

RACK AND RUN POOL LEAGUE OFFICIAL RULE BOOK



WEBSITE – www.racknrun.com

CONTACTS:

**RON STASO
216-396-1532**

**MARIN SIMICEVIC
440-339-9709**

RACK AND RUN POOL LEAGUE WILL NOT AND IS NOT TO BE HELD LIABLE FOR ANY PERSONAL INJURY AND OR DAMAGES TO ANY PROPERTY THAT IS CAUSED BY ANY PLAYER, FRIEND AND OR FAMILY OF PLAYERS IN THIS LEAGUE. RESPONSIBILITY OF ANY DAMAGES OR INJURYS LIES SOLEY ON THE INDIVIDUAL(S) INVOLVED IN THE INCIDENT.

WELCOME TO RACK AND RUN POOL LEAGUE

TEAMS

Teams consist of 5 to 8 players with a minimum of 5 players per team per week. On the night of league play 5 players from each team play each other for a total of 5 points. Points are earned when the number of games won by a player equals their handicap. A player who is a “4” handicap plays the other team player who is a “5” handicap, that player must win 4 games before the 5 handicap wins 5. The player that wins the match receives 1 point for the team. Best of five points wins the nights match.

Handicaps of 5, 6, 7, 8 and 9 playing one another will be a mandatory drop down in handicap. Example: A 5 handicap is playing a 6 handicap the match will become a 4 to 5 race! Handicaps of 7, 8 and 9 playing one another will be a mandatory two spot drop in handicap. Example: A 7 handicap is playing a 8 handicap the match will become a 5 to 6 race! Mandatory drop down will not be in affect when playing handicaps of 2, 3 or 4. Example: A 5 handicap is playing a 2 handicap the match will stay a 5 to 2 race! The mandatory drop down will only be in effect for the regular season and will go back to normal handicap against handicap during the tournament.

CAPTAINS

Each team will designate a captain and a co-captain for their team. The captain's/co-captain's responsibilities are as follows:

- 1) Collect all weekly fees and paperwork for the match.
- 2) Communicate all league rules and information to their team.
- 3) Make sure that their team is ready to start and on time at the designated location. (All matches begin at 7pm – if one player is present, the match must start unless changed by a league official or prior arrangements have been made by both team captains) There is a 20 minute grace period for the first match to begin if no players are present. If at least one player is not at the appointed playing field by 7:20 p.m. then that team will forfeit all points to the opposing team for the night. Captains need not be there for the first match to start. Once teams do start there is a 10 minute grace period between matches. **The 10 minute grace period is allowed only if the team has no players there to start the next match. (NO STALLING FOR A PLAYER TO SHOW UP)**
- 4) Ensure that the league has working phone number for the captain/co-captain at all times.
- 5) Each team must have players that can keep score during their turn.
- 6)) All brand new players should be announced at the beginning of the night by captains or any player expecting to play them so that the opposing captain can know before starting that night's match for reasons of strategy and courtesy. Do not wait to tell the other captain when you expect this player to play. If you delay and try to put up that player after the start of the night then the captain of the opposing team has the right to refuse that player's participation in that week's match. You must inform the opposing team and add this player to your roster before the start of the night.

OVERALL LEAGUE RULES

These rules are created for the players, establishment owners, league officials and guest of the teams to ensure everyone's safety, obligation and right to enjoy the fun and competition of an equal skill level with proper sportsmanship.

