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T-N-T POOL LEAGUE



RULES

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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.

TNT 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 INJURIES LIE SOLELY ON THE INDIVIDUAL(S) INVOLVED IN THE INCIDENT.

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 3 games before the 5 handicap wins 4 (due to the handicap dropdown as described below). The player that wins the match receives 1 point for the team. Best of five points wins the nights of match.

Handicaps of 4, 5, 6, and 7, playing one another will be a mandatory drop down in handicap. Example: A 4 handicap is playing a 5 handicap the match will become a 3 to 4 race. Handicaps of 7 playing another 7 will be a mandatory two spot drop in handicap. Example: when a 7 handicap is playing a 7 handicap the match will become a 5 to 5 race. Mandatory drop down will not be in affect when playing 3 or 2 handicap. Example: A 5 handicap playing a 2 handicap the match will stay a 5 to 2 race.

There is no handicap drop down when playing a "new" player. Example: A 5 handicap playing a new 4 will be a 5 to 4 race.

CAPTAINS:

Each team will designate a captain and a co-captain for their team. The captain/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 7:00 p.m. 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 present 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 numbers for the captain/co-captain at all times.
5. Home team will keep score for the entire night.
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 until you put that player up to play to tell the other captain that he is a new player. 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. This league is open to all players 21 years of age and older, (or younger if approved by League Officials). You must present a valid I.D. if asked for by a league official, establishment manager, or owner.
2. TNT 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 handicaps 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 opponent's hand for placement. (See Foul Penalty for more information)
6. During regular season play the 25 point handicap rule, you can have any combination of players play throughout the night as long as the total is 25 or below. (See General Rules for more information); teams may NOT play three players in the same night who are handicapped 6 and above.

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). Mark on the score sheet all forfeits, and which team receives the point(s). A forfeit can be taken at any point during the night by a team. **THERE IS NO GRACE PERIOD IF YOU HAVE AN ELIGIBLE SHOOTER.**

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 on the same night and one player may captain two teams. If two teams meet in the tournament that have common players; those players may play for both teams, the player may not be put up against himself/herself.

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 IF THE SITUATION CANNOT BE RESOLVED THE GAME WILL BE AN AUTOMATIC 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. There is no handicap drop down when playing a "new" player. Example: A 5 handicap playing a new 4 will be a 5 to 4 race.

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 8 weeks of any session. After that period, any and all roster changes must be approved by league officials.

WEEKLY 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. All weekly fees not paid will have a one week grace period. After this time one win point will be deducted per week that it is not paid. You will not receive these points back upon paying so please pay fees on time. Weekly fees are due the night you shoot. 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:

Both teams shall keep score for the night's matches, and all score sheets must be completed accurately and legibly. Once a score sheet has been turned in the results will be final, and no changes will be allowed. If there are any forfeits during the night, please fill in which team has forfeited, and which team was awarded the point(s). Please ensure the correct names are written on the score sheet

and that is legible. 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 headstring) must either pocket a ball on the break (this does not include the cue ball) or drive at least 4 balls to a rail. You must hit only the 1st or 2nd ball in the rack. 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 A LEGAL SHOT, THEN YOU MUST TAKE WHAT IS MADE IF IT IS A LEGAL 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 HEADSTRING UNLESS HE/SHE FIRST SHOTS THE CUE BALL PAST THE HEADSTRING AND HITS THE OBJECT BALL. IF THE OBJECT BALL IS ON THE HEADSTRING THEN YOU CANNOT SHOOT THAT BALL, 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, any ball 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 be 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. 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 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. **THERE IS NO LIMIT TO THE NUMBER OF SAFETY SHOTS A PLAYER CAN PLAY IN ANY GIVEN GAME.** However, should the players physically hand the cue ball back and forth for 6 consecutive turns, then the game is a stalemate and shall be re-racked; or the two players agree that the game is a stalemate and re-rack said game. The player that racked for the beginning of the game shall re-rack the balls.

FOUL PENALTY:

If a player moves the cue ball, in any way, prior to their shot it is a foul and results in ball in-hand to the player's opponent; this does not apply in ball in-hand situations when a player is placing the cue ball. However, should a player accidentally move, or pocket, any other ball in preparing to shoot or in the execution of a shot, it is not a foul (NOTE: Should a player accidentally pocket the 8 ball, it is a loss of game.) The opposing player has the right to replace the ball or leave it where it is. Should the shooter, by reflex action, attempt to replace the moved ball, this is not a foul, but the opposing player has the option of placing the ball back to where it was originally resting or leaving it where it was moved to by the shooter.

If a player touches any moving ball, moved as a result of the shot, or the moved ball is struck by another moving ball during the shot, it is a ball in-hand foul for the opponent.

If any moving ball strikes the shooters cue, bridge stick or their person, it is a ball in-hand foul to the opponent.

Should a player accidentally move any other ball in preparing to shoot or in the execution of a shot, and the moved ball strikes another ball(s) it is a ball in-hand foul to the opponent.

NOTE: (If, after missing a shot, a player swings their cue in disgust and hits any balls, it is an automatic loss of game.)

BALL JUMPED OFF TABLE:

If any ball except the 8 ball is jumped off the table 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 a loss of game. Should the jumped ball be the shooter's ball, the ball is spotted; if it is the opponent's ball the ball is put down the pocket and stays down. On an open table the jumped ball is put down the pocket and stays down.

