

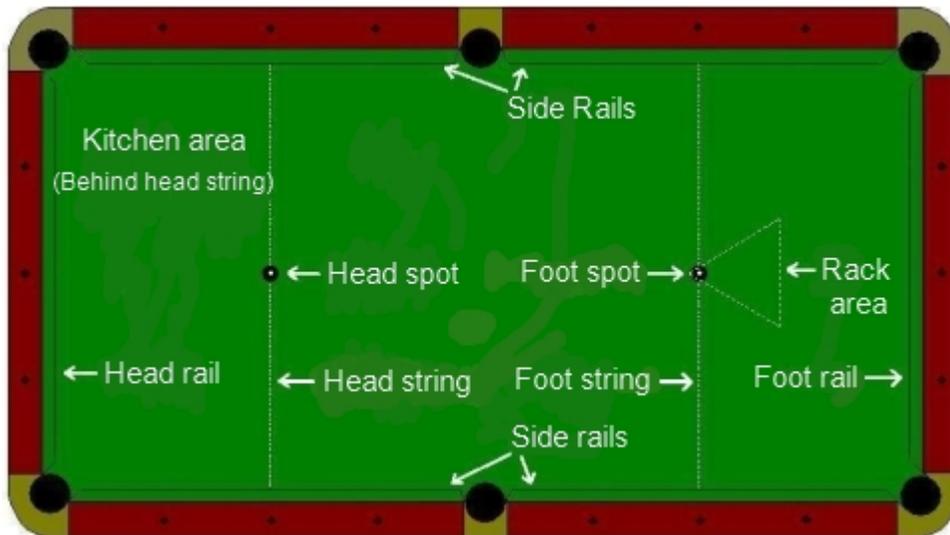
Athletic Alliance of Chicago POOL LEAGUE

Spring 2015

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1. POOL LEAGUE

The Athletic Alliance of Chicago (AAC) Pool League is a social league for the LGBT community and friends, providing a supportive environment for camaraderie and competition.

A. League Responsibilities

- Provide a format for play that is organized and fair for all.
- Provide a season schedule.
- Maintain and publish all records for team standings.
- Collect fees and manage finances.
- Provide a set of rules accessible to all players.
- Issue rulings for all conflicts.

B. Team Sponsor Responsibilities

- Provide a pool table that is free of charge for each home match, starting at 6:30pm through the conclusion of the match.

- Offer one free drink (or shot) before the conclusion of the match to each participant present.

C. Team Captain Responsibilities

- Recruit and retain team members.
- Assist the league in collecting fees from teammates and the sponsor.
- Complete the match score sheet, and submit it to the league.
- Act as match co-referee with opposing team captain.
- Attempt to conduct match at a favorable pace by timely completion of match score sheet, alerting teammates when their games are at hand and encouraging slower players and/or coaches to improve their pace.
- Notify the league with as much advance notice as possible if their team must forfeit a match.

D. Team Player Responsibilities

- Agree to abide by league rules.
- Have a current AAC membership.
- Pay league player fee.
- Compete in a sportsmanlike manner

2. LEAGUE STRUCTURE

A. Director

- League Director - Bill Ferguson

B. Teams

- Teams shall consist of 4 to 8 players.
- Each team shall have one captain.
- For each match, teams can choose to play 4 players, 5 players or 6 players. This choice must be made prior to the start of the first game and cannot be changed after the first game has begun.
- Teams can play with only two or three players, but at a penalty. They must play a 4 player set up, and forfeit the matches where their player(s) is/are missing.
- If teams fails to have at least two players on a given match night, they forfeit all games for that match.
- Teams must be formed and a team roster submitted to the league prior to the start of the first match of the season. Teams may alter their roster during the first three weeks of the season. After the third match

of the season, players can only be added with approval of the Director. All roster changes must be submitted to the director prior to the match.

- Only paid team members can participate in matches.