- 1) All players must be at least **21 years of age** in order to play in the place where the match is being held. You must present a valid I.D. if asked for by a league official, establishment manager or owner.
- 2) **RACK AND RUN POOL LEAGUE** does not in any way promote or tolerate the use, sale or distribution of and or possession of any and all illegal substances. Gambling is also prohibited during any and all League or Tournament play. If caught, the result can be immediate suspension from the league.
- 3) To ensure fairness for everyone playing in this league, there will be no tolerance for **SANDBAGGING/CHEATING** by any player attempting to manipulate their handicap's in any way to advance their team in the standings. Anyone violating this rule can be barred from the league at any time and will forfeit all points and monies paid into the league.
- 4) Players must have at least one foot placed on the floor when making contact with the cue ball with one's cue stick for an attempted shot.
- 5) During a ball in hand foul - **any movement of a ball** on the table during placement of the cue ball is considered a ball in hand foul and placed back into the opponents hand for placement. (See Foul Penalty for more info)
- 6) During regular season play – the 27 point handicap rule – you can have any combination of players play throughout the night as long as the total is 27 or below. (See General Rules for more info)

ILLEGAL PLAYERS

An illegal player is a player representing themselves as a roster player fraudulently. A team that is found using an illegal player will be removed from the league and forfeit all points and monies.

FORFEITS

All games start at 7:00 p.m. unless changed by a league official or prior arrangements have been made by both team captains. There is a 20 minute grace period for the first match to begin. If at least one player is not at the appointed playing field by 7:20 p.m. then that team will forfeit all points to the opposing team for the night. Captains need not be there for the first match to start. Only one member need be present for each team, then play must start. Once, teams do start there is a 10 minute grace period between matches. **The 10 minute grace period is allowed only if the team has no players there to start the next match. (NO STALLING FOR A PLAYER TO SHOW UP- TWO MINUTES TO PUT A PLAYER UP WHEN A PLAYER OR PLAYERS ARE PRESENT).** On the score sheet for all forfeits, a player must be named for the win and another player for the loss. A player may receive only two forfeits during a session per team.

CHANGING OF TEAMS

Players may not change teams during the session without notifying and getting approval from a league official. Players may play on more than one team but the teams must be in different divisions. If two teams meet in the tournament that have players on both teams, those players must choose which team they are playing for before any matches start or they can choose to sit and be neutral). The player will still be allowed to move on with the winning team.

DISPUTES

PLEASE NOTE THAT THIS RULE BOOK IS SELF EXPLANATORY!!!! THE PARTICIPATING PLAYERS AND CAPTAIN'S SHOULD SETTLE ALL DISPUTES!!! THE RULES ARE VERY CLEAR!! IF YOU CAN NOT RECTIFY THE DISPUTE THEN THE GAME IS AN AUTOMATIC RE-RACK. OFFICIALS CAN NOT AND WILL NOT BE AT ALL MATCHES. WE CAN NOT JUDGE WHO IS RIGHT AND WHO IS WRONG WITHOUT BEING THERE - SO TO CORRECT THE WRONG THAT CAN NOT BE RESOLVED IS CONSIDERED A RE – RACK. NO FIGHTING OR UNSPORTSMAN LIKE CONDUCT WILL BE TOLERATED.

NEW PLAYERS

All new players will enter the league as a “4” handicap for men and as a “3” for women. New players are people who have not been handicapped or known to be league players. League officials **MUST** be contacted prior to an addition of a player joining from another league. League officials will make all final judgments on all handicaps.

HANDICAPS

Any and all players coming from another league will come in with their current handicap from the other league after reviews are completed with league officials. All players will be re-evaluated for a more accurate handicap after several weeks of playing. League officials will make all final judgments on all handicaps.

ROSTERS

Teams may add or remove players during the first 6 weeks of any session. After that period, any and all roster changes must be approved by league officials.

