

WEDNESDAY NIGHT



POOL LEAGUE

OFFICIAL GUIDELINES

League Contact Info

President, Al Peterson 262-903-6128

Secretary, Bill Guthman 920-728-3960

Website: <http://www.dedpool.com/>

Email: pool@dedpool.com



WEDNESDAY NIGHT POOL LEAGUE 2018 RULES 2019



STATE TOURNAMENTS



WAMO
MARCH 20TH - 24TH 2019
SHOPKO HALL, GREEN BAY



WSPA - SINGLES
JANUARY 24-27, 2019
OSHKOSH, WI

WSPA - TEAM
APRIL 4TH-7TH, 2019
WAUSAU, WI

New for this year

WEEKLY DUES ARE \$6 Per Player

Weekly Envelope Drop-off Locations are AL's and Jay's.

**Take 1 picture of a signed scoresheet
and send to Bill after the nights match.**

Standings will be posting online at ww.dedpool.com only

Red Dot Cue Ball can be used if Ok with the Home Team

**End of year Tournament is open to League Players and Subs
Subs must have 4 Weeks Played
Only 1 Master or AA per Team**

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General Guidelines

1. Team Sponsor Fee

- a. \$80.00 - **Make Checks payable to AL PETERSON Not Wednesday Pool**
- b. Due 2nd week of play.

2. Weekly League Fee

- a. **\$6.00 Per Player = Total \$24.00 Per Team**
- b. Both Teams must pay for Forfeits
- c. WSPA sanctioning dues is \$10 per Player
 - i. Any player or sub that plays 4 weeks
 - ii. Any player that has already been WSPA sanctioned through another league will not need to pay through WED. Pool.

3. Officer Compensation

- a. President \$400
- b. Secretary \$400

4. League Score Sheets

- a. Score Sheets and Envelopes will be provided by league.
- b. **Sheets are due by 6PM every Friday.**
- c. **Drop off is Al's Smith's Saloon & Jay's Lanes.**
- d. **Write Wednesday Night Pool League or WNPL, Date, & Team Name on envelopes.**
- e. Each Team Captain is responsible for turning in weekly envelopes.
 - i. Envelope should contain completed signed Score Sheet & \$24.00.
- f. Make sure Bartender puts envelope in Pool League Money Bag or box.
- g. Score Sheets & Envelopes are due every week regardless of outcome. (except byes)
- h. Once a score sheet is signed, the results are final and cannot be protested. However, the league can adjust the score sheet for an ineligible player.
- i. **This is your responsibility not the Leagues!**
- j. **Captains take a picture of the score sheet**
 - i. **Text to 920-728-3960 or**
 - ii. **Email to Pool@dedpool.com**
- k. **Envelopes still are required to be turned in on time to avoid fines.**

5. Fines & Penalties

- a. Fines will be assessed for:
 - i. Late Sponsor Fee.
 - ii. Late Score Sheets.
 - iii. Short or Missing Money.
- b. League Fine is \$10.00.
 - i. Assessed per Week.
 - ii. Will be subtracted from Team winnings at end of year.
 - iii. Will be Strictly Enforced

6. Team Rosters

- a. 4 players per team per night (men and/or women)
- b. **Write First & Last Name (No Initials or Nick Names).**
- c. Captains please inform the league of any Subs that would be interested in being a Floating Sub
 - i. Floating Subs can play for any team
 - ii. Floating Sub list with contact info will be provided to all captains
 - iii. Subs Weekly dues can either be paid by the Sub or the Team the night they play.
 1. Weekly envelopes must still have \$24 in them
- d. League officers can disqualify any player at any time

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7. Disqualified Player

- i. Games will be forfeited and awarded to opposing team & players.
- ii. League Standings will be adjusted accordingly.
- iii. Two or more ineligible players will result in a Match Forfeit

8. League Night Rosters.

- a. Captains will exchange lineup prior to the start of the match.
- b. Once lineups have been exchanged the shooting order cannot be changed.
- c. Substitutions of legal roster players can be made.
- d. Once a player is substituted out, they cannot return to that nights lineup for any reason

9. Coaching

- a. **NONE ALLOWED!!!**
- b. Rule questions may be asked at any time during the night. Such questions should be asked to the opposing team so as to avoid confusing a rule question with a coaching strategy.