C. Season

- A season will last approximately 10 to 12 weeks.
- There are no playoffs. The team with the most points at the end of the season will be determined the winner of that season.

D. Withdrawals or Disqualification

- When a player or team withdraws or is expelled from the league, all fees paid are forfeited.
- The League Director has the right to expel any player from the league for unsportsmanlike conduct, or tactics or activities deemed detrimental to the league.

3. LEAGUE ELGIBILITY

To be eligible to participate in the pool league, team members must be 21 years old.

4. LEAGUE FEES

All League Fees collected go towards trophies and medals for the winning teams, the Awards Party at the end of the season, and the cash prize Pool Tournament following the Awards Party.

A. Player Fees

- Player fees are \$10.00 for the season.
- All players must be AAC members (\$25 annually).
- Player fees and AAC membership fees are due before the first match of the season.

B. Sponsor Fees

- League sponsor fees are \$50 per team per season.

5. MATCH

A. Games

- A match consists of 10 games, 5 singles games and 5 doubles games.

- Prior to the start of the match, each team's captain shall fill out a match sheet. Game structure is based on the number of players each team selects to play.

B. Points

- Each game is worth one point. At the end of the match, a total of 10 points is awarded between the two teams.
- At the end of the season, final rankings will be determined by the number of points each team has.

6. GAME RULES

A. Description

- All games played are 8-ball, with the following rules. Using the cue ball, teams pocket either the solid balls (1 through 7) or the striped balls (9 through 15). After pocketing all of their balls, they must legally pocket the 8 ball in a declared pocket to win the game.

B. Rack

- The balls are racked in the triangle at the foot of the table with the 8 ball in the center of the triangle. The first ball on the rack is placed over the foot spot, with a striped ball placed in one corner and a solid ball in the other corner.

C. Breaking

- The cue ball must be placed behind the head string (in the kitchen).
- To execute a legal break, the cue ball must either pocket a ball, or drive at least three balls into the rails.
- If the breaker fails to make a legal break, the balls must be re-racked and the breaker can break again. If the breaker fails to make a legal break a second time, the balls are re-racked again and the other team breaks.

D. After The Break

- If no balls are pocketed on the break, it is the other team's turn. It remains an 'Open Table', until one team pockets a ball.
- If one or more balls are pocketed from the same group (solid or striped), the choice of that team's group is determined and the player continues shooting balls from that group.

- If two or more balls are pocketed from both groups (solid and striped), it is considered an 'Open Table' and the player continues shooting. The player can target any ball except for the 8-ball. If the player misses their next shot, the table remains 'Open'. If the player pockets a ball on their next shot, the choice of that team's group is determined and they continue shooting balls from that group.
- When a table is 'Open', a player can use a ball from both groups when making combination shots.
- If the breaker scratches on the break, it is considered a foul. Their turn ends and the result is a 'Ball in Hand' for the opposing team. For 'Ball in Hand' resulting from a scratch on the break, the cue ball must be placed behind the head string (in the kitchen). The player can only 'directly' shoot balls that are in front of the head string (outside the kitchen). They may hit a ball behind the head string, if they hit a rail first.
- If a player pockets the 8-ball on the break, without scratching, they win and the game is over.

E. Legal Shot

- On all shots (except on the break or when the table is 'Open'), the player must hit one of the balls from their group first and then, either pocket the object ball -or- cause either the cue ball or the object ball to hit a rail. If a shot fails to do this, the shot is not legal and the player's turn is over. The result of an illegal shot is a 'Ball in Hand' for the opposing team.

F. Safety Shot

- There are no true 'Safety Shots' in APA rules.
- Players may announce that they will be shooting a 'Safety Shot', but if they legally pocket one of their balls, their turn continues.
- By calling a 'Safety Shot', their turn does not automatically end once they have made their shot.

G. Combination Shot

- A Combination Shot is legal.
- Except when there is an Open Table, a player must first strike one of the balls from their group.
- The 8-ball is not neutral and cannot be used in a combination shot.

