

IOWA CITY POOL LEAGUE REGULATIONS

2008-2009

Amended 12/30/2008 (bold text)

For purposes of simplicity and clarity, masculine pronouns have been utilized throughout these rules. Such references apply to any player or teams of players.

It is the player's responsibility to be aware of all rules and regulations applying to this competition.

OBJECT OF THE GAME

The game played in the Iowa City Pool League is Eight Ball. The object for a season is to win the most game points and ball points. The object for a match is to win as many of 4 game points as possible. For a match, 5 people from one team play 5 from another. Point totals are used to calculate the winners of 4 possible game points for each match. Three game points are awarded for the 3 rounds of play and the 4th game point is awarded for total points for a match.

TEAMS

- 1) Teams consist of 10 players or less. A team must have at least 5 registered players.
- 2) Players must provide full name, address, and phone number to be registered with the Iowa City Pool League.
- 3) A player can be registered with, and play for, only one team.
- 4) During the first 3 weeks of league matches, players can be added to a team and play immediately without being listed as a team member on the current printout. After the first 3 weeks of league play, a player can only play for a team if listed as a member of that team on the current printout. Players can be added to a team and play at any time if the opposing captain agrees to the addition.
- 5) To add a player after the first 3 weeks of play, make a note about the addition on your score sheet. That player's name will appear on the next week's stat sheet and the player will then be eligible to play.
- 6) When adding a player to a team with 10 players, a current player must be dropped from the roster before the new player can be added. If a team does not designate a player to be dropped, no change will be made.
- 7) New players can be added to team and floating rosters no later than The second Wednesday of January. On rare occasions and under certain circumstances, the league board, after being contacted in writing, may allow player additions after this date. Contact the board for special consideration.
- 8) A floating substitute list will be maintained. Any team may use a player from this list at any time. Once a player on the floating substitute list has played for the same team 3 times, that player cannot play for that team again unless the player becomes a member of that team. Note: the January 'add player' deadline will be enforced for people on the sub list as well as for people on individual teams.

If a sub player plays for a team a 3rd time after the January deadline, the player will not be able to play for that team the rest of the year.

MATCHES

- 1) Matches are played at the home team's establishment as designated on the league schedule.
- 2) If scheduling problems occur on a "position" night, the league board members will determine which teams play at home based on the format of the position night and the individual team records.
- 3) If a team cannot assemble enough players for a given match, they may contact the opposing team's captain and try to schedule a makeup match. When doing so, the following guidelines apply:
 - a) Makeup games must be played before the next scheduled match.
 - b) The captain of the team that can show up must be notified at least 24 hours before the match is to be played by the captain of the team that cannot show up.
 - c) Makeup games must be played by mutual consent of both captains
 - d) The team that can show up for the match has the final decision of whether to play the makeup match.
 - e) If the team that can show up decides not to play a makeup match, they win by forfeit.

FORFEITS:

- 1) Match play begins at 7:00 P.M. Each team must have 3 players that are on the current roster available to play by 7:00 P.M. Failure to do so is a forfeit of the match (4 game points; team offensive average ball points).
- 2) The lineup is set and closed at 7:00 P.M. If a team has less than 5 players available to play at 7:00 P.M., they MUST put those players last in their lineup and inform the opposing team of the shortage. The other team will then be allowed to adjust their lineup before play begins. Lineups cannot be changed once play has begun.
- 3) When a player is missing, the opponent will score 10 points, and the missing player 0, each round. Write 'Bye' as the missing player's name on the score sheet and 0 for their handicap. The opponents will also set the handicap of their highest handicapped player to 0 in each round. If a player misses the first game, the player may still play the second and third games if arriving in time for the second game. If a player plays the first game, leaves and is not present for the second game, the player will forfeit the second game (10 points), and will be allowed to play the third game only. If a player misses both the first and second games, the player will forfeit the entire match. (10 points per round)
- 4) If weather does not permit a team to show up for their match, they must contact the opposing team by 6:15 the night of the match. If they fail to do so, it will be treated as a forfeit with 4 game points and the teams offensive average number of ball points going to the team that did show up. Teams are responsible for the 2 phone numbers they listed when signing up for the league. If they can't be reached at either of these numbers by the team that is trying to postpone the match due to weather, then the match will automatically be postponed, and the captains will agree upon a mutually acceptable makeup date. Every effort should be made to contact one of the opposing team members in person when trying to postpone a match due to weather. Calling the team's home bar, the bar where the match is to be played, and the listed numbers may help when trying to locate one of the

