

2025-2026 BLACKHAWK SUNDAY POOL LEAGUE RULES

www.qcbhpool.com

President: Tom Davis 563-210-7905
Secretary/Treasurer: Karen DeSmet 309-738-4537

Section 1-By-Laws

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| 1-1 | Sponsor Fees | \$15.00 for returning bars/teams, \$30.00 for new bars/teams. |
| 1-2 | Officer Fees | President shall be paid \$25.00 per 4 teams. Secretary shall be paid \$25.00 per team and also be reimbursed for copy and miscellaneous expenses. |
| 1-3 | Financial | A financial statement will be handed out at the banquet. |
| 1-4 | Meetings | Captain/Sponsor meetings will be held as needed. Any team not represented at any meeting will be fined \$20.00 and said fine will be deducted from the team prize money. Except for protest meetings, captains may send a team member as a representative. The reorganization meeting will be held on the Sunday after Labor Day, unless changed by the President or Secretary. |
| 1-5 | Protest Committee | The protest committee will consist of all captains attending a CAPTAINS ONLY meeting. Those not attending will be fined \$20.00 and said fine will be deducted from the team prize money. |
| 1-6 | Protest | Protest must be made verbally to the President or Secretary the day of the protest in question. The protest must also be written on the bottom/back of the score sheet and signed by both captains. The signatures simply show that both captains are aware the protest is being made, NOT that you agree with it. ONLY CAPTAINS CAN MAKE A PROTEST!! |
| 1-7 | Protest Fee | There will be a \$20.00 protest fee charged for each rule and game protest not won. Said fee will be refunded if the protesting team wins the protest. THE FEE(S) MUST BE INCLUDED WITH THE SCORE SHEET THE PROTEST IS ON, IN ORDER TO BE CONSIDERED. |
| 1-8 | Rules/By-laws | Any league rule changes are to be voted on by the team captains. The President will vote only in case of a tie. Rule calls can be made by either the President or Secretary and one cannot automatically override the other. A Captain's meeting will be called if there is a dispute between the President and Secretary as to how the rule should be interpreted. |
| 1-9 | Player Eligibility | All team players must be 21 years of age to play. Any player barred from a tavern will not be allowed to play at that tavern. It is the player's responsibility to tell the captain in advance. |
| 1-10 | Barred Players/Captain's | As of 1/13/08, Brandy Emo is barred from this league as a team captain. No personal checks will be accepted from her. As of 9/7/08, Brandy Emo is barred from playing in this league for 5 years. As of 9/7/14, Brandy Emo is barred from participation in the league for life. |
| 1-11 | Tavern Equipment | Taverns must have a roster, rules, crutch and decent chalk available. The table must be in good repair or the captain, with the approval of the President or Secretary, may move the team. President or Secretary will arrange a different tavern to play at. Taverns with more than 1 table must close them down, only if they interfere with league play. Taverns are required to supply the extra quarters for league play, if table is more than .50 per game. |
| 1-12 | Replacing Teams | If a team is a no show, sponsors are required to pay up to 2 weeks' team dues, if the sponsor wishes to remain in the league. The sponsor will need to collect fees paid from new players. No more than 4 regulars may return to a new team from the one that forfeited. Subs may |

become regulars and the new team will be allowed 2 weeks to play makeup games. The President or Secretary will decide when and where forfeited matches will be played.

