

9-Ball BY-LAWS

(For This Area Only):

1. **Team is responsible for all NSF checks (\$25.00). Team is responsible for all fees when clubs do not pay.**
2. Trophy awards will be as follows: 1st and 2nd place receive trophies as they finish their division. 1st place trophies only w/ less than 6 teams in division. In Divisions with less than 7 teams, the first place team will play in the session playoffs.
3. All players must have played 5 times regardless of weeks in session. No acceptable excuses (Illness, Forfeits, etc.) Players do not have to have 10 lifetime matches to play in the playoffs.
4. Tri Cup (Sept), Money Cup (Jan), and City Cup (May), Eligibility (possible loses of seeds):
 - a. For teams who win the division, playoffs, Tri-cup, or Money-cup and are eligible for the City Tournament
5. **WAYS TO LOSE SEED:** Teams must stay in the top 60% of Division, Conspiring to cheat or Trade Points, Short Fees, Poor Sportsmanship.
6. Adding New Player(s): You may add a new player anytime under the following conditions:
 - i. You tell your opponent before the match begins
 - ii. No player(s) can be added to a team in the last 5 weeks of the session without prior approval from Bruce or Scott only. *We Have Office Hour Please Use Them!* Special rules exist in the spring for teams city qualified. Be sure to check with us.
 - iii. There is no grace period for paying league memberships - **If you play, you MUST pay membership**
7. **APPEAL SCORES** - you have only 9 days from date of play to appeal scores or penalties. Appeal on a separate piece of paper to our office.
8. **IF NO ONE WAS ASKED TO WATCH THE HIT - DO NOT ASSUME THAT THE SHOT GOES TO THE SHOOTER – THIS ASSUMPTION IS USED FOR VERY CLOSE SITUATIONS ONLY - PLAY FAIR!**
9. This rule cannot be used in playoffs, Tri-Cup Money cup, City or Nationals. A player may play twice in ANY TWO matches as long as the matches are not back-to-back. You must tell your opponent before match one who you intend to play twice. The player name is to be written on top of the score sheet. Once you state who your going to play twice, you are NOT allowed to change your mind unless the opponent gives you permission. **(DO NOT PLAY A PLAYER TWICE WHO DOES NOT HAVE A HANDICAP)** New players to the league must have already played 3 times on the team to play twice in one match.
10. The "MUD BALL" is not the proper cue ball for any table. The opponent may bring in the proper cue ball; EXAMPLE: magnetic cue ball for the valley and cooper tables or the red dot for the dynamo. The proper cue ball must then be used, if it will return properly.

Misunderstood rules:

11. You Have One Minute to let your opponent know what player you are going to play next.
12. The official start time is at the top of your score sheet. If this time is 7:15 (does not matter when you actually begin) then split table time is 9:00. You must split if only one team wants to and there is a table available, *even in playoffs*.
13. **NO FOUL** - If a player receiving ball in hand moves another ball while picking up the cue ball.
14. **FOUL** - If in the act of placing the cue ball he/she moves another ball with the HAND THAT HOLDS THE CUE BALL.
15. **JUMP SHOTS** Players are **NOT allowed** to change or break down cues / Shafts when it is their turn at the table. **NO JUMP CUES.**
16. **SHARKING** - If you break down your cue when opponent is on the 9 ball - You will give up the game. Making statements such as you are going to miss or you are under handicapped is sharking and not allowed.
17. **TIME OUTS 1 MINUTE** - Slow play is poor sportsmanship.
18. ANY TEAM THAT DROPS OUT AFTER THE 4TH WEEK, ALL TEAM PLAYERS WILL BE FINED \$\$\$\$.
19. Any team that forfeits a complete match will be responsible for both teams' dues even if the club normally pays your dues.
20. **YOU MAY CHANGE COACHES DURING A MATCH OR GAME**
21. **MEMBERSHIP DUES MUST BE PAID THE FIRST NIGHT OF PLAY**

22. If a Player is removed from your roster for nonpayment, the matches they played will not be given back.
23. Teams that break the 23 total handicap rule in the last week of the session will be heavily penalized!!
24. All Protests will require a \$40.00 Protest Fee from both teams in advance, Winner will get money back!
- 25. Fines: No Packet=No Points. Short Fees=No Points.**