

2019-2020 ADI POOL LEAGUE RULES

GOOD SPORTSMANSHIP AND COMMON SENSE ARE TO BE USED TO SOLVE ANY PROBLEM NOT COVERED BY THE FOLLOWING RULES.

GENERAL:

- 1) The team captains should try to resolve any conflicts right away. An ADI representative is on call and can be reached on the league line at 722-0152. Your call will be returned ASAP. Any and all non grievable decisions made by the league department are final. AMUSEMENT DEVICES RESERVES THE RIGHT TO AMEND ANY RULE DUE TO EXTENUATING CIRCUMSTANCES.
- 2) If a grievance or dispute arises during league play, the league line must be called the night of the occurrence before completion of play and e-mailing/texting of the score sheet. If the league line is not notified a grievance can not be filed.
- 3) The home team will supply the score sheet and envelope.
- 4) Immediately following your last match, the home team is responsible for taking a photo of the scoresheet and emailing that photo to Karen at klehrer@adigames.com or texting the photo to 920-422-1612. The visiting team should also take a photo of the scoresheet for your records and as a backup incase of a problem with the home team's transmission. PLEASE MAKE SURE YOUR PHOTO IS COMPLETE AND LEGIBLE BEFORE SENDING. The scoresheet should be placed in your folder, the \$18.00 should be placed in an envelope and given to the owner/manager/bartender at the location you are playing. Underpayments or overpayments will be deducted from or credited to the home team unless otherwise indicated.
- 5) Leagues will not be cancelled for any reason. If a team wishes to reschedule a match, your team's captain must verbally contact the opposing team's captain. It is the team captain's responsibility to determine whether your team will play or reschedule. Both captains must agree to reschedule or the match goes on as scheduled. If the match is rescheduled it must then be played within 14 days or the wins will be split at ADI league department's discretion. Both captains must e-mail or call the league office to set up a rescheduled match. This issue does not fall under the grievance procedure. No matches will be allowed to be made up in the last two weeks of the 1st or 2nd half.
- 6) Team captain's names and telephone numbers will be supplied with the schedule. If you do not supply a proper captain's cell/home phone number and the opposing captain is unable to contact you regarding rescheduling a match, you will be unable to take a forfeit or refuse rescheduling that match. Bar numbers are not allowed.

- 7) The home team is responsible for brushing the table before the match starts.
- 8) The ADI league department will make every attempt to recover scores from a missing scoresheet. If no satisfaction can be reached within 14 days of the scheduled match, the league department will then take the appropriate measures. This issue also does not fall under the ADI grievance procedure.
- 9) The home team will tell the visiting team which ADI or WAMO sanctioned pool table will be used and allow them ½ hour before league starts to practice on that table. Any games not played on an ADI or WAMO sanctioned pool table will be forfeited for that night. That team will also be ineligible to play at the WAMO State Pool Tournament.
- 10) Players will have a grace period of 20 minutes. This is regular time not bar time. All teams must have 2 players to play. In the event a team is short players, a maximum of 1 player may be picked up from the bar.
- 11) No player may be added to the score sheet once league play has started unless both captains have agreed to it. Agreement will be assumed if both captain's sign the score sheet.
- 12) Every player is to have ample room to shoot.
- 13) No player, other than the player shooting, may stand next to the pool table. You must have one foot on the ground while shooting.
- 14) Players are responsible to have their achievements recorded as they are shot. No alterations to the score sheet can be made after the captains have signed it.
- 15) An ineligible player may be contested at any time during league play. When filling out your pool score sheet and adding a player not listed on your stats, a first and last name must be used. No nicknames, sub, or only a first or last name will be accepted. The sub/subs number that may appear on your stats is to be used by the ADI league department only.
- 16) To maintain a competitive balance in our pool leagues, Amusement Devices will determine which leagues higher skilled players will be allowed to shoot in. Those players will not be allowed to shoot in lower skilled leagues. Violation of this rule will result in the forfeiting of all games shot by that player.
- 17) The ADI league department will not become involved in any tavern condition disagreements. (i. e. music is too loud; bar area is too crowded, free drinks etc.) It is the responsibility of both teams to work these issues out. Please consider that the conditions are the same for both teams. ADI cannot tell a bar owner how to run their business.

