



# Sharky's Billiards & MDVets 402

## Pool Leagues

4801 S. Limit (Hwy 65 So.)

Sedalia, Missouri 65301

(660) 826-5855

[www.sharkysbilliards.com](http://www.sharkysbilliards.com)



*SOP Updated: 17 September 2009  
Changes are in red ink.*

### Section I - General

**I.1. League Administrator:** Mellody Allee.

**I.2. League Play:**

**a. Team 8-Ball:** Spring 8-Ball league begins the first week in January. Fall 8-Ball league begins the first week in September. Play *nights* will be either Wednesday or Thursday and play will begin at 7:00 p.m. (real time).

**b. Team 9-Ball Trios and Scotch Doubles:** Two fast and fun Summer leagues that begin the first Wednesday and Thursday in June at 7:00 p.m.

**c. Start times:** Leagues start at real time (not bar time), with a 15-minute grace period. If a team is unable to begin play by a quarter after (real time) and

has provided no prior notification to either the opposing team captain or the League Administrator with a legitimate reason for the delay, the other team captain may force a forfeit. Teams who are a no-show and who do not make any **advanced** notification are not entitled to a rematch.

**I.3. Rescheduling Matches:** Matches may be rescheduled as long as the following criteria are followed:

a. Both team captains must agree to reschedule.

b. Preferably, matches should be rescheduled prior to the scheduled week of play when a captain knows they will not be able to field a team for the scheduled week. If they cannot be rescheduled prior to the regularly scheduled week, they **MUST** be rescheduled and played prior to the following week of play.

### SHOW ME



AMERICAN CUESPORTS

# ACS

## POOL LEAGUE

### The Show Me League plays on Thursdays.

### Sharky's Schedule

Mondays - 7:00 pm - 8 Ball Tournament

Tuesdays - 7:00 pm - Texas Hold 'Em

Wednesday - 7:00 pm

BCA League - no age limits.\*

Thursday - 7:00 pm

ACS League - no age limits.\*

Some Saturdays

Different Tournaments and Tours.

See posters and website

<http://www.sharkysbilliards.com/>

for complete information.

\*NOTE: Establishments prohibiting entry of persons under 21- When a team is scheduled to play at an age prohibitive bar and one of their members is under 21, then that team will make every effort to find an age appropriate substitute for that night of play. If this cannot be accomplished, as an alternate solution, those teams with underage players will play all of their games at Sharky's. All establishments and bars sponsoring league teams should make note of this alternate solution. If you do not play out of Sharky's, it may mean playing two away games against the same team. If you have a better solution, please let us know. Thank you.

*Sharky's is proud to be the home of the*

**MO-KAN  
Pool & Billiards  
Association  
Headquarters**

Est. 2007



### Maple Leaf



### The Maple Leaf League plays Wednesdays.

c. If rematches are scheduled on the same night as regular league play, the match must be played prior to, or following, the regularly scheduled league match for that particular night. If you begin the rematch at 5:00 p.m., you must stop and play your regularly scheduled match at 7:00 p.m. A team may not play two matches at once unless all three captains agree to do so.

d. In addition, the results of the rematch must be given to the League Administrator either in person or by phone by Tuesday prior to the following Wednesday so that averages and standings can be computed. If stats are given by phone or email, paperwork signed by the Captains from the night of play must still be turned in for file purposes.

**I.4. Match Format:** Home team has choice of which table to play on. After the first round has been played, captains may agree to move to two tables if an extra one is open. Customers will not be moved off of a table simply for teams to move to two tables.

**I.5. Team Rosters:** A team roster may consist of no more than eight players. Period. Teams have up to four weeks to determine who their eight players will be. After the fourth week, no player may be added to the roster unless extenuating circumstances apply.

**I.6. Team Line-ups:** In positioning your line-ups each week, place your players on your roster in random order. In the first and third rounds the home team breaks every game. In the second and fourth rounds, the visitors break every game. In the fifth round, the home teams break the first, third, and fifth games and the visitors break the second and fourth games. A small “B” is annotated on the score sheet to denote which player breaks for each game.

**I.7. Team Composition:** Players are not allowed to change teams during a session, i.e., “Spring 2009 Session,” unless mitigating circumstances apply. In these instances, the player(s), captains involved, and the League Administrator will make a decision whether or not to allow a team member to switch teams. If any team is dissolved during the session, its players may join other teams in the league, (unless the dissolution of the team is due to poor sportsmanship or other unacceptable conduct).

**I.8. Within Match Substitutions** may be made during a match as long as they are announced to the opposing team captain prior to the start of the round in which the substitution is being made. For example: Player A has already played two rounds and receives an emergency call and must leave. Team captains may agree to:

a. Let another sanctioned team member substitute for the next three rounds. (Handicaps for subsequent rounds will be adjusted accordingly to reflect the average of the substituted team member player.) Captains are encouraged to use this solution.

b. Player A shoots his or her next three rounds immediately. This is also highly encouraged.

c. Team captains agree to play the three rounds on another rescheduled night agreeable to all parties.

d. As a last resort, Captains may count the next three rounds as forfeit. Captains, please use this as a last resort solution only. Do not punish a team for a player’s emergency.

e. Within team substitutions for a player having a “bad” night are strongly discouraged and ***prohibited*** during regular league session play. This option is acceptable only during team tournaments as a strategic move, much like a professional baseball team switching pitchers. See BCA/ACS guidelines, re: Nationals, for more information, if you’re curious how this works.

**I.9. Other Substitutions** are acceptable as long as the following criteria are followed:

a. All Captains will ensure **SUBSTITUTES on their roster understand they are responsible for paying THEIR OWN BCA/ACS membership fees and they are due the VERY FIRST TIME they play. Substitutes will be prepared to pay their own weekly fees and quarters.** Captains are responsible for collecting all fees. As an option, Captains/teams may vote amongst themselves that the player missing will pay the sub’s weekly fee (not quarters) or as another option, each member of the team may pay \$6.25 for the sub’s \$5 weekly fee. These last two options are for Captains/teams to decide amongst themselves. If the Captains/teams do not vote to do this, ***all subs must be prepared to pay to play.***

b. Players “On-Roster” may play for a team **ONLY** two times as a substitute. The third time playing for the team, the substitute becomes a core member of that team and ***will then owe the league prize fund and will receive a share of the team’s winnings.*** The substitute/now team member may no longer substitute for any other team without extenuating circumstances.

c. The “house” will supply “Off-Roster House Substitutes” as available. These “off-roster house substitutes” may play for any team any number of times as they will be “drawn” on a random basis. Substitutes

will draw pills and be assigned a number for the evening. Captains, who know ahead of time they will need an off-roster substitute player for the evening, will also draw pills to determine who will draw the substitute pill numbers first. If there is a need for more substitutes than the house has available for the evening, once all house substitutes are chosen, the remaining teams will have to forfeit. Pills will be drawn promptly at 7:00 p.m. (real time). If only one team needs a substitute, they may choose which house sub they want.

d. All teams may use up to two substitutes for a match. Teams with a roster of four or less members are required to have at least two of the regular members on the team roster present and playing in every round of the match. A team with a roster of five or more members must have at least three of their regular team members present playing in every round of the match.

e. Mitigating circumstances may apply and both captains can agree otherwise and allow more than two substitutes, but no more than three for any reason.

f. Substitutions should be made for the sole purpose of preventing a forfeit and not to boost a team's chances to win. In other words, you may not bring in a ringer for a match against a stronger team. When this situation is suspected, the opposing team captain may bring it to the attention of the League Administrator who will make a determination of eligibility to play.