- When a player does not legally pocket one of their balls during a combination shot, their turn is over and the result is a 'Ball in Hand' for the opposing team.

H. Scoring

- A player is entitled to continue shooting until they fail to legally pocket a ball from their group.
- While shooting, at least one foot of the shooter must be on the floor.
- Pocketed balls must remain in the pocket to be counted. If a ball goes into a pocket and bounces back onto the table, it is not considered pocketed, and the player's turn is over.
- Once a player (or team) has pocketed all balls from their group, they can shoot to pocket the 8-ball. Prior to shooting, they must declare which pocket they intend the 8-ball to be pocketed in. It is important that they gain acknowledgement from their opponent or the opposing team's captain. The 8-ball cannot be pocketed in the same shot as an object ball. The 8-ball must be pocketed in a separate shot.

I. Fouls

- The result of a foul is the player's turn is over and it is a 'Ball in Hand' for opposing team.
- Anytime the cue ball goes in a pocket, it is a foul.
- Failure to touch the object ball on a shot is a foul.
- Failure to hit a rail with the cue ball or the object ball during a shot is a foul. Pocketing a ball counts as hitting a rail, and therefore is legal.
- Jumping the cue ball over another ball is a foul. Jumping is not allowed.
- Anytime the cue ball leaves the table is a foul. A bounced cue ball that remains on the table is not a foul.
- Causing movement to the cue ball prior to shooting, even accidentally, is a foul.
- If a player shoots out of turn, it is a foul.

J. Ball in Hand

- In situations resulting in Ball in Hand, such as fouls, the incoming player can place the cue ball anywhere on the table they wish. The only restriction occurs when there is a scratch on the break. In that situation the cue ball can only be placed anywhere behind the Head Line.

K. Ways to Win

- A player (or team) wins when they have pocketed all of the balls from their group, and legally pockets the 8-ball.
- A player (or team) wins if they legally pocket the 8-ball on the break.
- A player (or team) wins if an opposing player illegally pockets the 8-ball or scratches when attempting to pocket the 8-ball.
- A player (or team) wins if an opposing player pockets the 8-ball before legally pocketing all of the balls from their group.
- A player (or team) wins if an opposing player pockets the 8-ball in the same shot with an object ball.
- A player (or team) wins if an opposing player touches or interferes with the 8-ball in any way while it is in motion.
- A player (or team) wins if an opposing player causes the 8-ball to jump off the table.

L. Coaching

- Players may be coached by teammates prior to shooting.
- Coaching is limited to one minute, after which the player must take their shot.
- Team captains shall assist in keeping coaching as short as possible to maintain the pace of the match.
- Repeated abuse of coaching going over one minute will result in loss of turn.

M. Miscellaneous

- Inadvertently moved balls, other than the cue ball, are to be returned to their original position. This is not a foul and the shooting player does not lose their turn.
- Object balls that jump off the table are to be spotted, and the shooting player loses their turn. The result is not a foul.
- Spotted balls are to be placed on the long string as close to the foot spot as possible, and shall be frozen to any interfering ball except for the cue ball.
- For an object ball touching against a rail (frozen), the following must occur for the shot to be legal. Once the cue ball strikes the object ball, that ball or another object ball must be pocketed, or the frozen ball, the cue ball, or another object ball must hit another rail. Failure to do so is a foul. When in doubt if a ball is frozen or not, the player should request a ruling before shooting.

- Double Hits occur when an object ball is close to but not touching (frozen) against the cue ball, and the shooter strikes the cue ball in a manner that both the object ball and the cue ball are pushed forward. The result is a Push Shot and it is a foul.

N. Captain's Agreement

- Any league game rules, can be waived by the agreement of both opposing captains, providing the situation only affects the two teams involved.

O. Disputes

- For all disputes, APA (American Poolplayer's Association) rules shall apply, unless specified otherwise in this rule book. Pool League Director will rule on all disputes.