# L.C.P.A.

Lake County Pool Association

# Rules and Regulations

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# LAKE COUNTY POOL ASSOCIATION LEAGUE RULES

LAKE COUNTY POOL ASSOCIATION (LCPA) LEAGUE WILL NOT 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

### Valley League Teams

Teams consist of 4 to 7 players with a minimum of 4 players per team and playing per week. Each player has a handicap. Points are earned when the number of games won by a player equals their handicap before their opponent equals their handicap. The player that wins their match receives 1 point for their team. The best of 4 points wins the overall match that night. Points determine team placement throughout the season. Handicaps in this league range from a "2" through "7". Players with "3", "4", "5","6", and "7" handicaps that are playing each other in a match can drop down one handicap if BOTH PLAYERS AGREE. If one of the players does not want to drop down, then the match is played to their handicaps. If a player with a "3", "4", "5", "6", or "7" handicap is playing a "2" handicap, there cannot be a drop down for either player. There is no handicap drop down when playing a "new" player. All new player that has not played in any league in the last five years start as a 4. Previous HC must be provable.

### Diamond League Teams

Teams consist of 5 to 8 players with a minimum of 5 players per team and playing per week. Each player has a handicap. Points are earned when the number of games won by a player equals their handicap before their opponent equals their handicap. The player that wins their match receives 1 point for their team. The best of 4 points wins the overall match that night. Points determine team placement throughout the season. Handicaps in this league range from a "2" through "7". Players with "4", "5","6", and "7" handicaps that are playing each other in a match can drop down one handicap if BOTH PLAYERS AGREE. If one of the players does not want to drop down, then the match is played to their handicaps. If a player with a "4", "5", "6", or "7" handicap is playing a "2" or a "3" handicap, there cannot be a drop down for either player. There is no handicap drop down when playing a "new" player. All new player that has not played in any league in the last five years start as a 4.

**Summer League Teams**

Teams consist of 5 to 8 players with a minimum of 5 players per team and playing per week. Each player has a handicap. Points are earned when the number of games won by a player equals their handicap before their opponent equals their handicap. The player that wins their match receives 1 point for their team. The best of 4 points wins the overall match that night. Points determine team placement throughout the season. Handicaps in this league range from a "2" through "7". Players with "4", "5","6", and "7" handicaps that are playing each other in a match can drop down one handicap if BOTH PLAYERS AGREE. If one of the players does not want to drop down, then the match is played to their handicaps. If a player with a "4", "5", "6", or "7" handicap is playing a "2" or a "3" handicap, there cannot be a drop down for either player. There is no handicap drop down when playing a "new" player. All new player that has not played in any league in the last five years start as a 4.

## CAPTAINS

One player from each team will be designated as the captain. The captain's responsibilities include, but are not limited to, collecting the weekly or seasonal fees and the paperwork for the match such as score sheets. Communicate all rules and information to their team. Make sure your team is ready to start on time at the designated location.

## OVERALL LEAGUE RULES

These rules are created for the players, establishment owners, league officials and guests of the team to ensure everyone's safety, obligations, and the right to enjoy the fun and competition of an equal skill level. This league is open to all players 18 years of age and older. You must produce a valid I.D. if asked by a league official, or an establishment owner or manager. Some exceptions may be made with parental consent.

The LCPA does not in any way promote or tolerate the use, sale or distribution of and or possession of all illegal substances. Gambling is also prohibited during all league play. If caught the result can be immediate suspension from the league.

To ensure fairness for everyone playing in this league, there will be no tolerance for sandbagging or cheating by any player attempting to manipulate their handicap in any way.

Players must have at least one foot on the floor when contacting the cue ball with your cue stick while attempting a shot.

During a ball in hand foul any movement of a ball, other than the cue ball, on the table while placing the cue ball is considered a foul and is placed back into the opponent's hand for ball in hand placement. If the cue ball falls out of your hand onto the table and moves any balls, it is a ball in hand foul.
There is a time limit of 2 minute between shots. This starts as soon as the player leaves the table.

## 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.

## START OF MATCH & FORFEITS

All Valley League games start at 6:30p.m. unless changed by a league official or prior arrangements have been made by both team captains. Diamond League and Summer Leagues first match begins at 6:30p.m.

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 30 minutes past normal official start time, 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 needs be present for each team, then play must start. Once teams do start there is a 5-minute grace period between matches. The 5-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) You will have two minutes to put a player up when a player or players are present). THERE IS NO GRACE PERIOD IF YOU HAVE AN ELIGIBLE SHOOTER. An attempt to contact the no show team must be made before taking the forfeit win. No Bonus points are awarded from forfeits.

