

WICKLIFFE LANES THURSDAY NIGHT POOL LEAGUE

Purpose: A pool league for players of Straight pool and Nine Ball who enjoy playing for fun/entertainment and who have a high regard for exemplary sportsmanship and fair play.

Rules & Regulations

1. **Match/season format:** 2 halves of 16 weeks each. Round robin based on 20 players. Each match consists of one game of straight pool to each players handicap, and 1 match of 9 ball to each players handicap.
2. **Dues:** Dues are 12.00 per week multiplied by the number of weeks per half. (Generally 16 weeks but holidays interfere some years.) Dues are due at the beginning of each half payable in cash, check, paypal, venmo, cashapp or zelle. If a player elects to pay cash weekly the dues are increased to 13.00 per week. This is so the Secretary doesn't have to handle money each week. Winnings from the first half will be applied to the second half dues and players will be advised what their balance is before the first week of the second half. Year end winnings will be delivered on the last night of the second half.

Here is the accounting of a standard 16 week half-season:

Collected:	Paid to Room	Winnings Paid	Secretary
3648	1920	1600	128

3. **Starting time:** All league play will begin between 7:00 and 7:30 PM on Thursday evenings at Wickliffe Lanes. No make-up dates or times are permitted – no exceptions. Players are responsible for notifying their opponent, or league officer, before 7:00 PM on the day of the match if they will be arriving after 7:30 PM or they will forfeit both Straight Pool and Nine Ball, unless prior agreement has been made between the players.
4. **Game rules:** The based rules of Straight (14.1) and Nine Ball as published by the Billiard Congress of America will be used. Exception: Cue ball fouls only. Non-cue ball fouls are not ball in hand or loss of turn, and the opponent has the option of returning the ball(s) to their original position(s).
5. **Absences:** Players must advise the Secretary of an upcoming absence by 2 pm for a sub to be scheduled. Obviously, the sooner a player can alert the Secretary that a sub is needed, the more likely one can be found. If a sub can't be found, the player owes their dues for the week to pay for table time and their opponent's winnings from a forfeit. Players who do not advise the Secretary of an absence 3 times (lifetime) will be subject to removal from the league.
6. **Substitutes:** The Secretary will manage the sub list and match subs to players with similar handicaps as closely as possible. Substitutes are similar to players in that they pay the same weekly dues when they play and have a running handicap based on their record. They can pay dues via electronic payment for 12.00 or 13.00 for cash. Substitutes who fail to show will be removed from the list.

7. **Three foul rule:** A player must notify his/her opponent that they have committed two fouls in succession immediately after the second foul is committed. Three fouls: Straight pool, loss of 15 points. Nine-Ball, loss of game.
8. **Time Limit:** See attached “Straight Pool Time Limit Rule”.
9. **Cell and Texting phones:** Talking on cell phones is not permitted in the poolroom from 7:00 PM until the conclusion of the last match. All cell phones must be set to vibrate mode. If you must talk on your cell phone, please be considerate of your fellow players and do it outside the poolroom. Texting is acceptable.
10. **Match Results:** The winner of the Nine Ball match has the responsibility of reporting the won/loss for both Straight Pool and Nine Ball to the Secretary on match night or by phone (440-537-6045) before noon on the day following the match – Friday by noon.
11. **Start of Match:** Coin toss shall determine who breaks.
12. **House balls versus Player supplied balls:** Players may use their own regulation balls, providing their opponent agrees to the change, otherwise “house” balls must be used.
13. **Sharking/distractions:** Players should avoid being in their opponent's line of sight and should not be talking while their opponent is at the table.
14. **Double Hits, Push Shots, Miscues:** Object balls frozen to the cue ball must be observed as frozen by the non-shooting player and then may be hit with the cue stick aimed at the object ball. If the cueball is double hit by the cue stick, the shot is a foul. You cannot place the cue tip on the cue ball and shove it forward or it will be called a push shot and result in a foul. An unintentional miscue is not a foul. An intentional miscue is a foul.
15. **Ball return:** The loser of the last Nine Ball match is expected to return the last set of balls to the ball cabinet, lock the cabinet and return the key to the front desk.
15. **Scoring:** The player that makes the last ball in a straight pool rack marks his score but does not push the beads. The racker racks, checks the score, and pushes the beads.
16. **Sportsmanship:** Players who make a commotion, smack their stick on the table, slam balls around, start arguments, or generally let their emotions get away from them, will be removed from the league. No three strikes. Everyone should consider themselves on probation because there will be no breaks given for unsportsmanlike conduct. We want league night to be competitive but also fun among friends.

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Straight Pool Time Limit Rule

1. Unless by agreement between both players, no new inning will begin after 9:30 PM, except by the player who is losing.
2. The losing player is the player who is furthest from their handicap.
3. The losing player needs to pocket enough balls at his/her (last) inning in order to reach their handicap.
4. If both players need the same number of balls to reach their handicap at 9:30, each player will have one more inning to reach, or come closest to their handicap, and win the game.
 1. First example: Player A's handicap is 100 and Player B's is 70. At 9:30 Player A is at 95 and Player B is at 55. Player B will need to run 15 balls at his/her last inning to win – 70 points.
 2. Second example: Player A (handicap of 100) has a score of 80 at 9:30 and Player B (handicap of 70) has a score of 69. Player A is losing and needs to run 20 balls in their final inning in order to win – 100 points.
5. In the event of a tie after 4 (above), the winner will be decided by “sudden death”. The player who scores the next point wins the game.

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14.1 Continuous

Special Racking Situations

When the cue ball or fifteenth object ball interferes with racking fourteen balls for a new rack, the following special rules apply. A ball is considered to interfere with the rack if it is within or overlaps the outline of the rack. The referee will state when asked whether a ball interferes with the rack.

- (a) If the fifteenth ball was pocketed on the shot that scored the fourteenth ball, all fifteen balls are re-racked.
- (b) If both balls interfere, all fifteen balls are re-racked and the cue ball is in hand behind the head string.
- (c) If only the object ball interferes, it is placed on the head spot or the center spot if the cue ball blocks the head spot.
- (d) If only the cue ball interferes, then it is placed as follows: if the object ball is in front of or on the head string, the cue ball is in hand behind the head string; if the object ball is behind the head string, the cue ball is spotted on the head spot, or on the center spot if the head spot is blocked. In any case, there is no restriction on which object ball the shooter may play as the first shot of the new rack.