WEEKLY AND BACKER FEES

There is a \$7.00 fee for any person that plays in a match. Each night there should be five matches played. Each team is responsible for a total of \$35.00 per night for all five matches whether they were played or forfeited. Backer fees are an additional \$120.00 per team per session. BACKER FEES MUST BE PAID BY THE 8TH WEEK OF EACH SESSION !! IF FEES ARE PAID BY CHECK - ANY RETURNED OR DECLINED CHECKS WILL RESULT IN A \$40.00 NSF FEE OR THE APPROPRIATE RATE FROM THE BANK!!!! NO EXCUSES

SCORE KEEPING

All score sheets must be completed accurately, legible and signed to receive credit for the points earned. Once a score sheet has been signed and turned in by both captains, the results will be final and no changes will be allowed. Keeping score is very important due to the fact that your handicap level depends on it. The person keeping score for a match must initial next to the totals after completion of that match. If there are any forfeits during the night, please fill in all player names for both sides of the forfeit. All score keepers will be expected to inform both players shooting at any time if they are shooting the incorrect group of balls. **ALL SCORE KEEPERS MUST BE PLAYERS NO EXCEPTIONS!!**

RACKING THE BALLS

The balls are racked in a triangle at the foot of the table with the 8 ball in the center of the triangle.

LEGAL BREAK SHOT

To execute a legal break, the breaker (with cue ball on or behind the head string) must either pocket a ball on the break or drive at least 4 balls to a rail. If he/she fails to make a legal break then the rack is re-racked and the original breaker has one additional chance to make a legal break. If at this point there is another illegal break, it is to be re-racked and becomes the opposing player's choice to either let the player break again or they can take the break themselves.

AFTER THE BREAK, THE TABLE IS OPEN NO MATTER WHAT GOES IN. YOU MAY SHOOT ANY COMBO EXCEPT WITH THE 8 BALL, THIS MEANS STRIPE TO SOLID OR SOLID TO STRIPE IS GOOD THEN YOU MUST TAKE WHAT IS MADE IF IT IS A GOOD SHOT!

SCRATCH ON A LEGAL BREAK

If a player scratches on a legal break it is a foul. All balls pocketed remain pocketed and the table remains "OPEN". NOTE: THE INCOMING PLAYER HAS BALL IN HAND BEHIND THE HEAD STRING AND MAY NOT SHOOT AN OBJECT BALL THAT IS BEHIND THE HEAD STRING UNLESS HE/SHE FIRST SHOOTS THE CUE BALL PAST THE HEADSTRING AND HITS THE OBJECT BALL. IF THE OBJECT BALL IS ON THE HEADSTRING THEN YOU CAN NOT SHOOT IT, IT MUST BE OVER AND NOT ON HEADSTRING AT ALL!!

8-BALL ON THE BREAK

If the 8 ball is made on break, this is a win and must be marked on the score sheet. If you scratch on the break and make the 8 ball, this is a loss of game and must be marked. If the 8 ball goes off the table on break it is loss of game and must be marked.

LEGAL SHOT

On all shots (except on the break) the shooter must call one of his group of balls first or the group of balls he/she intends to choose after the break with balls down and:

- 1) Pocket an object ball
- 2) Cause the cue ball or any numbered ball to make contact with a rail after hitting his own. It is legal to bank the cue ball off the rail prior to making contact with object ball. However, once the cue ball makes contact with the object ball, one of the balls must make contact with a rail again. Failure to contact with a rail will result in a ball in hand-foul.
- 3) **ALL QUESTIONABLE SHOTS MUST BR BROUGHT UP TO THE OPPOSING TEAM PRIOR TO THE SHOT.**
- 4) Called balls falling into the pocket within the allotted 5 seconds will be considered a made ball.
- 5) However, balls falling into the pocket after resting on the edge for more than 5 seconds, must be replaced in their original position prior to falling.