- 1-13 New Teams** If it is necessary to locate a new team and sponsor at the beginning of the season (after the season has started), all games will be made up and not considered forfeits. Any new teams joining the league after the start, will assume all debts of the team they are replacing, if they have the same sponsor.
- 1-14 Team Fines** \$20 for not having a proper representative at a meeting
\$10 for home team not having money and score sheet **POSTMARKED BY MONDAY**
\$10 plus the NSF fee that the bank account is charged to any team/sponsor writing a bad check. After 1 NSF check, personal checks will not be accepted.
\$10 to any team not calling/texting scores in by 7:30 p.m. on the Sunday of play
\$10 for not having roster turned in by the 3rd week of play
\$10 for not having sponsor fee turned in by the 3rd week of play
\$10 for not having final week of money paid prior to final week
An additional \$10 fine per week will be added to any original fines imposed until received. For example, roster not turned in by 3rd week, an additional \$10 fine per week will be added until it is turned in
- 1-15 Tournaments** There will be one singles tournament. All regular rostered players and all rostered subs may play in this tournament. All players participating in this tournament must have played a total of 4 weeks prior to playing in the tournament. There is a \$5.00 buy in. The payout for this tournament is one-week worth of dues plus the buy in and any sponsor donations. Sponsors are asked to donate at least \$10.00 per team or at least one bottle of liquor per team. (Rule modified 2025-26)
- Also**, there will be a **SCOTCH DOUBLES TOURNAMENT** held each year, with \$250.00 donated to the prize money from the league. Sponsors are also asked to donate at least \$10.00 per team (or at least one bottle of liquor per team) to be added to the prize money. Subs can play in this tournament, but cannot be added to the sub list later than 2 weeks prior to the tournament date. There is a \$5.00 buy in. (Rule modified 2025-26)
- At both tournaments, players will flip for the first break and rotate through all games. Tournaments will follow league rules (amended 9/16). The format for both will be two out of three games for the match and double elimination.
- 1-16 Team Roster & Sponsor Fees** Each team must turn in a roster listing the sponsor's (team) name and sponsor's phone number, along with the required sponsor fee. The roster will also include the 8 regular and 6 sub players **and contact information for all. IF AT ANY TIME DURING THE YEAR THE PHONE NUMBER FOR THE CAPTAIN CHANGES, YOU MUST INFORM THE SECRETARY OF THE NEW NUMBER. The roster must be turned in no later than with the score sheet for the 3rd week.** All players can **play for one team only.** This league is **NOT** an open sub list (revised 9/21).
- 1-17 Sponsors & Bartenders** The owner of the establishment that is sponsoring a team may play for any of their teams at any time, home or away, as long as they are not a regular player or sub listed on another team. For example: The owner/sponsor of the bar plays on team #1, as a regular player or sub listed on the roster. The owner/sponsor cannot play for team #2, when needed.
- The bartender may shoot for the home team, only if the bartender is working the whole time that league is running that day. League starts at 2:00. The bartender **MUST** be on the clock & working no later than 2:00 and must continue to work until play is done for the day, including bonus round. If the bar has multiple teams playing on the league, the bartender may shoot, with the above listed rule, for any of those teams when they are at home. It must be notated on the score sheet that the player is the bartender and initialed by the opposing captain. Neither the owner nor the bartender needs to be listed as a sub on the team roster, but, if a team intends to use a bartender from their home bar when they are playing away, the bartender must be on the sub list.

- 1-18 Death of a League Player/
Sponsor** A \$35.00 bouquet of flowers/plant will be sent for the death of a league player/sponsor. This applies during the league season only. Please notify the Secretary ASAP of all relevant details.
- 1-19 Changing Teams** Players can play for another tavern or team, but only if they quit, **AND** only if approved by a majority vote of team captains.

Section 2-Weekly Setup

- 2-1 Roster Changes** Record new regular players and new subs on the bottom/back of the score sheet **AND** who they are replacing. You can only have 8 regular players and 6 subs on your roster at any time. You can also call/text Karen with the information prior to play starting.
- 2-2 Weekly Dues** Weekly dues will be \$5.00 per player. The home team is responsible for collecting dues from the opposing captain and writing a check, **made out to Karen DeSmet**, for \$80.00, to be mailed with the score sheet. The last week of play will be paid for at least 1 week prior to that week. The last week may be paid at any time during the year, but must be paid at one time for the whole team. **Anytime money, other than the weekly dues, are included with the score sheet, captains must write at the bottom of the score sheet what the money is for and for which team the money is being paid.**
- 2-3 Weekly Raffle** There will be a raffle each week amounting to .50 per player. Each week, the Secretary will have 2 bar numbers drawn. There will be 2 winners, half for each team drawn, of the amount collected. The checks will be made payable to the bar (revised 9/20).
- 2-4 Game Time & Practice Time** Matches start at 2:00 p.m. with a 15-minute grace period, if needed. Home team gets the table from 1:00-1:30 for practice and the visiting team gets the table from 1:30-2:00 for practice. Once play has started, players may not play on other tables unless they are completely done playing for the day (including bonus round). If a player is caught playing on another table during league play, a warning is given to the player and to the captain of the team. If the same player is caught again, that player will forfeit all his/her games from that point forward. His/her partner, however, will continue to play. All practicing must be done on the table to be played on for the day.
- 2-5 Late Players** If a player comes in late, they may play any of their games that have not been forfeited (see forfeitures in game play rules). If a player or sub comes in late, they may be substituted for any player that has not played their first game. Once a player has started their first game, no substitutions can be made without the other captain's approval, except in case of emergency.
- 2-6 Complete Team No Show** In the event a team doesn't show up by 2:15 p.m., one game will be forfeited every 10 minutes until 3:00 pm, at which time all 16 games will be forfeited by the no show team.
- 2-7 Emergency Players** Anyone on the roster who starts playing must complete their games. In case of emergency, the opposing team captain must approve the incoming player who takes their place.
- 2-8 Non-rostered Players** Only subs listed on the roster may be used to fill an open spot. (revised 9/21). All non-rostered players must be approved by the opposing captain and that captain must initial next to the players name to show approval. If the opposing captain does not initial for approval, the non-rostered player will be considered an invalid player and any won games will be taken away.
- 2-9 Bonus Round** At the end of the regular matches, captains will select 2 players to play a best two games of three match. Flip for the first break and rotate through all three games. The losing team pays the bar

