

## Slate Belt Mens Pool League

### Rules

1. All teams must have four players to start a match and seven to finish.
2. All matches are to start by **8:00pm** and no later than **8:15pm** according to the time on the television.
3. If a team doesn't show up by **8:15pm** it will be a automatic forfeit with the opposing team receiving ten points.
4. Home team lists their players first using five names at a time, Changes cannot be made unless both captains agree, Players must be present when it is their turn or they forfeits the game.
5. Home team flips the coin and the winner the winner has the option to rack or break.
6. Head ball must be hit on the break, after two misses the opposing player has the option to break.
7. A player must call and pocket a ball legally to claim high or low.
8. All shots must be must be called ball and pocket.
9. Players must hit their ball first. Kiss shots do not have to be called.
10. The eight ball cannot be hit first in a combination shot.
11. The eight ball must be shot in clean.
12. In the case of a bad hit called and disputed, the game will be played over, house pays.
13. in the event of a scratch and all object balls are out of play for the shooter the object ball closet to the head line may be spotted or shot where it lays. A ball must be totally in front of the head line to be a legal shot, and the cue ball must be totally behind the head line prior to the shot. Over the line shot must be called prior to the shot.
14. A maximum of fifteen players on a roster at one time.
15. Jump shots are illegal.
16. No talking about a game when players are shooting unless it is about a rule. Then both captains must be present. Only the player can call a foul or infraction. **FIRST TIME WARNING, SECOND TIME WARNING, THIRD TIME FORFEIT.**
17. Only one man can shoot three games all others may play on or two.
18. Any run counts as two points. A run means the players first time shooting in the game and he pockets all his ball and puts the eight in to win the game.
19. The pool table must be cleaned prior to the match.
20. Any dispute of a game must be registered with the president the night of the game.
21. Any object ball leaving the table must be spotted.
22. A player does not have to hit the eight ball when shooting it. The eight ball must go in clean to win. If the eight ball goes in on the break you win, if the eight ball goes in on the break and you scratch you lose.
23. All balls must stop rolling for the game to be over.
24. Only a captain can add or take off a player from their roster.
25. All tournaments will be run as per league rules.
26. If a ball hits the floor it is a scratch, if the cue goes in it is a scratch.
27. In the event of a scratch you must notify your opponent before the next shot.
28. Players must keep at least one foot in contact with the floor while shooting.
29. All league functions must be held within the league, excluding the clambake.
30. Pool tournament, if only one player from each team shows combine them to make a team.