10. Teams Must Designate a Captain.

- a. Captains responsibilities.
 - i. Main Team Contact.
 - ii. League Meetings.
 - iii. Scheduling Changes.
 - iv. Rule Changes.
 - v. Floating Subs.
 - vi. Turn in All League Money Due.
 - vii. Votes.
 - viii. Notifications.
 - ix. Questions.
 - x. Protests (not allowed if score sheet is signed)

11. Match Play

- a. The First Game will begin at 7:00PM (GMT Central Standard Time), No Bar Clocks.
- b. There will be a 15 minute grace period for the full team to arrive.
- c. 3(three) players from Team must be present by 7:15PM to begin or the entire night will be a forfeit.
- d. If the 4th Player arrives before the end of the 2nd round, they can play all 4 of their games.
- e. If the 4th Player arrives after the 3rd round has begun, it is too late and all of that players games are forfeited.
- f. Teams may play with 3(three) players and accept a forfeit for the 4th spot.
- g. Teams may not play with only 2(two) players.

12. Holidays and Deer Hunting

- a. There will be no play on weeks that holidays conflict with League Nights.
- b. There will be no play the week of Deer Hunting. Happy Hunting!

13. Non Player Interference

- a. If the balls are moved (or the player is bumped such that play is directly affected) by a non-player during the game. The Balls shall be replaced as near as possible to their original positions immediately prior to the incident. And play shall resume with no penalty on the player affected. This Rule also applies to act of GOD interferences such as earthquakes, hurricanes, light fixture falling, power failures, etc. If the balls cannot be restored to their original positions, replay the game with the original player breaking.

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14. Postponing and/or Cancellations

- a. The League will notify Sponsor bars and captains of any weather or other special cancellations.
 - i. Any League wide Cancellations will bump the schedule ahead one week.
 - ii. New schedules will be available online within 48 hours of the canceled night.
- b. Postponing must be agreed upon by both team Captains at least 2 days prior to League Night.
 - i. The League must be notified of any arrangements.
 - ii. All matches postponed must be made up within 2 weeks.
 - iii. If any match is not made up within 2 weeks both teams will be marked as 0s. All league dues are still expected to be turned in. Fines will be accessed per rule #5.
- c. If the League does not cancel due to weather, the individual captains may contact each other and postpone their match.
 - i. This must be done by 5PM the night of the match.
 - ii. The captains must work together and reschedule the match.
 - iii. All individual matches cancelled for weather must be made up within 2 weeks.
 - iv. If any match is not made up within 2 weeks both teams will be marked as 0s. All league dues are still expected to be turned in. Fines will be accessed per rule #5.
- d. It is the captain's responsibilities to get these matches rescheduled and played. If one captain does not make a reasonable attempt to reschedule, they will be considered in forfeit.

15. Sportsmanship

- a. There is to be no Kibitzing or Harassment of any kind allowed during any point of the game.
- b. Any overly exuberant or excessive outburst to a missed shot, i.e. kicking or multiple slapping of the table, can and should be called a foul, as a result the opposing player will be awarded ball in hand.
- c. Don't shark. If what you are doing would distract you while shooting, it probably distracts other players, too. Here are some common sharks. Avoid them!
 - i. Doing anything vocal while your opponent shoots (talking, coughing, clearing your throat, humming, whistling, etc.)
 - ii. Making noise while your opponent shoots (dropping stuff, chewing loudly, cracking gum, tinkling ice cubes, tapping fingers, etc.)
 - iii. Moving deliberately within the shooter's field of view (chalking your cue, walking near the table, making sweeping hand or arm movements, etc.)
 - iv. Standing at the table, especially behind the target pocket.

16. Conceding a Game

- a. Saying Good Game before opponent shoots 8 Ball
- b. Taking Playing Cue apart before opponent shoots 8 Ball
 - i. (Jump cue & Break Cue not included)

17. Violence or threat of violence

- a. 1st offence – 1 week suspension
- b. 2nd offence – 4 week suspension
- c. 3rd offence – Removal from League

18. Trophies and Awards

- a. Trophies will be awarded at season's end
- b. Sponsor trophy and the 4 team members
 - i. First Place Team
- c. Top Ten Individual Players
- d. Most Table Runs
- e. Most "8-Ball" Breaks
- f. All teams will receive money back based on their wins
- g. Individual Awards require players participating in 75% of their team's scheduled games

