

Huntt's In-House Pool League Rules

- **Games start at 7:00 p.m.** If you are not here at the time your game starts, you forfeit that game. (Example: you may be the player on the roster that doesn't shoot until the third game. If you do not arrive before your game starts, you forfeit.
 - Each team consists of 4 players. When you sign up for the league, you sign up as a team, not an individual.
 - Each player from the home team MUST play each player from the visiting team ONCE per night. See score sheet for player lineup.
 - Requests for days off for individuals or teams will not be honored. Games cannot be rescheduled to a different day - no matter what. Schedule a sub to play for those team members that cannot make it.
 - You are responsible for getting your own subs. The league does not maintain a list, nor do I arrange for your subs.
 - **There is no rule that says your sub must pay.** It is the team captain's decision. Some teams choose to get reimbursed by the team member that did not play that night. **No matter what, the envelope must contain \$40 at the end of the night.**
 - 50/50's will be sold by each team - see the highlighted areas on the schedule to determine your assigned night.
- 50/50 Ticket Prices:
\$1/ea, 6 for \$5, 15 for \$10**
- The HOME team is responsible for turning in the completed score sheet at the end of the night. One score sheet will be collected for each table. If you are the visiting team, you are more than welcome to keep score as your own personal backup.
 - The HOME team is responsible for collecting the nightly fees and giving them to Tina **IN ONE ENVELOPE. There must be \$40 in the envelope each night. NO IOU's accepted.**
 - Each player receives ONE free drink at half-time. The drink must be that which you have been already consuming for the particular night of play.
 - Players who sink the 8 ball on the break will receive a FREE drink!
 - Season winners will be selected as follows:
1st, 2nd, and 3rd Place teams – as well as 1st Place Male and Female Shooter.
 - **EACH and EVERY PLAYER must play 70% of their scheduled games in order for their TEAM to win prize money.**
 - **NO SHARKING!** Sharking means to perform some act or make some utterance with the intent to distract, irritate, or intimidate the opponent so that they do not perform well, miss a shot, etc. It is forbidden, and is a form of unsportsmanlike conduct. Sharking is definitely unsportsmanlike behavior. Play nice!

This also includes singing, talking loudly just to be distracting, dancing around the pocket, etc.
You will no longer play for the league if this behavior happens. This goes double for those that have been warned!
 - **NO COACHING.** There will be no coaching during your game. Coaching is unsportsmanlike behavior. Players may not ask other players what to do, or get advice on how to make a shot. Please feel free to discuss what you "could have done differently" AFTER YOUR GAME.

**It is your responsibility to read and play by these rules.
You may not agree with them, but they are the rules.**

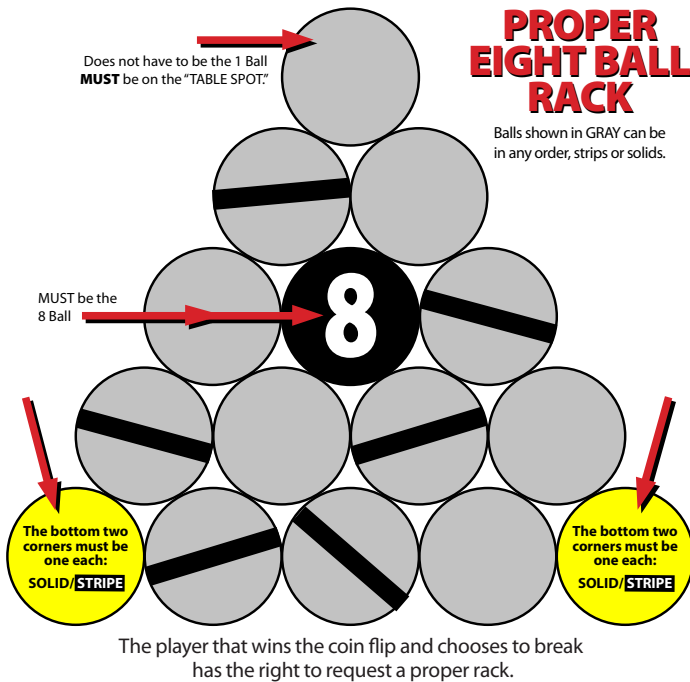
In-House Pool League General Rules of Play

Game Start

- The HOME TEAM will always be responsible for the coin flip. Teams will flip for the break for EVERY game.
 - The winner of the flip has the option of breaking or requesting his/her opponent to do so.