#### **I.10. Forfeits:**

a. A team can only receive credit for a win received by forfeit if they themselves can field a full team in accordance with the aforementioned criteria, and they must pay league dues for that week. A win by a forfeit is scored as 8 points only and is credited toward that player's handicap.

b. If a team reports only four players will be playing a match, place their names on the top four lines on their side of the score sheet. Whenever a player faces the forfeited opponent, he or she receives a score in his or her corresponding slot, while an "F" is placed in the corresponding slot for the forfeited player.

c. If a team cannot field a player by the time that player's third round is ready to begin, the first three rounds will be considered forfeited. The player may play the fourth or fifth round, if they show up prior to that round's start time. Unless otherwise agreed upon by both team captains, the opposing captain is not obligated to wait for an opponent's player to show by allowing any players of the other team to play any or all of their games in a row.

d. Captains are, however, encouraged to remember we are a league of working people. Sometimes a player may have to work late. Or, in the winter, a road crew operator may have to leave early in the middle of a match if an ice storm moves in. Please give each player and their circumstances due consideration before demanding a forfeit.

**I.11. Byes:** A win by a bye is scored simply as round wins and a match win and is not credited toward any of the players' handicaps. Team members do not have to pay league dues for the week to receive credit for the bye as every team will receive an equal number of byes.

**I.12. Dropped from Roster:** Any team that forfeits an entire match for two consecutive weeks or any total of three weeks in a league session may be suspended from any and all further league competition. Any and all sanction monies, fees/dues, and prizes will be forfeited. **Teams must pay to receive a win on forfeits.** If the no-shows occur early in the session, try to replace the members and/or team or bring it to the attention of the League Administrator to help find new members.

#### **I.13. Fees:**

a. Weekly league fees will be \$25.00 per team (normally \$5.00 per player). When a team has more than five players that play in a match, it will be up to the team members and the Captain as to how the dues will be split up.

b. At the end of the session, all monies won by the team according to place will be divided within the team's own core roster. Substitutes will not be entitled to a portion of a team's winnings just by virtue of having been a substitute one or two times.

c. A one-time per session Prize Fund fee in the amount of \$10.00 is due by the second week of play from each player. Recognition pins, awards, certificates, plaques, and trophies (if applicable) will be purchased from this fund. Any amount remaining will be returned to the players in the form of their team's cash prize at the end of the session. If you play in both the BCA and the ACS League, \$10.00 is due to both league's Prize Funds for a total of \$20.00 per session.

d. Any person playing or substituting for a player, *even one game*, will be required to pay the BCA and/or ACS Pool League Membership fee. If you decide to play in both leagues, you pay National membership dues for each league. This membership fee is due the **FIRST** night of play. Membership is good

through the end of the sanctioning year the following May. Players who are already sanctioned thru an earlier league session in the sanctioning year will not need to pay the sanction membership fee twice. The League Operator will check with the BCA/ACS to ensure players' memberships are current.

e. **Captains are responsible for ensuring the entire team's player fees for the week are collected.** Fees not paid in a timely manner may result in match forfeits, suspension of the team's membership in the league, forfeiture of the team's right to any team or individual awards or prizes, forfeiture of the right to participate in further BCAPL and/or ACSPL competition, post-season tournaments, or playoffs, and notification to the BCAPL and/or ACSPL. Fees not paid by the end of the session will be taken out of a team's prize money. No exceptions.

#### **I.14. Games Played Away from Sharky's:**

a. With the Sedalia BCA and ACS Leagues' home base being Sharky's, most teams will play out of Sharky's most weeks. Should other Sedalia establishments desire to sponsor a team, that establishment will pay a Sponsorship Fee of \$75.00 to the League Secretary. Should the establishment sponsor two teams, the fee will be \$70.00 per team. By sponsoring three or more teams, the establishment pays only \$65.00 per team. When sponsoring two or more teams, the League Secretary will make EVERY effort to ensure that at least one team is at that establishment every week. It may not always be possible, but the effort will be made.

b. The schedule will reflect who is the "HOME" team and who is the "VISITOR" team. However, to increase competition and encourage participation from players who favor other locations, teams will occasionally be required to shoot away, and the schedule will reflect the word "AWAY" when a Sharky's team will travel to shoot somewhere other than Sharky's.

c. The first two, possibly three, weeks and the last two, possibly three, weeks of all league sessions will be played at Sharky's, unless numerically impossible. This helps ensure a smooth beginning and ending session for the league.

d. Captains are responsible for depositing all monies and score sheets with the bartender at Sharky's Billiards, 4801 S. Limit (So. 65 Hwy), Sedalia, MO, by the close of the bar Wednesday and/or Thursday evening. Make sure all money is in your envelope -

double check this - and seal the envelope prior to handing it in. Also, write the name of the player and the amount of money the player has in the envelope on the top left corner of the front of the envelope prior to handing in the envelope. (This does not mean laying the envelope on the bar and walking away. **Hand it to the bartender!**)

**I.15. The League Schedule:** The schedule will be created based on the number of teams that register for the session. It will be formulated using normal round robin format and possibly some position rounds. Position rounds will be added when needed in order to promote a more competitive, evenly matched atmosphere. In a position round, the teams jockey for positions within the standings. Position rounds will normally be evenly spaced throughout the season.

## **Section II. Handicapping & Scoring**

**II.1. The System** for scorekeeping and handicapping in regular 8-ball is probably the easiest to use and to understand of all systems. Each individual develops a handicap and average throughout the session, but the total team average and team points are used to determine the success of the team. Each player plays a different player on the opposing team each round or inning, according to the score sheet directions.

**II.2. Score Sheets:** The League Administrator will be responsible for providing score sheets for the match. See examples at the end of this SOP.

**II.3. Handicaps** for new members/teams are figured in the first week and used in the second week of play.

a. **Team 8 Ball:** New players beginning play who do not have a handicap, will play as a zero (0) the first night. The opposing team will be allowed to choose which of its players will be able to "zero out." When three or more new players are playing on a team, those players will have their handicap manually figured at the end of the night and their handicap will then be added in to the total score from night one.

b. **Trio 9 Ball:** New players will begin at the league "median" which is 0.00. A player who has previously played will begin with their last HCP. As opposed to Tm 8B, "old" players do not "zero out."

c. There is no handicap limit. A team will receive 100% of their calculated handicap for each round figured out to two decimal points. ***Exception:*** If a higher skilled team wins every game in a match, the

handicapping system will not be allowed to automatically take the win away from that winning team. The win will be manually awarded to the winning team.

c. **Scotch Doubles** HCPs are figured by *Team*. Due to the “team HCP system,” there are **NO** substitutes allowed in Scotch Doubles. All teams begin with a new handicap each and every session.

d. Handicaps for regular 8 Ball play are derived by totaling a player’s total points during a match and dividing the total by the number of games played. For instance: Pat O’Brien won four 8-ball games and lost one - collecting a total of 45 points for the match. Dividing the 45 by 5 (the total number of games), will give Pat a handicap of 9 after the first week of play. The next week Pat won three games and lost two - collecting a score of 37 points. Add 45 and 37 to equal 82 points and divide it by 10 games. This gives Pat a handicap of 8.2. Handicaps may be figured over the course of more than one league session.

