

# Pool League Rules

COVERING LEAGUES IN THE FOND DU LAC, SHEBOYGAN, EDEN, CAMPBELLSPORT, HOWARDS GROVE, JACKSON, KEWASKUM, MAYVILLE, NEWBURG, OAKFIELD, PLYMOUTH, RANDOM LAKE, RIPON, WAUPUN, AND WEST BEND AREAS.

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# Midstate Amusements Pool League Rules

## I. Team Basics and Sportsmanship

### A. Enjoying League

1. It is important that everyone who plays in a pool league enjoys his or her experience. We need your cooperation to make sure league is fun for everyone. You can do this by:
  - a) Introducing yourself to the other teams. You will see them several times over the season, so you might as well get to know them!
  - b) Offering assistance to players who are new to league would be very helpful. There are always new players and having our more experienced players show them the ropes is greatly appreciated.
  - c) Being on time for league. There is a 15-minute grace period for the start of league. However, this grace period is a courtesy and should be used very rarely or in special circumstances.
2. League start time varies depending on the league. Please attend your league meeting at the beginning of the season for those details.
3. While playing, both teams and all players must adhere to all Midstate, WAMO, any other sanctioning body the league in which the league is sanctioned, and any league-specific rules and regulations. If your league has special rules, those rules supersede these, as long as they do not conflict with any sanctioning body rules.
4. Matches must be played at the scheduled location, even for a reschedule. See Section IV for more information on scheduling and rescheduling.
5. Shaking hands after the match is good sportsmanship.

### B. Player and Team Guidelines

1. All players on a team **MUST** be of legal drinking age. It is the captain's responsibility to be sure all players are at least 21 years old. Any children and/or spouses who are under 21 are not permitted to shoot regardless of whether their parent or spouse is present. All our leagues are 21 and over unless they are a designated Youth league.
2. A team consists of 4 to 8 players. Doubles has between 2 and 8 players.
3. If you agree to allow a member of your team or the opposing team to bypass a rule, you may be penalized at the discretion of Midstate Amusements.
4. Players must play under their own name. If someone accidentally sets up the match with the wrong name, notify your opponent immediately, and contact our office by the next business day to change the names and avoid penalty. See Section V. Pool Rules and

Etiquette for more clarification.

5. Players that start the match must play the entire match. If one or more players leave before all the games have been played, no one else may replace them. The team either plays the remaining matches by skipping the player's turn is up or all the games for the night are forfeited.
6. When it is time for league to start, a team may play even if they are short 1 or 2 players (doubles leagues can shoot with 1 person missing). The team would still have to pay for the missing player's game cost and share of prize fund. You need to enter the player(s) name onto the paper or Compusport just like normal for your league. The missing player(s) name(s) that was (were) entered at the beginning may still play any remaining matches if they show up late (anytime during the match).

## II. Sponsor Locations

### A. Eligible Midstate Amusements Locations

1. The location agrees to pay the sponsor fee and adhere to all league requirements. If we are only doing the initial schedule for the league and not the weekly stats or managing the league, that fee is up to the league president or coordinator (whichever is running the league, processing the stats, etc.) to assess and/or collect.
2. WAMO leagues must be played on a WAMO member (such as Midstate Amusements) operator-owned pool table.

### B. Non Midstate Amusements Locations

1. If a non-Midstate Amusements location wishes to be a part of our pool league, please contact us with as much information about that location as possible. There are many operators from around the state with whom we have a good working relationship, so we need to know who owns the equipment before making any decisions. The decision whether that location can be in league will be made on a case-by-case basis.
2. The bars will be charged the bar sponsor fee and their operator will be charged an operator fee if we are running the league stats. If we are only doing the initial schedule for the league and not the weekly stats or managing the league, that fee is up to the league president or coordinator (whichever is running the league, processing the stats, etc.) to assess and/or collect.

### C. Sponsor Responsibilities

1. Sponsors agree to pay a sponsor fee per team.
2. Sponsors are not required to pay for beverages, shirts, player fees, or state tournament fees. Those are things a sponsor may choose to do, but none of those things are a

requirement for league. We strongly recommended that players try to spend time at their sponsor bar and attend any tournaments they may hold in appreciation for the things their sponsor does for them during the season.

