

## WPBA

Other League Rules 9/4/2024

### Changes, important or frequently asked questions are highlighted

**This is the Waukesha Pocket Billiard Association (WPBA);** in this League, the game of 'Eight Ball' pool is played. The League abides by the WPBA Rules of Play. When player gender (for example: he, his, she, her, etc) is referenced in the rules below, it is understood that the requirements and rules apply equally to players of the opposite gender.

### Team

Each team will set a roster consisting of a minimum of 4 Players and a maximum of 7 Players, designating one Captain.

### Captain

- 1) Responsible for scoring live on compusport.
- 2) They are the point of contact for their Team regarding League business and for other Teams.
- 3) Responsible for making their Team aware of League business, current season League schedule, and any updates made by the WPBA during the League season.
- 4) **Responsible for handling and delivering the weekly League fee.**
- 5) If the designated Captain is unable to perform the above responsibility, on a League night or during the League season, another Team Member can be designated as the Team Representative.

The WPBA has set up the league on compusport. Rules, tournament information, etc. can be found under the rules/documents tab in compusport under WPBA 2024-25 Pool League.

### Player Regulations

Player requirements:

- 1) Legal State drinking age.
- 2) Players 16-20 may sign up and play with parent present on or off team on non WAMO leagues only. Approval needed from board/committee and approval from bar(s).
- 3) Registered to only one Team per league night.

**A new Player must be registered a minimum of one week prior to their first night of League play.** To add a Player, the Captain must notify the League Operator of the WPBA in writing, text or email. This can be done either on the back of the weekly score sheet, text or by an email. Once registered with a Team, a Player cannot change Teams unless dropped from their prior Team. To drop a Player, the Captain must notify the League Operator of the WPBA in writing, either on the back of the weekly score sheet, text or an email.

Any Team that uses a Player that is not properly registered or is playing under an assumed name forfeits the match (not just the individual Player's games but the entire match for that night of play) where such violations occur. The opposing team keeps their individual points or 64 points, whichever is higher and 10 frame points.

**If the committee is aware of both teams knowing about the illegal player, both teams will forfeit their individual points and frame points. Both teams will also be assessed the \$20 forfeit fine.**

**Exceptions to the above rules may be made.**

The WPBA has the authority to suspend, disqualify, or ban any Player or Sponsor from the League if serious conditions arise that warrants such an action. Damages made to any equipment, property, or injuries caused by any Players are solely the responsibility of that Player and not the WPBA. In such cases, the Player and/or Sponsor forfeits all rights to any fees paid, prize money, trophies, etc that apply. (Note: See Disqualified Match rules)

## LEAGUE MONEY REQUIREMENTS

A copy of the League budget will be provided upon request to the WPBA league operator.

### Fees

- 1) There is a one-time Sponsor fee of a \$135 per Team due at the beginning of the League season.
- 2) The nightly League fee is \$32, including byes. Anyone paying with checks and they bounce, a \$25 fee will be charged and go to the league.
- 3) If the WPBA participates in sanctioning's for State and National tournaments, there is a one-time fee(s) due by each player at the beginning of the League season.
  - a. Sanctioning's are subject to change each season.
  - b. Fee(s) will then be provided.

### Budget

The Sponsor fee is used for the Sponsor Tournament payouts/trophies, the Secretary fee, and miscellaneous expenses (Envelopes, ink, paper). The League fee is used for the League payout/trophies and City Tournament payout/trophies.

## THE MATCH

There are 4 rounds of 4 games between the Players of opposing teams starting at 7pm on the designated night of League play. A legal Team consists of a minimum of 3 Players with a max of 4 Players per League night. The Visiting Team breaks the 1<sup>st</sup> and 3<sup>rd</sup> rounds and the Home Team breaks the 2<sup>nd</sup> and 4<sup>th</sup> rounds with the Breaker racking and breaking their own rack. If it is noticed a Player is shooting a game out of turn it will be null/void and the game must be played in the correct order of the Match. If the wrong player breaks and the game has completed before anyone realized the mistake, the game stands.

### Grace Period

There is a grace period of 15 minutes, when there are at least two Players present to start the match. The third Player needs to be there by 7:15pm or a forfeit could be called by the opposing Team's Captain/Representative. (Note: See Forfeited Match rules when 3 players are not present to form a legal Team of play, the opposing team can call a forfeit or choose to shoot).

### Match Score Sheet

The use of compusport is the responsibility of the Team Captain/Representative each week of League play. Failure to do so can result in the match being forfeited by the WPBA.