e. To determine the handicap one team receives from the other, total the handicaps of each competing member on a team and subtract the difference from the opposing team total. That amount is then placed in each numbered round column on the handicap row of the score sheet. A sum total of the five columns is entered in the Total, or the sixth, column of the scoresheet.

f. Averages are figured in exactly the same way as handicaps, however, only the current session’s numbers are considered in the formula. Win percentage is simply the number of games won divided by the number of games possible in the current session.

g. Any HCP system is designed to make it possible for a lower skilled team to compete and win against a higher skilled team. However, a “B” team is seldom capable of making BRs, ONs, WZs, or TRs for a win, while an “A” team can regularly. To score these “feats” as a mere 10 is a discredit to “B” teams. Chances are “B” players may not even get to the table in a game. If these teams go into the match with even HCPs because all wins were scored as a 10, as is the case in most leagues, than this is unfair to the “B” team. Scoring a “feat” win higher, also keeps the “A” player challenged when player lower skilled players. An “A” team must play up to their skill to beat the HCP.

#### II.4. Match Scoring:

a. **Team 8-Ball:** Once all five rounds are completed, the players’ scores for the five rounds are totalled in the “Total” column. The total difference in team handicaps/average is entered in the “Handicap”

square under each column. The numbers are then brought down to the “Total + Handicap” row. The total scores are then summed and these total scores become a sixth round for scoring. The team with the highest score in the total points column will win the match, regardless of the number of rounds won. Scoring a match win in this manner discourages strong teams from winning thirteen games and the first three rounds and then sandbagging for the remainder of the match.

#### b. Examples - Total Points Not Tied:

(1). Team A’s score, including HCP points, in three “game” rounds and the “points” round is higher than the opponent’s, Team B. Team A has the highest number of points in the Total column. Team A is, thus, awarded the match win. Not because they had four round wins, but because they had the most points.

(2) Team A has the highest score in two “game” rounds and the “points” round. Team B won three “game” rounds. There appears to be a tie. There is not. Team A earns the match point due to earning the most points in the total “points” column.

(3) Team A wins one, and only one, “game” round. They do, however, have the most points in the “points” round, earning a second round win. Team B wins four “game” rounds. Team A wins the match point due to having earned the most points. However, this is rare! It has only happened 2x in 6 yrs.

#### c. Examples - Total Points Tied:

(1) Match Win Determination: In the case of the remotely odd chance that a match round and the total points round scores are tied exactly, and the teams have each won two other rounds, the tie breaker would then, *and only then*, be determined by which team won the most games in the tied game round. Handicaps are figured out to the second decimal point, which almost always alleviates any apparent ties.

(2) “Game” Round Win Determination: If a “game” round, in and of itself, is tied with the exact same number of points, including out to the two decimal points, the team who wins three games in that particular round wins the round point.

#### d. 9-Ball Trios:

(1) Teams consist of three players. Handicaps are figured differently in team 9-ball than in team 8-ball. To figure it, you take the number of wins minus the number of losses and divide by the number of weeks played. A handicap may be anywhere from a

-10 to a +10 and out to two decimal points. If the score ends up with two round to two rounds tied, then the team with the higher total score wins the match.

(2) Application: The handicap total difference is divided by three and that number is placed in the square under each round. As an alternate and easier method, teams may just add the handicap total difference amount once in the "Total" column. This will usually work, however, using this method may or may not effect how many rounds are "seemingly" won. The program figures it by division and this is the method that will reflect placement and team position.

(3) **Table Run Definition in 9 Ball:** In league play for Team Trios 9B, if a breaker does not pocket any ball on the break, the opponent may then make a Run ON the Table by pocketing all nine balls. If the opponent fails to make any ball, then the breaker has the opportunity to make all nine ball and a Table Run (TR). All nine balls must be pocketed in succession in league nine ball for either player to declare a BR, ON, or TR, regardless of the inning the feat occurs.

#### e. **Scotch Doubles:**

(1) Teams consist of two players, an "A" and "B" player, one man and one woman, an adult and a youth 15 and under, two "B" players, two women, or two youth (provided that in the "twos" there isn't two "A" women or youth). During a team's turn at the table the players alternate shots, not turns. The same player on a team may break whenever the team's turn arises.

(2) Handicaps are scored by *teams* and not by individuals. Each team's handicap will use the total points scored each night divided by the number of weeks played. The handicap sum of the lower team's total is subtracted from the handicap sum of the team with the higher total. The difference is spotted in the end of the match.

(3) **Teams are allowed to talk briefly before each shot. Team player may talk during games when they are not shooting. Keep it to a minium!**

#### **II.5. Points:**

a. **Scotch Doubles:** Each team receives one point for each of their group of balls (solids or stripes) legally pocketed, plus three points for legally pocketing the 8-ball. Thus, in most games a win will be worth ten points to a team, while a loss can never be for more than seven. A win by forfeit is eight points.

b. **Trios 9-Ball:** Each player plays each member of the opposite team twice. The player to initially break in the first game is marked with a "B" on the score sheet. The losing player of that game, breaks the second game. Wins are a 1, losses are a 0.

### **Section III. Team 8-Ball Game Scoring**

**III.1. Break & Run:** A player who breaks and runs the table and wins the game will receive a RO15 score, a "run out" and 15 points scored. The breaker has one chance for a break and run and the opponent has one chance for a Run ON the Table his or her first time up to shoot after the break.

**III.2. Run ON the Table: The opponent who makes a table run the first time up to shoot after the breaker breaks and finishes his or her shot, will receive an ON13, a Run "ON" the Table, and 13 points. A Run ON the Table for a score of 13 may be made ONLY in the first inning of play.**

III.3. **Win-Zip:** A player who wins and leaves all seven of his or her opponent's balls on the table regardless of innings played will receive a WZ12, worth 12 points.

**III.4. Table Run:** A player who makes a run on all seven\* of his or her balls and makes the eight ball for the win, will receive a TR11 and 11 points. A regular table run, a TR, may happen in any inning, but must include all seven\* balls and a win. Remember to differentiate between a run ON the table for 13 points or a table run (TR) for 11 points. *\*Exception to the seven\* ball rule in III.4. above: If the opponent has pocketed one or two of your balls during the course of making his or her shots, you may claim a TR11 even though you only pocket five or six of your balls and the 8B.*

### **Section IV. Team Position and Placing**

**As opposed to** a night's match win determination, team position in the overall standings is determined by the number of matches won, then rounds won, then games won, and lastly by points earned, including handicap points. *Doing team placement in this manner prohibits the handicap points from being counted "twice" so to speak.* A round win is determined by which team scores the most points in that round, to include handicap points. Should a team be tied with number of matches won, then the team winning the most rounds will be the higher placed team. Should the teams be tied in both matches won and rounds won, then the team with the most games won, will be the higher placing team. As a last resort, when it comes to team placement in the overall position standings, the tiebreaker will be determined by total points. Yes, this does happen.

## Section V. Scoring Anomalies

**V.1.** Players are scored on the 8-ball scoring system by examining the table at the end of the game. It matters not how the balls were pocketed nor by which player during the game. The winning player is typically credited 10 points and the losing player is credited point wise with the number of balls of that player's group no longer on the table at the end of the game. See Section III for complete scoring instructions.