#### D. Changing Sponsors

1. In rare circumstances and with cause, a team may change their Sponsor during league season. Your team needs permission from the captain, sponsor location, and potential new sponsor to move.
2. The new sponsor must be a Midstate location if the switch takes place a couple weeks or more after league has started. WAMO paperwork will have been done, paperwork and billing will have been arranged with the other operators, and everything will have been already submitted to WAMO for league approval.
3. Midstate Amusements must approve the new location and must approve of all sponsor location switches before they occur. Until then, matches must be played as scheduled.

### III. League Parameters

#### A. Setting Up the League

1. We determine how many divisions a night of league will have based on the number of teams who sign up. We do not know ahead of time how many divisions there will be or in what division you will be placed since we do not know who will be playing on that night until your rosters are in.
2. WAMO sanctioned leagues must have at least six (6) teams with at least three (3) different sponsor locations. Non-WAMO sanctioned leagues can have fewer teams.
3. WAMO sanctioned leagues must run for at least ten (10) weeks. Non-WAMO sanctioned leagues have no length restrictions unless dictated by another sanctioning body.
4. WAMO sanctioned leagues cannot start earlier than August 15<sup>th</sup> each year. We can run non-WAMO sanctioned leagues anytime.
5. For other sanctioning bodies and their requirements, please consult their website(s). See the Reference page at the end of these rules for links.

#### B. Handicapping

1. We are more than willing to discuss different handicap options for a league.
2. There are different ways to handicap pool leagues. Please talk to your league coordinator for options.

### IV. Scheduling, Rescheduling, Forfeits, and Dropping Out

#### A. Scheduling

1. All matches are to be shot at the home bar as according to the schedule. This includes

reschedules.

2. If you play a home match away instead, the next match with that team must also be swapped so each bar still has the scheduled number of home matches.
3. If a team is in dispute with their sponsor location, they must not shoot matches elsewhere unless it will be swapped for an away match as listed above.
4. Schedules are subject to change, especially in the days before a league begins. Please check your schedule on the first day of league to make sure you have not missed a change. Follow us on Facebook and check your email for changes. Schedules are posted online at <http://www.midstateamusements.com>.

#### B. Rescheduling

1. If your team is unable to play when scheduled, call the opposing team and attempt to reschedule as soon as you know you cannot shoot that date. This should be no later than 2 hours before the scheduled match but try to contact them as early as possible as a courtesy to your opponent.
2. Teams are not required to agree to a reschedule, but we encourage you to do so to avoid a forfeit and in the name of good sportsmanship.
3. Matches should be rescheduled as soon as possible from the original match. They must be rescheduled and played within two weeks of the original match date. If it will be later than two weeks, please contact our office for more information.
4. Rescheduled matches should be played at the location originally scheduled unless there is a conflict at that location (i.e. bar is closed, bar has a special event, etc.).
5. Rescheduling the match, and finding a date that works for both teams, is the responsibility of the team asking for the postponement. The team who requested the reschedule must work around the other team's schedule to make it work.
6. Double-headers for traditional league are to be a last resort, and we ask that you move locations between the matches so that the bar has their correct number of home matches. This is for the benefit of your sponsor location.
7. If you need to reschedule near the end of league season, remember that your games must be completed by the last night of league unless otherwise approved. Contact us to discuss options if this cannot be done (forfeits, win-splitting, etc.).
8. You may reshoot your match on any day and at any time the bar is open and has an available table. It does not need to be on your league night of the week, but it must be shot at the scheduled home bar.
9. You may play matches in advance. In fact, this is preferable! If there is a date on the

schedule you know will be a conflict for you, you may play this match at any time before the scheduled date as long as your opponent agrees.

10. If a team asks for a reschedule, the opposing team agrees, and then the first team says they no longer need to reschedule, it is at the discretion of the opposing team if they play or continue with the reschedule. The first team has already asked for a reschedule, the second team agreed, and then the first team is requesting to reschedule the match back on the original date. If that original date no longer works for the second team, the first team must find a different date.
11. If a match is rescheduled (agreed to by both captains), and the team who had originally requested the reschedule for any reason does not show on the designated date and time of the reschedule, it is now a forfeit. If the team who had not requested the reschedule does not show, we can split the wins equally between the two teams or you may choose to reschedule again. If they do not show the second time, the team who did not show would forfeit.
12. If the two teams cannot agree on a date, the team who requested the reschedule would receive a forfeit. To avoid this, both teams may choose to split the wins evenly to avoid the penalties of a forfeit. This must be agreed upon by both captains and must inform us as soon as you can.