SAFETY SHOTS

For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his/her turn at the table by declaring a “**SAFETY**” in advance, or he/she may choose a safe for a defensive play. **ALL SAFETY SHOTS MUST BE DECLARED PRIOR TO TAKING THE SHOT.** A safety is defined as a legal shot. If the safety is not declared and said ball is pocketed then the shooter must continue to shoot. Any ball pocketed on a safety shot remains pocketed. **THE SCORE KEEPER HAS THE RIGHT TO JUDGE AND OR ASK A PLAYER IF HIS/HER SHOT WAS INTENDED AS A SAFE AND CAN MAKE IT ACCORDINGLY TO THEIR BELIEF. IF THE SCOREKEEPERS/PLAYERS CAN NOT AGREE WHETHER A SHOT WAS A SAFE OR NOT THEN THE SHOT WILL AUTOMATICALLY BE JUDGED AND MARKED AS A SAFE.** There are a maximum of 5 safes per game per person. **IT IS UP TO THE SCOREKEEPER TO NOTIFY THE PLAYER WHEN THEY HAVE REACHED 4 SAFES. IF NOT NOTIFIED THEN IT WILL NOT BE CONSIDERED A FOUL IF THEY EXCEED THE 5 SAFES. ONCE THEY ARE NOTIFIED AND ON THE NEXT SAFE AFTER 5 SAFES IT WILL RESULT IN A LOSS OF GAME.**

FOUL PENALTY

A foul penalty means that the opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table, unless the foul is committed on the break. If foul is on the break then the cue ball is placed behind the head string. At any time after the break, when you are attempting to make a shot and you move a ball (other than the cue ball) with your hand, fingers, clothes or your stick. **IT IS NOT A FOUL** but your opponent has the option to move the ball back or leave it alone. **(IF THE 8 BALL IS POCKETED THEN IT IS A LOSS OF GAME)** If more than 1 ball (including the cue ball) is moved during or after the shot process it would then be a ball in hand foul. During a ball in hand foul - any movement of a ball on the table **during placement of the cue ball** is considered a ball in hand foul and placed back into the opponents hand for placement

BALL JUMPED OFF TABLE

If any ball except the 8 ball is jumped off during the break or during a regular shot **it is a foul and ball in hand (THIS INCLUDES THE CUE BALL).** **IF THE 8 BALL IS JUMPED OFF THE TABLE AT ANY TIME. IT IS LOSS OF GAME! ALL JUMPED BALLS ARE PUT DOWN THE POCKET AND NOT SPOTTED!!!**

COMBINATION SHOTS

Combination shots are allowed, however the 8 ball cannot be used as the 1st ball in the combination. The 8 ball is never considered neutral. Mixed combination shots see: **LEGAL BREAK SHOT.**

LOSS OF GAME

A player loses the game if he/she commits any of the following infractions:

- 1) FOULS WHEN POCKETING THE 8 BALL**
- 2) POCKETS THE 8 BALL OUT OF TURN**
- 3) JUMPS THE 8 BALL OFF THE TABLE**
- 4) POCKETS THE 8 BALL IN WRONG POCKET**

- 5) POCKETS THE 8 BALL AND SCRATCHES
- 6) POCKETING THE 8 BALL WITH YOUR HAND, FINGERS, CLOTHES OR YOUR STICK WHILE ATTEMPTING TO MAKE A SHOT
- 7) SCRATCHES WHILE ATTEMPTING A SHOT ON THE 8 BALL

NOTE: ALL INFRACTIONS MUST BE CALLED BEFORE THE NEXT SHOT IS TAKEN, OTHERWISE IT IS DEEMED AS IF NO INFRACTIONS OCCURRED. ONLY TEAM PLAYERS FROM THE TEAMS PLAYING CAN CALL A FOUL. NO OUTSIDE PEOPLE ALLOWED EXCEPT FOR LEAGUE OFFICIALS!!!!

STALEMATE RULES

When neither player wants to break the balls out after **6 CONSECUTIVE SAFES BETWEEN PLAYERS**, 3 safes by each player then a re-rack of the balls will be required and any scores or marks on the score sheet for that game will be disregarded. You must start that game over and keep score on the next line of the score sheet for the new game. Please mark as stalemate on score sheet.