## DISPUTES

Please note that this rule book is self-explanatory. The participating players and captains should settle all disputes. The rules are very clear. If you cannot rectify the dispute, then the game is an automatic re-rack. Officials cannot and will not be at all matches. We cannot judge who is right and who is wrong without being there – so to correct the wrong that cannot be resolved is considered a re-rack. No fighting or unsportsmanlike conduct will be tolerated. All unresolved disagreements must be re-racked and that game replayed over.

## NEW PLAYERS

All new players will enter the league as a "4" handicap regardless of gender. New players are people who have not been handicapped or known to be league players in the past five years. League Commissioner 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. To maintain fairness and equality within the league, the LCPA will not except any new players with an already established HC of 7 or higher. An existing player within the LCPA may continue to play in the LCPA leagues after they have been raised to a 7 HC from a lower skill level.

## ROSTERS

Teams may add or remove players during the first 4 weeks of any session. After that period, all roster changes must be approved by league officials. When adding players, please put a note in your envelope to let the board know. Text to League Commissioner also excepted.

## WEEKLY DUES

**Monday League Teams**

There is a $448.00 fee per team. Each week there should be four matches played. Each team is responsible for a total of $32.00 per night for all four matches whether they were played, forfeited or a BYE week. This is calculated at $8 per player each week. IF A TEAM HAS TO FORFEIT A MATCH OR MATCHES, THEY ARE RESPONSIBLE FOR THE $32.00 FEE. *Captains are responsible for differences in envelope*. **If fees are paid by check, any returned or declined checks will result in a $55.00 NSF fee plus the appropriate fees from the bank. No excuses. **

**Summer League Teams**

There is a $500.00 entry fee per team. Each team may have up to 8 players. A full team of 8 would be $62.50 per player. All team fees are due by the 4th week of the session.

*Captains are responsible for collecting fees from your individual players.*

**If fees are paid by check, any returned or declined checks will result in a $55.00 NSF fee plus the appropriate fees from the bank. No excuses. **

## SPONSORSHIP FEE

**Valley League Teams**

Sponsorship fee is $200.00 per team for the entire 28-week season (two 14-week halves). This is used toward the end of season banquet, prizes, and maintaining the league. Sponsorship fees are traditionally paid for by the sponsoring bar.

**Summer League Teams**

Sponsorship fee is $50.00 per team for the 12-week season. This is used toward prizes, and maintaining the league.

## 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. The outside three corners must not be all the same, solid or stiped balls. An attempt to rack the balls tight without gaps is required. The player breaking, can request for a “tighter” rack before the break.

## LEGAL BREAK SHOT

To execute a legal break, the breaker with the cue ball on or behind the head string, ("in the kitchen") must either pocket a ball other than the cue 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 a 2nd illegal break, it is to be re-racked and becomes the opposing player's break. It is not a foul to use your stick to reposition the cue ball on the break. If less than 4 balls hit a rail and ONLY the cue ball is pocketed, this will also result in a re-rack and a 2nd attempt to break is made. The "head string" line is an infinite line that travels from the felt upward toward the sky. When placing the cueball for the break, If any part of the cue ball breaks that plane from the head string line on the felt and upward, this is considered a legal break.

## AFTER THE BREAK

Ater the break, it is considered open table, weather you made a solid or a stripe. You make NOT make first contact with a solid to pocket a stripe even during "open table". If the cue ball is going to make contact with a solid first, then you must pocket a solid for the this to a legal shot.

## SCRATCH ON A LEGAL BREAK

If a player scratches on a legal break it is a foul. All balls remain pocketed, and the game remains "Open Table". The incoming player may place the cue ball anywhere on or behind the Break Line, (Place the cue ball anywhere "In The Kitchen"). Four balls must hit a rail for a break to be legal.

## 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 at least one of the following:

- Pocket an object ball by calling the ball and the pocket intended.
- Cause the cue ball or any numbered ball to make contact with a rail after making contact with their own ball.

It is legal to bank or kick the cue ball off the rail prior to making contact with an object ball. However, once the cue ball makes contact with the object ball, one of the balls must make contact with a rail again or be pocketed. Failure to make contact with a rail will result in a ball in hand foul.

*All questionable shots must be brought up to the opposing team prior to the shot.

## Jump, Masse, Split / Double Hits, Moving Frozen Balls

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)

A split shot is not a legal shot and becomes a foul — ball in hand. You must be able to hit your ball first. If the cue ball comes back after you shoot and hit your cue a second time, it is a double hit and is a foul-ball in hand.

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.

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 hit the ball to the rail it is frozen to, or it will result in a foulball in hand.

Frozen Balls — If the cue ball and the object ball are together but not frozen, you must shoot the object ball at an angle to avoid a “double hit”.

## SAFETY

Maximum of 3 safes may be taken by a player in each game.

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 Safe Shot 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 scorekeeper should warn the players when they have 1 safe remaining.