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 THAT MATCH CAN CALL A FOUL. NO OUTSIDE PEOPLE ALLOWED EXCEPT FOR LEAGUE OFFICIALS!!!!

TIMEOUTS:

There is a time limit of 2 minutes for timeouts. **(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 timeout has been called by a team member then the player **MUST TAKE THE TIMEOUT**. If any teammate asks if the shooter during his turn if he/she would like a timeout – then it's a timeout – 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. The shooter may ask the scorekeeper if he/she has a timeout left with no penalty.

There are two timeouts for “2” handicap players; one during regular play and one on the 8 ball; for all other handicaps there is only 1 time out per game, per player: If a shooter asks for a time out and he/she does not have one left the scorekeeper is to advise that they do not have one – this is **NOT** a foul. (If a teammate attempts/calls an additional timeout after one has been taken it will result in a ball in hand foul). Only one coach may be at the table for the timeout. The coach may look at the table and consult with the other players before talking to the shooter. No other team member may approach the table or be in the playing field – only the coach. You only have 2 minutes for each timeout. Timeouts may only be given by team roster members.

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 CAN APPROACH THE TABLE WITH A POOL STICK IN HAND BUT CANNOT USE THE

POOL STICK TO LINE UP SHOTS OR AS AN AID IN THE TIME OUT, IF USED AS AN AID THIS WILL BE A BALL IN HAND FOUL.

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 number of games as their handicap before their opponent.

If a team is short players for the night the opposing team may choose someone from the team that is short players to play twice, or they may take the forfeit, whichever they choose. If both teams are short players, the team that is supposed to put up next will put up their player and then choose someone from the opposing team to play. You cannot choose people to play who will put the team over the handicap limit. If both teams are short the same number of players and want to end the night without playing anyone twice they may split the points or flip a coin for the points.

SUDDEN DEATH:

In an attempt to make the night shorter; should the night's matches not be completed by 11:30 p.m., either team may, at their discretion, implement sudden death. Sudden death shall consist of the remaining matches be played as one game per match, regardless of the players handicaps. (i.e.: team one puts up a player, team two puts up a player and they play one game to decide that match. If there are additional matches to be played, team two puts up a player and team one puts up a player and they play one game to decide that match.) Both teams may mutually agree to not implement sudden death and play the matches out to the full handicaps. If one team wants to implement sudden death and the other does not, the remaining matches must be played as sudden death. Each player playing a sudden death will have 2 timeouts regardless of their handicap.

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 night's play then it is a forfeit. No rescheduling for matches unless it is a full night and approved by the league officials ahead of time. Forfeits must be paid for same as shooting for that night.
3. All players must have 6 weeks of play to play in the end of the season tournament unless approved by league officials.
4. 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 ball in hand foul.

6. Captains must field a team with a total handicap of 25 or under for night's play of 5 matches, but note, teams may NOT play three players in the same night who are handicapped 6 and above.
7. Intentional fouls are a table foul-ball in hand and not a loss of game.
8. Any teammate on a shooter's team may advise the shooter as to a ball in hand, or what group of balls the shooter has or that the shooter is shooting at the wrong group of balls – none of these scenarios is a timeout.
9. If you believe a shot that the shooter is going to take will be a questionable hit on their ball you must tell the shooter that you want someone (preferably a mutually agreed to neutral person) to judge the hit prior to the shot. The judge will have the final say in whether it was a bad hit or good hit. If you don't tell the shooter that you want the hit watched and there is a dispute, then the call goes to the shooter. A split shot is not a legal hit and is a ball in hand foul, you must be able to hit your ball first. A player may record the hit with his/her phone to determine whether a hit was good or not.
10. Should a shooter shoot the opposing players ball instead of his/her own, the opposing player must tell the shooter within 2 balls that he/she is shooting the wrong balls, and it is a ball in hand foul. Once the shooter plays more than 2 balls without being advised that he/she is shooting the wrong ball, those now become his/her balls for the remainder of the game.
11. If on an open table the shooter makes a skilled shot, but then scratches, the shooter has those group of balls and it is no longer an open table.
12. Should a shooter make a legal hit on his/her ball, but accidentally knocks a ball into a pocket with the stick, hand, clothing, etc.; if it is the shooter's ball, the ball will be spotted in its original position, the cost is the shooter's responsibility; if it is the opponent's ball, the opponent has the option of placing it back where it was, or leaving it down. Should the opponent want the ball spotted, the cost will be equally divided between the players. Should the ball that is accidentally knocked in is the 8 ball it is a loss of game for the shooter.

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 - There is no breaking down of your cue before the game has ended, **this does not include break cues or jump cues.** If you break down any playing cue into 2 pieces before the game has actually ended it is considered that you have conceded the game to your opponent.
2. 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 making comments 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.

3. 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.
4. Table costs will be split down the middle between the match players, or each player will pay for every other game.
5. Should a player congratulate or say anything (saying "nice game", "nice shooting", "don't miss", etc.) or shake the hand of a player who is shooting the 8 ball prior to the shooter actually pocketing the 8 ball, this will be considered conceding the game and the shooter will not have to shoot the 8 ball and it will be marked as a win on the score sheet.

**OUTSIDE INTIMIDATION AND TEAM PLAYERS THAT CAUSE INTENTIONAL INTERFERENCE OF A PLAYER'S 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.**

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. Should the shooter hit the frozen object ball with the cue ball and the frozen ball makes contact with another ball and returns to hit the "frozen rail" this is a legal shot. 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.