

WWPBA

Revised as of 9/1/2018

This is the Waukesha Women's Pocket Billiard Association (WWPBA); in this League we play the game of 'Eight Ball' pool. The League abides by the WWPBA General Rules and Rules of Play.

GENERAL RULES

TEAMS

Each team will set a roster consisting of a minimum of 4 Players and a maximum of 8 Players, designating one Captain.

Captain

- 1) Responsible for attending the beginning of the year meeting to obtain League information for the current League season.
- 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 WWPBA during the League season.
- 4) Responsible for handling and delivering the weekly League fee and completed score sheet to the designated 'money drop-off' Tavern.
- 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 WWPBA supplies each Team with the Rules of Play, Captain Phone list, one score book, envelopes and a schedule to all the team Captains at the beginning of each League season. If a Team needs replacements of any supplies given, a fee will be charged to that Team (priced per the item needed).

Players Regulations

Player requirements:

- 1) Legal State drinking age.
- 2) Registered to only one Team.
- 3) Professionally recognized Players are not allowed to play in this League.

A new Player must be registered a minimum of one week prior to their first night of League play, up to eight weeks after the start of the League season. To add a Player, the Captain must notify the Secretary, of the WWPBA, in writing. This can be done either on the back of the weekly score sheet 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 Secretary, in writing, either on the back of the weekly score sheet 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.

Exceptions to the above rules may be made.

The WWPBA 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 WWPBA. 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)

Community Subs

The Community Sub List is a list of Players not designated to any one Team that can play with any Team during the League season. Same rules apply from above and in addition to; a Community Sub can only play for one Team per weekly League play.

LEAGUE MONEY REQUIREMENTS

An estimated budget will be handed out at the beginning of each League season, with a final budget at the end of each League season.

Fees

- 1) There is a one-time Sponsor fee of \$125 per Team due at the beginning of the League season, paid by your Sponsor.
- 2) There is a one-time Secretary fee of \$28 per Team due at the beginning of the League season, paid by the Players.
- 3) The nightly League fee is \$28, including byes, paid by the Players.
- 4) If the WWPBA 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. Total fee(s) will be provided at the beginning of each season.
- 5) There is a fine of \$10 if:
 - a. The completed score sheet and weekly fee are not received by the following day no later than 6pm, to one of the designated drop off locations.
 - Sporties (not the bowling counter)
 - Susie's house
 - Teams can also pre-pay for the season and text a picture of their score sheet to the Secretary each night of league play
 - b. A match is forfeited, the forfeiting team is assessed the fine.
 - c. The bye weekly fee and score sheet are not received by the following week of League play from the bye week.

Budget

The Sponsor fee is used for the Sponsor Tournament payouts/trophies, the Secretary fee, Presidents fee, WAMO sanctioning fee, and miscellaneous expenses. The League fee is used for the League payout and City Tournament payout.

Tournament Pay Out

Tournament pay outs will be as follows based on the tournament style chosen for the City Tournament.

Round Robin Format

The teams advancing to the final bracket of a round robin format, the top 50% of the field will be paid out. Payouts will be determined based on number of teams in the final bracket.

Example: 16 teams in the league, 8 will advance and payouts will be as follows:

7th/8th would receive \$150 each

5th/6th would receive \$200 each

4th place 10% of remaining amount

3rd place 20% of that remaining amount

2nd place 30% of that remaining amount

1st place 40% of that remaining amount

Class A/Class B Double Elimination Format

The top 50% from each Class will be paid out. Payouts will be determined based on number of teams in the league. Total tournament money will be divided in half for each Class.

Example: 16 teams in the league, 8 in each bracket, payouts will be as follows:

4th place 10%

3rd place 20%

2nd place 30%

1st place 40%

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 1st and 3rd rounds and the Home Team breaks the 2nd and 4th rounds with the Breaker racking and breaking their own rack. If a Player shoots a game out of turn it will be null and void and the game must be played in the correct order of the Match.

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.)

Match Score Sheet

The use of an approved WWPBA league match score sheet 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 WWPBA.

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

- 1) Team Name must be listed in the designated 'Home Team' or 'Visiting Team' per the League Schedule.
- 2) Circle your Team Name on the score sheet completed by your Team.
- 3) **First and Last names must be listed for each Players listed.**
- 4) If a table run and/or eight ball break occur, mark the score sheet by circling the number of points received for the game and noting TR and/or EB.
- 5) Total points per Individual and Team total must be accurate and checked with Opponent's score sheet.
- 6) Frame points must be accurate and checked with your Opponent's score sheet.
- 7) Signatures are required of the Team Captain/Representative on the Opposing Team's 'Sign' line.
- 8) 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. If the Player does not leave within 20 minutes, the opposing Captain can choose to forfeit the Players games that were shot off. Any 3rd shift workers are allowed to shoot their games off early but only after the 1st and 2nd rounds of play are completed.

