

City County Pool League

Pool League Rules and Regulations

General League Rules 2026 (edited for 10-Ball)

SECTION 5

TEAMS AND PLAYERS:

1. The teams shall consist of 3 players, male or female. All Players must be 21 years of age.
2. There will be a maximum of 7 qualified players per team. A player may be added to a team with 7 players by permanently dropping a player. **Be sure to note the name of the player to be dropped. Please note the new players' first and last names** on the score sheet and **remember the \$10.00 new player League Fee.**
3. A player transferring from one team to another must be permanently dropped from the previous team. (Not necessary to pay an additional new player League Fee of \$10 when transferring to new team).
4. Any games played by an unqualified player will be forfeited
5. To qualify for Team Playoffs a player must have played at least **18 games** with the same team.
6. At least one player must have played **75% of the season** with the team for a team to qualify for playoffs. To qualify for Top Shooter Tournament, a **male player must have played a minimum of 60%** of his team's scheduled games. A **female must have played a minimum of 40%** of her team's games.

SECTION 6

GENERAL REGULATIONS:

1. **Practice time** on the table to be used for the match will be from 6:00pm to 6:30pm for the home team, 6:30pm to 7:00pm for the visiting team. **Practice time ends at 7pm sharp.**
2. **Members present must start play at 7p (Real Time) Grace period will be for members not present and lasts until 7:30.** Any player not present by 7:30pm shall forfeit all missed games that they were scheduled to play.
3. **Substitutions** will be allowed only if the sub has been entered on the scoresheet by 7:30pm. No roster changes may be made during the match except to add to empty roster slots before 7:30pm.
4. A match may be played if at least one player from each team is present.
5. A **24-hour notice must** be given to the **opposing team captain and League Secretary** for a match to be postponed, and a make-up match must be played within 4 weeks. It will be up to the team captains to agree on a make-up match date. Exceptions may be granted by the League Officers.
6. Any team that **forfeits 3 matches** will be dropped from the League and be unable to attend League functions. All scheduled matches involving this team will be treated as a forfeit.
7. All players will pay for their games, plus a fee of **\$7.00 per night** to be forwarded to the League Secretary each week. Additionally, **all players must pay a one-time \$10.00 League sign-up fee on their first night of play (substitutes may pay \$5 on 1st and 2nd nights of play).** Please remember to collect League Fees and record both **first and LAST names of new players.**
8. A team may play a match with 1,2,3,4,5,6 or 7 of its qualified players if no one player plays more than one game against any one opposing player, and **each player pays \$7.00 per night.**
9. It is the responsibility of the team Captains to **collect all fees** and to ensure that they are forwarded to the League Secretary with the weekly scoresheet. Visiting team Captain is always responsible for turning in the scoresheet and money in the envelope provided. Failure to do so will result in a forfeit for the visiting team.
10. All **protests** or questions of play are to be written on the bottom of the scoresheet. The game in question must be completed. Team Captains will be contacted within two weeks as to the date and time a Rules Committee meeting can be scheduled to discuss the matter.
11. All **forfeits** will be scored as follows: forfeiting team: 0-wins, opposing team: 10-wins or percentage, whichever is higher (if weekly fees paid by non-forfeiting team). Individuals will be scored according to their percentage.
12. The **drop off boxes** for weekly envelopes are located at The Main Street Bar and Grill, Glynn's Shamrock Pub and The Bellingham Bar and Grill.
13. The **weekly envelopes** must be turned in by 9:00 pm Tuesday by the visiting team Captains. Failure to do so will result in a forfeit for the visiting team.

SECTION 7

GENERAL RULES OF PLAY:

1. Call pocket rules: you must verbally call the ball and pocket. You do not have to call banks, caroms or kisses. Failure to call the correct pocket results in loss of shot. Failure to call the correct pocket of the 10 ball results in loss of game.
2. Visitors will have first break and will rotate their players. Home team will provide scoresheet. See ccpl8ball.com for scoresheet PDFs.
3. There will be a time limit of 5 minutes between games and 1 minute between shots. Failure to comply will result in loss of game on 5 minute limit and loss of shot on 1 minute limit. (Extended time is allowed on coached time outs. See Article 6 below).
4. A 15-second time limit will be allowed on hanging shots if requested.
5. Any foul must be called by the opposing player only (**not teammates**), and before the next shot.
6. **Only one of your playing teammates** at a time may coach, but **only at shooter's request**. A player may be coached **only 1 time per game**. An additional 2-minute time limit is allowed between shots when coaching is asked for. Any violation of the rule will result in loss of shot.
7. If a **mistake is found during a match** (example: Two players are scheduled to play each other twice) both captains will resolve the issue including moving players on the score sheet if necessary. It is recommended to consult the score sheet examples on the website when using more than 3 players or print some in advance.
8. Team Play-offs are blind draw.

SECTION 8

SPECIFIC SHOTS:

1. A **table run** is scored any time a player comes to the table with all 10 of the balls on the table and the player pockets all 10 of the balls. Please note all table runs on the scoresheet as a TR, or BR if the breaking player runs the table.
2. If the **cue ball leaves the table**, it is a cue ball scratch and constitutes ball in hand.
3. Any **movement of balls by cue, hand or clothing during or after the shot will constitute ball in hand**. If any balls are moved before the shot, then the balls shall be repositioned with no foul. Fouls must be called prior to the opposing player's next shot. Balls moved by other than the players shall be repositioned by the captains or the game re racked.
4. ***Any intentional sweeping or movement of balls shall result in automatic win for the opponent.***
5. A **jump shot** is legal only when the cue ball is contacted above the centerline. (See Article 7. below).
6. A **masse shot** is when the cue is held above a 45-degree angle.
7. **Jump and masse shots** are only allowed if not otherwise posted by the establishment owner. Any damage to the table will be the responsibility of the shooting player.
8. A **push shot** occurs when the cue tip remains in contact with the cue ball while the cue ball is in contact with the object ball. This is a **cue ball foul** and constitutes ball in hand. **To avoid a foul, shoot at any 45-degree angle** off the centerline of object and cue ball.
9. The **opposing player may have ball in hand** anywhere on the table, following: any cue ball scratch (including the break shot), any foul or double stroke, failure to strike the lowest numbered ball first, failure to pocket a ball or drive cue ball or any numbered ball to a rail after legal contact, failure to drive a **frozen object ball** to another rail, or drive cue ball or any other numbered ball to any rail or pocket after contact with the frozen ball.
10. **Safety Shots** resulting in obvious ball being pocketed are allowed only when called and acknowledged by opponent. If "Safety" is not called and acknowledged and obvious ball is pocketed, shooter will be required to continue shooting. A legal hit and any ball to rail or pocket is required for successful safety. Any ball pocketed on a safety shot will remain pocketed.

SECTION 9

OFFICERS AND BOARD OF DIRECTORS:

President: Glenn Strode (360) 927-4433 cell
Secretary/Treasurer: Bob Perret (360) 739-7862 cell