

SOUTHEASTERN WISCONSIN TAVERN LEAGUE
MEN'S LEAGUE RULES

Secretary - Joan Underhill - Home 262-891-3082

RULES COMMITTEE

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2011-2012 RULES AND REGULATIONS

LEAGUE RULES

- 1) SEWTL's ultimate goals are to further promote good sportsmanship and unity of the game of pocket billiards and to also promote business and good will for the sponsoring taverns.
- 2) The SEWTL boundary limit will consist of any part of Kenosha County west of I-94 to HWY 12.
- 3) SEWTL has banned Jennie Dupuis from playing in this league.
- 4) SEWTL will exist as a non-profit billiard league. All sponsor fees and player fees will be awarded back to the players proportionate to final league standings after the following deductions:
 - * president, secretary, treasurer fees
 - * supplies, banquet, trophiesAny funds used for purposes other than league functions that are not recognized or authorized by the league board will be considered illegal and subject to prosecution.
- 5) Any tavern, operator, individual or team may be expelled from the league for poor sportsmanship, unbecoming conduct, or any other reason considered detrimental to the league. If a physical altercation occurs the player or players will be automatically expelled from the league. Uncalled for verbal abuse will result in a 1 week suspension of the player for the first occurrence and possible expulsion if it reoccurs. All monies paid to the league will be forfeited.**
- 6) Sponsor fees will be \$75.00 per team.
- 7) The following trophies will be awarded to both men's and women's leagues at the end of the season:
 - A) Sponsor trophies to the 1st, 2nd, 3rd place teams
 - B) 5 individual for 1st, 2nd, 3rd place teams
 - C) 1 MVP trophy per team. (Each team will pick their MVP player. If a player is not picked the trophy will be given to the player with the highest number of points on the team. This player must meet the minimum amount of weeks required.)

- D) Top shooters of each league. We will award trophies to the top 3 shooters of each league. (These players must meet the minimum amount of weeks required.)
 - E) High score of the league. One trophy per league will be awarded to the player who earned the highest number of points in a match during the season.
 - F) 8-BALL BREAK TROPHIES – award number as appropriate.
 - G) TABLE RUN TROPHIES – award number as appropriate.
- 8) SEWTL shall consist of a Men’s league and Women’s league. Men’s league will play each Monday night beginning at 7:30 p.m. Women’s league will play each Tuesday night beginning at 7:00 p.m. (A 15 minute grace period is allowed before a forfeit can be called)
- 9) **Team rosters need to be filled out and turned in with your score sheets by Week #1.**
- 10) Each team is allowed 10 players (5 regular & 5 substitutes) on their roster. Once a player plays for your team that person is on your team. A team is allowed 4 roster changes during the season. If for any reason a team needs to make a change or an addition to their roster you must notify the Secretary at least **a half hour** prior to your next scheduled match. There will be no roster changes allowed the last 4 weeks of the season. Adding a player will not be counted as a roster change if you have less than 10 players on your roster. Example: If you have 8 players on your roster, adding another player is not a roster change. If you have 10 players on your roster and remove a player to add a new one it will be counted as a roster change.
- A) You will not be allowed to switch teams at all during the season. Once you are on A teams roster you are on that roster. If you drop a person off that roster that person cannot play for another team.
- 11) A player may only be on one roster at any given time. A player may only be a substitute for one team only.
- 12) If a team uses an illegal player ANYTIME during the season it will result in an automatic forfeit. If this happens it will be noted on the standing sheets the following week.
- 13) If for any reason a team has a question about a player on another team’s roster they will have to call the Secretary to verify that team’s roster. Teams will not receive a sheet showing all teams and the players on their rosters.
- 14) Player fees for both men’s and women’s teams will be as follows:
\$5.00 per player per week = \$25.00 per team per week
Cash only – no personal checks will be accepted.
- Every team is required to turn in \$25.00 per week. Even if a team shoots with only 3 or 4 Players, that team is still responsible to turn in the full amount.
- 15) The following bars will be used as drop off points during the season: Kelly’s , Donovan’s and Drifter’s. Men will have until Tuesday night at 7:00 P.M. to turn in their scores and fees. Women will have until Wednesday night at 7:00 P.M. to turn in their scores and fees. Scores and money will be picked up each night so make sure your stuff is dropped off on time.

- 16) The visiting team is responsible for dropping off the player fees and score sheets. All drop off points will have a League Drop Off Sheet that needs to be filled in for each team dropping off scores and money. It is the teams responsibility to make sure the person at the drop off bar fills in that sheet with your team's name, your name and that persons name.
- 17) Forfeits
- A. Forfeit points will be awarded when a team does not show up on league night to play or in the event of their first Bye. Team forfeit – 50 points
Individual Players – 5 points per game
 - B. If a team has more than one Bye, all remaining Byes will be as follows:
The team receives an average of their points figured on the current standings. Each player receives an average of their player points figured on the current standings and spread across three games. If your average is 3.42 that will be multiplied by 3 (10.26). 10 points will be spread across 3 games and what is to the right of the decimal point will be dropped.
 - C. Teams turning score sheet and money in late will pay a \$25.00 fine. All players keep their points. If a team is more than 2 weeks behind in paying their dues. The league board (president, secretary, treasurer, rules committee) may vote to expel them from the league.
 - D. If a team uses an illegal player, the opposing players receive 8 points per game, unless the opposing player won by more points. They get to keep their original points, 8-ball break or table run.
- 18) The captain shall notify the opposing team if a player is going to be late. It is up to the team captains to determine forfeit time. If no agreement is made, see above.
- 19) A team must have at least 3 players by the end of the grace period to begin a match. If a team does not have 3 players it will result in a forfeit.
- 20) A team is a team from week #1. If a team drops out all wins, losses, and points will stand. Also, that team will not receive any money or trophies at the end of the year.
- 21) The **MINIMUM** number of weeks of play required for this season is as follows; a player may miss up to 5 weeks to be eligible for certain trophies.
- 22) If the league has a position night and two teams from the same bar are scheduled to play at home but the bar only has one table, the team with the better record gets to play at home. The other team must travel.
- 23) If two home teams are playing at the same bar, the team with the better record gets to choose which table to play on.
- 24) If because of weather the league deems it necessary to cancel games on a given night we will notify all the bars of the cancellation. We will not call each individual team. If this happens we will make up the cancelled games at the end of the season.

