

**The standardized rules of eight ball and the general rules of pocket billiards will be in place except as indicated below.**

- 1) Game time is 6:00 p.m. There is a 15-minute grace period. If you only have 1-2 players at 6:15, go ahead and start, if at the end of those one or two games your 3rd player has not arrived, it will then be a forfeit, unless the other team is willing to play. If you only end up with 3 players, you can still play! You can play one BLIND and the other person would be a forfeit. On the forfeit, the average is a 10, every time they came up, they would automatically receive a 0, and the other team would receive a 10. Also, your 5th player only has until the end of the 1st round. If you know your 5th player will be there, you can leave his name on the score sheet and he will receive a 0 and the opponent a 10 until he shows up. If you are not sure he will make it, then play a blind for your 5th person.
- 2) The BLIND average will be based on averages of the players who are present (subs included if applicable) divided by the count of the total players who are present. This blind average will be added along with the averages of those present to get Team Total, which is then used to calculate the handicap.

For example: four players averages are 8.2, 7.9, 7.2 and 6.8. The total is 30.1 which divided by 4 equals 7.53. This value rounds to 7.5 for the blind average. Finally, add the blind average to the Team Total equals 37.6 which is then compared to the opposing team's total to calculate the handicap.

Each player will play the blind. This is so you cannot pick on 1 person. If you are listed 1st in that round, you will play the blind first when it comes time for the blinds game, if you are listed 2nd, you will play the blind second, etc. If you are the 5th player, you will get to pick your opponent for the blind.

- 3) Your roster will be 5 players. Your rosters must be set within the first four weeks.
- 4) The league will maintain a sub list that will be distributed weekly to the Captains. Subs on the list must have a phone number listed otherwise their average is a 10. If you cannot reach any of the subs, you will be able to get someone at the pool hall to play. But opposing team captain does have a right to refuse an off the floor player. If the off the floor player is accepted their average will be a 10.
- 5) You are allowed 1 coach per game. Anyone can call for the coach; the player does not have to call them to the table. This coach is a 2 minute time limit!!!! Let's try to keep it at that.
- 6) Captains, it is your responsibility to make sure spectators stay back from the playing table while players are shooting.

- 7) League dues are due within the first four weeks of play; it is the Captains responsibility to collect the League dues. If league dues are not paid the player is out for the season. The Captains are also responsible to collect the weekly table fee from his teammates to be paid to the league treasurer. The weekly table fee is \$50 per week for each team.
- 8) Scoring is as follows ~ the winning player receives 10 points for each win. The opposing player receives 1 point for each of his or her balls pocketed. Six team wins are possible, one win for each flight and one win for total points. The individual handicap is figured out weekly (using the previous year and the current year –points and games) by totaling the points and dividing by the total number of games played. The team handicap is figured by totaling all five players' averages to receive a total average, then subtract the lower from the higher to receive your handicap. (see sample score sheet). Please list first and last names of all players, especially if it is their first time to play. Each player will shoot five games, playing each of the opposing players one time. The numbers on your score sheet determines which player you will shoot each flight. **Maximum handicap is 10 balls per flight.**
- 9) Jump and Masse Shots ~ are not permitted by CLUB MED
- 10) NO SLOP after Choice of Group is determined.
  - a) After a legal shot is made, any ball(s) from either group (high or low) remains pocketed.
  - b) If a shot is missed, any ball(s) from either group (high or low) that are slop pocketed gives the opponent the option to spot or keeping the ball(s) pocketed. The opponent has the choice to decide the outcome for each slop pocketed ball individually.
  - c) When balls from both groups are slop pocketed and the balls are to be spotted, the opponent determines the spotting order of the balls.
- 11) **New Player:** The average of a new Sub or Regular player will not be determined until he/she has played all five games of his initial competition. Then this first round 5 game average will be used to determine the team handicap. His average will then be cumulative based on all other games he plays, just like any other player.  
\*\* Note: This rule is not applicable to an (off the floor player). See by-law number 4.
- 12) END OF YEAR TOURNAMENT -  
End of year Double Elimination 8 Ball Tournament Eligibility requirement:  
Open to all Members and Subs that are active for 6 weeks during a current season. Subs who have not paid annual dues must pay the regular weekly table fee to participate in addition to the entry fee.