

2023-24 THURSDAY BLACKHAWK POOL LEAGUE RULES

WEBSITE: www.qcbhpool.com

President: Lori Rotz 309-314-1770

Secretary/Treasurer: Jessica Schroeder 309-221-3497

Sponsor's Fee: Sponsor's fee shall be \$25.00 per team, per season. Sponsor fee must be turned in by the 2nd week of play. No points shall be given after that, until fee is paid. (Amended 9/24/16).

Year-end Team Payout: Will be based on a percentage. 1st place team getting 2% more than 2nd place team, then 1% less difference from 2nd place team down to last place team.

President: The President shall receive \$25.00 per four (4) teams, per season.

Secretary/Treasurer: The Secretary/Treasurer shall receive \$25.00 per each team, per season.

Elections: The President and Secretary/Treasurer will be voted on at the banquet. All players present may nominate their choice and vote.

Financial Statement: A financial statement will be handed out at the banquet.

League Name: The official name of the league is Blackhawk Thursday Night Pool League. The name will not change, unless voted on. However, we can add the name of a sponsor to the heading and still not change the name of the league.

Meetings: The President and/or Secretary/Treasurer may call a meeting by having the notice included on the weekly standing sheet for two (2) weeks in a row before **the** meeting. The **only** meeting that will be mandatory will be a Protest Meeting. Captains: You may send anyone from your team to any meeting in your place. In the event that a vote needs to be taken, any officer of the league may take votes. However, the same person needs to take all the votes for that occasion.

Cancellation of Leagues: A two hour notice must be given in order to call off leagues. Each Captain will be notified by phone and they are responsible for

letting their players know. A week will be added at the end of the regular season, before position night to make up the night of play.

Protests: A protest committee will consist of five (5) people, four (4) captains plus the President. There will be a fee of \$10.00 for any protest **not** won. Again captains, protest meetings are mandatory to attend. A fee of \$20.00 will be fined to any team that is not represented at a protest meeting. The team who is protesting, must inform the opposing team captain before the game they are protesting has been completed. A call then must be made to the President to inform him/her that a protest is being made and the home team should notate it on the score sheet. If the protest is not called during the game and before another game has started, it will be considered a valid game. Signing the score sheet at the end of play implies that both teams agree on the score.

Team Makeup: Teams shall consist of 4 men & 4 women. Each pair of players shall be made up of 1 man & 1 woman.

Odd Number of Teams: Should there be an odd number of teams, the team with the bye week will get 16 points and 0 points will go to the bye team. You will also pay for your bye week. This money needs to be mailed in the week before or the week after the bye week.

Position Night: If there are an odd number of teams, the last place team will be matched with the bye and will receive 16 points. That team must also pay for that week.

Taverns: All teams must have a roster and a set of rules in their folder with them and the bar must have a crutch available.

Pool Tables: Taverns with more than one pool table must close down the non-league table(s) **only** if it interferes with league play. Taverns that have .75 or more tables MUST furnish all but .50 per game of league play.

Sponsors: Sponsors are included in all league playoffs. They must be listed on the roster sheet as a sponsor. If a bar sponsors more than one team, that sponsor may play for any team as long as they are listed as a sponsor and not a sub or regular player.

Players: Rosters must be turned in by the 2nd week of play. A regular player can be on ONE roster only. All players must be at least 21 years of age or older. A player can play for another team if he/she quits and only after being approved by the two (2) captains involved and the President. If any player and/or sub has been barred from a tavern, he/she must let their captain know and make arrangements to get a sub for that player. Marguerite Terronez has been banned from the league permanently.

Subs: The league will have an open sub list, except on position nights. A sub may not play on any team on a position night, unless they have already subbed on a night of regular play. If a sub is needed, the same sex must be substituted. Example: a man for a man. A male shooter cannot sub for a female shooter.

Remember: Home team captain is responsible for calling/texting in the scores to the Secretary/Treasurer before 12 noon on the Friday after play. Failure to call/text or mail the money & score sheet to the Secretary/Treasurer by noon on the Friday after play will result in a \$10.00 fine.

Game Time: Games start at 7 pm. The home team has the option to play around a couple as long as the visiting captain makes them aware of a player being late (Amended 9/13/12). If a player is not there by the beginning of their 2nd game, that couple forfeits all games until the player shows up, unless both captains agree to make up the games missed. Visiting team may practice on the league table from 6:30-7:00. NO player may play on another table during league play.

Cost: Each player is required to pay \$4.00 per week of play. Also, a player must pay \$4.00 on the night of the tournament. The last week of play **MUST** be paid before the second to last week of regular play.

Banquet: The banquet is potluck style. The bar that has the banquet will furnish the plates and silverware. The banquet will rotate alphabetically starting with Domino's in 2016. The bar must be in the league at least 1 year to qualify for having the banquet. If the bar will NOT allow a potluck style banquet, the banquet will be moved down the list until a bar is found that will allow a potluck. The top place teams will bring a meat dish, the middle a side dish and the bottom a dessert (Amended 9/24/17).

Coaches: Teams will be allowed to have two (2) coaches per game. **THE PLAYER SHOOTING MUST ASK FOR THE HELP.** The help must be the shot caller or the partner, with a 1 minute limit per coach. The captain from both teams are required to keep track of how many coaches and the amount of time that has happened each game (Amended 9/13/18).

