “JUST HAVE FUN”.**