

# M.A.C.D. – POOL 4 PLAYER POOL LEAGUE CAPTAIN’S GUIDE

LEAGUE OFFICE:  
3506 West National Avenue  
Milwaukee WI 53215  
414-645-3256

## LEAGUE REGULATIONS

League Fees	2
Rosters	2
Starting Time and Forfeits	3
Scheduling and Postponements	3
How to use score sheet and scoring	4
League Standings	5
Protest Procedures	5
Prize Money, Awards & Banquet	6
Locations	6

## OFFICIAL RULES OF LEAGUE PLAY

Balls and Racking	7
Break Shot	7
Open Table	8
Game	8
Play	9
Loss of Game	9
Legal Shots	10
Fouling / Penalty	10

## INTRODUCTION

The Captain's Guide has been compiled to help make your league run as smoothly as possible. It contains information ranging from objectives, Captain's duties, and league awards. Knowledge of its content is mandatory for all players. Many times, problems or disputes arise because of a lack of understanding of these rules, policies and procedures, will allow everyone to have fun without worrying about the technicalities. If an issue requires further advice – W.A.M.O. will be contacted and their decision will stand.

# LEAGUE REGULATIONS

## LEAGUE FEES

1. League dues are \$5.00 per player per night (CASH ONLY. NO CHECKS PLEASE). If a regular player is missing, it is the responsibility of the team captain to make sure the dues are paid in full each week. (League dues will be used for trophies, prize money and a banquet (there is only a banquet in the Fall leagues).

## ROSTERS

1. Players may be added to a team roster in this manner: All players are required to fill out and turn in a sanction card with their full name (NO NICKNAMES). There is no sanction fee. A card for each player must be included with the score sheet for the season's first match. As team members are added, they too are required to follow this procedure the first time they participate. This can be done up to the roster deadline on the league schedule.

2. There is a maximum of ten (10) players on the roster at one time. Once a team has a full roster, no new players can be added without dropping someone. Dropping players must be done in WRITING on the front of the score sheet. If written notice is not received, the new player will be considered illegal. The result will be a loss of all games the illegal player shot in.

3. Once a player has legally played a match for a team, they cannot switch teams within that league.

4. No player can be added to a team after the roster deadline except in extreme circumstances such as sudden illness or accident. Illegal player(s) will be DROPPED and new players can only bring the roster up to SIX. The team must have permission from the league secretary before the new player can play.

5. All league players must be at least 21 years of age. It is the captains' responsibility to make sure all players are of age. Any team caught with minors on it will be dropped from the league with all prize money forfeited.

6. PLAYER I.D. – All players are required to have one form of picture I.D. on their person at all times. I.D. checks can take place at any time. Intentionally playing under another player's name will result in loss of all games the illegal player shot in, however, if you believe a player is playing under another players name, it is up to you to check the I.D. at that time. We cannot verify players after the match has been completed. If a player is questioned and does not have an I.D. they will be considered illegal.

## STARTING TIME AND FORFEITS

1. League starting time is **7:30 pm** (regular, not bar time).
2. The normal grace period to start a match is **15 minutes**. A team must have at least **TWO** players before the match starts. There are 16 games in a match, and each player has five (5) minutes to start an individual game from the time his game is called.
3. **Any team short players will forfeit missed games at 10 points per game. The opponent receives 10 points for the games.** If a player arrives late he/she may join in on any of the remaining games.
4. A team with less than two players forfeits the match.
5. Teams that win by forfeit must turn in a score sheet and league dues in order to be awarded the points for that match. **A BYE IS NOT A FORFEIT.** Teams that win by forfeit will be awarded 16 wins. The forfeit fine will be \$15.00 for the 1<sup>st</sup> offense, \$25.00 for the 2<sup>nd</sup> offense. If a team forfeits 3 times, they will be dropped from the league with all prize money forfeited.
6. Any teams forfeiting during the last three weeks of league play will pay a forfeit fine of \$50.00.