- 18) Pool statistics and schedules are posted on our website at adigames.com
- 19) Team's with a player or players not allowed to enter the opposing team's location must use another regular player or a sub for that night. You may not alter the schedule or shoot at the opposing teams bar or any other location.
- 20) Singles coaching is strongly discouraged, but no longer enforceable. Before starting league both captains should discuss and try to come to an agreement regarding coaching and time between shots.
- 21) Any team that would like to leave their original home location must get permission from that location who paid your sponsor fee. If you are not granted permission from the originally sponsored establishment, you may not change locations. The only exception to this rule is if the sponsoring location closes its doors and goes completely out of business. If your team is given permission to move, Amusement Devices will have full control in finding your new home location. This is solely due to scheduling and equipment issues.
- 22) Amusement Devices reserves the right to split seasons into halves, schedule and group locations, and place teams due to skill levels as they see fit to maintain fair and competitive leagues.

LATE FINES:

- 1) Failure to take a picture of your score sheet and send it to ADI on time will result in a \$10.00 late fine charged to the home team. All late fines will be enforced.

PLAYOFF:

- 1) To play in a playoff you must have shot at least 1 week on that team prior to the last 3 weeks.
- 2) In the event of a tie for first and/or second place and "Head to Head" cannot determine the position, there will be a playoff between the 2 teams involved. Head to Head record will determine the home bar. If that was a tie, an Amusement Devices representative will do a coin toss. The first team to win 7 games in a 12-game league will win the playoff.
- 3) In the event of a playoff, every effort should be made by both teams to play that match within one week of the last scheduled match on your regular scheduled league night.

SHOOTING ORDER:

- 1) The visiting team will break the first and third round games. The home team will break the second and fourth round games. In the fourth-round game 10, player 1 shoots first for both teams. Game 11, player 3 shoots first for both teams, and game 12 player 2 shoots first for both teams.
- 2) Each player is responsible for his or her order of shooting. Anyone shooting out of turn will lose that game, and then continue the regular order. Shooting order is as follows:

<u>FIRST RND</u>	<u>SECOND RND</u>	<u>THIRD RND</u>	<u>FOURTH RND</u>
1-1	1-2	1-3	1&2-1&2
2-2	2-3	2-1	1&3-1&3
3-3	3-1	3-2	2&3-2&3

GRIEVANCE PROCEDURE:

- 1) If the league line has not been called before completion of play and the score sheet has been signed by a representative of each team and e-mailed/text, it becomes final and no grievance can be filed.
- 2) Any problems that cannot be resolved on the night of a match by the team captains and/or an ADI representative may be resolved by the grievance committee. The grievance committee is made up of players from various leagues.
- 3) In addition, a written or e-mailed protest and \$25.00 protest fee must be submitted to Karen at klehrer@adigames.com or Amusement Devices Inc. Attention Karen, at 1219 Appleton Rd. Menasha, WI 54952 within 48 hours of the match. All protests must be submitted by e-mail or in writing.
- 4) Late protests will not be accepted.
- 5) All decisions made by the grievance committee are final.
- 6) If the protest is upheld, the \$25.00 will be returned. If the protest is turned down, the \$25.00 goes into the league fund to be split among the other teams in the league.

FORFEITS:

- 1) Any team forfeiting a match may be penalized as follows:
 - a) First Offense-\$25.00
 - b) Second Offense-Half of prize money
 - c) Third Offense-Loss of all prize money and ejection from the league and the team will be ineligible from the WAMO State Pool Tournament.
- 2) Any team forfeiting a match in the last 3 weeks of league play **may** be penalized the loss of all games on that night and half of their prize money.

- 3) Any team winning by forfeit will receive their average wins, and the forfeiting team will receive no wins.
- 4) No team will be allowed to take first place by way of forfeit.
- 5) If the opposing team forfeits please notify Amusement Devices by e-mailing Karen at klehrer@adigames.com or call 920-722-1233 ext. 101.
- 6) If a team forfeits when you are playing at home, the next time you are scheduled to play that team at their bar ADI will adjust the schedule so that you will play back at your home bar, if scheduling permits.