C. Weather-Related Schedule Issues

1. It is our policy to never cancel league. We instead leave it to your good judgment to decide if the weather warrants a reschedule. Since our office is in Fond du Lac, it is possible that the road conditions where we are could be different from those in your area. You are the ones driving, so it is your call and using your judgment as to whether or not conditions are safe or if you should reschedule.
2. If a team asks for a reschedule due to weather conditions, in the name of good sportsmanship we ask you to accommodate them with a reschedule.
3. During some weather events declared by the National Weather Service, there are no forfeits if a team requests a reschedule. If one team wanted a reschedule due anticipated weather conditions and the other refused, we would split the wins equally between the two teams. These weather conditions include but are not limited to:
  - a) Blizzard Warning – Snow resulting in reduced visibility for 3 hours or longer and sustained winds or frequent gusts of 35 mph or greater.
  - b) Winter Storm Warning – Significant and hazardous winter weather conditions that pose a threat to life and/or property with two or more of the following

conditions: heavy snow, freezing rain, sleet, and/or strong winds.

- c) Freezing Rain or Ice Storm Warning – Ice accumulations of ¼ inch or more are imminent or occurring.
- d) Wind Chill Warning – Extreme wind chills that are life-threatening are imminent or occurring.
- e) Flash Flood Warning – Flash flooding is occurring or imminent and poses a threat to life and/or property.
- f) Tornado Warning – Strong rotation in a thunderstorm is indicated by Doppler weather radar or a tornado is sighted.

4. Weather-related reschedules must follow the rules for normal reschedules and forfeits.

#### D. Forfeits

1. If a match cannot be rescheduled, it will be a forfeit. If you are short a player, it is to your advantage to shoot the match a person short to avoid a forfeit fine.
2. The forfeiting team is penalized the amount of prize money that would have been paid for that match for both teams. This is so that the opposing team is not shorted any prize money; the forfeiting team covers their share. This money is taken out of the end of season prize money.
3. It is always better to notify us and the opposing team as early as possible.
4. Different leagues have different financial penalties. In Oshkosh and Omro, they receive 75% of the wins, and the forfeiting team gets 0% wins; the remaining 25% of the wins will not be awarded. In some other leagues, a team who has been forfeited on receives all of the wins. Please check with your league coordinator or league-specific rules for clarification.
5. For a forfeit during the last 3 weeks of league, the wins are awarded based on the average wins between those teams in prior matches or 75% of the wins, whichever is greater. This is to help prevent teams from forfeiting in order to affect the end of season results.
6. If the forfeiting team notifies their opponent, forfeiting fines work as follows during the regular season:
  - a) 1<sup>st</sup> offense and 2<sup>nd</sup> offense: fines are equal to the prize money (not game quarters) that would've been entered by your team and the opposing team during league that night had your team played.
  - b) 3<sup>rd</sup> offense: and your team will be dropped from the league and forfeit remaining prize money if any remains after your player/sanction fees are paid. If you

would like to continue in league because extenuating circumstances caused the forfeits (major health issues, for example), contact us before the team is dropped to discuss options for staying in league and the forfeit fine would remain the same as the first and second offense.

c) 4<sup>th</sup> offense, no exceptions, all prize money is forfeited, and team is dropped from league.

7. If the forfeiting team fails to notify their opponent prior to their match (a no-show), forfeiting fines work as follows during the regular season:

a) 1<sup>st</sup> offense: fines are equal to the prize money (not game quarters) that would've been entered by your team and the opposing team during league that night had your team played.

b) 2<sup>nd</sup> offense: fines are double the previous amount, and you should discuss with us if your team would like to continue. Whether the team is dropped or not will be decided on a case-by-case.

c) 3<sup>rd</sup> offense: with no exceptions, all prize money is forfeited, and the team is dropped from league.

8. In summer league, due to the shortened season, 1<sup>st</sup> offenses are as listed in 6a and 7 a. 2<sup>nd</sup> offense loses all prize money and the team is dropped from league.

9. If a team forfeits during the last 3 weeks of regular league, they forfeit 50% of their total prize money unless there are extenuating circumstances that caused the forfeit. This is to prevent teams forfeiting to affect the end of season results.

E. If A Team Drops Out of League:

1. If a team drops out or is removed from league before the end of the first round, all matches and games involving that team will be deleted.