## SCHEDULING & POSTPONEMENTS

1. Every effort should be made to avoid forfeits and postponements!!! If a team requests a postponement and the opposing team agrees, they must settle on the date and time of the make-up match at this time. **BOTH** captains must then notify the league secretary or a late fine will be charged to both teams. If **BOTH** teams do not agree to reschedule, the match **MUST** be played as originally scheduled. The only circumstance under which an opposing team must grant a postponement is when a team is playing in a sanctioned pool tournament.
2. Postponed matches **MUST** be made up within **TWO WEEKS** of the originally scheduled match unless the league secretary approves another date. The match must take place at the tavern it was originally scheduled, unless approved by the sponsor. If the match is not made up within two weeks, it will be posted as a forfeit for both teams.
3. When games are not played, whatever the reason, all dues must be paid by both teams. The same rule applies for forfeited matches. **BOTH TEAMS MUST PAY LEAGUE DUES.**

4. In even numbered team leagues, NO teams may join as new entries. In leagues comprised of an odd number of teams (leagues with BYES), no teams may join after the third week of play. It is the NEW teams responsibility to contact the other captain(s) and reschedule the match(es). These matches must be made up on or before the 2<sup>nd</sup> time the teams involved play each other.
5. Leagues will only be cancelled due to *extreme* weather conditions. Please call the M.A.C.D. weather hotline at 414-645-3266.

## HOW TO USE THE SCORE SHEET AND SCORING

1. **Each captain shall write in his or her team line-up (use First and Last names – NO NICKNAMES PLEASE).** The order does not matter. The four players that start a match must play the entire match. If a player must leave early, their score for the remaining games will be “0”. Nobody else can fill in for that player.
2. A match consists of 16 games. Individuals play 4 games against different players from the opposing team. These games shall be played in the order as laid out on the score sheet.
3. **SCORING:**  
**One** point for each of his/her group of balls (stripes or solids) pocketed.  
**Three** points for the 8-ball when the eight ball is legally pocketed.  
Winner of the game will always receive ten (10) points. When the game is over, both players count all balls they have off the table. If the 8-ball is legally pocketed on the break, the breaker automatically wins and receives ten (10) points. If the shooter pockets the 8-ball before it is legal to do so, or if the shooter scratches on the 8-ball, the opponent automatically receives ten points. The loser cannot score more than seven points. **On an 8-ball Break or Table Run, the opponent always receives “0” (zero).**
4. When an 8-ball break is made, circle the 10 and mark the “8-ball break” column of the score sheet.
5. When a Table Run is made, circle the 10 and mark the “Table Run” column of the score sheet.  
**DEFINITION OF A TABLE RUN.** The **only** time a player may achieve a “Table Run” is in his first approach with 15 balls on the table. If the breaker runs out and wins the game from the break, it is a “Table Run.” If the breaker does NOT make any balls, his opponent will have a shot at a “Table Run.” He must pocket his 7 object balls and the 8-ball without a miss.
6. Individual averages are calculated by dividing a player’s total points by their total number of games played.

7. The captains or acting captains from each team will try to settle any disputes that may arise during the match. All disputes that cannot be worked out by the two captains at the match will be turned over to the league president for a ruling.
8. The team captains should select a player to watch individual matches, and to act as referee after the players call fouls, or to make the final decision on close hits. The player referees should rotate from each team watching the matches.
9. Both team captains need to sign the score sheet to verify its accuracy.
10. The VISITING team Captain is responsible for supplying and filling out the dues envelope. The VISITING Captain is also responsible for taking the score sheets and league money to the designated drop-off point by NOON the following day the match was played. Failure to do so will result in a \$10.00 fine each time. Fines unpaid at the end of the season will be deducted from the team's prize money.
11. If the VISITING team captain does not turn in the envelope, there will be a note on the standings sheet. Then the HOME team captain must turn in their copy of the score sheet the following week. If it is not received from either team within 2 weeks, the match will be posted as a loss for both teams. No credit will be given for individual games.

## **LEAGUE STANDINGS**

1. League standings will be based on a win/loss percentage. In the event that two or more teams tie for first, second or third place, the team with the highest total points will decide the champion.
2. League standings will be mailed to your sponsor. All information regarding team additions, deletions, changes or captains meetings will be on the front page of your standings. Make sure you check your standings weekly.

