

2010-2011 ADI POOL LEAGUE RULES

GENERAL:

- 1) **COMMON SENSE AND GOOD SPORTSMANSHIP** is to be used to cover any problems not covered in the following rules. The team captains should try to resolve any problems right away. An ADI representative is on call by cell phone and can be reached on the league line at 722-0152. Your call will be returned ASAP. At that time we will be able to discuss scheduling questions or other disputes. **We do not have access to player data at that time but will be able to take down your concerns and return a call as soon as we have the answer to your question.**
- 2) **IF A GRIEVANCE OR DISPUTE ARISES DURING LEAGUE PLAY THE LEAGUE LINE MUST BE CALLED THE NIGHT OF THE OCCURRENCE BEFORE COMPLETION OF PLAY AND THE SIGNING OF THE SCORE SHEET. IF THE LEAGUE LINE IS NOT NOTIFIED A GRIEVANCE CAN'T BE FILED.**
See GRIEVANCE PROCEDURE below.
- 3) The **home team** will supply the score sheet and envelope.
- 4) **The HOME TEAM is responsible for dropping off the ENVELOPE including the score sheet and all the prize money by 12:00 P.M. THE NEXT DAY at one of the designated drop off points.** Drop off points are listed separately. Underpayments or overpayments will be deducted from or credited to the **home team** unless otherwise indicated.
- 5) **LEAGUES WILL NOT BE CANCELED FOR ANY REASON.** It is the team captain's responsibility to determine whether a team will play or reschedule. Both captains must agree or the match goes on as scheduled. **BOTH CAPTAINS MUST CALL THE LEAGUE OFFICE TO SET UP A RESCHEDULED MATCH. IF THE LEAGUE OFFICE DOES NOT HEAR FROM BOTH CAPTAINS, THE MATCH MUST BE PLAYED AS SCHEDULED.**
- 6) Team captain's names and telephone numbers will be supplied with the schedule. Any captain not supplying a telephone number will not be allowed to claim a forfeit.
- 7) If a team requests a postponement and the opposing team agrees, they must settle on a date, time and place for the rescheduled match and notify the league office within 24 hours of the originally scheduled match.

- 8) **ALL POSTPONED MATCHES FROM THE FIRST HALF OF THE SEASON MUST BE MADE UP PRIOR TO THE START OF THE SECOND HALF. AND THE SECOND HALF MATCHES MUST BE MADE UP BY THE LAST SCHEDULED GAME OF THE SECOND HALF. ANY UNPLAYED MATCHES WILL BE AWARDED WINS AND LOSSES PER AMUSEMENT DEVICES DISCRETION.**
- 9) The **home team** is responsible for brushing the table before the match starts.
- 10) **IT IS BOTH TEAMS RESPONSIBILITY TO KEEP A COPY OF THE SCORE SHEET. THE ADI LEAGUE DEPARTMENT WILL MAKE EVERY ATTEMPT TO RECOVER SCORES FROM A MISSING SCORE SHEET. IF NO SATISFACTION CAN BE REACHED, THE LEAGUE DEPARTMENT WILL THEN TAKE THE APPROPRIATE MEASURES.**
- 11) The **home team** will tell the **visiting team** which ADI pool table will be used and allow them ½ hour before league starts to practice on that table. **ANY GAMES NOT PLAYED ON A ADI POOL TABLE, THAT TEAMS GAMES WILL BE FORFEITED FOR THAT NIGHT. THAT TEAM WILL ALSO BE INELEGIBLE TO PLAY AT THE WAMO STATE POOL TOURNAMENT.**
- 12) Players will have a grace period of 20 minutes. This is regular time not bar time. All teams must have 2 players to play. In the event a team is short players, a maximum of 1 player may be picked up from the bar.
- 13) No player may be added to the score sheet once league play has started unless both captains have agreed to it. **Agreement will be assumed if both captains sign the score sheet.**
- 14) No coaching is allowed by team members or other persons in the bar, except when doubles are playing, coaching is allowed between those 2 players. You will have 3 minutes in which to make your shots.
- 15) Every player is to have ample room to shoot. Any team or team's fan(s) distracting a player must be warned to quiet down. Failure to quiet down the distracting person (s) will result in loss of all games.
- 16) No player, other than the player shooting, may stand next to the pool table. **YOU MUST HAVE AT LEAST 1 FOOT ON THE GROUND WHILE SHOOTING.**
- 17) Players are responsible to have their achievements recorded as they are shot. No alterations to the score sheet can be made after the captains have signed it.
- 18) Open teams are any combination of men and women. Women's teams are for women only. The only exception will be if **BOTH** teams agree that night. Agreement will be assumed **ONCE A PLAYER HAS SHOT THE FIRST BALL ON THE TABLE.**

- 19) **AN INELIGIBLE PLAYER MAY BE CONTESTED AT ANY TIME DURING LEAGUE PLAY.**
- 20) No player may shoot on more than 1 team in the same league on the same night. A player may transfer from 1 league to another on a permanent bases with the consent of the ADI League Department. This transfer is allowed once during the season.
- 21) **AMUSEMENT DEVICES LEGUE DEPARTMENT WILL NOT BECOME INVOLVED IN ANY TAVERN CONDITION DISAGREEMENTS. (i. e. music is too loud; bar area is too crowded, free drinks etc.) IT IS THE RESPONSIBILITY OF BOTH TEAMS TO WORK THESE ISSUES OUT. PLEASE CONSIDER THAT THE CONDITIONS ARE THE SAME FOR BOTH TEAMS.**
- 22) Pool statistics and schedules are posted on our website at adigames.com, and facebook.