TIMEOUTS

There is a time limit of 2 minutes for time outs. (A RULE QUESTION SHOULD BE ADDRESSED/PRESENTED TO BOTH TEAMS OR CAPTAINS AND IS NOT COUNTED AS A TIMEOUT) Teams must be warned when they have 15 seconds left on their time out. Once a time out has been called by a team member then the player **MUST TAKE THE TIMEOUT**. If you are unsure whether a timeout is available for a player then you must ask the scorekeeper if one is available. (Please do this discreetly - no yelling/asking so as the shooter can hear. There is only 1 time out per game per player if any more are taken or attempted/called then it will result in a foul-ball in hand.(IF A TEAMMATE ATTEMPTS/CALLS AN ADDITIONAL TIMEOUT AFTER ONE HAS BEEN TAKEN IT WILL RESULT IN A FOUL-BALL IN HAND). **TIME OUTS MAY ONLY BE GIVEN BY THEIR TEAM ROSTER MEMBER. THE ENTIRE TEAM MAY APPROACH THE PLAYER AND TALK WITH THE PLAYER DURING A TIME OUT INREGARDS TO THE PROPER SHOT (YOU ONLY HAVE TWO MINUTES).**

NOTE: THE RULE OF TOUCHING THE TABLE IS SPECIFICALLY FOR THE REASON OF MARKING THE TABLE. IT IS NOT CONSIDERED A FOUL IF THE COACH IS LEANING ON THE TABLE. IF HE/SHE IS POINTING AND TOUCHING THE FELT TO SHOW WHERE TO HIT BALL THIS IS NOT CONSIDERED A FOUL, AS LONG AS NO MARKS ARE LEFT ON THE FELT OR THE TABLE.

ANY INTENTIONAL MARKING OF TABLE BY COACH OR PLAYER EITHER WITH FINGERS, PLACEMENT OF CHALK OR ANY OTHER MEANS WILL BE A TABLE FOUL-BALL IN HAND! COACHS CANNOT USE ANY POOL STICKS WHILE COACHING THIS WILL BE A FOUL-BALL IN HAND.

START OF MATCH

One player from each team will participate in a coin toss to determine who chooses the 1st shooter to play. Once a player's name has been given to the opposing team as the next player then they cannot change players unless agreed upon by both teams. Winner of the toss has option to put up 1st or pass to opposing team. Thereafter, team captains will alternate choosing of their players for match put-ups. After 2 players have been chosen to play the players toss a coin for the break. The winner again has choice to break or rack. Players will shoot until they foul or miss. Winner breaks and match is over when players win the same amount of games as their handicap before their opponent.

GENERAL RULES

1) This is an amateur league- NO PROFESSIONALS are allowed to play or give advice to players when shooting in this league

2) Forfeits - If a team is unable to present a player or players in the designated place or time for that nights play then it is a forfeit. NO RESCHEDULEING FOR MATCHES UNLESS IT IS A FULL NIGHT AND APPROVED BY LEAGUE OFFICIALS AHEAD OF TIME!! **FORFEITS MUST BE PAID FOR SAME AS SHOOTING FOR THAT NIGHT!!!! A PLAYER MUST BE NAMED BY EACH TEAM FOR THE FORFEIT WIN AND FORFEIT LOSS.** A player may only receive two forfeits per session per team.

3) All players must have 12 weeks of play between the two sessions (EXCLUDING FORFEITS AWARDED) to play in the end of the year tournament unless approved by league officials, if playing on 2 or more teams the same rule applies for each team played. . **IF A PLAYER PLAYS IN THE FIRST SESSION THEN A MINIMUM OF 4 GAMES MUST BE PLAYED IN THE FIRST SESSION WITH THE REMAINING 8 GAMES PLAYED IN THE SECOND SESSION. IF A PLAYER STARTS IN THE SECOND SESSION THEN 8 GAMES (EXCLUDING FORFEITS AWARDED) MUST BE PLAYED TO QUALIFY FOR THE TOURNAMENT. THIS APPLIES TO HOWEVER MANY TEAMS A PLAYER PLAYS FOR!!!**

4) There are 2 sessions per year that are 16 weeks each, a "FALL and SPRING" session. There are no refunds on any fees paid to the league once a team starts.