## **PROTEST PROCEDURE**

1. Protests must be in writing and presented to the M.A.C.D. Pool secretary within 48 hours of the match. Protests shall include a \$10.00 deposit. If the protestor loses the decision, they forfeit the \$10.00 deposit. If the protest is won, the \$10.00 will be placed in that team's prize money.
2. The secretary will arrange a captain's meeting. Both captains involved will state their cases. Captains will then confidentially vote on the issue. The decision will be what the majority decides. When there is an even number of captains, the league secretary will vote.

3. To assure good sportsmanship, a team or individual may be expelled for unbecoming conduct, poor sportsmanship or any other good reason considered detrimental to the league.

### **PRIZE MONEY, AWARDS AND BANQUET**

1. Prize money will be awarded on a per point basis with BONUSES.
2. There will be a sponsor plaque and four (4) individual trophies. The following is the distribution of trophies based on league size:
  - Four and six team leagues - - 1<sup>st</sup> and 2<sup>nd</sup> place trophies.
  - Eight and ten team leagues - - 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place trophies.
  - Twelve and greater team leagues - - 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place trophies.
3. An individual plaque for High Average Shooter is awarded in each league. The high average shooter must play in 75% of the league games (when a team is dropped from the league, only the team stats (not player) stats are affected).
4. Information regarding the banquet will be on your league standings sheet when it becomes available.

### **LOCATIONS**

1. The Sponsor shall provide the table at the designated time, and he/she shall retain the right to remove players (whether from their own team or the opponent's team) from their establishment. If a bar has 2 or more tables the home team has the choice.
2. All games must be played on equipment owned and operated by one of the Operators involved in the M.A.C.D. league co-op. In the event that a location changes machine Operators during the course of the league season, that team will either have to change locations for the remainder of the season or drop from the league, thus forfeiting all prize money.
3. If a sponsor closes the tavern, the team will have to switch locations.
4. Teams may switch locations during the league season if they have written permission from their sponsor. The team must reimburse the sponsor fee to the original sponsor, as the fee must remain in the league kitty.

# OFFICIAL RULES OF PLAY

## BALLS AND RACKING

1. The game is played with one cue ball and 15 numbered object balls.
2. The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, and the first ball on the footspot, a stripe ball in one corner of the rack and a solid ball in the other corner.
3. The object of the game is to make one group of numbered object balls, either stripes or solids, and the LEGALLY POCKET THE 8-BALL, which then wins the game.

## BREAK SHOT

1. If the breaker hits the racked balls with the cue ball driving four or more numbered balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; however, the opponent has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and shooting the break himself, or have the original breaker re-break.
2. Miscues on the break and stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the headstring.
3. When positioning the cue ball for the break shot, the base of the ball must be behind the headstring (kitchen line).
4. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball), (2) it is a foul and (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the headstring and may not shoot an object ball that is behind the headstring, unless he first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball.
5. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he must then reposition the cue ball. If a player positions the cue ball **completely and obviously** outside the kitchen and shoots the cue ball, it is a foul if called by the opponent.

6. The base of the object ball in relation to the headstring determines whether or not a ball is playable. The base of the ball must be outside the headstring (toward the foot of the table) to be playable. (This applies after a legal break).

7. During league play, making the 8-ball on the break is an automatic win for the player breaking. However, if the cue ball is scratched when making the 8-ball on the break, the opponent wins the game.

8. If the player breaking the racked balls does not make any balls, his opponent then shoots, having an open table.

## **OPEN TABLE**

THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT. The choice of group is determined only when a player legally pockets a called object ball after the break shot. When the table is open, it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid. On an open table, all pocketed balls remain pocketed. The 8-ball is neutral on an open table. The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups.

## **GAME**

In Call Pocket, a player is required to designate, in advance of each shot, the ball to be made and the pocket into which it will be made. He continues shooting until he fails to legally pocket a ball of his group or to execute a legal shot. It is the opponent's responsibility to ask the shooter, before a shot, which ball and pocket if he is not sure or is unable to hear the shot. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

The opening break is not a "called pocket." Any player performing a break shot in 8-ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.

