

TUESDAY NIGHT POOL LEAGUE

WEB SITE – www.utica8ballpool.com

EMAIL – uticatnpl@gmail.com

2026 - 2027 League Rules

OBJECT OF THE GAME: the game is played with 1 cue ball and 14 object balls. 1-7 are solid (low) and 9-15 are striped (high) and the 8 ball. The player legally pocketing his or her group first and legally pocketing the **8 Ball** wins the game.

1) DEFINITION OF TERMS

A. LEGAL SHOT

1. On all shots (except the break), the shooter must hit a ball of his or her group **first**, then either pocket a ball of his or her group or cause the cue ball or his or her ball to **hit a rail**.
2. On a choice table, a player may only use a member of their group of balls he or she is calling as a first hit then **BALL IN POCKET** rules apply.
3. A “**jump shot**” where a player causes the cue ball to jump over an impeding ball is **NOT a legal shot** and therefore is a penalty **Ball in Hand shall be given**.

B. BALL IN HAND

When a player has gained **Ball in Hand** by means of a foul by an opposing player, the player may place the cue ball anywhere on the table for their next shot (except after the break, the ball must be placed behind the line). The player may move the cue until the player has the cue ball in the final position just for his or her shot, the ball may be moved with either with his or her hand or the cue stick. When the player strokes the cue stick and executed a forward motion of the cue ball with his or her cue stick, the player has taken a shot.

C. FOULS

Fouls listed below shall result in **BALL IN HAND** for the opponent (please see **BALL IN HAND**).

1. Failure to execute a **LEGAL SHOT** shall be considered a foul.
2. All scratches (**except on the break**) shall be considered a foul. The penalty for scratching during the break is as explained in the **BREAK RULE**, please see **BREAK RULE for details**.
3. Shooting without at least 1 foot on the floor shall be considered a foul.
4. Any contact with any ball or balls on table shall be considered a foul.
5. A coach touching any ball other than the cue ball during a ball in hand while at the table shall be considered a foul.
6. Anyone marking the table, felt or rails shall be considered a foul.

D. BALL IN POCKET RULE

The player shooting must call which ball of their group he or she intends on pocketing and executes a legal shot. The player continues shooting until he or she misses their called shot, scratches and or fouls.

E. SCRATCH

Causing the cue ball to go into a pocket or causing the cue ball to jump off the table and land on a foreign surface is a scratch and shall be considered a foul.

2) DETERMINING THE BREAK

At the start of each set the home team captain (or an appointed substitute) shall flip a coin with the visiting player calling heads or tails. Winner of the coin toss has the option of breaking or racking. Bar owners shall be responsible for the first set of quarters for all 8 matches played each week (including playoffs). Loser of each game shall pay for the next game and receives the break.

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3 THE RACK

The balls are racked in a triangle, at the foot of the pool table. The 8 ball is centered in the triangle the first ball of rack is placed on the foot spot marked on the table. **A solid ball shall be placed at the top and lower left corner of the rack, a strip ball placed in the lower right corner of the rack. Remaining balls shall alternate, except where that is made impossible by above stipulations.**

4 THE BREAK

- A. A player shall place the cue ball fully behind the head string and break the rack. Either sinking an object ball or causing at least one object ball to hit a rail. If no balls hit the rail or go in a pocket the rack shall be re-racked and the other player breaks.
- B. If the player sinks any object ball, the player shall have the choice of any group (stripes or solids) (high or low balls).
- C. On all choice shots, **BALL IN POCKET** rule applies.
- D. If the breaking player executes a legal break, but scratches on the break, the opponent shall place the cue ball anywhere behind the head string and have choice of any group (stripes or solids) (high or low balls).
- E. Sinking the Eight Ball on the break, with a legal shot, wins the game. **Including 2nd break after a foul is made from first break.** If the breaking player fouls or scratches, and the 8 Ball are pocketed the player shall lose the game.
- F. If a foul occurs during the break the opponent shall have choice of either shooting the balls as they lay or break a new rack (this shot shall be considered the first shot).
- G. **Safe shots shall not be called until a group of balls are established for each player after the break. If balls are not established after the break the player shooting next shall shoot an open table and choose an object ball and make an effort in making a legal shot. If the player misses the other player shall do the same until balls are established.**

5 BALLS LEAVING THE TABLE

A player who accidentally causes an object ball to leave the table (exception cue ball see **SCRATCH**) but pockets their object ball with a legal shot shall continue to shoot. Any object ball or balls that leaves the table shall be spotted as closely to the foot spot as possible. Any object or cue balls leaving the table but then re-enter the playing field shall **NOT** be considered leaving the table and left where it lays (a ball that rolls on coin holder but rolls back on the table). Any balls that contact the players' cue stick shall be considered a foul.

6 CONCLUSION OF THE GAME

One player shall win the game after successfully making all their grouped balls and by pocketing the 8 ball with a legal shot.

A player shall lose the game automatically if any actions listed below are committed (except for number 4).