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19. General

- a. The president will decide on any rule question not completely clear or covered within these pages. **IF A QUESTION OR DISPUTE OF THE INTERPETATION OF A RULE ARISES DURING PLAY, THAT BOTH TEAM CAPTAINS CANNOT AGREE ON, CONTACT THE PRESIDENT TO RESOLVE IMMEDIATELY** (before the shot in question is taken, preferably). Any decision made by the league president is final. Contact the secretary if the president cannot be reached, but the secretary reserves the right to defer an answer until discussing the situation with the president.
- b. Any updates or changes to these rules or the schedule will be distributed with the next week's standings as necessary.
- c. The league reserves the right to adjust or add any penalties, rules, or schedule changes not covered within these pages for the good of the league and all its teams.
- d. At any time, it is possible or necessary a captain's meetings may be called to allow a vote.
- e. Details on the league party will be finalized toward the end of the season and will be presented at that time
- f. All Standings will be online
 - i. www.dedpool.com

Game Play

20. Equipment

- a. **All Tables must be owned and operated by a WAMO Charter Holder**
- b. All Sponsor Establishments are required to maintain adequate equipment consisting of
 - i. WAMO Certified Table.
 - ii. Level Table & Good Cloth.
 - iii. Adequate Lighting.
 - iv. Decent Bar Cues & Bridge
 - v. Rack.
 - vi. Chalk & Hand Powder.
 - vii. Standard 2¼" cue ball.
 - viii. RED Dot Cue Ball can be used if the Home team Agrees
 1. these cue balls are not magnetic so the bar will need to open the table
 2. the easiest is to just pay the \$16 to the bar and have them leave the table open for league games
 3. Please lock as soon as league games are over
- c. Inadequate Equipment.
 - i. Teams can attempt to level table themselves if not level.
 - ii. If a table is found to be in unsatisfactory condition for any reason, the teams have option to shoot at the opposing team bar up to but before the end of the first round.
 - iii. If the first round is completed, the night must continue on as is with no protest.
 - iv. The President must be made aware of any protest that same League Night before end of the First Round.
- d. Any other equipment not supplied by the Sponsor Establishment except player's personal equipment can be used provided it is shared among all players if asked.
 - i. Player's personal equipment is defined as
 1. Playing, Break, Jump, Shorty Cue
 2. Chalk & Hand Powder

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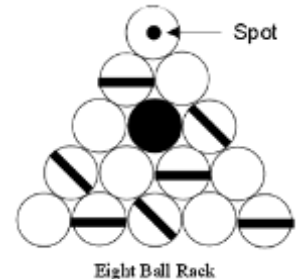
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21. The Game is 8-Ball, straight in.

- a. Obvious shots and pockets need **NOT** be called except
 - i. 8-Ball, Banks, & Combination shots must always be called
 1. On Called Shots
 - a. **VERBALL CALL** of a specific object ball and its indented pocket.
 - b. It is not necessary to call kisses, cushions, or nipples
- b. The opposing player has the right to ask the shooter to repeat his call.
- c. Any ball pocketed on a foul stays pocketed

22. Racking the balls

- a. Players will pay and rack the own games.
- b. The balls are racked at the foot of the table.
- c. The first ball of the rack should be on the foot spot.
- d. 8 Ball must be in the middle.
- e. Corners should be 1 stripe & 1 Solid
- f. The rack should be as tight as possible.
- g. The opposing player reserves the right to ask for a re-rack before the break



23. Breaking the balls

- a. Visitor's team will break the 1st & 3rd Rounds.
- b. Home team will break the 2nd & 4th rounds
- c. Breaking player has ball in hand behind the headstring (kitchen).
- d. Breaking player has control of the table after the break provided a ball was pocketed and no foul occurred.
- e. The Table is open immediately after a break shot until a ball is legally pocketed.
- f. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa.
- g. The "8-Ball" is never neutral and cannot be contacted first to pocket a solid or stripe.
- h. In the event of a Miscue or Poor Break, the opposing player has choice of playing the table as it lies and attempt a legal shot or having the breaker re-break. There is no "forfeit of the break".
- i. If a player scratches on a legal break shot, It is a foul
 - i. All balls pocketed remain pocketed
 - ii. The table is considered open
 - iii. The incoming player has cue ball in hand anywhere on the table.