## FOUL PENALTY

A foul or 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. 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). During a ball in hand foul - any movement or contact of any other 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.

## COMBINATION SHOTS

Combination shots are allowed, however, the 8 ball can be used inside a combination shot as long as one of the players object balls is struck first. (You **cannot** hit the 8 ball first). The 8 ball is never considered neutral. See also “After the Break” above.

## BALLS JUMPED OFF THE TABLE

If a ball (other than the 8 ball) is jumped off the table, it is not a foul. The ball(s) must be spotted in numerical order from the head pin of the rack position. If the 8 ball is jumped off the table it is loss of game and treated as an 8-ball scratch or 8 out of turn.

## LOSS OF GAME

A player loses the game if they commit any of the following infractions:

- Fouls when pocketing the 8 ball.
- Pockets the 8 ball out of turn.
- Jumps the 8 ball off the table.
- Pockets the 8 ball in the wrong pocket.
- Pockets the 8 ball and scratches.
- Scratches while attempting a shot on the 8 ball.
- Pockets 8 ball with their hand, fingers, clothes or stick while attempting a shot.
- Scratch while making the 8 ball on the break.

**ALL INFRACTIONS MUST BE CALLED BEFORE THE NEXT SHOT IS TAKEN. Otherwise, it is deemed as if no infraction occurred. Only team players can call a foul. No outside people.

## STALEMATE RULES

When neither player wants to break the balls out after 5 consecutive safeties, then the balls are re racked and score disregarded for that game. You must start that game over, keeping score on the next line of the score sheet.

## TIMEOUTS

There is a 4-minute time limit on timeouts, or it's ball in hand foul.

It is the opposing team's responsibility to monitor the time with a cell phone timer app during a time out. Teams must be warned when they have 30 seconds left on their time out. Once a time out has been called by a team member, then the player must take the time out. If any teammate asks the shooter during his turn if he/she would like a time out — then **it is a time out!**... and 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. Players have one time out to use per game. Timeouts may only be given by their team roster members. Once a timeout is called, any/all team roster members may approach the table and discuss the shot with the player included. The rule of touching the table is specifically for the reason of physically marking the table. it isn't a foul if someone leans on the table during a time out, or is touching the felt to show where to hit the ball as
long as no marks are left on the table. any intentional marking of the table either with
fingers, placement of chalk or chalk marks will result in a ball in hand foul. This means leaving behind a mark for the player to use as a guide. pointing and touching the spot on the table is not a foul. All players must walk away from the table before the player takes their shot after a Time Out.

## START OF MATCH

***(4-Player Teams Match)***

**The HOME TEAM puts up the first** 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. Thereafter, team captains will alternate choosing of their players for match "put-ups". After 2 players have been chosen to play the home team player will toss a coin for the break. The winner again has the choice to break or rack. Players will shoot until they foul or miss. The winner breaks and the match is over when players win the same number of games as their handicap before their opponent.

***(5-Player Teams Match)***

**The AWAY TEAM puts up the first** 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. Thereafter, team captains will alternate choosing of their players for match "put-ups". After 2 players have been chosen to play the home team player will toss a coin for the break. The winner again has the choice to break or rack. Players will shoot until they foul or miss. The winner breaks and the match is over when players win the same number of games as their handicap before their opponent.

## GENERAL RULES

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

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.

There are no refunds on any fees paid to the league once a session starts.

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.

Captains must field a team with a **total handicap of 18 or under** for the night's play of 4 matches.

Any teammate on a shooters 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.

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.

## SPORTSMANSHIP

If you break down your current playing cue into 2 pieces before the game has ended it is considered a forfeit and that you have conceded it to the other player. Break cues or changing cues do not apply here. **You may change the shaft** on your cue by letting your opponent know first. All 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. 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. This also applied to if it is just becoming your turn and you are expected to approach the table for your shot, you must stop any conversation related to that game. 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 comment on you for making or not making a shot is not considered to be a foul. It is also allowable for the player to ask what set of balls he is currently shooting, and or a teammate may remind a player, including yelling out to stop a player from shooting at the wrong set of balls (solid or stripe). When it is your turn, you must approach the table within 15 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. No player shall make any negative comment about a player that is currently shooting in a match. "Trash Talking" while your opponent or team's opponent is shooting will not be tolerated in any form.

**Pool Etiquette** - Other players not involved with the match should refrain from walking nearby, 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.
**Table costs** will be split down the middle between the match players, or each player will pay for every other game and the winner will drop the quarters for the losing player while the losing player will rack for the next game.

- A player may be suspended or permanently banned from the LCPA league for repeated complaints for violating any of the rules in the Sportsmanship section.

**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 your money envelope for the night. They will be reviewed by the league.**