2. If a team drops out or is removed from league after the first round, all efforts will be made to keep the wins fair to the remaining teams and to keep the games played by the remaining teams/players so they do not lose any games needed to qualify for the WAMO state or other qualifying tournaments. The team who dropped may not keep their games for state or any other sanctioning body.

3. A team who drops out of league forfeits all their prize money.

V. 8-Ball Rules of Play

A. Balls and Racking

1. The game is played with one cue ball and 15 numbered object balls.

2. The balls are racked in a triangle at the foot of the table with the 8-ball in the center of

the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner

3. The object of the game is to make one group of numbered object balls, either stripes or solids, and then LEGALLY POCKET THE 8-BALL, which then wins the game.

#### B. Break Shot

1. Use the cue ball on the home team's table.
2. Record your wins in Compusport or on paper (whichever your league uses). If on paper, both teams must sign the sheet.
3. If the breaker hits the racked balls with the cue ball driving four or more number balls to a cushion OR pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls re-racked and shooting the break himself or have original breaker re-break.
4. Miscues on the break and stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the head string.
5. When positioning the cue ball for the break shot, the base of the ball must be behind the head string (kitchen).
6. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball), (2) it is a foul, (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.
7. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he must then reposition the cue ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent.
8. The base of the object ball in relation to the head string determines whether or not a ball is playable. The base of the object ball must be outside the head string (toward the foot of the table) to be playable. (This applies after a legal break).
9. If the player legally breaks the racked balls and does not make any balls, his opponent then shoots, having an open table.

C. Open Table

1. The table is “open” when the choice of groups (stripes or solids) has not yet been determined. The table is always open immediately after the break shot.
2. When the table is open, it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid.
3. On any open table, all pocketed balls remain pocketed. The choice of stripes or solids is not determined on the break even if balls are made from only one or both group of balls. The table is open until the choice of group is determined when a player legally pockets a called object ball after the break shot.

D. Game

1. In Call Pocket, obvious balls and pockets do not have to be indicated.
2. It is the opponent’s right to ask which ball and pocket if he is unsure of the shot.
3. Banks and combinations are not considered obvious and both the object ball and the pocket must be called, or it is a loss of turn.
4. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc.
5. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.
6. The opening break is not a called pocket. Any player performing a break shot may continue to shoot their next shot if they have legally pocketed any object ball on the break. When a player has pocketed all the balls in their group, they then shoot at the 8-ball.

E. Play

1. If a shooter inadvertently pockets his ball, it remains down. However, if the shooter does not legally pocket one of his own group, he loses his turn.
2. Each player continues to shoot so long as he legally pockets any of his object balls. Should a player fail to pocket his designated group ball, he shall lose his turn.
3. If a player fails to hit or make the 8-ball while shooting at it, the game continues.
4. In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stomping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before the interference.
5. If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are spotted in numerical order.
6. If in 3 consecutive turns at the table by each player (6 turns total), they purposely foul

or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked and the breaker of the stalemated game will break again.  
PLEASE NOTE: Three consecutive fouls by one player are not a loss of game.

#### F. Loss of Game

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.
2. Pocketing the 8-ball on the same stroke as the last of his group of balls.
3. Scratching when the 8-ball has been pocketed.
  - a) If you scratch on the 8 ball and it does not fall, this is NOT a loss. The opponent gets ball in hand.
4. Jumping or knocking the 8-ball off the table at any time.
5. Pocketing the 8-ball in a pocket other than the one designated.
6. Fouling while (pocketing) the 8-ball in the designated pocket.

#### G. Legal Shot

1. On all shots (except on the break and when the table is open); the shooter must hit one of his group of balls first and (1) pocket an object ball, or (2) cause the cue ball or any object ball to contact a rail.
2. It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball. However, after contact with his object ball, an object ball must be pocketed, OR the cue ball or any object ball must contact a rail.
3. For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue his turn at the table by calling "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play a "safety" by pocketing an obvious object ball, then prior to the shot, he must declare a "safety" to his opponent. If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

#### H. Fouling

1. Fouls must be called and acknowledged before the next shot is taken. The following results in fouls:
  - a) Failure to make a legal shot as noted previously.
  - b) Shooting the cue ball into a pocket or off the table.
  - c) It is a foul when a player scratches on the break or miscues or deflects the cue ball prior to hitting the racked balls. The incoming player receives cue ball in hand behind the head string.