LATE FINES:

- 1) Failure to turn in your envelope on time will result in a \$10.00 late fine charged to the **home team. ALL LATE FINES WILL BE ENFORCED.**

PLAYOFF:

- 1) In the event of a tie for first or second place in fall leagues or first place in summer leagues there will be a playoff between the 2 teams involved. An Amusement Devices representative will do a coin toss to determine who the home bar will be. The first team to win 7 games will win the playoff.

SHOOTING ORDER:

- 1) The visiting team will break the first and third round games. The home team will break the second and fourth round games. **In the fourth round game 10 player 1 shoots first for both teams, game 11 player 3 shoots first for both teams, game 12 player 2 shoots first for both teams.**
- 2) Each player is responsible for his or her order of shooting. Anyone shooting out of turn will lose that game, and then continue the regular order. Shooting order is as follows:

<u>FIRST RND</u>	<u>SECOND RND</u>	<u>THIRD RND</u>	<u>FOURTH RND</u>
1-1	1-2	1-3	1&2-1&2
2-2	2-3	2-1	1&3-1&3
3-3	3-1	3-2	2&3-2&3

GRIEVANCE PROCEDURE:

- 1) **IF THE LEAGUE LINE HAS NOT BEEN CALLED BEFORE COMPLETION OF PLAY AND THE SCORESHEET HAS BEEN SIGNED BY A REPRESENTATIVE FROM EACH TEAM IT BECOMES FINAL AND NO GRIEVANVE CAN BE FILED.**

- 2) Any problems that cannot be resolved on the night of a match by the team captains and/or an ADI representative may be resolved by the GRIEVANCE COMMITTEE. The grievance committee is made up of players from various leagues.
- 3) **IN ADDITION**, a written or e-mailed protest and \$25.00 protest fee must be submitted to the league coordinator within 48 hours of the match. **ALL PROTESTS MUST BE SUBMITTED BY E-MAIL OR IN WRITING.**
- 4) **LATE PROTESTS WILL NOT BE ACCEPTED.**
- 5) **ALL DECISIONS OF THE GRIEVANCE COMMITTEE ARE FINAL.**
- 6) If the protest is upheld, the \$25.00 will be returned. If the protest is turned down, the \$25.00 goes into the league fund to be split among the other teams in the league.

FORFEITS:

- 1) Any team forfeiting a match will be penalized as follows:
 - a) **First Offense- \$25.00**
 - b) **Second Offense-\$25.00**
 - c) **Third Offense-LOSS OF ALL PRIZE MONEY AND EJECTION FROM THE LEAGUE AND THE TEAM WILL BE INELIGIBLE FROM THE WAMO STATE TOURNAMENT.**
- 2) **Any team forfeiting a match in the last 3 weeks of league play will be penalized the loss of all games on that night and half of their prize money.**
- 3) **Any team winning by forfeit must turn in a score sheet indicating that they showed up for play. Failure to do so will result in 0 games won.**
- 4) **Any team winning by forfeit will receive 12 wins as a team, and each player will receive his/her average.**
- 5) **No team will be allowed to take first place by way of forfeit.**

PLAYERS:

- 1) All players must be of **LEGAL** drinking age. It is the **Tavern's** and the **Captain's** responsibility to be sure all players are of legal age that night.
- 2) No new players can be used the last 3 weeks of fall league play, and 1 week in summer league play.
- 3) Three player teams will have a total of 6 players on their stats; other players will be given sub status.

- 4) **CAPTAINS, ADI OR WAMO REPRESENTATIVE MAY REQUEST AN I.D. FROM PLAYERS ON THE OPPOSING TEAM. IF A PLAYER REFUSES TO SHOW HIS OR HER ID OR IS PLAYING UNDER SOMEONE ELSE'S NAME, ALL GAMES FOR THIS PLAYER ARE FORFEITED FOR THAT NIGHT. THAT TEAM WILL ALSO BE INELIGIBLE TO PLAY AT THE WAMO STATE TOURNAMENT. CALL THE LEAGUE LINE IF A PLAYER IS PLAYING UNDER THE WRONG NAME OR IF HE/SHE REFUSES TO SHOW I.D.**
- 5) **Any player(s) rostered at the beginning of the league season are considered eligible players.**
- 6) All new players must write their first and last names down on the score sheet, sub is not acceptable. **Sub status is only to be used by Amusement Devices personnel.**
- 7) A bartender may shoot, but cannot tend bar while shooting his/her scheduled game.