Breaking: The breaking player does not have to hit the head ball on the rack. If a player pockets the 8-ball, and does not scratch, that player wins the game and a trophy at the end of the season (please mark on score sheet). IF the breaking player makes a ball other than the 8-ball, the table is considered still open regardless of what was pocketed on the break, and, may use any combination (except the 8-ball as the first ball hit) to establish their choice of ball (stripe or solid). A ball of choice must be pocketed after the break in order to establish their choice. If a player scratches on the break, the table is considered to be open and the opposing team will have ball in hand IN THE KITCHEN and a choice of balls (even if balls were pocketed on the break). At least 3 balls must go to the rail for it to be a legal break. If 3 balls do not go to a rail, the racker will rerack and the breaker will break again. However, if the breaker pockets the 8-ball, at this time, it is a loss of game. After the second attempt in breaking and it is still not a legal break, the racker becomes the breaker.

The Kitchen: A visible line on the table showing the kitchen must be easily seen. The cue ball must be behind the line when breaking.

Racking: The 8-ball is placed in the center of the rack, with one stripe and one solid at a corner of the rack. All players must rack once and break once. The player who racks must follow the player breaking.

8-Ball: When shooting the 8-ball, the pocket must be marked to show in which pocket he/she intends to pocket the 8-ball. If the patch is already on the pocket (within one diamond, but not touching), the player DOES NOT need to remark or touch it. If the 8-ball goes into a pocket NOT marked, the player loses the game. If made in the pocket the player marked, the player wins. If the player scratches while shooting the 8-ball, it's a loss of game. The 8-ball can never be used as the 1st ball in a combination shot.

Break and Run: Any player who breaks and pockets ALL of his/her balls PLUS the 8-ball in the marked pocket without scratching, wins the game and the player wins a trophy at the end of the season (please mark on score sheet).

Placing of the Cue Ball: If the shot caller or the partner of the player shooting places the cue ball down on the table for the shooter, the **SHOOTER MUST** touch the ball before shooting the cue ball or it will be considered a foul.

Fouls: All fouls are ball in hand to the incoming player. Fouls are as follows:

Any scratch (except on the break, it is in the kitchen)

Double stroking the cue ball.

If after hitting your object ball, no ball goes to a rail (if a ball is not

Pocketed,

Not hitting your object ball first.

Coaching from another player on the team, other than the partner or shot caller (or captain if the shot caller is one of the shooters).

If a player shoots out of turn, the incoming pair stops him/her and the following applies:

If the out of turn player makes a ball(s), the incoming player can drop one of their balls (unless it's the 8-ball) and also takes ball in hand.

If the out of turn player DOES NOT make a ball the incoming player just gets ball in hand.

The 8-ball cannot be dropped. It must be shot in the pocket regardless if the player makes a ball or not.

NOTE: If a numbered ball jumps off the table, IT IS A MISS AND LOSS OF TURN, NOT A FOUL. If it was the shooters ball that jumped the table, the ball is spotted. If it was the opponent's ball, it will be pocketed. If the cue ball jumps the table, it's a foul and ball in hand.

Jumps & Masse Shots: No jump shots are allowed. Masse shots will be limited to the hand holding the cue must be below the armpit and knuckles pointed down. If the cue ball jumps the table while executing the shot, it is considered a foul.

Loss of Game:

Knocking the 8-ball off the table.

Pocketing the 8-ball in an unpatched pocket.

Not patching the intended 8-ball pocket.

Scratching on the 8-ball.

Pocketing the 8-ball before all the other balls of his/her group

Interruption of Normal Play: In the event a match or completion of a match cannot be played at the bar it is scheduled, due to circumstances beyond their control, (electrical failure, bar closure, etc.), the two teams have the following options:

The home team can go to the visitors bar OR

Go to a bar that is in the league that has a vacant table OR

The games that have not been played can be split equally between the two teams.

NOTE: In selecting one of the above options, both team captains must agree.

Forfeit: A team may have to forfeit games if these rules are NOT followed:

NO excessive profanity, harassment, physical and/or verbal abuse.

A player may forfeit a game if they are not present when it is his/her turn to shoot. If a sub is used, the sub must finish the nights play.

NOTE: A sub may replace a player, after the games have started, only if there is an emergency and both captains involved have agreed to allow the sub to play.

Additional Information:

Circumstances that can resolved by both captains SHOULD BE.

A charge for returned checks will be the same as the bank charges. Any team who writes a personal check and the check bounces, will no longer be

able to write personal checks to the league. The sponsor will have to write the check.

Captains need to make sure your rosters are legible. Names on trophies are taken off the rosters.

Score sheets and standings will be mailed to the bar/captain.

A schedule and standings MUST be posted at the bar (Amended 9/24/17).

THERE WILL BE NO PHYSICAL CONTACT ALLOWED BETWEEN ANY TEAM OR PLAYERS. SHOULD THERE BE ANY PHYSICAL CONTACT, THE PLAYERS INVOLVED WILL BE BANNED FROM THIS LEAGUE.

Drink Rounds: The home team sponsor will pay for two (2) drinks per player, per night of play. A total of 16 drinks per team, per night of play. Players are required to buy their first drink and the drink rounds will be of equal or lesser value (Amended 9/24/17).

Couples Tournament: There will be two tournaments at the end of the year, held on Thursday.

1st for the winners of the team shoot off

2nd for the runner up of the team shoot off

If you play in one, you cannot play in the other

There will be a \$4.00 entry per person

Flip for the break and alternate breaking and racking

The racker will follow his/her rack

During the match, the partner that racks cannot break the next game.

(Example: if the male partner racks, the female partner must break the next game, or vice versa)

Any bar hosting the tournaments must have at least 2 tables available for the tournaments to play on.

REMEMBER, THIS IS A FUN NIGHT OUT WITH FELLOW POOL PLAYERS AND A FUN LEAGUE. LET'S KEEP IT THAT WAY!!