To properly complete a match score sheet, the following is required:

- 1) Download the compusport app on your phone to view and use for scoring.
- 2) Log the games score as the match is being played.
- 3) Table runs can be noted on the compusport scoresheet.
- 4) Two points scored per round for the winning team and two points for totals.
- 5) Both captains must confirm once the match has completed.
- 6) Secretary reserves the right to correct any errors or make a judgment call without consulting either Team, which are within reason.

### Match Line-up

If only 3 of the 4 Players are known for the line-up at the start of the Match, the open position can be left blank. The Captain/Representative must alert the opposing Team Captain/Representative that a Player will be late and there will be an open spot in the line-up. Once the Player arrives, the Player's Name can be placed in the line-up, in the open spot, to play any game(s) not already missed. If a Player misses a game, that game is forfeited and the Opponent receives 4 game points. It is at the

digression of the Opponent's Captain/Representative to allow the late Player to make up the games missed. **If a Player's name is in the line-up, it can't be changed after the Match begins.**

### **Shooting Games Off**

During play, if the opposing Captain agrees, then a player can shoot off two or more games in a row to leave early. Then, said player, must leave within 20 minutes of the end of the last game played. Any 3<sup>rd</sup> shift workers are allowed to shoot their games off early but only after the 1<sup>st</sup> and 2<sup>nd</sup> rounds of play are completed.

### **Scoring of the Game and Match**

A maximum of 9 points can be scored per game; 2 points for the eight ball and 1 point for each of the Opponents balls left on the table at the end of the game. The Team scoring the most game points each round receives 2 frame points for that round. If a round ends in a tie, each Team receives 1 frame point. The Team that has the most overall game points after 4 rounds of play receives 2 bonus points. If there is a tie in total game points, an extra game is played to determine which Team is to receive the 2 bonus points. Each Team will select a Player to play the extra game. The game does not count toward the winning Players individual points, nor does it count toward the total games points for the match. On the score sheet, it should be written 'tie breaker' and which team won.

### **Eight Ball Break**

Eightball breaks do not count. Player may spot the eight or re-break. If the breaker broke and made the eightball and scratched, the opponent has this option.

### **Scratch on the Break**

Opponent has cue ball in hand anywhere on the table.

### **Rescheduling a Match**

If a match needs to be rescheduled the Team Captain involved must contact the WPBA and the Opposing Team Captain at least 2 hours prior to the match, this includes extreme weather conditions. Both Captains must agree on the reason involved and the new planned match date/time. If both Teams agree on the reason involved but cannot agree on a match date/time to reschedule, the WPBA will schedule the match. The rescheduled match should happen within 2 weeks if possible of the original match date (extensions can be granted, within reason). Failure to meet the requirements will result in a forfeited match (See Forfeited Match rules for procedure).

### **Forfeited Match**

A match can be forfeited due to:

- 1) If a Team does not form a 'legal Team of play' (i.e. having 3 Players present for play prior to the designated start time or within the grace period allowed), the **Captain of the opposing Team can call a forfeit.**
- 2) If a Team does not show up for the designated League night of play, without engaging in the 'Rescheduling a Match' rules, they forfeit the match.

The Forfeiter's Opposing Team is awarded 64 total game points and 10 total frame points. Only Players on the Team that were forfeited against will receive credit for the week of League play. Weekly League Team fee, of \$32, is still required of both teams. **A \$20 forfeit fine will also be assessed.**

**Any team with two forfeits in a row or 3 forfeits with weeks in between will be removed from the league.**

## **Disqualified Match**

In the case where the match is in progress or was completed but disqualified due to the use of an improperly registered or illegal Player, the winning team gets 10 total frame points and either 64 total game points or the actual point total they scored in that completed match, whichever is higher.

In the case of a game disqualification, due to un-sportsman like conduct or tactics detrimental to the game, during a match that is in progress, the Opposing Player for that game receives the maximum game points possible (9). Prior games played during the match by the disqualified Player stand, as is. Any remaining games left to play by the disqualified Player; their Opponent will receive 4 game points.

## **League Winners**

At the end of the season, the winners of each league are determined by:

First – ‘Which team won the most frame points?’

Second – If tied on frame points, then ‘Which team had the most game points?’

Last – If tied on frame points and total game points – winner of special playoff match.