The Rack

- The player winning the break has the right to request a proper rack. See the following diagram:



The Break

- The opening break is not a "called shot." A player continues to his next shot as long as he has legally pocketed a ball on the break.
- Your turn continues if you pocket a ball on the break. If you sink:
 - Only solids and no stripes, you take the solids.
 - One of each, you have your choice of balls.
 - Two solids and one stripe, you are solids.
- If no balls are made/sunk, then your opponent starts their turn.
- Once a set is determined for each player, you must "play clean" by always hitting an object ball first (a ball from your set), on ALL attempts. You lose your turn if you hit your opponents ball first.

Open Table

- If the table is still OPEN, ex: before a ball has been sunk that determines your group, you can legally hit any combination using stripes, solids, etc. (except using the 8 ball).
- If you CALL your shot on an open table, and that shot does not go, but another ball falls. The table is still OPEN - because you committed to a specific shot.

Calling Your Pocket & Proper Hits

- You must call your pocket, not your shot. You must hit your ball (object ball) first. If you do not strike your ball first, this is a foul and you forfeit your turn.
 - Calling is the rule in games where players announce the pockets where they plan to sink balls, letting an opponent know their intentions beforehand.
 - Calling pockets allows flexibility – whether a ball goes straight into the pocket, zooms around before sinking, or flies through the air to the hole like a basketball, you retain your turn.
 - Example: "3 ball in the side pocket" is a call (announcement) of the ball and intended target pocket.
- It is not necessary to call your pocket for obvious shots. HOWEVER, it is your opponent's right to ask if they are unsure of the shot.
- Combination shots are allowed provided the player hits one of his group of balls first.
- You must hit your group/color first. An opponent's ball may be used as long as it is AFTER you hit your object ball.
- Bank shots and combination shots are not obvious, and care should be taken in calling the intended pocket. When calling the shot, it is NEVER necessary to indicate details such as number of cushions, banks, kisses, caroms, etc.
- Split Hits: Direct splits (Directly shooting and contacting two balls simultaneously with the cue ball is allowed as long as both balls are from your color group. You may not use the 8 ball or your opponents ball.

Continued.

- Any balls pocketed on a foul will remain pocketed, regardless of whether they belong to the shooter or the opponent.
- The 8 ball does not need to be a clean shot, but must be hit first (as your object ball).

Scratch Shots

- The cue ball must be placed COMPLETELY behind the line, not touching!
- The object ball that you are aiming for must be COMPLETELY past the line, not touching.

Fouls

- Cue ball pocketed, and/or cue ball off the table.
- Hitting opponent's balls before his/her own balls, except when rule 6 b) applies.
- Jump shots – defined as when the cue ball jumps over any part of any ball before making any contact with any object ball.
- Hitting the 8 ball first impact before you are on it. The 8 ball is not neutral.
- Potting any opponent's balls except.
- Player not having at least one foot on the floor.
- Playing out of turn.
- Playing before balls have come to rest.
- Striking the cue ball with the cue more than once.
- Potting the black without clearly nominating the pocket.
- Moving a ball BACK into an original position after accidentally knocking it. LEAVE it where it comes to rest.

General/Miscellaneous

- If a ball shifts, settles, turns or is otherwise moved shall remain in its NEW position. Do not move it back. See the rules on Fouls.
- Balls (not the cue ball) getting knocked off the table are to be pocketed - no matter which color group.

Loss of the Game

- A player loses the game if he commits any of the following infractions:
 - Fouls when pocketing the 8 ball (exception: 8 ball pocketed on the break without scratching).
 - Pockets 8 ball on the same stroke as the last of his group of balls.
 - Jumps the 8 ball off the table at any time.
 - Pockets the 8 ball in a pocket other than the one called.
 - Pockets the 8 ball when it is not the legal object ball.

Remember:

NO SHARKING.

Sharking means to perform some act or make some utterance with the intent to distract, irritate, or intimidate the opponent so that they do not perform well, miss a shot, etc. It is forbidden, and is a form of unsportsmanlike conduct. **This also includes singing, talking loudly just to be distracting, dancing around the pocket, etc. You will no longer play for the league if this behavior happens.**

NO COACHING.

There will be no coaching during your game. Coaching is unsportsmanlike behavior. Players may not ask other players what to do, or get advice on how to make a shot. Please feel free to discuss what you "could have done differently" AFTER YOUR GAME.

It is your responsibility to read and play by these rules. You may not agree with them, but they are the rules.