24. Legal shot

- a. On all shots (except on the break and when the table is open), the shooter must hit one of his object balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any object ball to contact a rail. Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the object ball, an object ball must be pocketed, or the cue ball or any object ball must contact a rail. Failure to meet these requirements is a foul

25. Object ball frozen to a rail

- a. This rule applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen object ball, the shot must result in either:
 - i. A Ball being pocketed, or;
 - ii. The cue ball contacting a cushion
 - iii. The frozen ball being caused to contact a cushion attached to a separate rail
 - iv. Another object ball being caused to contact a cushion with which it was not already in contact.

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26. Cue ball touching an object ball

- a. If the cue ball is touching the required object ball (the ball called to be pocketed) prior to the shot, the player may shoot towards it, providing that any normal stroke is employed. A normal stroke is just that, an attempt to strike the cue ball without "rolling" it through continued contact with the tip of the cue. Common sense needs to be applied here; we are not dealing with super slow motion analysis. On any shot, if the cue stick strikes the cue ball more than once during a shot, it is a foul. If the cue ball is touching one of your opponent's object balls before the shot, the cue ball must be shot away from the opponent's ball. Any touching of your opponent's object balls before one of yours with the cue ball would be a foul.
- b. If the cue ball passes the object ball, it is a double hit and will be called a foul.

27. Player Inning

- a. A shot is not over till all balls stop moving. ex. Pocketing the 8-ball first and the cue ball scratches second would be a loss. The table will remain the shooters until opponent strikes cue ball with cue tip or takes control of cue ball from a ball in hand. Meaning a hung ball will count for the shooter until opponent strikes cue ball with cue tip or takes control of cue ball from a ball in hand.
- b. Player must have at least one foot in contact with the floor at the moment the cue tip contacts the cue ball, or the shot is a foul. Foot attire must be normal in regard to size & shape.

28. Jump shots

- a. Jump shots are legal shots. Intentionally causing the cue ball, because of a downward stroke, to rebound off the bed of the table in order to jump the cue ball over an impeding ball.
- b. However, it is a foul if you intentionally cause the cue ball to rise off the bed of the table by "digging under" or "scooping" the cue ball with the cue.

29. Jumped Balls off Table

- a. If any object ball is jumped off the table, is a foul and loss of turn
- b. "8-Ball" jumped off table is loss of game
- c. Any jumped object balls are not re-spotted and go down

30. There is no time limit for the shooter

- a. However the Opposing player or Captain may ask the shooter, between shots, to please speed up play, if play is taking an unusually long time. This should be a gentle reminder and must not interfere with current shot being attempted or it will be considered kibitzing and shooter will be awarded ball in hand. Please use common sense here and remember to treat all players with respect. Note: State Tournaments will put you on the clock for slow play

31. Table Run (TR)

- a. A TR will be awarded to the shooter who legally pockets the "8-Ball" before the opponent legally pockets any of his object balls. Each player has one attempt at a TR on an open table.
- b. Please clearly highlight TRs on score sheets. Table runs are recorded and maybe used for individual tie-breakers at season's end.

32. "8-Ball Breaks" result in an automatic win and 2 points for the breaker.

- a. Table is considered open
- b. The breaking player has a chance of earning an additional 7 points.
 - i. Player must choose suit. either Solids or Stripes
 - ii. 1 point for each object ball made
- c. Any foul by the breaker will be an automatic loss and 2 points awarded to the opposing player.
 - i. The opposing player has a chance of earning an additional 7 points
 1. Player must choose suit, either Solid or Stripes
 2. 1 Point for each object ball made
- d. Player has a choice of playing the cue ball where it lands or ball-in-hand behind the head string.
- e. Player shoots till all object balls are pocketed, failure to pocket an object ball or fouls (Rule 34)
- f. If a player runs all seven balls, the stats will reflect an 8-ball break and Table run

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33. Cue Ball Fouls Only (only players active in game can call a Foul)

- a. It is a foul to strike to touch or in any way make contact with the cue ball in play with anything except the cue tip, which may contact the cue ball in the execution of a legal shot.
- b. Opposing player has the right to move back, as close as possible, any moved balls. Before or after the opposing players shot.
- c. Any "accidental contact" resulting in a ball(s) to fall in a pocket will be a foul.
- d. Any "intentional contact" resulting in a ball(s) to fall in a pocket will be an automatic loss and 9 points awarded to the opposing player.
- e. With cue ball in hand, touching any object ball with the cue ball is a foul or touching any object ball with your hand while touching the cue ball is a foul