- 1. Loss of game if a player makes the eight ball and commits a foul during the shot.
- 2. Loss of game if a player scratches while attempting to pocket the eight ball.
- 3. Loss of game if the 8 Ball is made in different pocket than called.
- 4. If a player misses the eight ball while attempting to win the game but doesn't scratch the player doesn't lose the game. The opponent shall receive **BALL IN HAND** and shoot his or her turn.

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7 TEAM AND ROSTER

Each team shall consist of **1 Captain** (Team Captain shall be part of the 8 regular players), **8 regular players (1 is the Captain)** and **3 subs** (a Sub cannot serve as a Captain). A team **“Contact List”** shall be sent out by the captain to the secretary no later than week 2. The Contact list shall be sent out to all captains by email. Open roster until week 22. Rosters shall be finalized no later than week 22. Roster sheets are in the captain’s book. Each team shall submit a full roster to the League Secretary by picture message no later than week 22. No roster changes shall be allowed after **week 22**. ***Please note-** players under the age of 21 years old are permitted to play in the league, BUT it will be at the discretion of the bar owners if they can play at each location. Please check with the bar owner of the home location for each match IN ADVANCE.

8 SUB RULE

Subs are only allowed to play only if the regular player they are playing for is **not present that week**. The captain or team may use any person available (not playing for any other team that week) until **week 22**. If a team is pending a forfeit for Delay of Game and a sub is present in the bar that ordinarily subs for that team, the team that is pending forfeit must play that sub at that time to avoid delay of game, or that sub will be ineligible to play for that team for the remainder of that night's league match. A sub or player shall qualify for the playoffs by playing **at least 5 weeks** during the regular season for a total of **15 games** for that specific team.

If a sub plays for a team, the team shall still be responsible for those weeks’ dues.

9 MATCH

A match is a contest between 2 teams with each team putting up 1 player for a set of 3 games each match. Matches proceed in following manner.

The home team shall put up all players for odd numbered matches, and the visiting team shall put up all players for even numbered matches.

10 COACHING

ONLY THE CAPTAIN OR PERSON IN CHARGE OF THE TEAM may **“call out”** a coach, for a **maximum of 5 times per match** if he or she sees a player having issues on the table or is taking to long to make a shot. If the player **refuses** the coach that was **“called out”** it shall still count and be marked on score sheet as a coach. The player can still request a coach from 1 team member only (subs included). All coaching is limited to **three per player**, with no more than **12 coaches per match (call outs and player requests)**. Also, **A coach can touch or place the cue ball during ball in hand if a coach is called**. Each instance of coaching shall be logged in the appropriate box on the score sheet. It will be the responsibility of each Captain to monitor all coaching. Coach time shall be limited to **2 minutes**. **Failure to abide by the time limit shall be treated as a sportsmanship rule violation (see sportsmanship section)**. Any team member may tell a shooter if he or she has ball in hand due to his opponent not executing a legal shot.

11 CUE BALL AND OBJECT BALL

Only **one** cue ball that works properly with the pool table **shall** be used (teams shall not open the door and use a ball that does not come out on its own, if a ball gets stuck now and then the door may be opened to get the ball). During a match a player is responsible for remembering which group of balls they are shooting (Stripes or Solids) (low or high balls). If in anyway, a player notifies a teammate they’re shooting a wrong ball, it will constitute as a loss of coach and a warning. If player has used allowed coaches, the opponent will be granted **ball in hand**.

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12 DISPUTED GAMES

If a decision is not reached on a foul situation, **the game must be restarted and replayed**. Notify League Officer(s) of the dispute.

13 SPORTSMANSHIP

Un-sportsman like conduct will not be tolerated (**slamming or breaking a cue stick, disturbing the shooter, taunting the opponents, pocket change jingling, etc.**). First offense will result in a warning to the team captain of the offending player. Second incident from any player on the team will result in a loss of game. Questionable shots shall be clearly called prior to a player shooting that shot or questioned by opposing player prior to shot. Any team using an illegal player, (player or sub not listed on Teams roster) 1st offense a team shall forfeit all games played by that player. 2nd offense of using an illegal player, the whole team shall be penalized 24 games for that night's match. Players that are not actively shooting (including the opponent of the shooter) shall stay away from the table and out of the line of sight of the shooter.

PHYSICAL VIOLENCE WILL NOT BE TOLERATED! Anyone affiliated with the league instigating a physical altercation shall be held accountable as follows:

A player instigating a physical altercation shall be suspended for the remainder of the TNPL season.

A bar owner instigating a physical altercation shall lose the team or teams they sponsor. The teams of the offending sponsor will choose to either move their team to a new location or will drop out of the league. Whatever the team decides to do any monies previously submitted to the league, whether for dues, sponsor fees or membership fees will be non-refundable.

All sportsmanship issues and complaints need to be reported to a league officer.