**V.2.** However, in some situations, a game ends before groups of balls have been determined. Examples of such game situations and their rulings are:

a. The shooter approaches the table with an "Open Table." The shooter calls the 1-ball and the intended pocket. The shooter pockets the 1-ball where called, but unintentionally pockets the 8-ball as well - thus losing the game. The opponent is credited with 10 points for the win. The shooter receives 1 point due to pocketing the 1-ball in the called intended pocket (and assuming no other solids were pocketed while the table was "open.")

b. The shooter approaches the table with an "Open Table." The shooter calls the solid 3-ball and the intended pocket. The shooter misses the 3-ball, but pockets the 11-ball and the 8-ball instead - thus losing the game. The opponent is credited with 10 points for the win and the shooter receives 0 points, assuming all the solids still remain on the table. While groups of balls had yet to be determined, the scoring must reflect that the shooter called a solid and made a stripe. In lieu of no groups being determined, proper scoring is resolved by the shooter's intention.

c. Shooter approaches the table his or her second time with an "Open Table." Two solids were made on the break by the shooter at the table. The shooter calls a safety. The shooter contacts the 3-ball first, but the 8-ball is inadvertently pocketed in the further course of the shot - thus losing the game. The opponent is credited with 10 points for the win and the shooter receives 2 points, assuming the five solid balls still remain on the table. While groups of balls had yet to be determined, the scoring must reflect the pocketing of the balls caused by the losing player.

d. Shooter approaches the table with an "Open Table." Two solids were made on the break by the opponent. The shooter calls a safety. The shooter contacts the 3-ball first, but the 8-ball is inadvertently pocketed in the further course of the shot - thus losing the game. The opponent is credited with 10 points for

the win and the shooter receives 0 points, assuming the five solid balls still remain on the table. While the groups of balls had yet to be determined, the scoring must reflect the pocketing of the balls caused by the winning player. In these and other situations, the losing player receives credit for either balls s/he was responsible for pocketing or balls s/he intended to pocket.

## Section VI.

### SHARKY'S LEAGUE RULES ~ READ!!

**VI.1.** The Rules of the World Pool-Billiard Association, World Governing Body of Pool, will be followed in the ACS Show Me League and the Official Rules of the BCA Pool League will be followed in the Sharky's Pool Leagues **with the following exceptions:**

**VI.2.** If you are shooting stripes and your opponent walks up to the table and shoots a stripe by accident and makes it, you **MUST** call a foul immediately before he or she shoots at a second stripe. If you do not call the foul immediately and your opponent shoots at a second stripe, at that point he or she automatically become stripes and you are now solids. Excuses such as, "I looked away from the table," or "I wasn't paying attention," are no excuse for not catching this error. The split second the opponent shoots at your second striped ball - whether he or she makes it or not - they become stripes. The purpose of this rule in league play is:

a. To prevent a player from letting their opponent erroneously shoot all of their balls in and only calling "foul" finally to receive a ball in hand on the eight ball.

b. Having to break and play a game over. Most players have to get up early to work the next day and playing a game totally over can be time consuming.

***NOTE:** Read Vegas rules in last section for those of you who are going to Nationals. It's different!*

**VI.3. Players with cue ball in hand (this includes before the break), will position the cue ball totally with their HAND ONLY. There will be NO adjustments using the cue stick. Neither backwards nor sideways! This way there is no question of foul.**

***NOTE:** For tournament play, where there may be guests from outside of our league, WPA/BCA rules will be used. According to national championship tournament play rules, when placing the cue ball, whether for a ball in hand or *even on the break*, the player may use his or her hand or any part of his or her cue (including the tip) to position the cue ball. See next: **NOTICE!!!***

**NOTICE:** Even in tournaments and at Nationals, you may in no way, shape, or form move the cue ball FORWARD with your cue stick. In other words, you may not place the cue ball with your hand and then adjust it a smidge forward with your cue shaft, stick, or tip. Doing so is a foul in your opponent's favor. Even in tournaments, it is best to use your hand. Get in the habit - it becomes automatic.

**VI.4. Disturbed Balls in League Play:** If any ball hanging on a pocket lip for five seconds or longer is "disturbed by an act of God" and falls or "settles" into a pocket after a player shoots and before the next shot is taken by either player, the ball is restored.

**a. No Foul:** It is normally not a foul to accidentally touch or disturb a single object ball with any part of your body, clothing, or equipment, unless the accidental movement has an effect on the outcome of the shot. If no outcome effect, the opponent has the option to leave the disturbed ball in position or restore it. If there is an outcome effect, it is a foul and the opponent receives ball in hand with no restoration option. *If you accidentally disturb a ball, stop play immediately and ask you opponent their choice of restoration options.*

**b. Foul:** It is a foul if you disturb more than one object ball and it is a foul if a disturbed ball contacts any other ball. *It is a foul if you touch the cue ball, touch the cue ball with another ball, or touch any ball with the very front of the tip of the cue stick (unless it is your legal shot).* Opponent receives ball in hand with restoration option in these cases.

## Section VII. ~ Team Captain's Responsibilities

**VII.1.** Team captains are responsible for the conduct and attendance of their team members. Good sportsmanship is expected of all team members and their guests. **Also read TIPS on the last page of the SOP.**

**VII.2.** Team captains are responsible for attendance or representation by a co-captain at all league meetings, the collection of fees from each player on his or her team, and his or her correct disposition of scores and fees to the League Administrator each week.

**VII.3.** Team Captains are responsible for ensuring all scores are entered into the score sheet, that it is signed by both captains, and that it is hand-delivered to the Sharky's bartender (with fees in the sealed envelope) on the same night as play prior to close of business.

**VII.4.** Team Captains will bring any errors, contradic-

tions, or questions concerning these instructions to the attention of the League Administrator for discussion or correction immediately.

## Section VIII. League Time Outs & Rule Questions

**VIII.1. Number Allowed:** Each player is allowed one time out per game in five-person team 8B and Trios 9B. In Scotch Doubles, players are allowed to talk briefly before each shot. A player may be "coached" by either the team captain or any team member of his or her choice. Neither the team captain nor the coach may ask the player if they would like a time out - only the player may call for the time out.

**VIII.2. "Rule" questions** may be asked of the League Operator, Secretary, and/or Referee without incurring a timeout at any time during a game.

a. Asking Others: A player may even ask a rule question of their own Team Captain - *as long as* the opposing Team Captain is called up to the table to hear the question first! If it is not made clear by the player to the opponent that s/he is simply calling for a "rule" question, and doesn't call **both** Team Captains up, the opponent may call a foul and receive ball in hand.

b. Asking Opponent: A player may ask his/her opponent the question concerning the rule, as well, without incurring a timeout. (This has happened several times in Sharky's league and the players are to be commended for their good displays of sportsmanship.)