- d) When placing the cue ball in position, any forward cue stroke motion contacting the cue ball is a foul, if it is not a legal shot.
- e) Shooting without at least one foot touching the floor.
- f) Coaching is not allowed. Any member of a team called for coaching will result in a foul on the team member shooting.
- g) If a ball is frozen on a cushion, (the opposing player must notify the player shooting before the shot) the player must contact the frozen ball and then (1) pocket the frozen ball, or any other object ball, (2) cause the cue ball to contact a cushion, (3) drive the frozen ball to another cushion, or (4) cause another object ball to contact a cushion. Failure is a foul.
- h) ACCIDENTALLY moving or touching any ball is not a foul unless the ball is the cue ball (cue ball only fouls). Only the opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul. However, if you accidentally move an object ball during a shot and it contacts the cue ball, it is considered a foul.
- i) Picking up or shooting the cue ball while any balls are still in motion is a foul.
- j) Push shots and/or double hits will be considered fouls.
- k) 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.
- l) Knocking object balls off the table.

## 2. Penalty for Fouling

- a) Only players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. The player can place the cue ball anywhere on the table (the cue ball does not have to be behind the head string except on the break).
- b) A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.

## I. Miscellaneous League Issues

- 1. If your league has special rules, those rules supersede these as long as they do not conflict with any sanctioning body rules or requirements.
- 2. A player that deliberately hits, slams, punches, kicks, or otherwise damages the table automatically loses the game for his team. Players may be financially responsible for damages to equipment and either suspended or banned from league if necessary.
- 3. Players who damage the sponsor location's property may be suspended or banned from

league and face additional penalties or legal action from the sponsor location.

4. If a player is banned from a location in league, a substitute player must be used when playing at that location.

## VI. Contact Information

### A. Table Issues During League

1. 920-921-5000 from 5pm to midnight and follow the prompts. A technician will call you back promptly to troubleshoot or tell you how long before they will arrive to help you.
2. If it is not an urgent service issue disrupting league, we ask that you still please contact us either that night or the following day so that we can schedule service.

### B. Contact Us

1. EMAIL: While Alicia is on leave, please contact Emily at [epickart@midstateamusements.com](mailto:epickart@midstateamusements.com). Alicia should be back in the office in January, and you may contact her at [aliciak@midstateamusements.com](mailto:aliciak@midstateamusements.com).
2. PHONE: 920-921-5000 or 1-800-317-6436 to talk to us in the office. After 5pm, call and leave a message, and the on-call service technician will call you back. They will contact us if needed.
3. FACEBOOK: <http://www.facebook.com/MidstateAmusements> - messages sent after 5pm will usually be answered that evening if one of us is available to respond instead of waiting until the next business day. Like and Follow us on social media for current league information, too, especially during league start up during all those schedule postings and changes.
4. For assistance during league, you can send us a Facebook message either on our Midstate Amusements account or our personal ones. We are each often available via Facebook after our normal hours. Please understand that it may take a few minutes to respond or we may be unavailable that evening, but we try to answer whenever possible. For immediate assistance, call the service line for the on-call help. If this is a general question or issue, feel free to email us so we can respond during normal business hours if it isn't an immediate concern.
5. Please only contact Emily and Alicia via phone or social media for league issues, not service or equipment problems. To reach a service technician, call 920-921-5000, leave a voicemail for the on-call tech, and they will get back to you quickly. If you are playing at a non-Midstate location, please ask the bar to contact their vendor for service.
6. WEBSITE: <http://www.midstateamusements.com> – Go to our website for all statistics, schedules, rules, and general information.

## VII. References

*Midstate Amusement Games*: <http://www.midstateamusements.com>

*Wisconsin Amusement and Music Operators (WAMO)*: <http://www.wamo.net>

*Valley National 8-Ball League Association (VNEA)*: <http://www.vnea.com>

*American Cue Sports (ACS)*: <https://www.americancuesports.org>

*Wisconsin State Pool Players Association (WSPA)*: <http://www.wspapool.com>

*CueSports International (BCA)*: <https://www.playcsipool.com>

*Midwest Pool Players Association (MPA)*: <https://www.mpapool.com>

*American Pool Players Association (APA)*: <https://poolplayers.com>

*Midstate Amusements Facebook*: <http://www.facebook.com/MidstateAmusements>

*Midstate Amusements Twitter*: <http://www.twitter.com/MdstateAmusemnt>

*Midstate Amusements Instagram*: <http://instagram.com/MidstateAmusements>