Scoring for the 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 1 bonus point. If there is a tie in total game points, an extra game is played to determine which team is to receive the 1 bonus point. 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.

Scoring of an Eight Ball Break

If the eight ball is made on the break, the Breaker (Player) wins the game and gets a minimum of 2 points. The Player can then score up to 7 additional points by legally pocketing balls from the chosen group of balls (solids or stripes). The table is open regardless of which 'group of balls' were made on the break. If the Player chooses a set of balls that one or more were made on the break, the Player is awarded those points in the total number of points taken. The Player can start with the cue ball where it lies or take it into the 'kitchen' to shoot at a ball outside of the 'kitchen'. Any miss or foul, ends the game. Each pocketed balls of the chosen group count for the total awarded point for the game. If, after the miss or foul, a ball of the chosen set of balls is pocketed, that ball is also counted toward the total points taken. If the eight ball is made on the break with the cue ball scratching, the Opponent of the Player wins and gets the same chance to score as stated previously. If there is an eight ball break and the opening shot is missed or a foul is committed (which is the shot directly after the eight ball break), the Player will receive the most points possible of the balls (either solids or stripes) pocketed on the break.

Scoring of a Bye

For a Bye match, the Team is awarded 32 total game points and 9 total frame points. Players will receive credit for the week played but it will not negatively affect their average (no individual points will be awarded to the Players).

Rescheduling a Match

If a match needs to be rescheduled the Team Captain involved must contact the WWPBA 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 WWPBA will schedule the match. The rescheduled match must happen within 2 weeks 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), the Captain of the opposing Team can call a forfeit. (Note: See 'Team' rules for start times.)
- 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 32 total game points and 9 total frame points.

Only Players on the Team that were forfeited against will receive credit for the week of League play but it will not negatively affect their average (no individual points will be awarded to the Players). Weekly League Team fee, of \$28, is still required of both teams, with the Forfeiter's paying a \$10 fine for the forfeit. Note: Any Teams forfeiting 2 matches in a row will be dropped from the League. Reinstatement (if any) must be cleared through the WWPBA.

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 teams gets 9 total frame points and either 32 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.

STANDINGS

Standings will be posted weekly to the website (www.waukeshapool.com). Standings consist of rankings, rounds won that week, list of eight ball breaks/table runs, and League notifications.

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 Standings

Averages for a Player are determined by total number of points received, divided by total number of games played. Overall city high average awards for individual players (when provided by the WWPBA) are based on 65% of weeks played per the year’s scheduled league play. These standings will be sent out once a month.

Note: Byes will count as weeks played for individual standings also to qualify for tournament play. However they are not used to determine your average.

END OF THE SEASON TOURNAMENT

Requirements for the City Tournament:

- 1) Players (roster or community sub) must have played at least 5 weeks of league play to qualify for the City Tournament.
- 2) During the City Tournament, the prior rule of a grace period (having 3 people by 7:15pm) 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.
- 3) If a Player’s Name is in the line-up, it cannot be changed after the match begins.
- 4) Only 1 Community Sub per team per round.

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.

THE GAME

‘Eight Ball’ is played with fifteen numbered object balls and the cue ball. The Shooter’s group of seven balls (groups consist of either one through seven which are solids or nine through fifteen which are stripes) must all be off the table before attempting to pocket the eight ball to win.

THE RACK

The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the eight ball as the first ball that is directly below the apex ball. One from each group of seven will be on the two lower corners of the triangle. The other object balls are placed in the triangle without purposeful or intentional pattern. If the Opponent doesn’t agree the rack is ‘tight’ and/or the rack is improperly positioned, they can request the Breaker to redo the rack.

THE BREAK SHOT

The following rules apply to the break shot:

- 1) The cue ball begins in hand behind the head string. Note: No part of the cue ball can be over the head string on a break.
- 2) No ball is called, and the cue ball is not required to hit any particular object ball first.
- 3) If the Breaker pockets an object ball and does not foul, the Player continues at the table, and the table remains open.
- 4) If no object ball is pocketed, at least four object balls must be driven to one or more rails, or the shot results in an illegal break, and the Opponent has the option of:
 - a) accepting the table in position, or
 - b) re-racking and breaking, or
 - c) re-racking and allowing the offending player to break again.
- 5) If the cue ball is pocketed during the break shot (called a scratch) and the eight ball remains on the table, it is a foul and the following occurs:
 - a) all the pocketed balls remain pocketed, and
 - b) the table is open to the Opponent, and
 - c) the Opponent receives 'cue ball in hand' anywhere on the table.
- 6) If any object ball is driven off the table on a break shot, it is a foul; such balls remain out of play (except the eight ball which is re-spotted); and the Opponent has the option of:
 - a) accepting the table in position, or
 - b) taking cue ball in hand behind the head string.
- 7) If the Breaker deflects the cue ball after it has crossed the head string and prior to hitting the racked balls, is considered a foul. The Opponent has the same option as stated before in #4.