BREAKING, SHOTS, FOULS, RACKING, ETC.

- 1) A player not breaking the rack after 2 tries will forfeit the break.
- 2) On the break a ball from the rack must hit a rail or go in a pocket. If not, the balls will be re-racked and the opposing player will break.
- 3) A scratch or a foul on the break results in any open table. If the eight ball goes in with a scratch or foul, it will result in the loss of the game.
- 4) If a combination of stripes and solids go in on the break, the table is open. If the person who broke misses their first attempt, their opponent has an open table. If a solid goes in, the shooter must stay with solids. The same rule applies to stripes. If the eight ball goes in, with no scratch or foul, the person who broke wins the game.
- 5) On an open table when calling a ball, you may use a solid to pocket a stripe you have called. The same rule applies to stripes. All shots must be called verbally, or by pointing to the pocket. If the called ball goes in the called pocket, regardless of its travel, the player continues to shoot.
- 6) If the cue ball is shot off the table, it is considered a scratch. If a stripe or solid is shot off the table, the ball is placed on the spot where the balls are racked.
- 7) After a scratch, the **object ball** being shot at **must be entirely out of the kitchen (not on the line)**. When breaking or placing the **cue ball** behind the line for a shot, the ball **must be placed entirely behind the line (in the kitchen)**. Failure to do so will result in loss of turn.

- 8) A player must hit his/her own object ball first. Hitting their opponent's ball first is a foul and loss of turn. **The eight ball is not neutral.** Hitting the opponent's ball first and making the eight ball is a loss of the game, although the eight ball may be used as a middle ball in a combination.
- 9) Moving any ball while shooting, preparing to shoot, or just finishing a shot, is a foul and loss of turn. Any ball moved will remain where it is.
- 10) The person playing the game, before the next shot is taken must call a foul shot.
- 11) Scratching on the eight ball is a loss of that game.
- 12) **No jump shots!!!**
- 13) **No safeties or push shots. You must make a legitimate attempt.**
- 14) **An eight ball run is when eight balls are run consecutively on any one turn.**
- 15) **The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the eight ball as the first ball that is directly below the apex ball. One from each group of seven will be on the two lower corners of the triangle. The other balls are placed in the triangle without purposeful or intentional pattern.**
- 16) **The 8 ball must be called and pocketed on it's own individual shot, or it is a loss of game.**

PLAYER COSTS:

- 1) **ALL POOL LEAGUES-**Each player will pay **\$3.00 per night** for league fees for a total of **\$9.00 per team** in your **envelope**. Each player will pay **\$2.00 per night** for games played for a total of **\$6.00 per team per night. Grand total=\$15.00 per team per night.**

STARTING TIMES:

FALL LEAGUES:

- 1) **APPLETON, NEENAH/MENASHA POOL LEAGUES-7:30.**
KAUKAUNA/KIMBERLY/LITTLE CHUTE MONDAY
WOMEN'S POOL LEAGUES-7:30.
KAUKAUNA OPEN POOL LEAGUES-8:00.
SUNDAY POOL LEAGUES-3:00 PM OR 7:00 PM.

SUMMER LEAGUES:

- 1) **ALL LEAGUES START AT 7:30.**

POSITION ROUNDS:

- 1) 2nd at 1st, 4th at 3rd, 6th at 5th.... This means the team that is in second place plays the team in first place at their bar etc. If there is a two way tie, a coin will be flipped by the league department to determine the home bar.

TROPHIES:

- 1) Trophies are voted on at the beginning of the year on your roster. If the majority vote for your league is for trophies, your whole league will split the cost of all trophies. If the majority vote for your league is against trophies, **just plaques** are purchased for your sponsors. If a team still wants individual trophies, that team may purchase them with their own prize money.

- 2) **KAUKAUNA/KIMBERLY/LITTLE CHUTE LEAGUES** voted against any league paying for any **individual trophies**. If a team still wants individual trophies, that team may purchase them with their own prize money.

DROP OFF POINTS PERTAIN TO FOX VALLEY LEAGUES ONLY.

ENVELOPE DROP OFF POINTS:

- 1) **ALL ENVELOPES ARE TO BE DROPPED OFF AT THE FOLLOWING LOCATIONS ONLY!!!**

**A) CITIZENS FOURTH STREET PLAZA KAUKAUNA
(Formerly F & M) W2670 COUNTY TRUNK KK, DARBOY**

**B) FIRST NATIONAL 550 S. GREEN BAY ROAD, NEENAH
 320 RACINE STREET, MENASHA**

**C) EAST WISCONSIN 501 E. WISCONSIN AVENUE, APPLETON
SAVINGS BANK**

IF YOU HAVE ANY OTHER QUESTIONS, PLEASE CONTACT KAREN AT EXT. 101 OR MISSY AT EXT. 115 IN THE LEAGUE DEPARTMENT AT AMUSEMENT DEVICES 722-1233 OR VISIT US ON THE WEB AT www.adigames.com, FACEBOOK OR EMAIL US AT league@adigames.com