## **Individual Player Awards**

Players are eligible for individual Player awards if they have least 20 weeks (approximately 75% of the season) played by the end of the League season. These individual Player awards consist of High Average per League, most table runs per League night, and overall MVP of the League. \*\*\*Awards subject to change\*\*\*

## **END OF THE SEASON TOURNAMENT**

Requirements for the City Tournament:

- 1) Players must meet the following requirements as of the last week of League play:
  - a. 12 weeks played to be considered a ‘regular’ Player which includes byes and forfeits.
  - b. 6 weeks played to be considered a ‘substitute’ Player which can include byes and forfeits as long as the Sub has equal number of weeks played as byes/forfeits.
- 2) Only one Sub may play per match. Examples:
  - a. If your Team has 4 Players shooting:
    - i. 3 Players with 12 weeks, 1 Player with 6
  - b. If your Team has 3 Players shooting:
    - i. 2 Players with 12 weeks, 1 Player with 6
  - c. The Opposing Team and/or League Operator(s) can call a disqualification if it is noticed at any time during the match, that more than one sub is shooting.
- 3) During the City Tournament, the prior rule of a grace period (having 3 people by 7:45pm) does not apply. At least 3 Players must be present at the designated start time; otherwise the Opposing Team’s Capitan can call a forfeit.
- 4) If a Player’s Name is in the line-up, it cannot be changed after the match begins.
- 5) A Team must be able to field a legal Team; otherwise your Team will forfeit the match. Example:
  - a. If Teams met with similar Players, it will have to be decided who shoots for which Team.
  - b. Whether that is 4 on 4, 4 on 3, or 3 on 3; they both have to be legal Teams otherwise they will both forfeit.
  - c. There is no League rule that a Player has to sit because he is on more than one team.
    - i. The Player in question cannot play on both Teams during a match.
    - ii. One Team has to be chosen, if it cannot, then the Player in question should sit out of the match.

In postseason tournament play, certain rule changes, additions or exceptions may apply.

## RULES OF PLAY

If during a game questions come up about the 'Rules of Play', the Player asking the question should ask their Opponent first. If the Opponent is unaware of the answer, both Teams Captains/Representatives should be engaged.

### THIRD-PARTY OPINION

On all shots that may be controversial (split hit, push shot, etc), **EITHER PLAYER** can seek a Third-Party opinion to judge the legitimacy of the shot. The Third-Party Person must be agreed upon by both Players, if the Opponents cannot agree, it is up to the Team Captains to decide on one. The Third-Party person is there to judge the shot and call 'foul' or 'no foul' – the Opponent of the Shooter is not to make the call. **If the Third Party cannot determine which ball was hit first, the judgment will go in favor of the Shooter, that the legal target was hit first.**

### Split Hits

If the cue ball strikes a legal object ball and a non-legal object at about the same instant and it cannot be clearly determined which ball was hit first.

### Double Hits

If the cue stick's tip strikes the cue ball twice in the same stroke, it is considered a double hit and a foul. Double hit strokes occur most often when the cue ball is less than a chalk cube away from the object ball. The Shooter cannot move the cue stick away from the cue ball fast enough (the cue stick is still driving forward as follow through at the same speed as in the beginning of the shot, but when the cue ball strikes the object ball, it slows) causing the cue to catch up with it and hit is again.

### Push Shot

If the cue tip maintains contact with the cue ball beyond the split second allowed for a normal and legally stroked shot, it is considered a push shot and a foul. Push shots occur most often when the cue ball is less than a chalk cube away from the object ball. This is a difficult shot to judge and the rule of thumb is; if the cue ball follows through the object ball more than a cube of chalk it is considered a push shot.

### CUE BALL IN HAND PLACEMENT

During the 'cue ball in hand' placement, the Player may use their hand or any part of their cue (tip included) to position the cue ball. It is not a foul to move the cue ball forward, backward, or side to side with the cue/cue tip on the top of the cue ball, unless a legal stroke has taken place.

**Touching or moving any object ball, with your hand or body part while the cue ball is in your hand, is a foul and your Opponent receives 'cue ball in hand'.**

### Protest Procedure

'Foul calls' should be made loud/clear enough to prevent any Player from saying it could not be heard. **Any time a Player fails to yield to a valid called foul, the opposing Team Captain may protest that game.** The game must then end (not be completed) or the 'protest' will not be considered. Do not sign the match score sheets but instead write the words 'Protest Filed' and submit it with the required League nightly fee. The WPBA will then determine the resolution of the game and/or match and any decision reached is final.

### Slow Play

If the match is not in the third frame by 9pm and there is another available table, either team can request using two tables to finish the match at a reasonable time and the other team must comply.