OPEN TABLE/CHOICE OF GROUP

Before groups are determined, the table is said to be 'open'. If the Shooter legally pockets his intended ball, the corresponding group becomes his, and the Opponent is assigned the other group. If the Shooter fails to legally pocket the intended ball the table remains open and play passes to the Opponent. When the table is 'open', any object ball may be struck first except the eight ball (the eight ball is not neutral) but can be used as part of a combination shot to establish the group (i.e. solid into the eight ball to pocket the intended stripe).

SHOT

A shot begins when the tip contacts the cue ball due to a forward motion of the cue stick. A shot ends when all balls in play have stopped moving and spinning. A shot is said to be legal if the Shooter did not foul during the shot.

Legal Shot

To be considered a legal shot (except on the break or when the table is open); the Shooter must hit one of the object balls first from their chosen group, and either:

- 1) pocket the object ball called, or
- 2) pocket any numbered ball, or
- 3) cause the cue ball or any numbered ball to contact a rail

Failure to meet these requirements is a foul.

Standard Shot

'Ladies' Call' applies. OBVIOUS object balls (including the eight ball) and pockets do not have to be indicated. But the Opponent has the right to ask the Shooter during any shot, but prior to the Shooter striking the cue ball, which ball and pocket is intended. Details of the shot, such as cushions struck or other balls contacted or pocketed are irrelevant. Only one ball may be called on each shot.

Banks, combinations, and similar shots, are not considered 'obvious' shots. The Shooter must indicate the intended object ball and pocket. Not designating the object ball and pocket, does not constitute 'ball in hand' it is loss of turn and the Opponent shoots from where the cue ball lies.

Object Ball Frozen to the Rail or Cue Ball

The 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. An object ball is not considered frozen to a rail or cue ball unless it is agreed on by both the Shooter and Opponent. After the cue ball makes contact with the frozen object ball, the shot must result in either:

- 1) A ball being pocketed, or;
- 2) The cue ball contacting a cushion, or;
- 3) The frozen ball being cause to contact a cushion attached to a separate rail, or;
- 4) Another object ball being caused to contact a cushion with which it was not already in contact.
 - a. A ball which is touching a cushion at the start of the shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again.
 - b. If the Shooter is shooting an object ball frozen to the cue ball, it is legal to shoot towards or partly towards the object ball as long as the rest of the legal shot requirements are met.

Safety Shot

For strategic reasons, a Player may choose to complete a shot and discontinue their turn by declaring 'safety' to the Opponent prior to the shot. The legal shot requirements must be met to be considered a 'complete shot'. If the Player intends to pocket an obvious object ball to complete a shot, 'safety' must be declared to the Opponent with acknowledgement received. If this is NOT done, the Shooter will be required to shoot again if the object ball was pocketed. Any balls pocketed on a 'safety shot' remain pocketed.

FOULING

When a Player commits a cue ball foul, a cue ball infraction, an incomplete safety, a scratch, or an illegal hit, the Opposing Player gets 'cue ball in hand' anywhere on the table, after the break. The Opponent of the shooter must call 'foul' (unless the cue ball scratches or is knocked off the table) and receive acknowledgement from the Shooter before the cue ball is picked up. If a Third Party is not requested by the Shooter (see Third Party rules) to judge the shot and the Opponent calls a foul after the shot has taken place, the foul called stands. It is in the best interest of the Shooter to obtain a Third Party in a controversial shot.