opposing team's members. Intentional abuse of these rules will not be tolerated. If a team is contacted before 6:15, the match will be re-scheduled. If the team captains cannot agree upon a time to play the makeup match, the league officials will designate a time when both teams will be responsible to show up and complete the match.

- 5) If there is doubt of a person's ID, the opposing team may ask for a picture ID at any time during the match to verify the identity of that person. Failure to show proper identification will result in a player forfeit, **with a score of 10-0 each round.**
- 6) Any team that has forfeited 3 consecutive weeks or 4 weeks overall without paying their fees and penalties will be removed from the league and will receive no pay back at the end of the year.

HANDICAP:

- 1) A player's handicap is calculated by dividing the number of games he has played into the number of offensive points he has scored.
- 2) Players will begin the year with a 7 handicap. Handicaps will be adjusted after the first week of play.
- 3) Handicaps for each round are calculated as follows:
 - a) Write each player's handicap in the column titled "Avg" on the score sheet and total the column for the 5 players listed. This gives your team's handicap.
 - c) Subtract the handicap of the team with the lowest PR total from the handicap of the team with the highest PR total. The result is the handicap for each round. The handicap as determined above is awarded to the team with the lowest PR total and is written into their handicap row on the score sheet.

SCORING

- 1) At the end of a game, the winning player gets 10 points for winning the game and the losing player gets 1 point for each of their own group of balls made during the game.
- 2) If the 8-ball is pocketed before either player has established a group, except on the break, the winner will be awarded the maximum number of points available on the table from either group of balls.
- 3) For a round (1 game by each of the 5 players), each team will total the number of points they have won and the handicap points they get for that round. The team with the highest total from these numbers wins the round and gets one game point. If both totals are the same, each team gets 1/2 game point for the round.
- 4) For a match, (3 rounds) each team will total the round totals to get a total number of points for the match. The team with the highest match total gets one game point. If both totals are the same, each team gets 1/2 game point for the match.
- 5) All score sheets must be completed and accurate in every detail. Both team's score sheets must match. Signed score sheets are final.

BREAKING ORDER. Racker always pays.

1 st round		Visiting team breaks
2 nd round		Home team breaks
3 rd round	1 st & 3 rd games	Visiting team breaks
	2 nd & 4 th games	Home team breaks
	5 th game	Flip for break

MONEY AND DROP OFF

- 1) Sponsoring establishments will pay \$50 for each team they sponsor. The sponsor's fees will be collected at the organizational captains' meeting held prior to the start of the league season.
- 2) Each team must pay \$20 (\$4 per player) for each scheduled match, excluding nights that they have a bye.
- 3) A team that forfeits players must pay \$4 for each missing player
- 4) The visiting team is responsible for dropping the money and score sheets off at IC Ugly's by 10:00 AM the morning after a match. Checks will not be accepted. Late arrivals will be scored as a forfeit.
- 5) Any team that forfeits an entire match must pay the team fees for both teams (\$40). The team that gets the forfeit should turn in a blank score sheet or other written explanation so the league is aware of the forfeit.
- 6) If a sponsor's fee is not paid or a team turns in less than the required weekly \$40, they will be penalized \$5 per week for the remainder of the season or until they pay the required fees. The penalty will be subtracted from their pay back at the end of the season and will be split between the remaining teams in the league.
- 7) A portion of the fees collected throughout the year will be used for administrative costs. The remainder will be split for trophies, a banquet, and pay back to the players. Pay back to teams will be split into 2 pools of money within each division. One half of the money within a division will be paid back based on number of games won, and the other half will be paid back based on a team's average net. (Net = (points won - points lost) / games played)
- 8) A small amount of the money will be retained for start-up costs the following season.

