

2024-25

Sterling / Rock Falls Pool League

General Rules

1. All locations must meet league approval. No private residents are allowed.
2. All players must be of legal drinking age.
3. Play starts at **7:00 p.m.** regular time, not bar time. If a player is not present by **7:15p.m.** and is up to play, they will forfeit that game and any other games that they miss.
4. A team can have 3 players present to play a match. The team missing a player will receive ZEROS for the missing player. The opposing team will receive 10s. \$6 dues for the missing player must still be paid.
5. If for any reason a player must leave the game they're playing, (i.e. use the bathroom) they have 5 minutes to return or will have to forfeit the game. If an emergency arises in the course of a game, that game and any remaining must be made up before the next week's play. Or ZEROS will be awarded for the missed games.
6. During team play, if a friend or player of the team is getting out of hand, that player/team is responsible for getting them under control. If unable to do so, the bartender or proprietor may take care of it. The team may have to forfeit the match. Please be an adult. Being respectful and courteous is the key here.
7. UNSPORTSMEN LIKE CONDUCT WILL NOT BE TOLERATED!! Definition is as follows. Anyone guilty of any physical altercations will forfeit their remaining games for the night and must leave the premises immediately! Whether you started it or not. Pending a hearing, the player/s involved may be suspended from the league and forfeit all points and money earned for the team. "SHARKING" and/or being disrespectful to your opponent, or anyone for that matter, falls into this category as well. We're here to have fun!
8. If you have a dispute with one of the sponsor/proprietor or his/her bartenders, handle it yourself. The league will not interfere with the decision of the bartender or sponsor/proprietor.
9. Insert your name on a 2nd score sheet and you're on that team's roster for the rest of the season. **8** players per team is the limit. Extra players added without permission of the league will lose their points and money.
10. In the case of a "BYE" night, the attending team will receive a score of 135 & 3.5 rounds. No sheet or money required.
11. For a "NO SHOW", the attending team must turn in their score sheet and money to receive a score of 135 & 3.5 rounds. Late fee may apply to the no show.
12. In the case that both teams reschedule play, league officers **MUST** be notified. The rescheduled match must be made up within 2 weeks or before a position night. Whichever comes **FIRST**.
13. The money is paid back per point. Please print names, first & last, legibly! Your team scores are taken from the individual player scores. Double check your math.
14. Each team's captain is **responsible** for collecting the score sheet and taking it to the drop box by midnight the night of play. Weekly dues are \$24 per team. That's \$6 a person. The drop box is at **Whiskey barrel**.
15. There will be a \$20 fine for turning your envelope late. An additional \$10 fine per week for every week it's not turned in can be added.
16. We are an **ACS** sanctioning league. The ACS sanctioning fee is \$15 per player. Please have this fee paid within the first 2 weeks of play. If you have paid the \$15 while participating in another ACS league, after May 31st., no fees are due.
17. The important rule is to be adults and have fun!!