Examples of Fouling or Not Fouling

- The Shooter must hit their chosen group of balls first, failure to do so **is a foul**; the Opponent receives cue ball in hand (Except on an 'open table' because a group of balls has not been determined).
- Not designating a pocket for a combination or bank shot does not constitute 'ball in hand' **it is a loss of turn** and the Opponent shoots from where the cue ball lies.
- The cue ball leaving the table **is a foul**; Opponent receives cue ball in hand (Except after the break, the Opponent receives cue ball in hand, behind the head string).
- Causing any solid or stripe to leave the table (after the break shot) **is a foul**; Opponent receives cue ball in hand. The Opponent then has the option of spotting that object ball, that left the table, or removing it from play (dropping it in a pocket).
- Deliberately hitting the cue ball below center to make it jump into the air (scooping the cue ball) **is a foul**; the Opponent receives cue ball in hand. Note: it is not a foul if the Shooter makes the cue ball jump by mistake due to a miscue.
- Striking the cue ball above center (with an elevated cue) to make the cue ball jump **is not a foul**.
- On any shot attempted, the tip of the cue can only hit the cue ball once (no 'double hit') or the shot **is a foul**; the Opponent receives cue ball in hand.
- When shooting, continuous contact of the cue tip, on the cue ball, pasts the initial impact, it **is a foul** ('push shot'); the Opponent receives cue ball in hand.

- Shooting without one foot on the floor **is a foul**; however, it **is only a loss of turn** and the Opponent will take the cue ball where it lies.
- Curving the path of the cue ball when struck (i.e. masse) **is not a foul**.
- If a Player shoots the wrong group of balls, **a foul must be called before the next shot is taken**. If no foul is called and the Player continues to shoot at that group of balls but during the game it is discovered by either one of the Player(s), they are shooting the wrong balls, the game will be replayed with the Player who broke the game, breaking again. Once the 8-ball is pocketed ending the game (regardless of it being a legal win or dumping the 8-ball early) and then it is discovered, the game stands as is. It must be noticed while the game is in progress.

Lose of Game upon the following infractions

- Fouls when pocketing the eight ball; as in, eight ball dropped but the Shooter committed a foul during the shot.
- Pockets the eight ball when it is not a legal object ball; as in, pocketing the eight ball prior to their entire group of balls having been pocketed.
- Pockets the eight ball in a pocket other than the one intended/called.
- Pockets the eight ball on the same stroke as the last ball in their group of balls.
- Causing the eight ball to leave the table.

Note: When shooting the eight ball it is not a loss of game to scratch or foul, provided that the eight ball remains on the table.

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 it 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 any object ball, with your hand while the cue ball is in your hand, is a foul and your Opponent receives ‘cue ball in hand’.

Touched Ball

It is not a foul to accidentally touch/move an object ball (or balls) with any part of your body, clothing, or equipment, provided that:

- 1) The disturbed ball(s) does not have an effect on the outcome of the shot. To have an ‘effect on the outcome of the shot’ means; either the disturbed ball makes contact with any ball that would be set in motion, as a result of the shot that would have taken place; or that the base of any ball set in motion, as a result of the shot, passes through the area originally occupied by the disturbed ball.
- 2) The Shooter does not grab/move the ball(s) back them self.
- 3) No touched/moved object ball is accidentally pocketed.

If the Shooter violates any of these infractions (1 – 3) it is a foul that gives the Opponent ‘cue ball in hand’ and the option of leaving all the touched ball(s) ‘as is’ or restoring all of them to their correct position before they were touched/moved. The Opponent of the Shooter does not see or call the infraction(s), the Shooter continues the game, ‘as is’.

Other Rules

- If the eight ball falls into the pocket (‘hung ball’) without being hit by the act of shooting, in that case, the game must be played over. If a Player attempts to pocket a ‘hung’ eight ball and it falls in before the approaching cue ball hits it (cue ball scratches), the game must also be played over.
- If the Shooter walks away from the table during their turn, the Opponent can then assume that the Player has finished shooting and take the table. This also applies to any solid or stripe ‘hung’ ball falls into a pocket after the Shooter walks away from the table.
- Excessively slow play will not be tolerated. If the Shooter is playing excessively slow, the Opponent can then call ‘slow play’. The Captain of the Shooter must then take immediate measures to speed up play by placing both the Shooter and Opponent on a one-minute (per shot) time limit for the balance of that game. The Captains of both Teams will time the shot(s), and if the time limit is violated, the Shooter’s Opponent receives ‘cue ball in hand’.
- If the Shooter forgets which group of balls is theirs, the Shooter can only ask their Opponent for the answer – asking anyone else is a foul and loss of turn.
- Coaching a Shooter by either Teammates or Onlookers is a foul and must be called only by the Opponent of the Shooter. The ‘foul call’ is voided if it is made by any of the Opponent’s Teammates first. This is a loss of turn foul and not ‘cue ball in hand’.
- In postseason Tournament play, certain rule changes, additions or exceptions may apply. If so, Players will be advised accordingly prior to the start of Tournament play.

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 WWPBA will then determine the resolution of the game and/or match and any decision reached is final.