34. Fouls - Other (only players active in game)

- a. All Fouls Result in "Ball in Hand" for the opponent anywhere on the table
- b. Touching any object ball with the cue ball while it is in hand
- c. Failure to contact your group of balls first
- d. Any cue ball scratch or cue ball jumped from table and any object ball jumped from table
- e. Not completing a legal shot. (see rule 24)
- f. A split shot. (both captains should observe any close hits)
- g. Touching the cue ball with anything but your hand while positioning it anytime.
- h. Not informing the opposing player of the foul before picking up the cue ball.
- i. A foul must be called before the next shot is made within reason, no quick shots to try and prevent a foul being called, or play will continue as before.
- j. If a player intentionally marks the table in any way (including the placement of chalk) to assist in executing the shot
- k. Players are not allowed to use a ball, the triangle or any other width-measuring device to see if the cue ball or an object ball would travel through a gap, etc. Only the cue stick may be used as an aid to judge gaps or as an aid to aligning a shot, so long as the cue stick is held by the hand
- l. Kibitzing or Harassment of any kind

35. Playing the "8-Ball"

- a. Scratching on the "8-Ball" is not loss unless the "8-Ball" is pocketed.
- b. A combination shot can never be used legally to pocket the "8-Ball", except when the "8-Ball" is the first ball contacted.

36. Game Scoring

- a. Winner is awarded 2 points for pocketing the "8-Ball" and 1 point for each of the opponent's balls remaining on the table. (Maximum 9 points per game.)
- b. "8-Ball" made out of turn results in 2 points for "8-Ball" and 1 point for each of the shooters ball still on the table. (Maximum 9 points per game.)

37. Player's Average

- a. Total points by Total Games Played. Ex, 117 points won in 44 games played. $117 \div 44 = 2.659$. Averages will be round to 2 decimal places. Ex. 2.659 would be 2.66.

38. Forfeits

- i. Each player will be awarded 4 points for each game.
- ii. Total Maximum points for a team are 64.

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39. Team Scoring

- a. Teams consist of 4 players
- b. Maximum total round points per night are 9.
- c. Each player will play each opposing team players once. Total 4 games per player.
- d. 4 rounds will be played and scores will be recorded for each game. After 4 games, scores are totaled and the team with the most points wins the round.
- e. Team with the most round points
 - i. mark a 2 on the score sheet under that round.
 - ii. Any rounds that end in tie, each team will mark a 1.
- f. Total points from the 4 rounds make up a 5th round.
- g. The team with the most points will mark the 5th round with a 1.
- h. In the event of a tie for the 5th round, a 1 game tiebreaker will be played.
- i. Tie Breaker
 - i. Overall points that result in a tie
 - ii. One game is to be played
 - iii. One member from each team will be designated to play.
 - iv. Break is determined by a coin flip.
 - v. Winner of coin flip has choice to break or rack.
 - vi. This game only counts for Team points
- j. The rounds won and loss determines the teams place in the league standings. Points are used for tie-breaks. Standings will be sorted by winning percentage.
- k. Captain's need to verify and agree with opposing teams score sheets and sign off on them to validate.
- l. Once a score sheet is signed, the results are final and cannot be protested. However, the league can adjust the score sheet for an ineligible player.
- m. The League reserves the right to correct scores in the name of fairness and accuracy for the good of the league

DATE: 4/5/2025

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HOME TEAM Lindey's 2						VISITING TEAM Lindey's 1					
		BREAK			TOTAL		BREAK			TOTAL	
1	Bill Guthman	A	D	C	B	1	2	3	4	13	
		5	3	7	0	0	0	9	4	0	
2	Al Peterson	B	A	D	C	2	3	4	1	5	
		4	5	0	3	0	0	0	5	5	
3	Rick Uszler	C	B	A	D	3	4	2	1	10	
		0	5	0	9	5	5	0	0	10	
4	Jeff Hough	D	C	B	A	4	1	2	3	13	
		0	0	0	0	4	0	9	0	13	
TOTAL		9	13	7	12	9	5	18	9	41	
		1	2	0	2	1	0	2	0	0	

WON LOST

FRAMES 6 3

WON LOST

FRAMES 3 6

Rick vs. Adrain Tiebreaker
Rick wins 5 team points