\$40.00 (\$5.00 per player). Only the players listed as playing the regular games that day may play in the bonus round. The same player cannot break and rack the first two games of the bonus round. If the same player does, the game will start over with the correct player racking or breaking. The incorrect player breaking or racking must be caught before the game starts (for the wrong player racking) or before the 1st shot is made after the break (for the wrong player breaking). If the bonus round goes to a 3rd game, it does not matter which player breaks/racks.

- 2-10 Complete Forfeits** Any team not turning in their dues will forfeit all 16 games. Excessive drinking, bringing alcohol into a bar, leaving the bar to drink alcohol kept in the vehicle, arguing, profanity, harassment, physical or verbal abuse will not be tolerated. **ZERO TOLERANCE.** The offending player will be barred from league play for the remainder of the year. The President or Secretary may require a team to forfeit all 16 games.
- 2-11 Score Sheet** All scores are to be phoned in or text to the league Secretary by the home team no later than 7:30 pm on the day of play. **State who is calling/texting, which teams played (make sure to give team number, if the bar has more than one team), the score, any break & runs or 8-ball breaks, who made them and which team they play on.**
- 2-12 Money and Standings Sheet** The home team collects the dues and writes a check each week for \$80.00. **Make checks payable to Karen DeSmet. You may write "Sunday pool league" in the memo, if you so choose.** The money and score sheet must be mailed (pre-stamped & pre-addressed envelopes provided) and postmarked by the Monday following play. Standing sheets will be mailed to the bars to be posted.
- 2-13 Trophies** Trophies will be awarded for all 8-ball breaks and all break & runs, including those done during the bonus round. The 1st & 2nd place teams of each division will receive a trophy/plaque for the sponsor & a trophy/plaque for each regular player (revised 9/20).
- 2-14 Temporarily Moving a Team** If, for any reason, a home team is unable to play at their bar, call the Secretary to be moved to a different bar. Wherever play is moved to, that bar will provide the drink rounds and quarters for the table, if warranted. The home team will remain the home team.

Section 3-Rules of Play

- 3-1 Racking** The 8-ball is the game ball and must be placed in the center of the rack. **At least one striped ball and one solid ball must be in the back corners.** All three corners cannot have the same type of ball.
- 3-2 The Kitchen** A visible line on the table showing the kitchen must be easily seen. The whole cue ball, birds eye view, must be behind the line when breaking, or when shooting after a scratch on the break. If not, it is a foul and is ball in hand to the opponent.
- 3-3 Legal Breaks** From the kitchen, the opening player must use the cue stick to strike the cue ball and hit any ball in the rack. Once contact is made with the rack and ANY ball strikes a rail, it is a legal break.
- 3-4 After a Poor Break** If the breaker completely misses the rack, **and the cue ball is not interfered with before it stops,** the breaker may try again from the kitchen. On the second attempt, if the ball does not strike the rack, it is a foul and the opponent will break from the kitchen. Pocketing the 8-ball at this point is still a win. In the case of a very poor, but legal, break, both captains may agree to start the game over. Any foul on the break is ball in hand in the kitchen.
- 3-5 Take What You Make** The player must take what he/she makes on the break. If both a solid and a stripe are made on the break, the table is open. Also, if a ball is made and the player scratches, the table is open for the incoming player. The incoming player may choose solids or stripes by pocketing a ball. If the player does not pocket a ball (or scratches) the table is still open for the next shooter and they

may pocket a stripe or a solid. This continues until a player pockets a single solid or a single stripe. The 8-ball may NEVER be used as the lead ball in a combination shot (revised 9/16).