GAME RULES

ALL PLAYERS MUST BE 21 OR OLDER TO PLAY!!!!

1) Home team breaks in the first round, visiting team breaks in the second round, and the third round is determined by a coin toss. The home team players will flip the coin in that round.

2) There will be **NO COACHING** allowed during play.

3) **SHOOTING PLAYER MUST ALWAYS CALL THEIR SHOT!!!!**

4) Two people from each team will referee each game. The two players shooting the game and the captains from both teams or another designated watcher. Only those people should call fouls.

5) **ANY CALLS REGARDING RULES OR REGULATIONS MUST BE MADE DIRECTLY TO THE RULES COMMITTEE. The president, secretary, and treasurer will not take any calls regarding rules or regulations.**

6) If there is a problem such as a rule question or a disagreement about a foul during a game, that game must stop and you must call the rules committee to get it straightened out right away. If a game continues without fixing the problem the game stands as is. It cannot be fixed at a later time.

7) Break rule: Once the cue stick hits the cue ball and places the ball in motion, the game is underway. If the cue ball does not hit the rack at all, the same player may break again. If the cue ball hits the rack (regardless of whether any object ball hits the rail or not) the break is considered good and game proceeds, unless both players agree to re-rack. If the cue ball does not hit the rack, no one is allowed to touch the cue ball until it has stopped moving. If anyone stops the cue ball in motion it will result in a foul. If the breaking player commits this foul, your opponent is awarded the break.

8) **Choice of Group: The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. The table is always open immediately after the break shot. The choice of group is determined only when a player legally pockets a called object ball after the break shot.**

9) On the break or after a scratch the cue ball must be positioned completely behind the head string. No part of the cue ball may touch the head string at that time.

10) When positioning the cue ball on the table, you may only use your hand. At no time will you be able to use your cue to align the cue ball. If this happens it will be a foul and ball in hand to your opponent.

11) Every shot following the break must be designated as one of the following:

A) SHOT – Clearly designated ball and pocket. A scratch, incomplete shot, or illegal shot terminates turn.

12) The 8-BALL will never be neutral.

13) Jump shots must be called before the shot is attempted. It must be a legal jump shot by driving the cue ball down into the table. Scooping of the cue ball is a foul and results in a loss of turn.

14) After a scratch, any ball touching the headstring is considered “in the kitchen” and cannot be hit.

15) ANY CONTACT OF ANY BALL DURING PLAY WILL RESULT IN A FOUL. THIS MEANS THAT IF ANY PART OF YOUR BODY, CLOTHES, OR POOL STICK TOUCHES ANY BALL ON THE TABLE IT IS A FOUL.

16) On the break, if any ball falls off the table it is a dead ball. The ball is to be dropped in a pocket, NOT put back on the table. It does not matter which ball it is. If this happens it will result in the following:

- A) The person knocking the ball off the table loses his/her turn.
- B) If the person knocks the 8-ball off the table, the player loses the game.
- C) If the player knocks the cue ball off the table it is treated the same as a scratch Shot. Opponent gets ball in hand behind the headstring.

17) During the game, if a ball is knocked off of the table it will result in the following:

- A) If you are shooting and knock either your ball or your opponents ball off of the table, the ball in question will be spotted on the table.
- B) If a person knocks the 8-ball off of the table at any time it results in a loss.

18) A game ends when a player successfully sinks the 8-ball in turn.

19) Scoring is as follows:

2 points are awarded for the 8-ball plus 1 point for each opponents balls remaining on the table at the conclusion of the game with the following exceptions:

- A) 8-BALL BREAK – automatic 10 point win. (This must be circled and noted on both teams score sheets.)
- B) SCRATCH ON AN 8-BALL BREAK – 9 point win for the opponent,
- C) TABLE RUN – 10 point win (This must be circled and noted on both teams score sheets.)

TABLE RUN is as follows:

- 1) Breaking player breaks and makes a ball/balls on the break and runs the rest of his/her balls off the table including the 8-ball on

that turn.

- 2) Breaking player breaks and no ball are made. All 15 balls must still be on the table. Opposing player on their first turn runs all 7 of his/her balls including the 8-ball on that turn.

20) In the event of a tie, each team will pick 1 person to play a best 2 out of 3 game match. The team that wins the tie breaker will receive 1 extra point that will be added to both teams score sheets that night. If this occurs the 2 players playing the match will not receive individual points. If either of the 2 players gets an 8-ball break or a table run, they will receive a trophy at the end of the season.

21) At the end of the match, both captains must sign both books agreeing that the scores are correct. If the sheets are not signed and there is a discrepancy with the scores, the sheets will stand as is.