When a player has made all of the balls in his group, he then shoots at the 8-ball, calling his pocket.

## **PLAY**

1. If a shooter inadvertently pockets his opponent's ball, it remains down, however, if the shooter does not legally pocket one of his own group, he loses his turn.

2. Each player continues to shoot so long as he legally pockets any of his object balls.
3. If a player scratches the cue ball while shooting at the 8-ball, the game continues with the opposing player having ball in hand behind the headstring (kitchen).
4. Kiss-off and bank shots do not have to be called.
5. In the event the cue ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stamping feet, it shall be replace on the edge of the pocket as near as possible to it's position before the interference.
6. If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is loss of game. Any jumped object balls are spotted in numerical order.
7. SLOW PLAY RULE: Exaggerated slow play will be penalized. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in loss of game.
8. STALEMATED GAME: If in 3 consecutive turns by each player (6 turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked and the breaker of the stalemated game will break again.  
PLEASE NOTE: Three consecutive fouls by one player is not a loss of game.
9. On a scratched cue ball with the object ball or the 8-ball within the head string, the player has the option to spot the ball of his group, which is closest to the head string. If the object ball is the 8-ball, the player may spot it if it is within the head string. If the player declines to spot his ball, he must then contact a rail outside the head string before hitting his object ball.

## **LOSS OF GAME**

(The shooter does not lose his points already made.)

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.
2. Pocketing the 8-ball on the same stroke as the last of his group of balls.
3. Jumping or knocking the 8-ball off the table at any time.

4. Pocketing the 8-ball in a pocket other than the one designated.
5. Fouling while pocketing the 8-ball in the designated pocket.
6. Third infraction of the slow play rule.
7. Pocketing the 8-ball and the cue ball on the break stroke.

Note: The opposing player must call all infractions above, before the next shot is taken.

## **LEGAL SHOTS**

On all shots (except on the break and when the table is open), the shooter must hit one of his group balls first and then (1) pocket an object ball, or (2) cause the cue ball or any object ball to contact a rail. If a player fails to do so, his opponent has a choice of either taking the shot as is, or making his opponent shoot again. If a player plays an incomplete safe and his opponent tells him to shoot again, the player must complete the safe on his next shot. If he fails to do so, opponent may take ball in hand (anywhere on the table).

PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, an object ball must be pocketed, OR the cue ball or any object ball must contact a rail.

“SAFETY” SHOT: For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring “safety” in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a “safety” to his opponent. If this is NOT done, and one of the shooters object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

## **FOULING**

Fouls must be called and acknowledged before next shot is taken. The following results in fouls:

1. Failure to make a legal shot as noted above. (Scratching on an object ball is a FOUL)
2. Shooting the cue ball into a pocket or off the table.
3. It is a foul when a player scratches on the break, or miscues or deflects the cue ball prior to hitting the racked balls. The incoming player receives (Cue ball in hand behind the headstring).

4. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
5. Shooting without at least one foot touching the floor.
6. Coaching is a foul. Any member of a team called for coaching will result in a foul on the team member shooting.
7. If a ball is frozen on a cushion, the opposing player must notify the player shooting before the shot. When playing such a shot, the player must contact the frozen ball and then: (1) pocket the frozen ball, or (2) cause the cue ball to contact a cushion, or (3) drive the frozen ball to another cushion, or (4) cause another object ball to contact a cushion. Failure is a foul.
8. Moving a ball by means other than legal play.
9. Picking up or shooting the cue ball while any balls are still in motion is a foul.
10. Push shots and/or double hits will be considered fouls.
11. With the cue ball in hand, touching any object ball with the cue ball is a foul.
12. When the slow play rule is enforced taking longer than ONE MINUTE between shots is a foul.
13. Knocking object balls off the table.

#### **PENALTY FOR FOULING**

1. Only the players involved may call a foul. In the event of a foul call, penalty is loss of turn and the cue ball remains where it rests. If the cue ball has been scratched, the opposing player receives cue ball in hand behind the headstring (kitchen).
2. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest the game.