### VIII.3. While at the Table:

a. Wrong Coach: If a coach has already been determined and another team member besides the initial coach approaches the player to give advice, (whether s/he gives the advice or not), the opposing team may call a foul and receive ball in hand.

b. Team En Masse: Players must keep the same coach for the entire match. Coaches may confer with other team members as long as they are out of ear shot of the player. Team members may approach the table en masse, but the player must then depart!

c. Coach Conduct: The Coach may not talk to the team, go talk to the player, return to talk to the team, and then go back to the player. Coaches have one opportunity *only* to talk to the team prior to conferring with the player. Should a coach be playing in another match when a timeout is needed, the coach's opponent will be flexible and allow for the timeout.

d. The playing surface, including any part of the rail covered with felt, is not to be touched by the coach nor any team member in conference during a timeout. The player may not “mark” a spot on the felt in any manner anywhere with any object, i.e., chalk or spit, and ask the coach, “Is this the spot?” or any other similar question. General areas only may be addressed.

e. The coach must leave the table before the shot and can NOT stand in the player’s “line of sight.”

**VIII.4.** Time outs may be limited to two minutes if a team is guilty of taking an excessive amount of time every time a coach is called. **The Administrator will make the final determination after observing the team.**

## Section IX. ~ Championships & Awards

**IX.1. League players must play at least 75% of the scheduled weeks in the SAME division during a sanctioned session to be eligible for Sharky’s Leagues awards.** If you have not played the 75% and paid your entire amount due, you are not eligible for awards! This statement encompasses both nights. If you owe on Wednesday nights but not on Thursday, you will still not receive Thursday night’s awards - you owe money to the League. **This also includes subbing.** If you sub for a team and do not pay the weekly sub fee, you will not receive any awards! I will not waste time figuring the amount due in a particular team’s prize fund - does the player receive anything back in prizes, etc. The entire amount a player owes must be paid prior to the end of a session to receive any awards.

### IX.2. Possible Eligible Awards:

a. Perfect Score - Player won all five games.

b. Break and Run (15pts) - Breaker runs table. May use either BR or RO to note this achievement.

c. Run ON the Table (13pts) - Opponent runs table first time up to shoot after the breaker is finished.

d. WinZip (12pts) - Opponent has made zero balls and player has made all of his/her balls and won. **If the opponent scratches on the 8B to lose (hence zip balls for their score), the winner does not receive a WZ12. A player must EARN the WZ by pocketing their balls during the game and leaving the opponent’s.**

e. Table Run (TR11) - Player runs all seven\* of his/her balls and the eight ball and wins in any inning.

f. Consecutive Wins - Longest win streak.

g. Over Achiever - Player scores 51 or more points regardless of whether s/he wins every game.

h. Master Blaster - Making three or more balls on the break without making any foul.

i. High HCP - Highest handicap for session.

j. High AVG - Highest session average.

k. Win Percentage - Highest session win %.

l. Tenacious Turtle Award - Given an upcoming player who just keeps playing and improving.

m. ESPBN - Extra Spectacular Pool Ball Navigation Shot: In other words, this shot was so spectacular that onlookers went, “Holy cow, Batman! That was one heck of a shot!” And you probably couldn’t make the shot again no matter how hard you tried.

n. 8B or 9B on the Break - with no other foul.

o. Male/Female Session Champion

p. Male/Female Session Runner-Up

q. Sportsmanship-Opponent/Administrator noted.

**IX.3. Session Champion is figured on three levels ONLY between players who have played and paid at least 75% of a session’s weeks.** The three levels are: (i) Overall outstanding shooting and billiards feats accomplished by a player, (ii) their conduct and their attitude, and (iii) fees due. The player may or may not have achieved highest win percentage or any other award and still be Session Champion. For example:

Joe Bob: Awarded 1st place - most points, most PS, and most ONs. Awarded 2nd - HCP, AVG, Win %, WZs (tie), and OAs. Awarded 3rd - ROs, CWs, 4BB/3BB + an ESPBN shot. Awards are figured: 3, 5, 3, +. Total 12+.

BobbyDon: Awarded 1st - Win %, W/L, ONs. 2nd - Pts, ROs, Wzs (tie). 3rd - HCP, AVG, PS, OAs, 3BB2. And + a Sportsmanship award. Awards figured: 3, 3, 5, +. Total awards is 12+ also.

a. Awards are seemingly tied, however, Bobby Don received a Sportsman award. A Sportsmanship award will always take a player over the top - always. Especially if that player continually shows good sportsmanship and doesn’t just have one good sportsmanship act in a night. Had BobbyDon not had the sportsmanship award but had another award to tie, he would not be the session champion, JoeBob would be. While first

place awards were tied and total awards were tied, Joe Bob had more second place awards than Bobby Don.

b. Other things are also taken into consideration when making the session champion determination. For example: If Bobby Don had the highest Win %, but he only played the minimum of 75% weeks and Joe Bob's second place was calculated over a twenty-four week session, then Joe Bob's second place award would carry more weight due to simple mathematics: The more you play, the more there is to average, hence the lower a number can be and it still be an award-winning feat.

c. Many things are considered in making session champion determination. Mathematics are the simple part of the calculation. If there is an exact tie, it could go down to who made an 8B on the break? Who didn't lose their temper? Who helped their opponent the most? Everything is taken into consideration. Skill is just one part, conduct and attitude also carry weight. And, finally, if a person owes any money at the end of the session, not only will they not receive any awards, they will definitely not receive session champion. **This includes if you subbed and did not pay your sub fee.**

**IX.4. Nationals Eligibility:** Eight weeks are required to participate in the annual BCA or ACS National 8-Ball Championships, and at least six weeks for the BCA or ACS National 9-Ball Championships (Team, Singles, & Scotch-Doubles) - the two most prestigious amateur tournaments in North America.

## Section X. League Finances

**X.1. National Membership Fees:** National League Membership Fees are collected and sent to the respective national league. Nothing is kept locally. As a reminder: BCA dues are \$15.00 per membership year and ACS dues are still \$10.00.

**X.2. Administration:** Leagues do require administration - which is somebody's time. The League Administrator will receive a stipend for managing the paperwork involved in league operations. This stipend will be deducted from the weekly playing fee and will normally be one week's league fees from each member. On average, the Administrator puts in 8-16 hours at the beginning of a session, two hours for each night of play, and 16-24 hours at the conclusion of a session.

**X.3. Operating Costs:** There are also tangible operating costs involved in running a pool league. Paper, ink, toner, award certificates, tokens, and pins are the best examples of tangible costs deducted.

**X.4. Awards:** Normally, first through fourth place teams receive a set percentage from the gross amount of the remaining weekly fee monies and the prize funds collected after administrative and operating costs. First place receives .10 percent, second place receives .05 percent, third place receives .03 percent, and fourth place receives .02 percent. **This breakdown is based on eight teams or less per session. If more, it is modified.**

**X.5. ALL Teams:** After the top placing teams' award monies are deducted, ALL teams, (not just the remaining teams - fifth through whatever) but, ALL teams will next receive a percentage of the award monies based on place, number of rounds won, and games won. These amounts have been figured out to nine, ten, and even eleven decimal points in the past to ensure a fair and equitable distribution of prize funds.

### X.6. Captains:

a. Write the amount of money and the name of the team member who turned in that money on the outside of your envelope each week in the top left-hand corner. The Administrator does check to make sure that the amount entered on the outside of the envelope is equal to the amount withdrawn from the envelope. Weekly reports are given to team captains to show how much money the Administrator received the previous week. **CHECK THIS EACH WEEK!** Do not wait until the end of session to raise a question of who paid what!

b. If captains do not bring questions concerning the financial report to the Administrator's attention by the same week of play when the new report is delivered, then the Administrator's numbers will be considered correct and will stand as entered.