5) No player is allowed to use any type of guidance equipment for coaching such as any type of penlights or lasers. Use of any such equipment will result in a foul-ball in hand. Marking of the table by the coach or player with placing of chalk or hands is also a foul-ball in hand.

6) Captains must field a team with a total handicap of 27 or under for night's play of 5 matches. Forfeits are included in this 27 handicap rule. Failure to do so will result in the forfeiting of the entire night's matches and points.

7) Intentional fouls are a table foul-ball in hand and not a loss of game

SCHEDULING

Due to unforeseen circumstances, all schedules are subject to change at any time during the session. Any team that refuses to play another team due to a schedule change will forfeit and the opposing team will receive all five points. **NO PLAYING FOR DOUBLE POINTS ON MAKE-UP MATCHES.**

SPORTSMANSHIP

1) Conceding of the game - If you break down your current playing cue into 2 pieces before the game has actually ended it is considered that you have conceded the game to your opponent. Break or jump cues would not apply here. If you are changing sticks then it is your responsibility to inform your opponent.

2) All brand new players should be announced at the beginning of the night by captains or any player expecting to play them so that the opposing captain can know before starting that night's match for reasons of strategy and courtesy. Do not wait to tell the other captain when you expect this player to play. If you delay and try to put up that player after the start of the night then the captain of the opposing team has the right to refuse that player's participation in that week's match. You must inform the opposing team and add this player to your roster before the start of the night.

3) Talking to players - it is not a foul to talk to your fellow players when they or you are not shooting at the table, otherwise it would be considered a timeout if you are in the process of shooting. If the player has already had their time-out for that game, it would then be considered a foul-ball in hand. Having your teammates congratulate, cheer or commenting to you for making or not making a shot is not considered to be a foul. When it is your turn, you must approach the table within 10 seconds, if you are talking to your teammates and it takes you longer to get to the table then it will be considered a timeout and if you already have had one, it will then be considered a foul-ball in hand.

4) Pool Etiquette - Other players not involved with said match should refrain from walking around or approaching the table when a player is shooting as to not distract the shooter or break his/her line of sight. Friends and guests of the shooting players should not be in the playing area. **OUTSIDE INTIMIDATION AND TEAM PLAYERS THAT CAUSE INTENTIONAL INTERFERENCE OF A PLAYERS STICK, NAME CALLING OR SWEARING AT OPPOSING PLAYERS, APPROACHING TABLE, CHANGE JINGLING, YELLING, WAVING OF BODY PARTS, SIGNALING FROM THE SIDELINE, ETC. WILL BE CONSIDERED A FOUL AND HANDLED AS FOLLOWS:**

INFRACTIONS/PROBLEMS WILL RESULT IN LOSS OF GAME AND/OR SUSPENSIONS AND/OR REMOVAL FROM THE LEAGUE. PLEASE INFORM A LEAGUE OFFICIAL IMMEDIATELY.

THE LEAGUE WILL NOT TOLERATE ANY ABUSIVE VERBAL/PHYSICAL BEHAVIOR BETWEEN PLAYERS. RESPECT BETWEEN PLAYERS MUST BE ADHERED TO AT ALL TIMES.

5) Table costs will be split down the middle between the match players or each player will pay for every other game.

JUMP, MASSE', SPLIT / DOUBLE HITS, MOVING FROZEN BALLS

1) Jumping or masse' is permitted as long as your cue is elevated to a 45 degree angle during the shot. **(NO SCOOPING ON JUMP SHOTS)**

2) **A SPLIT SHOT IS NOT A LEGAL SHOT AND BECOMES A FOUL – BALL IN HAND. YOU MUST BE ABLE TO HIT YOUR BALL FIRST.**

3) If the cue ball comes back after you shoot and hits your cue a second time, it is a double hit and is a foul-ball in hand.