14 FORFEITS

The first game will start promptly at **7:00 pm**. Each team is allowed a delay period of up to 15 minutes if no player is present. At the end of the delay period, if no players are present the tardy team shall forfeit the 1st set of (3) games. If no players are present after the next 15-minute delay period, the offending team shall forfeit all remaining games. Delay of Game is to be used if no players are available. **If there are more than (9) forfeited games the captain shall be report forfeits to league officers (Tom, Larry, Brooke and Tony).**

15 POSTPONEMENTS (due to inclement weather)

It's the sole responsibility of the team captain to contact the opposing team, **both captains** must agree to the postponement. The teams involved must arrange a make up match **within 1 week** to make postponement legal. **The team captains must notify 1 League Officer of the postponement and their make up date as soon as possible.**

If you are unable to contact the opposing team captain and do not attend the scheduled match, the match will result in a **24-0 score** for the team that was ready to play.

If **both team captains** agree to a postponement, the match **MUST** be made up by the following **Tuesday**, or the match will be recorded as **12-12 match (NO EXCEPTIONS)**.

Player's dues shall be collected as usual.

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INCLEMENT WEATHER / CANCELLATION

In the case of a weather-related cancellation, teams will have the option to either make up the match or split the 24 wins, with each team receiving 12 wins in total. If both teams cannot come to an agreement as to whether to make up or split, an automatic split will be put in for both teams in question. Points from split will be assigned as follows; 2 points each awarded to the players 1st-4th on each team and 1 point each for players ranked 5th-8th

16 CAPTAIN'S DUTIES

- A. Each Captain will collect all weekly dues **(\$80.00)**, except for the first week **(\$240.00)**, and mail to the Treasurer **NO LATER** than each Wednesday morning.
Any check(s) that come back insufficient funds, the team responsible will be charged **\$45.00** per check. These fees will be collected out of team(s) year-end monies.
- B. Captains shall watch all games or appoint someone from his or her team.
- C. Captains shall send in contact information and roster sheets as stated in **TEAM AND ROSTER**.
- D. Captains shall notify League Officer(s) of a legal postponement and make up date.
- E. Captains shall send in weekly score sheets via email or text message.
- F. If dues are more than 2 weeks past due, the offending team will lose the monetary value of those wins when their envelopes are calculated for the banquet. The statistical value of the wins will remain for standings. This will be on a rolling basis, allowing one full week's time to allow checks to get through the mail.

17 PRESIDENTS DUTIES

The president shall call and preside at League meetings, establish good communications with league captains, bar owners and monitor the league funds with the treasurer.

18 VICE PRESIDENTS DUTIES

The VP will handle the President's duties when necessary. He shall ensure that the secretary and treasurer complete their duties in a timely fashion.

19 SECRETARY DUTIES

- A. Performs all League statistics, player, and team standings.
- B. Maintains the League Website.
- C. Shall send out hard copies of team's information, player standings, and League Roster.

20 TREASURER DUTIES

- A. Shall see that each team has a **TNPL BINDER** - copy of Leagues rules, score sheets, and schedules etc.
- B. Shall record all bank fees, dues, and record all league expenses.
- C. Shall organize and account for all league monies distributed.
- D. Shall organize the banquet, prizes, etc.

21 ELECTION OF OFFICERS

An election of officers shall be held at end of year banquet annually. **NO MORE THAN ONE OFFICER PER TEAM** unless agreed to by popular vote during the previous banquet.

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22 SPONSOR FEE AND DUES

- A. The sponsor fee shall be **\$150.00** and shall be paid for by the end of November.
- B. Team members shall pay weekly dues of \$10.00 an additional \$20.00 shall also be collected the first week, for initiation and last week of play.

23 PLAYOFFS

The 1st team winning **12 games** determines a playoff win.

NO TIES shall happen during the playoffs. If the 8th player is needed, he or she shall only play 2 games in the final match. Each team shall have the same number of coaches as per the regular season.

**** All teams shall participate in an A-Flight and B-Flight and C-Flight playoff. Flights and playoff positions shall be determined by season ending standings.**

****Playoff positions and tiebreakers shall be determined by season ending standings and head-to-head competition.**

**** In the event teams are still tied, a coin toss shall be held to finalize playoff positions.**

**** Playoff match locations shall be determined by season ending standings. In the event that a match cannot be played in the home location of the higher seeded team due to another playoff match being played at that location, then the match will be scheduled to take place at the home location of the lower seeded team. EXAMPLE: 6th place team is playing 8th place team, match would be scheduled at 6th place team's home location, BUT 1st place team has a home match at that same location, 6 vs 8 match will be played at 8th place team's home location.**

24 MORE THAN ONE TEAM PER TAVERN

A bar or tavern may have more than 1 team, but no more than 2 teams. This is subjected to scheduling, and the second team may have to play some home games at a neutral site.

25 CONTACT INFORMATION

Any questions or concerns please contact one of the League Officers see contact information below.

Tim Farrell

315-404-3240

Larry Ames

315-525-1146

Tony Lamanna

315-794-6066

Brooke Baker

315-571-8053

AND REMEMBER HAVE FUN!!