## Section XI. Miscellaneous - Team 8 Ball

**XI.1. Legal Break - no foul:** Four object balls, minus the cue, must hit a rail. If a player makes the 8-ball on a legal break, it is neither a win nor a loss. The **breaker** may ask for a rerack or have the 8-ball spotted and continue shooting from current cue ball table position.

**XI.2. Non-legal Break - foul committed:** If a player pockets the 8-ball and the cue ball scratches on the break or any other foul, such as jumping a ball off the table, is committed as well, the breaker's inning ends and the opponent has three options. S/he may:

a. Spot the 8-ball and take ball in hand behind the head string.

b. Have the balls re-racked and take the break.  
**Or, if the rack was not touched, break his/her own rack.**

c. Rack the balls (**if touched at all**) and require the original breaker to break again.

**XI.3.** On a break, jumped balls other than the 8-ball are not returned to the table except in the case of a re-rack.

**XI.4.** If a player prematurely pockets the 8-ball or scratches while pocketing the 8-ball, the opponent receives 10 points automatically. The losing player receives one point for each ball in his or her group pocketed during the game.

#### **XI.5. Double Hit -- Push -- Scoop:**

a. When the distance between the cue ball and the object ball is less than the width of a chalk cube, but not touching, special attention is required! ***Call the League Administrator or Referee over to observe these shots!*** In such a situation, unless the Referee or Administrator can positively determine a legal shot has been performed, the following guidance may apply: If the cue ball follows through the object ball more than 1/2 ball, it may be a foul. It might not be also! (Using the 45 degree guideline is an option to prevent a seeming foul.)

b. It is also a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot. A scoop may occur during a miscue and by itself it not considered a foul. However, if the ferrule or cue shaft makes contact with the cue ball in the course of the shot, it is a foul and ball in hand is awarded to the opposing player. A scoop as a deliberate shot method is a foul. A scoop action will not be used as a jump.

c. If the cue ball is very close to an object ball, and the shooter barely grazes that object ball [with their cue stick] on the shot, the shot is assumed not to violate the first [above] paragraph of this rule, even though the tip is arguably still on the cue ball when ball-ball contact is made.

d. However, if the cue ball is touching an object ball at the start of the shot, it is legal to shoot towards or partly into that ball (provided it is a legal target within the rules of the game) and if the object ball is moved by such a shot, it is considered to have been contacted by the cue ball. (Even though it may be legal to shoot towards such a touching or “frozen” ball, care must be taken not to violate the rules in the first paragraph if there are additional balls close by.)

e. The cue ball is assumed not to be touching any ball unless so declared by the Administrator, Referee, or opponent. It is the shooter’s responsibility to get the declaration before the shot. Playing away from a frozen ball does not constitute having hit that ball unless specified in the rules of the game.

#### **XI.6. Balls Settling:**

a. A ball may settle slightly after it appears to have stopped. Unless this causes a ball to fall into a pocket, it is considered a normal hazard of play and the ball will not be moved back. If a ball falls into a pocket as a result of such settling, it is restored as closely as possible to its original position. If a settling ball falls into a pocket during or just prior to a shot, and this has an effect on the shot, the Referee/Administrator will restore position and the shot will be replayed. Shooter is not penalized for shooting when a ball settles.

### **Section XII ~ Score Discrepancies**

Occasionally the scores recorded on the score sheets are different. I will normally record the higher score in the league’s computer program. However, should the higher score change the end result of which team takes the round and/or the match, I will keep the score that both of the Captain’s signed off on. Captains, make sure your points agree when recorded!

#### **Section XIII**

#### **- May be Different from Sharky’s League Rules - Know these for Vegas! -**

**“1.5. When the shooter has the cue ball in hand behind the head string** and all the legal object balls are behind the head string, he may request the legal object ball nearest the head string to be spotted. If two or more balls are equal distance from the head string, the shooter may designate which of the equidistant balls is to be spotted. An object ball that rests exactly on the head string is playable.”

**“3.3d Breakshot:** If no object ball is pocketed [on the break], at least four object balls must be driven to one or more rails.” Four balls does not include cue.

**“6.6 Touched Ball:** It is a foul to touch, move, or change the path of any object ball except by the normal ball-to-ball contact during shots. It is a foul to touch, move, or change the path of the cue ball except when it is in hand or by the normal tip-to-ball forward stroke contact of a shot. The shooter is responsible for the equipment he controls at the table, such as chalk,

bridges, clothing, his hair, parts of his body, and the cue ball when it is in hand, that may be involved in such fouls. If such a foul is accidental, it is a standard foul, but if it is intentional, it is Unsportsmanlike Conduct.”

“**6.10 Bad Cue Ball Placement:** When the cue ball is in hand and restricted to the area behind the head string, it is a foul to play the cue ball from on or below the head string. If the shooter is uncertain whether the cue ball has been placed behind the head string, he may ask the referee for a determination.”

“**6.13 Playing Out of Turn:** It is a standard foul to unintentionally play out of turn. Normally, the balls will be played from the position left by the mistaken play. If a player intentionally plays out of turn, it should be treated like Unsportsmanlike Conduct.”

“**5. Playing with an ‘Area’ Referee:** It may be that a tournament is being played with ‘area’ referees who are each responsible for several tables and there is no referee constantly at each table. In this case the players are still expected to observe all the rules of the game. The recommended method to conduct play in this situation is as follows.

a. The non-shooting player will perform all of the duties of the referee. If, prior to a particular shot, the shooting player feels that his/her opponent will not be able to properly judge the shot, s/he should ask for the area referee to watch the shot. The non-shooting player may also ask for such attention if s/he feel s/he is unable or is unwilling to rule on the shot. Either player has the power to suspend play until s/he is satisfied with the way the match is being refereed.

b. If a dispute arises between two players in an un-refereed match, and the area referee is asked to make a decision without having seen the cause of the dispute, s/he should be careful to understand the situation as completely as possible. This might include asking trusted witnesses, reviewing video tapes, or reenacting the shot. If the area referee is asked to determine whether a foul occurred and there is no evidence of the foul except the claim of one player while the other player claims there was no foul, then it is assumed that no foul occurred.”

“**10. 8-BALL: If the groups have been determined** and the player mistakenly shoots at and pockets a ball of the opponent’s group, the foul must be called before he takes his next shot. Upon recognition by either player or the referee that the groups have been referred, the rack will be halted and will be replayed with the original player executing the break shot.”

## 2009-2010 BCA Major Rule Change!

**Equipment Specifications: The cue tip must be composed of leather, fibrous, or pliable material. The cue tip on break cues must be made of leather with no non-leather materials added to the contacting surface. Phenolic cue tips are not permitted. [Lucasi’s “Bakelite” is another word for phenolic composition.] Clarification: This policy applies only to break cues. Jump cues are allowed to have a leather or non-leather tip, even in Vegas.**

## Section XIV ~ Player Committee

### XII 1. Appointed Committee:

a. A six person Player Committee will be appointed for each membership year, which is June 1 - May 31. The League Administrator will appoint four regular members of the committee. An owner representative with full voting power will be a permanent member of the committee as well as the Administrator, who will have limited voting power.

b. The regular members will be composed of players from four league teams from either one or both leagues, with normally a maximum of only one person from a random team chosen. Regardless of league affiliation by a member, all committee members will be eligible to vote on all league matters of either one or both leagues.

c. The Player Committee will be called upon by the League Administrator to handle any side issues that she deems prudent. A voting quorum will consist of at least three voting members being present. The League Administrator’s vote will only be used in the case of a tie. For example: If, during a meeting of the regular five committee members, four vote and one abstains, then the League Administrator might be called upon to break a tie. Or, if during a meeting only four committee members are present and there is a tie, the Administrator may then be required to vote.

d. The Player Committee’s discussion and vote will be held in a closed meeting. The minutes of this meeting will be confidential. The vote will be conducted by using ballots and tick marks for a “yay” or a “nay” or perhaps for choice “a” or “b”. (Whatever the League Administrator calls the meeting to order for or the subject on which the committee is convened to determine a decision.) How each member

votes will not be disclosed to the league as a whole. Only the League Administrator and the National Director will be privy to those minutes.