PLAYERS:

- 7) All players must be of legal drinking age, at least 21 years old. It is the Tavern's and the Captain's responsibility to be sure all players are of legal age that night.
- 8) Any sub that is used the last 3 weeks of league play must have shot at least 1 night of league on your team prior to the last 3 weeks.
- 9) Captains, an ADI or WAMO Representatives may request an I.D. from players on an opposing team. If a player refuses to show his or her ID or is playing under someone else's name, all games for this player are forfeited for that night. That team will also be ineligible to play at the WAMO State Pool Tournament. Call the league line if a player is playing under the wrong name or if he/she refuses to show I.D. If the league line is not called before completion of play the results are final. If you do not put the correct full, first, and last name of the sub that is playing that night you must e-mail that player's full name by the end of the day the match was played. If you do not contact ADI by the end of the day the match was played you do not get credit for that player's games. E-mail names to Karen at klehrer@adigames.com
- 10) Three player teams are only provided six players and one sub line. Players and or their stats will not be removed from under the sub heading to qualify for any tournaments.
- 11) A bartender may shoot, but cannot tend bar while shooting his/her scheduled game.
- 12) To qualify for WAMO high skilled players may only shoot in high skilled leagues, all players must play at least 9 weeks on **one** team.

BREAKING, SHOTS, FOULS, RACKING, ETC.

- 1)** The breaking player now has the option to rack his own. After 2 unsuccessful attempts at breaking, the break is forfeited to your opponent.
- 2)** On the break a ball from the rack must hit a rail or go in a pocket. If not, the balls will be re-racked and the opposing player will break.
- 3)** A scratch or a foul on the break results in any open table. If the eight ball goes in with a scratch or foul, it will result in the loss of the game.
- 4)** If any object ball is made on the break (solid or stripe) or any combination of balls the table remains open. If the person who broke misses their first attempt, their opponent has an open table. Once a called object ball is legally pocketed, solids and stripes have been determined.
- 5)** On an open table when calling a ball, you may use a solid to pocket a stripe you have called. The same rule applies to stripes. All shots must be called verbally, or by pointing to the pocket. If the called ball goes in the called pocket, regardless of its travel, the player continues to shoot.
- 6)** If the cue ball is shot off the table, it is considered a scratch. If a stripe or solid is shot off the table, the ball is placed on the spot where the balls are racked.
- 7)** After a scratch, the object ball being shot at must be entirely out of the kitchen (not on the line). When breaking or placing the cue ball behind the line for a shot, the ball must be placed entirely behind the line (in the kitchen). Failure to do so will result in loss of turn.
- 8)** A player must hit his/her own object ball first. Hitting their opponent's ball first is a foul and loss of turn. The eight ball is not neutral. Hitting the opponent's ball first and making the eight ball is a loss of the game, although the eight ball may be used as a middle ball in a combination.
- 9)** Moving any ball while shooting, preparing to shoot, or just finishing a shot, is a foul and loss of turn. Any ball moved will remain where it is.
- 10)** The person playing the game, before the next shot is taken must call a foul shot.
- 11)** Scratching on the eight ball is a loss of that game.
- 12)** No jump shots!!!
- 13)** No safeties or push shots. You must make a legitimate attempt.

- 14) An eight-ball run is when eight balls are run consecutively on any one turn.
- 15) The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the eight ball as the first ball that is directly below the apex ball. One from each group of seven will be on the two lower corners of the triangle. The other balls are placed in the triangle without purposeful or intentional pattern.
- 16) The 8 ball must be called and pocketed on its own individual shot, or it is a loss of game.
- 17) If you scratch and all of your opponent's balls are in the kitchen, your opponent has the option of spotting the ball closest to being out of the kitchen/head string. This includes the 8 ball, if it is the last ball. If the spot is occupied, place the spotted ball directly behind the ball occupying the spot. If your opponent chooses to spot a ball, they must shoot at it. Both players must agree that the ball is spotted correctly.

PLAYER COSTS:

Each player will pay \$3.00 per night for league fees, and \$2.50 per night for games played for a total of \$5.50 per player per night. Each team will put \$9.00 for league fees/\$3.00 per player, for a total of \$18.00 in the envelope. A prize money check will be sent to your captain at the end of the season to be split between your team.

STARTING TIMES:

- 1) All leagues start at 7:30.

POSITION ROUNDS:

- 1) 2nd at 1st, 4th at 3rd, 6th at 5th.... This means the team that is in second place plays the team in first place at their bar etc. If there is a two-way tie and "Head to Head" cannot determine the position, an Amusement Devices Representative will do a coin toss to determine the home bar.

TROPHIES:

- 1) Winning sponsors will receive plaques for 1st and 2nd place and 3rd place in a 14-team league. Top league shooter trophies will also be ordered for each league. If you wish to purchase individual trophies, 8BR, 8BB, or additional plaques you can do so at your team's expense by contacting Karen at klehrer@adigames.com

If you have any other questions regarding pool league please e-mail Karen at klehrer@adigames.com or call 920-722-1233 ext. 101. Visit us on the web at www.adigames.com or find us on Facebook.