



Metro Pool League Rules

Objective

The primary goal of the Back Door's Metro Pool League is to provide a casual, friendly and secure environment for pool players. This is not a professional pool league so don't take the competition too serious. The principles of courtesy and respect among players are highly valued and should be consistently applied.

We are here to socialize, play and have fun. No harassment, intimidation or improper conduct will be tolerated. Violations can result in immediate departures from the league or in a monitored probationary period.

Don't take the competition too seriously!

TEAM MEMBERS: Each team must have a minimum of four (4) and a maximum of eight (8) players. All players must be a minimum of twenty-one (21) years of age. Four (4) players are to play each week. The team may add or remove players in the first five (5) weeks of play.

After the fifth (5th) week, no players may be added or substituted without express permission of the League Director. Permission may be granted if the team is found not to have enough players to continue the session due to players moving out of town or change in work schedule that will not allow them to complete the session thereby causing the entire team to quit. The fee for adding a new player is \$10.00 per player. Teams are encouraged to be co-ed but it is not mandatory.

ENTRY FEE: The entry fee per team, per session is \$25.00. This is to be paid no later than the fifth (5th) week of play. Any team that does not pay the entry fee will have twenty-five (25) points deducted from their total cumulative score and no points will be added until dues are paid.

START TIMES: Pool sessions begin at 7:30 p.m. If the first game has not begun by 8:00 p.m; the team that has not arrived is subject to a forfeit.

Players may have ten (10) minutes between games. If a player from each team is not ready to play within ten (10) minutes of the previous game ending, the player who is not there forfeits the game (not the entire week, just the game that they are late for)

SKILL LEVELS: Players skill levels:

Players will be ranked from 2 – 8 on skill level. The skill rankings for an entire team playing on a team per night can not exceed 24. Therefore; if your team has four players playing and the first three are ranked an 8, a 7, and a 6, the final player must be ranked a 5 or below. New players will be set at a skill level of 3 for female players and at 5 for male players.

Players who are ranked 3 or below are allowed three (3) timeouts per game.

Players who are ranked 5 or 4 are allowed two (2) timeouts per game.

Players who are ranked a 6 are allowed one (1) timeout per game.

Players who are ranked at a 7 or an 8 are not allowed any timeouts per game.

TIMEOUTS: When a player calls a time out, they are allowed to talk to one (1) player on their team. If more than one player on their team wishes to express an opinion, the player must step away from the table until the person coaching them is ready to provide them with their coach. No other players on the team are to speak to the shooting player about an on-going game. A time out is not to last longer than one (1) minutes. Exceeding time out time will result in ball in hand for your opponent.

HANDICAPS: New players start out at handicap averages which are twenty-eight (28) for a female shooter and thirty-three (33) for a male. This will serve as the players handicap until they have played three (3) games at which point their handicap will be figured by the number of balls made in by the player for all games played divided by the number of weeks played.

If a new player shows exceptional skills within their first or second week, their handicap may be adjusted more quickly.

To figure out your teams cumulative handicap, add the handicaps of all four players, subtract this amount from 160. The remaining amount will be your team handicap for the week.

SCHEDULE: The schedule for the entire session is set prior to the beginning of the session. It may be adjusted by the director to adjust for additional or fewer teams or to make schedule more fair. The four boxes on the schedule represent each of the four tables used for pool league. The two teams in the top box will play on table #1, in the second box will play on table #2 and so on.

VISITING TEAM / HOME TEAM: The first team listed in the schedule box is the Home Team. The second team number is the Visiting Team. Each of the visiting team members plays five (5) games in a row, with the home team alternating players until all five (5) games are played. The visiting team has the first break, breaks alternate between teams each game thereafter. The player who racks pays for the game.

TEAM FORFEITS: If a team is unable to produce enough players to start play by 8 p.m., the team may play around one game for that player only. If playing with three players, a team will designate 25 points for the missing player for the night. When a player forfeit occurs, it must be for the player with the highest average on the team who is not available – no matter who was expected to show up that night.

If a team is forced forfeit for the entire night, the team that forfeits will receive 120 points. The team that declared the forfeit will receive 160 points, plus 5 for a win and 5 for their dues.

If the team declaring the forfeit chooses to do so, they may schedule a re-match with the team that forfeit. The re-match must be played prior to the next scheduled league date.

INDIVIDUAL FORFEITS: If a team does not have four (4) players present, they may choose to forfeit the game for their entire team. If they choose to play, and the players do not show up in time to play, the player(s) forfeit the game(s) they are not present for. The game(s) missed will be scored as an eight (8) for the player who is present and a zero (0) for the player that is not present. Individual forfeits may be called if the player has not arrived within ten (10) minutes of the previous game being complete whether the player is on the premises or not.