*Example of a voting ballot:*

<b>Closed Vote of Appointed Player Committee</b>	
Decision A: Subject team takes entirely too long to discuss timeouts <i>every single time a coach is called.</i>	
Yay: _____	Nay: _____
Decision B: If A is yay, team should be limited to a _____ second time out period per coaching session.	
Yay: _____	Nay: _____
Decision C: If A and B are voted Yay, then a time overrun will result in a ball in hand for the opponent.	
Yay: _____	Nay: _____
Decision D: If C is voted Nay, at the time overrun, the player must make his/her shot within _____ seconds, or the opponent receives ball inhand.	
Date: _____	

**Our Website:** <http://www.sharkysbilliards.com/> is constantly updated. Keep checking, you never know what you'll find! Our webmaster is Kat Lackman. If you have ideas for the webpage, contact her. Also: Help everyone in the league by contributing improvement suggestions and not just complaining! If you find an error or contradiction in this SOP or on the webpage, please bring it to our attention nicely in order for it to be corrected.

**Caveat:** The intention of any statement, whether written, electronic, or verbal, and the established precedence of conduct in Sharky's Leagues will be followed regardless of the semantics involved.

**Team Shirts:** Team shirts are encouraged and may be ordered at any time. Prices will vary depending on the quantity and type ordered, if they are on sale or not, shipping and handling, the logo design, the logo size, and the number of colors in your team logo. Sharky's Billiards logo has five colors in it: White, black, dark blue, light blue, and grey. If you choose to use Sharky's logo and put your team name around it, your cost will be significantly less than if you want Mellody to electronically draw and vector a whole new logo. Payment is due in advance of shirt and transfer order. Please allow three weeks from date of payment for delivery.

### **TIPS FOR TEAM CAPTAINS:**

These tips are designed to help make league play as enjoyable, fun, and as stress-free as possible.

1. First of all and most importantly: Take a few minutes of your time and read the League SOP. Review what you have read with your team.

2. If you find any discrepancies, or think something is illogical, bring it to the attention of the League Administrator with a recommendation for change.

3. You may find differences in playing Leagues in Sharky's versus playing the same League elsewhere. The Administrator has instituted these differences for a reason, i.e., the "hand only" use when placing the cue ball with ball in hand ... The Administrator got tired of listening to opponents say, "He moved the cue ball forward!" And the other saying, "No, I didn't. I moved it sideways." The end result? The decision to use the hand only to place the cue ball with ball in hand in Sharky's Leagues.

4. Review the rules of the game periodically. New membership books are handed out each year. Read them and review them with your team. Ask the Administrator if any rules changes are applicable to Sharky's Leagues.

5. **CELL PHONES:** Keep the use of cell phones by your players to a minimum during their games! They are either playing pool or they are chit-chatting-texting with their friends. Unless it is an emergency phone call, the player needs to tell the caller they will contact them after the game and hang up. Sharky's has been lenient on this during leagues, we need to tighten up.

6. Until players actually **AGREE A FOUL** has occurred, do **NOT** reach out and pick up the cue ball! Do not stop or deter the cue ball's rolling motion when may be a foul. The cue ball must stop on its own. (*I know*, most of the time players are just trying to catch the cue before it drops in a pocket, but they need to just let it drop - they never know, it may lay up on the tip of the lip of the pocket.)

7. **Protest Procedures:** If a member of a team has a protest, they must first present it to their Captain and give the Captain the opportunity to resolve the issue. If the Captain cannot resolve the issue, he or she will bring it to the League Administrator. She will then make a decision by one of three methods:

a. If it is administrative in nature or if the decision has been made the same way previously and a precedence has been set, she will make a decision.

b. If it is new business she may either make a decision or

c. She may convene the League Committee for a discussion and decision.

Whichever method is used, that decision is final.

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## Summer - 8 Ball Scotch Doubles League

**Teams:** Teams consist of two people only. Options are either: One "A" player & one "B" player, one male & one female, one adult and one youth 15 and under, or two "B" players. (A list of "A" and "B" players is available.) During a team's turn at the table the players alternate shots. Matches may last between one and two hours. Leagues will start at 7:00 p.m.

**Games:** A schedule will be set up and score sheets handed out that note which team is the home team and which team is the visiting/away team. Players alternate each shot, not each "turn." The same player on a team may break every game during a match.

**Rotation:** If a team inadvertently switches their rotation during a game, it is a foul. The opposing team must call the foul immediately after the first player on the offending team has shot out of order. The opposing team then receives cue-ball-in-hand anywhere on the table. If the foul is not noticed until the second player has shot, the foul may not be charged. Whether a foul is caught and called or not, the new sequence must continue until the conclusion of the game. There is no switching back.

**Timeout:** Team members may talk briefly about each shot. Abuse of this privilege may result in teams returning to the "time-out" system.

**Scorekeeping:** Games follow the standard 10-point scoring system. A win is a 10 and the highest a losing team can score is a 7. There are no extra points for an individual making a Break and Run, Table Run, or Win Zip. The team that scores the most points, including handicap pts., wins the match. Ties are broken by games won.

**Handicapping:** Handicaps are scored by *teams* and not by individuals. Each team's handicap will use the total points scored each night divided by the number of weeks played. The handicap sum of the lower team's total is subtracted from the handicap sum of the team with the higher total. The difference is spotted in the end match total. A team receiving a Bye the first week of play will receive an average point count of all the other team's scores combined. That same number will then be applied to every Bye for every team each week thereafter in that session.

**Substitutions:** There are NO substitutions! Team members may NOT sub! If a player can not make a league night due to another obligation, the match will be rescheduled. Only in the case of dire extenuating circumstances such as a DROP may another shooter shoot as a sub. **This sub will be approved prior to the match by the League Administrator** to ensure no "sharks" are brought in. The substitute player MUST be equitable in playing strength and skills to the player they are subbing/permanently replacing.

Sharky's Billiards Scotch Doubles 8-Ball League, Wk/Date: _____ / _____																	
Home: _____		Players: _____ / _____													W ~ L		
		HCP: _____													HCP: _____		
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Sub-total	HCP spot	Total
C	C	C	C	C	C	C	C	C	C	C	C	C	C	C			
B		B		B		B		B		B		B		B			
B			B		B		B		B		B		B				
C	C	C	C	C	C	C	C	C	C	C	C	C	C	C			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15			
Away: _____		Players: _____ / _____													W ~ L		
		HCP: _____													HCP: _____		

Enter Higher Team's HCP: \_\_\_\_\_

minus Lower Team's HCP: \_\_\_\_\_

equals Total HCP spotted: \_\_\_\_\_

Home Team's Initials: \_\_\_\_\_ / \_\_\_\_\_

Away Team's Initials: \_\_\_\_\_ / \_\_\_\_\_



# Summer - 9 Ball Three Person Team League

Week # \_\_\_\_\_ Date: \_\_\_\_\_  
 A "win" is a 1 & a "loss" is a 0. The team with the most points wins the match..