NOTES

- 1) Team Captains can mutually agree to waive rules pertaining to match location, player eligibility and start time.
- 2) Plaques will be awarded to the top 2 finishing teams in each division, and to the MVP in each division. A player must play 2/3 of the matches to be eligible for the divisional MVP award. Bye weeks will not be included when determining eligibility for the MVP awards.
- 3) Wagering on league games and matches is prohibited.
- 4) A player has the right to ask the opponent to cease annoying or otherwise harassing tactics. After a warning to the opposing player and his captain, unsportsmanlike conduct and loss of game may be called.
- 5) The league board can remove any player or team from the league for behavior deemed inappropriate.

ESTABLISHMENT RULES. Players are required to obey all rules of the establishment in which they are playing.

RULES OF THE GAME

Please see [WPA Rules/Regualtions](#) for general rules of pocket billiards and world standardized 8-ball rules.

A clarification of the WPA Rules for the Iowa City 8-Ball League is as follows:

Coaching or offering advice to a teammate during his inning is a foul. An inning is a player's turn at the table. It begins as soon as it is legal for him to take a shot, and ends at the end of a shot when it is no longer legal for him to take a shot. A player *cannot* call a timeout during his inning to get coaching help. This is a limit imposed by the Iowa City 8-Ball League on rule number 23, "Coaching", in the World Pool-Billiard Association rules, under the section titled "The Regulations".

NOTE: coaching is permitted *between* a player's innings at the table.

RULE INTERPRETATIONS, CLARIFICATIONS, AND DISPUTES

Submit in writing all disputes, including interpretations or clarifications of these rules, to the president or some other board member not personally involved in the dispute. The president or mediator will contact other board members, if possible, to discuss the dispute and will make a decision based on the opinions of those he talks to. Any decision made by the president or mediator will be final until appealed as outlined below.

Any team involved in the dispute may appeal the decision of the president or mediator. An appeal must be in writing and must contain an explanation of the dispute and a request for an appeal. The team involved in the dispute should attach the appeal to a score sheet or send it to the president or mediator by mail. Permission to appeal a decision requires that a team follows the method for appeal described above.

The president or mediator will schedule a meeting of the team(s) involved in the dispute and all available board members after receiving a request for an appeal. The meeting will take place at the earliest possible date. A majority of board members not involved in the dispute must be present to hear the appeal. At the meeting, the team(s) involved in the dispute will present their appeal and all board members not personally involved in the dispute will vote on the appeal. The decision reached through the vote of the board members is final. The original decision made by the president or mediator governs any match play occurring between the time of the ruling and the time the board has met to hear an appeal.

OFFICERS AND ADVISORS

President	Mike Mueller	354-7082
Vice President	Shawna Elder	351-2318
Treasurer	Stan Yoder	351-2861
Secretary	Brett Elder	351-2318
Advisor	Paul Armens	936-5224
Advisor	Stan Yoder	351-2861
Advisor	Andy Armens	621-4556

CAPTAINS AND PHONE NUMBERS

3rd Shifters	Larry Nutt	339-0315
American Legion	Eric Brush	338-4226
Balls In Hand	Mike Mueller	330-7957
Bob's #1	Bob O'Rear	626-3033
Club Car 1	Josh Peck-Voss	621-4904
Club Car 2	Paul Armens	936-5224
Colonial Hawks	Stan Yoder	351-2861
Daddy's Hole Fillers	Nick Craig	331-4759
Hilltop	Kris Ackerson	621-5882
Eggy's on 965	Chris Poula	626-3947
IC Ugly Shooters	Tom Howsare	624-2476
IC Ugly's #2	Brian Daderko	621-2245
Shakespeares	Gregg Loebe	337-7275
Slims	Cary Vorheis	331-0262
The English Men	Lee Strait	321-8391
Table Rats	Tanya Kneble	325-4539
VFW #1	Joe Baxter	530-2869
VFW #2	Larry Yeo	551-7760