



BELOIT THURSDAY NIGHT "ELITE" POOL LEAGUE



*Game is Bank-The-8-Ball with ball in hand rules.
Call pocket, not shot. It doesn't matter how the ball goes into that pocket...
meaning kisses or rails, you only call the pocket. All fouls are ball in hand.*

Five individuals to a team, playing three games each. Each player pays \$10 per night in the envelope. We will have a banquet at the end of the season. Trophies will be awarded for the top finishers.

Start time is 7:00 P.M. If five legal players have not shown up by 7:15 P.M., this is a forfeit, unless the opposing team allows a longer wait.

- 1. We are playing Bank-The-8-Ball, with ball in hand rules. Safeties are legal (and encouraged). A ball must hit a rail or be pocketed after contacting an object ball to be a legal hit. Failure to do so is a foul.*
- 2. All balls except 8-Ball are neutral until suit (solids or stripes) is established. The 8-Ball is never neutral.*
- 3. 8-Ball on the break is not considered a win. If you scratch and make the 8-Ball on the break, it is not a loss. If you make the 8-Ball on the break, you have the option to spot it up and keep shooting, or re-break. If you make the 8-Ball on the break and scratch, the opponent has the same option.*
- 4. It is "Take What You Make" on the break. On the break, or after the break (prior to suit being established), if one or more solid(s) AND one or more stripe(s) are made in the same shot... suit is still not established, and table is still open. All balls except the 8-Ball are still neutral at this point.*
- 5. The whole cue ball must be behind the head-string on the break.*
- 6. Scratch on the break, incoming player must keep cue ball behind the head string. On a scratch after the break, incoming player can place the cue ball anywhere on the table.*
- 7. If the cue ball goes off the table, it's a foul. If the 8-Ball goes off the table, it's an automatic loss. Any object ball off the table stays down, and it's a foul (opponent has ball in hand).*
- 8. Any contact between the cue ball and your cue or hand is a foul.*
- 9. If one object ball is moved, it's not a foul... opponent can move the ball back to its original position, or leave it there. If more than one object ball is accidentally moved, it's a foul... balls stay where they are, and player loses his or her turn.*
- 10. Any ball that drops into a pocket without contact, will be replaced to its original position... it's not a foul.*
- 11. Four balls must contact rail on the break. Failure to do so gives the opponent the option to re-break or shoot the balls as they lie.*
- 12. The shooter may designate only one team member to approach the table for each particular shot. The shooter may step away from the table to ask advice from their team. Failure to comply with this rule is loss of turn. Aiming devices are not permitted while player executes shot... examples: fingers, chalk, cue.*
- 13. Player must have one foot on the floor at all times, unless player is wheelchair handicapped.*
- 14. No jump cues allowed. Jump shots must be made with a full cue. "Scooping" the cue ball is not permitted.*
- 15. If due to an emergency, a team cannot make a scheduled night of play... contact the league so that a new time can be set up to play the match.*
- 16. Clipboards will be hanging up by table #1 at The Carom Room. You can pick them up any time throughout Thursday. Turn the clipboards in to the bartender after the match.*



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17. A "short-rail" (adjacent rail) is not considered a bank... it has to be bank or kick that is a minimum of one non-adjacent rail.

ROSTER

1. Each team must turn in a roster of at least 5 players, either men or women, prior to the first night of league play.
2. No roster changes five weeks before the end of the season.
3. If an "A" player or sub drops from a team roster, he or she may not play for another team in the league for the remainder of the season. He or she may only return to the team that they dropped from. "B" players can sub for multiple teams.
4. Roster can have three subs. Subs must play three times in the regular season in order to play in the tournament.
5. All roster changes must be made 24 hours before the next match is played.
 1. Email to davecoles@sbcglobal.net
 2. Drop off at The Carom Room
 3. Call (608) 365-1811

BAD WEATHER

*In the event of extreme bad weather, matches will be called off and postponed by 6:00.
Captains will be contacted before 6:00.*

You must be at least 21 years of age to play in this league.