

# **Newport Music Pool League**

**This pool league was set up for players who wish to learn about pool and pool leagues. It is a handicapped league. Our handicap system is to set up to keep the teams even without handicapping the games. It was set up as a FUN league.**

**League Score Sheets must be dropped off in a AVS Dart machine, which is closed to the played match for that night. Any Score Sheet/Dues Envelope not put in the proper dart machine may be grounds for lost/forfeit of games or matches.**

**The Team Captain will be responsible for the following:**

- 1. Collection of nightly team fees from their team members.**
- 2. Home team captain will collect the match dues from visiting team captain and make sure the outside of the Dues Envelope has the date of the match, both team names and the word POOL. (Both captains should verify total money)**
- 3. Team captains will be responsible for entering team lineup on the Score Sheets.  
(This includes entering the players with the CLOSEST HANDICAPS.)**
- 4. Team captains will try to settle any problems that may come up during play.**

**If the problem cannot be resolved, the team captains MUST call the league director, 529-7070.**

**5. A Team captain or co-captain MUST be in attendance for every game.**

**The Dues for the league is \$15.00 per team per week. The dues will be used for shirts trophies, and the banquet. Teams shooting with less than 5 players are still responsible for the Team Dues in full. The team captain is responsible for the Dues and the league will not have any dealings with any other party in regards to the Dues.**

**Note: Registration Fee of \$30.00 goes back to the team for the last two weeks of the season, as their Dues.**

**Note: The Banquet may not be held at the same location two years in a row.**

**Each team is required to have 5 players per match. Team may have up to 10 players on the roster. The teams are open to all. During the first 3 weeks of a season, a team will be allowed to rotate four players, if necessary to get the team started. No team is allowed to add any new players after the third week of the season, without permission of the League Director. (Subs must have played at least once to be eligible for play-offs)**

**There are 15 games per match. No practice on any other table after start of the match. Warm-ups start @ 7 pm and MUST be every other game to each team. (Note: If no one from the other team is at the location by 7:20pm, you must**

**call the League Director and the grace period clock starts.)  
Lateness will not be tolerated!, once is too much and twice  
will result in losses! MATCHES START AT 7:30 P.M. !!!!**

**Each player plays in 3 games per match. All games are  
played in order and the order may NOT be changed for any  
reason. This will insure all players are "warmed up"  
equally.**

**Scoring is a four win system. Four wins are awarded per  
week. They are rounds  
one, two, three and four. Rounds 1-3 are won by a three  
game must win system and  
round 4 is total balls dropped plus handicapping  
differential.**

**Dropping the eightball is worth 10 and there can not be  
more then a 3 point differential in handicap points awarded.  
(i.e. if I am a 6.0 against any opponent and you are a 10. 0  
the differance is 3 and NOT 4).**

**If there are any problems or questions during match play,  
that the captains can not iron out, please call Pam the  
League Director and get a ruling. (Time stops for a ruling.)  
Do NOT wait until the next day...your point will be moot.  
There are no protests.**

- 1. All first round games start on the flip of a coin for choice.**
- 2. Break from behind the line.**
- 3. Scratch on break results in next shooter behind the line  
and table is still open.**
- 4. Call your ball and pocket, except the 8 ball.**
- 5. Any ball dropped from the break becomes YOUR balls. If  
two different type of balls**

**drop, its shooter's choice. If shooter misses his/her shot the table is still open.**

**6. Legal combinations must start on your type ball and end on your type ball.**

**7. Ball in hand results from:**

**a. you scratch**

**b. you double hit the cue ball with the cue stick**

**c. you disrupt the table (you move a ball without shooting)**

**d. you use an illegal combination and drop your ball in called pocket**

**e. you knock a ball off the table (note: if it is the eightball you lose!)**

**(if it is your ball it is "spotted", if opponent's ball it is dropped)**

**f. you do not drop a ball or hit a rail for two consecutive shots.**

**8. Eight ball you must call your shot (i.,e. banks and pocket)  
SKIMS DON'T COUNT.**

**9. Second round games start with loser of the first round  
(choice of break or rack)**

**10. Third round games start with the loser of the second  
round. (choice break or rack)**

**11. Any player may receive coaching from their team**

**12. there are no protests ! You MUST call the league  
director that night !**

**13. No splits on two different types of balls. (stripes and  
solids and eightball)**

**14. Never use the eightball in a split or combination.**

**15. If you break and drop the eightball, you win 10-0**

**16. If you run the table from the break you do a ball count.**

**17. NO JUMP SHOTS**

**18. Each player is allowed to have a no rail shot, once in a row. (NOTE: IN A ROW)**

**If you do NOT hit a rail or drop a ball two shots in a row, then it is ball in hand for the other team.**

**If you have any questions, please call Pam at 529-7070. I will return any daytime calls to you after 5 P.M.**