4) Players should never touch or pick up balls before they come to rest at the end of a game, doing so results in loss of game.

5) You can play on a “**FROZEN BALL TO RAIL**” once it has been announced by one or both players by pocketing, hitting it to another rail or contacting the frozen rail with the cue ball after contact with frozen object ball. You cannot use the frozen rail as your contact rail with the object ball unless any of the above has occurred. In other words, you cannot just only hit the ball to the rail it is frozen to or it will result in a foul-ball in hand.

6) Frozen Balls – If the cue ball and the object ball are together but not frozen, you must

shoot the object ball at an angle, if the shot is taken straight on or after the shot the cue ball travels as fast or faster than the object ball then it is considered a foul-ball in hand.

PLEASE IF YOU DON'T UNDERSTAND A RULE ASK SOMEONE! IF ANYONE HAS ANY RULES THEY WOULD LIKE TO SEE ADDED FOR THE LEAGUE, PLEASE WRITE THEM DOWN AND PUT THEM IN THE YOUR MONEY ENVELOPE FOR THE NIGHT. THEY WILL BE REVIEWED BY LEAGUE OFFICIALS.

TOURNAMENT

IF A TEAM ONLY PLAYS 1 SESSION THEN THEY WILL PLAY FOR ONLY ½ THE MONEY IN THE END OF THE YEAR TOURNAMENT (ONLY TEAMS PLAYING THE SECOND SESSION). BUT PRIOR TO THE START OF THE TOURNAMENT, IF THEY WOULD LIKE TO BUY INTO THE TOURNAMENT FOR A CHANCE TO WIN 100% OF THE WINNINGS, IT WILL COST THAT TEAM \$850.00 CASH NO CHECKS!!! (A TEAM PLAYING THE FIRST SESSION ONLY WILL NOT BE ALLOWED TO PLAY IN THE TOURNAMENT) ALL PLAYERS MUST PLAY AT LEAST 12 TIMES BETWEEN THE TWO SESSIONS TO QUALIFY FOR THE TOURNAMENT. IF A PLAYER PLAYS IN THE FIRST SESSION THEN A MINIMUM OF 4 GAMES MUST BE PLAYED IN THE FIRST SESSION WITH THE REMAINING 8 GAMES PLAYED IN THE SECOND SESSION. IF A PLAYER STARTS IN THE SECOND SESSION THEN 8 GAMES MUST BE PLAYED TO QUALIFY FOR THE TOURNAMENT. (SEE GENERAL RULES). THIS APPLIES TO HOWEVER MANY TEAMS A PLAYER PLAYS FOR!!! THE TOURNAMENT WILL BE A SEATED FORMAT

- **ONE MINUTE TIME LIMIT BETWEEN SHOTS**
 - **FIRST THREE PLAYERS MUST BE 17 OR LOWER AND 27 OR LOWER FOR TOTAL MATCH HANDICAPS PLAYED**
 - **NO PLAYER CAN PLAY OR BE PUT UP TO PLAY WHILE PLAYING IN A MATCH ALREADY (A PLAYER CAN NOT PLAY ON MULTIPLE TABLES)**
 - **A PLAYER MUST BE PRESENT TO BE PUT UP TO PLAY**
 - **HANDICAPS ARE NOT FROZEN**
 - **10 MINUTE GRACE PERIOD BETWEEN MATCHES IS ALLOWED ONLY IF THE TEAM HAS NO PLAYERS TO START THE NEXT MATCH (A PLAYER MUST BE PUT UP AND CAN NOT BE PLAYING IN A MATCH ALREADY) (NO STALLING FOR A PLAYER TO SHOW UP – TWO MINUTES TO PUT A PLAYER UP WHEN A PLAYER OR PLAYERS ARE PRESENTENT).**
-
- **NOTE: All Rules are subject to change & rules can be added during the season and tournament, League Officials will be responsible for all changes & additions.**