GAME RULES

1. Rack your own break. Visiting team breaks 1st and 3rd sets. Home breaks 2nd and 4th sets.
2. If a shooter on the break, in a breaking motion, hits the cue ball out of the kitchen (miscue) and doesn't make contact with the racked balls, the opponent may then break. Rule #3 applies to opponents break.
3. On the break, you make the 8-ball, it's not a win. The breaker has the choice of spotting the 8 or re-racking. Scratch on the break results in ball in hand in the kitchen for your opponent.
4. Pocket a solid or stripe on the break leaves the table still OPEN. You must then LEGALLY pocket a called solid or a stripe to determine which ones you now have. Table is open until someone legally pockets a called ball. The shooter may first shot a stripe to pocket a solid in a combo. The same for stripes. The 8-ball is never neutral. This combo sequence is only legal after the break on an open table.
5. Except for the break, all shots are call your ball and pocket. Obvious shots are gentlemen's call. But you should always call the 8-ball!
6. Safety Rule: A shooter legally pockets a ball and discontinues his turn. The shooter must "declare" his intentions to his opponent prior to shooting it. The opponent must acknowledge the call. If not "declared" by the shooter, he must continue his turn if a legal shot was pocketed.
7. A player accidentally touching any ball is not a loss of turn. If the player does not tell his opponent of the mishap, then it's a loss of turn. If a ball is moved, leave it! A compromised ball position, between the 2 players, must be reached before it can be touched. This is not a ball in hand foul!
8. Scoop shots are illegal. The result of this foul is a loss of turn. Jump shots are legal
9. Ball in hand rule:
 - A) Cue ball foul: Accidental bump or moving of the cue ball.
 - B) Cue ball scratch: Except if shooter scratches on the break. Then the cue ball must be placed completely in the kitchen and the object ball shooting at must be completely out of the kitchen. Any questions, ask your opponent before you shot.
 - C) If a legal shot doesn't occur: I.E. Your shooting stripes. After legally contacting a stripe with the cue ball, a ball must then hit a rail. This ball may be any ball. The 8-ball, the cue ball, a stripe, or a solid.
 - ****Remember, rail contact must occur AFTER a legal hit.
 - ****Pocketing ANY object ball, after a legal hit, doesn't require rail contact.
10. "Locked" or tied up balls (cue ball & object ball) must be shot at a 45 degree angle. In other words, no push shots. The result of not shooting at a 45 degree angle is a ball in hand foul.
11. All fouls must be called **ASAP!** If a player shoots the wrong balls, the foul must be called before the 2nd shot after the foul occurred is made. After the 2nd ball is shot & made, it's too late! Those are now his and you'll have to just deal with it. Always watch your game!
12. If a foul is called and the 2 players, or captains, can't settle the matter, a coin can be flipped to settle the disagreement. Or worst case, the game can be re-racked as it originally was started.
13. The only person that can call a foul is one of the two players involved in the game. If one of his teammates does, this is a loss of turn. One warning to the team captain is acceptable.
14. **NO BENCH COACHING.** This is also a loss of turn. One warning to team captain is acceptable. You must ask a team member for advice. It doesn't have to be the captain.
15. On a legally pocketed 8-ball, rule #7 is committed, the result of this is a loss of the game. While shooting the 8, you scratch and miss the 8, it's ball in hand to your opponent. It's not a loss. A cue ball scratch and pocket the 8 is a loss of the game.
16. If a problem occurs. Be adults, handle it yourselves, and always apply common sense! The League President or Vice-President may make a temporary decision. The Rules Committee will make the final ruling.

GAME SCORING

- 1.** 1 point for every ball pocketed. 3 points for a legally called and pocketed 8 ball. You receive a total of 10 points for a legally won game.
- 2.** Your opponent earns 1 point for every ball pocketed.
- 3.** Pocket the 8 ball out of turn. Your opponent wins. They receive 10 and you receive 1 point for every ball you have pocketed up to that point. And vice versa. While shooting the 8 ball. It is pocketed in the wrong pocket. Your opponent wins 10-7.

HANDICAPPING

- 1.** It requires 3 weeks of play to establish a handicap. During those first 3 weeks, you are what you shoot for the that night. You take your score for the night and divide by 4. I.E. a 36 divided by 4 is a 9. 28 divided by 4 is a 7 and etc. Averages are rounded up or down. I.E. 7.5 = 8. 7.49 = 7 and ect. During the first 3 weeks the minimum nightly average for men is a 7. During this time the minimum nightly average for women is a 5. After you record 3 weeks of play, you are what you are. There is no minimum.
- 2.** Any player who has played 4 or more weeks, in last season's league, will use last season's final handicap in the first 3 weeks of this season while establishing their new handicap.
- 3.** When using a sub. The above mentioned rules to establishing a handicap includes them as well.
- 4.** At no time can the difference in the team handicap averages be greater than 10 points per round.

STANDINGS & PAYOUTS

Standings are posted by round wins.

Payouts are by points scored. Excluding handicaps & byes.

LEAGUE OFFICERS

BOB STEINHAGEN - LEAGUE PRESIDENT 815-718-3633

BILL LILLY - LEAGUE VICE-PRESIDENT 815-716-6727

RULES COMMITTEE

ALL TEAM CAPTS.

HAVE A GREAT & FUN SEASON!!!!