TABLE RULES: No “jumping” a ball is allowed for any reason. No table talk (attempting to threaten or intimidate another team OR coaching by loudly telling others what the player should do). No placing any object (other than a marker and pool chalk) on any part of the table unless it can be proven medically necessary.

VALID BREAK: The breaking player will have three (3) attempts to make a “valid break”. A break is not valid if at least four (4) balls have not hit a rail OR a ball, other than the cue ball, has not been sunk. Therefore if less than three (3) balls hit a rail but a ball in play drops into a pocket, the break is valid. It is up to the player who racked the balls to call an invalid break and re-rack the balls for the next attempt. After the third attempt if the break is not valid, the break goes to the opponent who may choose to re-break or choose Ball-in-hand in the kitchen in order to shoot the balls as they lie.

If the 8 ball is sunk during the break, the breaker gets an 8, the opponent gets zero.

If the 8 ball is sunk during the break AND the cue ball is sunk, the breaker gets a 0 and the opponent gets an 8.

VALID HIT: In order for any hit to be valid, the cue ball must first make contact with one of the shooting players object balls (if the player is shooting at solid balls, the cue ball must make contact with a solid ball prior to making contact with a stripe ball or the 8-ball). After the cue ball has made contact with the object ball any ball on the table must make contact with a rail.

If a ball is considered frozen on the rail and no balls hit the rail after the cue ball makes contact with the frozen ball the hit has not met the rules of a valid hit. An invalid hit will result in ball-in-hand for the opponent.

SHOOTING THE 8 IN EARLY: If the 8 drops while a player is shooting, the opponent gets an 8.

CLOSE SHOTS: It is the duty of the opposing player to call a third party over to “watch a shot” that they believe may hit their ball first. The third party’s word is final.

COMBINATION SHOTS: Prior to a ball being pocketed, the shooting player may use any ball on the table, other than the 8 ball, to hit a combination shot. After a ball has been pocketed, the first ball hit and the ball pocketed must be the shooter’s balls. Any combination of balls may be hit in between.

FOULS: Fouls will result in Ball-in-hand to their opponent if:

1) The cue ball is disturbed prior to the hit by the shooters hand, clothing or any part of their pool cue.

2) Any ball is moved by another player or coach.

3) The shooting player does not have at least one (1) foot on the floor. (unless physically unable to do so)

4) The cue ball is pocketed

5) Any ball is knocked off the table.

6) A stationary ball is “jumped”.

7) The cue is shot before all balls on the table have stopped moving from the previous shot.

8) The shooter shoots out of turn.

9) The cue ball is struck by the cue stick more than once during any particular shot.

10) A coach or another player can not place the cue ball for the shooter when a ball in hand exists.

BALL-IN-HAND: A player may receive Ball-in-hand from their opponent if the previous shot was not a valid hit, if the previous player picked up a moving ball, if any ball came off the pool table as a result of the previous shot or if the cue ball was pocketed during the shot. If the offense causing the ball in hand is on the break, the player must place the cue ball “in the kitchen” or behind the first diamond on the pool table. If it is not on the break the ball may be placed anywhere on the table.

Until the shot is made the ball may be picked up and re-placed or moved. A ball-in-hand may only be placed by the player’s hand. The cue ball can not be touched by any other player or moved by any portion of the player’s pool cue.

MARKING THE EIGHT SHOT: If a player has hit in all of their balls and is shooting at the 8 ball; the player must mark the pocket in some manner (such as a beer coaster or chalk or clearly pointing toward the pocket) into which they intend to shoot the 8 ball. The pocket must be clearly identified and not be between pockets. If the 8 ball goes into an unmarked pocket or if the cue ball is sunk on an attempt on the 8 ball (whether or not the 8 ball is pocketed in a marked or unmarked pocket) the opponent gets an 8, the shooter gets however many balls they have remaining on the table. Team members may remind a player to “mark their pocket”. The marker may remain on the table throughout the game. If the marker is in the way of the player, they may remove the marker while they shoot until it is time to mark the pocket and/or it is time for the next player to shoot.

TEAM AWARDS: First place team receives \$800, second place \$600, third place \$300, and fourth place \$150 if there are eight teams in the league. The owner of the Back Door will determine prize amounts for seven or fewer teams.

INDIVIDUAL AWARDS: Top male and female pool players win \$50 each. They must have played nine (9) sessions to be eligible for prize money.

Revised August 1, 2011