- 3-6 Game Discussion** Only the two players involved and the shot caller designated prior to the start of play may discuss shots and strategy. If the shot caller is absent from the play area at the time assistance is needed, then the Captain may act as back up shot caller and may also call fouls. **THIS IS ONLY WHEN THE SHOT CALLER IS NOT PRESENT. MARKING OF THE TABLE IS NOT ALLOWED.** (added 2025-26)
There is a 2-minute total time limit for shot discussion **and** for the shooter to execute the shot or it will result in a loss of turn and the incoming shooter has ball in hand. **The start of timing must be acknowledged between both captains before the clock can start, so as to give fair warning.**
- 3-7 Masse and Jump Shots** Every shot must be executed with a standard length cue the entire game. Players may only change cue lengths during a game if there is an obvious and unmovable object (pole, video game, counter, etc) in the way of the cue stroke. **NO JUMP CUES ALLOWED. NO JUMP SHOTS ALLOWED.** Players may execute shots as long as their hand is below the armpit and the knuckles are under the cue while shooting. Any part of one foot must be touching the floor at all times.
- 3-8 Scratches** If the cue ball comes to rest anywhere but solely on the felt surface of the table, it is a scratch. **Sticking a hand into a pocket to stop a cue ball is an automatic foul, whether the cue ball goes in or not. It is considered a scratch.**
- 3-9 Calling the 8-ball** The 8-ball must be called loudly and clearly to where it is to be made. If the shooter scratches or puts the 8-ball in the wrong pocket, it is a loss of game.
- 3-10 Combinations** Combination shots are allowed, if you hit your ball first.
- 3-11 Loss of Turn Only** If any ball, besides the cue ball or 8-ball, jumps the table, it is only loss of turn and not ball in hand. The jumped ball will be spotted to the foot spot or as closely as possible to the foot spot.
- 3-12 Game Loss**
1. If the 8-ball leaves the table, by any means.
 2. Scratching while pocketing the 8-ball on the break or while shooting the 8-ball.
 3. Pocketing the 8-ball out of turn or in a pocket not clearly called.
 4. Any foul committed while pocketing the 8-ball.
 5. If the wrong set of partners breaks or racks.
- 3-13 Game Forfeits** If the player is not at the tavern when it is their turn, the game is forfeited.
- 3-14 Cue Ball Fouls** Cue ball fouls result in ball in hand anywhere on the table for the opponent and may be called for:
1. Scratches, except on the break (in the kitchen)
 2. An incomplete shot. Using the cue ball, the shooter must:
 - a. Either make contact with their type of ball before touching an opponent's ball or make contact with any ball on an open table, **and then,**
 - b. Either pocket a ball or drive **ANY** ball, that it was not touching a rail prior to the shot, to a rail.
 3. Shooting out of turn.
 4. Exceeding the called time limit.
 5. Positioning the cue ball with the cue stick. **AFTER A LEGAL BREAK,** you must use your hand to position the cue ball.
 6. The shooting player must position the cue ball last, after ball in hand, prior to shooting.
 7. Making contact with the cue ball more than once (double hits with the cue or hitting the cue ball with anything while it is moving).
 8. The whole cue ball, birds eye view, must be behind the line when breaking or shooting after a scratch on the break.
 9. If the cue ball is interfered with before it stops moving during the break or regular play.

3-15 Moving a Ball If the shooting player moves a ball(s) with their body, clothing or cue, the opponent has the right, if they so choose, to move the ball(s) back to as close as possible to the position the ball(s) was/were in, prior to getting moved. If the player shooting moves the ball(s) back without asking, the opponent still has the right to leave them where they landed or move them to where they believed they were originally located or leave them where the opponent moved them to. This is not a foul (added 9/20).

**ANY RULE PROBLEMS, QUESTIONS OR INTERPRETATIONS CALL TOM @ 563-210-7905
OR KAREN @ 309-738-4537.**