Home Team: \_\_\_\_\_

Visitors: \_\_\_\_\_

HCP	Player	1	2	3	Total
	1	B /	/	B /	
HCP	Sub:	1-4	1-5	1-6	
	2	B /	/	/	
HCP	Sub:	2-5	2-6	2-4	
	3	B /	/	B /	
Total	Sub:	3-6	3-4	3-5	
	Total Points				
Team HCP	Handicap				
	Total + HCP				
	Circle Wins	W	W	W	W

HCP	Player	1	2	3	Total
	4	/	B /	B /	
HCP	Sub:	1st	3rd	2nd	
	5	/	B /	/	
HCP	Sub:	2nd	1st	3rd	
	6	/	B /	/	
Total	Sub:	3rd	2nd	1st	
	Total Points				
Team HCP	Handicap				
	Total + HCP				
	Circle Wins	W	W	W	W

Higher HCP: _____	<u>Home:</u> _____	<u>Cpt's Initials:</u> _____	<u>Away:</u> _____
- Lower HCP: _____	Rnd Wins: _____	Home: _____	Rnd Wins: _____
= HCP Diff: _____	Rnd Loss: _____	Away: _____	Rnd Loss: _____
Divide by 3/rd. _____	Total Pts: _____		Total Pts: _____

## AWARDS for the EVENING:

**League 9 Ball Differences:** No slop. Call the 9B to win.

The 9 ball on the break is not a win (even if called). Spot it. Breaker then continues shooting from where cue ball lays. A 9 ball with a scratch on the break is not a loss. Spot it. Opponent receives ball in hand anywhere on the table. Any scratch or jumped ball off the table on the break gives the incoming player ball in hand anywhere on the table. Jumped balls are dropped, except the 9 ball is spotted.

On the shot immediately following a legal break, the shooter may play a "push." On a push, the cue ball is not required to contact any object ball nor any rail. All other foul rules apply. The player must announce the intention and the opponent must acknowledge the playing of a push. Any ball pocketed on a push does not count and remains pocketed except the 9. Following a push, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed. On the break, balls jumped off the table are dropped, with the exception of the 9 ball which is spotted. If the breaker scratches on the break, the incoming player cannot "push".

Each player plays each opponent two consecutive games. The loser of the first game breaks the second game.

## Read the following carefully:

Pocketing the 9 ball in an uncalled pocket is a foul - even if you have made a legal shot and a legal ball. Spot the 9 ball and the opponent receives ball in hand anywhere on the table. (*Think about league 8 ball: If you make the 8 ball in an uncalled pocket out of turn, it is a total loss of game.*) In league 9 ball, it is not a total loss of game; however, it is a foul. Shooter does not lose, but the opponent does receive ball in hand.

Bring all "stalemates" to the attention of the Administrator. She will then watch three innings at the table. If there is no progress, she may declare a stalemate and a rematch. The three-foul rule does NOT apply in league 9B play.

To declare a run ON the table or a TR, the winning player must have pocketed ALL nine balls and have called the 9B. It matters not whether it is the breaker or opponent, nor does it matter how many balls fell on the break, nor does it matter in which inning it occurs. The ON/TR must include all 9 balls. This is a League Committee decision.

**A player who has previously played will begin a new session at their ending HCP. All new players will begin at league median 0.00. Opponents will not "zero out."**



# Sharky's Maple Leaf BCA Pool League

c/o Sharky's Billiards & Modern Day Veterans Ch. 402  
 4801 S. Limit (So. 65 Hwy), Sedalia, MO - (660)826-5855  
[www.sharkysbilliards.com](http://www.sharkysbilliards.com)



Week # \_\_\_\_\_, Date: \_\_\_\_\_

Break & Run Outs (RO15), runs ON the table (ON13), Win Zips (WZ12), & Table Runs (TR11).  
 Record a duplicate achievements, i.e., a WZ & ON in same game. **TOTAL POINTS WINS.**

*"How a person plays the game shows something of their character.  
 How one loses, shows it all." Remember good sportsmanship!*

## Home:

## Visitors:

If a player is coached during a game, place a "C" in the block to record the timeout. Thank you.

HCP	Full Name	1	2	3	4	5	Total	HCP	Full Name	1	2	3	4	5	Total
	1	B	1-6	B	1-8	B	1-10		6		B	5th	B	B	
	2	B	2-7	B	2-9		2-6		7	Up		4th	3rd	2nd	
	3	B	3-8	B	3-10	B	3-7		8	2nd	1st	5th	4th	3rd	
	4	B	4-9	B	4-6		4-8		9	3rd	2nd	1st	5th	4th	
	5	B	5-10	B	5-7	B	5-9		10	4th	3rd	2nd	1st	5th	
TM	TOTAL							TM	TOTAL						
HCP	HANDICAP							HCP	HANDICAP						
	TOTAL + HANDICAP								TOTAL + HANDICAP						
	CIRCLE ROUNDS WON	W	W	W	W	W	W		CIRCLE ROUNDS WON	W	W	W	W	W	W

Higher Team's HCP:	Rounds Won:
Minus Lower Tm HCP:	Rounds Lost:
= Handicap Per Rnd:	Total Points:

Captain's Signatures	Rounds Won:
Home:	Rounds Lost:
Visitor:	Total Points:



# THE SHOW ME ACS POOL LEAGUE

c/o Sharky's Billiards & Modern Day Veterans Ch. 402

AMERICAN CUESPORTS  
4801 S. Limit (So. 65 Hwy),  
Sedalia, Missouri



Week # \_\_\_\_\_  
Date: \_\_\_\_\_



**"How a player plays a game shows something of their character. How they lose, shows it all."  
Most total points wins the match.**

Home Team:

Visitors/Away:

HCP	Full Name	1	2	3	4	Total	HCP	Full Name	1	2	3	4	Total
1		B	1-6	B	1-7	1-8		5		B	4th	B	
2		1-5		1-7	1-8				Up 1st		3rd	2nd	
3		B	2-7	B	2-8	2-5		6	2nd	B	4th	B	
4		3-7	3-8	B	3-5	3-6			3rd	B	1st	B	
		B	4-5	B	4-6	4-7			4th	B	2nd	B	
		4-8											
TM HCP	TOTAL						TM HCP	TOTAL					
	HANDICAP							HANDICAP					
	TOTAL + HANDICAP							TOTAL + HANDICAP					
	CIRCLE ROUNDS WON	W	W	W	W	W		CIRCLE ROUNDS WON	W	W	W	W	W

Remember to record Break & Run Outs (RO15), Runs "ON" the Table After the Break (ON13), all Win-Zips (WZ12), Table Runs (TR11), and duplicate feats made in the same game, i.e., WZ & TR. If a player is coached during a game, place a "C" in the block to record the timeout.

Higher Team's HCP:	Captain's Signatures	Rounds Won:
Minus Lower Tm HCP:	Home:	Rounds Lost:
= Handicap Per Rnd:	Visitor:	Total Points: