

RULE CHANGES:

1. TEAM OBLIGATIONS

C. NUMBER OF PLAYERS

The minimum number of players, per team, is four. The maximum is seven. A team having three or more men present may play the match; however, this team shall forfeit each game in which it cannot supply a player. If both teams are short a player, when the forfeits of both teams match up at the same time, the forfeit will be scored as a loss for both teams. (SEE 1-D).

3. PROCEDURES

G. WHO BREAKS

The visiting team breaks the first & third rounds. The home team breaks the second & fourth rounds.

l. GAMES

D. THE BREAK

- 1. On the break the cue ball is to be completely behind the head string.
- 2. Making 8-ball on the break is neither a win nor a loss, applies as well. There are 2 options when either occurs:
 - a. Breaker may spot the 8 ball and continue to shoot or
 - b. Rerack and break again
- 3. If, however, he makes the 8 on the break and scratches, the 8 ball is spotted and the opposing player retrieves the cue and shoots from behind the head string.

6. PLAYOFF RULES

A. SCORESHEETS

- The first set home player #1 plays visiting player #1 team follows in order ending with 4 vs 4.
- The second set it is home player #2 vs. visitor #1 team follows in order ending with 1 vs 4.
- The third set is home player #3 vs. visitor #1 team follows in order ending with 2 vs 4.
- The fourth set is home player #4 vs. visitor #1 team follows in order ending with 3 vs 4.
 - Visitors break first round (all 4 games)
 - Home team breaks second round (all 4 games)
 - Visitors break third round (all 4 games)
 - Home team breaks fourth round (all 4 games)
 - o In the playoffs it is a race to 9. Should an 8-8 tie occur, the 9th win is the tie breaker. Each team captain gets to determine which player he wants to shoot the tie breaker.
 - Visitor breaks the tie breaker

Turn sheets in to Mac's Cigar

B. All league rules apply in playoffs. There is to be NO coaching in the playoffs.

Doing so is considered a ball-in-hand foul.

OFFICE	OFFICERS	SPONSOR	PHONE
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VICE - PRESIDENT:	JIM CAHILL	NW PASSAGE #2	(360) 533-6595
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RULES & GRIEVANCE COMMITTEE

MEMBER	TEAM	PHONE
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1. TEAM OBLIGATIONS

- A. league teams will recognize and comply with all <u>posted</u> House Rules.
- B. All individuals, sponsors and establishments will comply with all league rules.
 - 1. The Grays Harbor County Men's League retains the right to refuse or withdraw membership of any individual, Sponsor or establishment should they cause a condition that is detrimental to the function or operation of the league. This situation would be reviewed by the Officers and Board of the League for discussion and determination. The league would have the right to refuse membership for a season, multiple years or permanently should the condition be serious enough to warrant such action by a simple majority vote of the board. Any individual, sponsor or location would be required to petition the League for reinstatement and that reinstatement would be approved or denied by a simple majority of the elected Officers and Board of the League.

C. NUMBER OF PLAYERS

The minimum number of players, per team, is four. The maximum is seven. A team having three or more men present may play the match; however, this team shall forfeit each game in which it cannot supply a player. If both teams are short a player, when the forfeits of both teams match up at the same time, the forfeit will be scored as a loss for both teams. (SEE 1-D).

D. NEW PLAYERS

New players may be added to the team only during the first 2/3 of the season. (SEE <u>CAPTAINS</u>: Check your schedule for cutoff dates for adding new players.

E. FORFEITS

- 1. A team must have at least three men present or forfeit the match. Any team not showing up for the first match of the season will be dropped from the league.
- 2. If both teams are short a player, should the forfeits of both teams match up at the same time, the forfeit will be scored as a loss for both teams.

3. In the case of a match forfeit, the wins & losses will be computed as follows; the team that is present will receive the average number of lost games per week of the absent team, plus two (2) bonus games, not to exceed a total of sixteen (16) games. The forfeiting team receives zero (0) wins and sixteen losses. In the case of a forfeit the attending team will <u>not</u> be required to pay their players fees.

F. DROPPED TEAM

Any team forfeiting two (2) matches during the entire season will be eliminated from the league. A dropped team's scores will be erased, unless the team has completed the first half of the season. If so, only the first half scores will remain.

G. PLAYERS FROM A DROPPED TEAM

A player from a dropped team will not be allowed to play the rest of the season or the next season. (SEE 2-E).

H. HARASSMENT

No player shall be subjected to harassment. A player shall be allowed to make his shots without interference, physical or verbal. It shall be illegal for any player or rooter to so interfere with any opposing player. It shall be the duty of the captain(s) to quell such interference. In the event the captain of the offending team cannot control his team and/or rooters, the opposing team Captain will call a suspension of play until an official can be called to witness the play. If, in the opinion of the officials there is harassment, all games of the match shall be forfeited to the complaining team! In the event of two forfeitures for the above infraction, the offending team shall be dropped from the league & their averaged losses will be given to any team they have not played that half of the season. In extreme cases of harassment, the grievance committee will have the power to bar a man from the league for the remainder of that season and/or the following season. This rule needs to be heavily enforced to prevent unnecessary comments of any type to any player involved in the match.

FIGHTING DURING LEAGUE PLAY

There will be a ZERO tolerance for fighting. Any physical altercations occurring during a match, whether it is regular play or playoffs, will not be tolerated. If a fight occurs league play should be suspended until an Officer or member of the Rules & Grievance Committee can be in attendance. It will be the responsibility of the team or teams to file a grievance by due process. If a player or team has a grievance filed against them for physical violence, it will be the responsibility of the grievance committee, along with witnesses and involved parties, to determine who the offending player(s) are and how to proceed. Any player that has been found guilty of getting physical with another person or properties, during a match will be forced to sit out for 4 full matches. This would mean if your team has a scheduled sit out; that sit out is NOT considered one of the suspended games. It must be a scheduled game to constitute a suspension of play. If the altercation occurs during the playoffs, that player will be suspended for the remainder of the playoffs and will also not be allowed to play the following season. If

it is the second time that an altercation has occurred from the same person(s); that would constitute immediate expulsion from the league. We expect all members of the GH Men's Pool

League to conduct themselves as gentlemen. Playing in the pool league is a privilege and our sponsors should have their establishments and patrons respectfully treated at all times.

a. The Grays Harbor County Men's League retains the right to refuse or withdraw membership of any individual, Sponsor or establishment should they cause a condition that is detrimental to the function or operation of the league. This situation would be reviewed by the Officers and Board of the League for discussion and determination. The league would have the right to refuse membership for a season, multiple years or permanently should the condition be serious enough to warrant such action by a simple majority vote of the board. Any individual, sponsor or location would be required to petition the League for reinstatement and that reinstatement would be approved or denied by a simple majority of the elected Officers and Board of the League.

2. PLAYER OBLIGATIONS

A. <u>WOMEN</u>

No women shall play in the Grays Harbor Men's Pool League.

B. <u>MINIMUM AGE</u>

Anyone less than 21 years of age found playing on a team will have all games won by him forfeited and given to the opposing team. He will not be allowed to play the rest of that season or the next season. It is the captain's responsibility to see that he has no minors on his team. (SEE 2-D).

C. LEAGUE MEMBERSHIP

Each player must have a paid membership card signed and on his person before league play starts. Any player found playing in league without a membership card would have games won by him forfeited to the opposing team. If an opposing team Captain asks to see a team's cards, they are obliged to show them. <u>Cards cost \$5.00 each.</u> (Exception: if player is being signed up that night, card is being paid for and old player dropped, on that score sheet)

D. ONLY ONE TEAM

A player may play for one team only and may not change teams during that season. A player that is signed to a team & plays illegally for another team will be eliminated from the league that season and the next season. If a Captain knowingly plays an illegal player, he will be dropped in the same manner. (SEE 2-b). If a player is dropped from a team for this infraction, he may not play for any other team during the remainder of the season.

E. PLAYER FROM A DROPPED TEAM

If the player wants to play the following year, he has <u>ONE WEEK</u> in which to notify the Officers, Secretary or Grievance Committee in writing and explain why he should be allowed to play.

F. ELIGIBILITY

Players must play at least one game during the first 2/3 of the season to be eligible to play the last 1/3 of the season. (SEE 1-B).

3. PROCEDURES

A. <u>DUES</u>

Each player must pay \$7.00 to the home team Captain before each match starts. In the event of a total forfeiture, the team present shall turn in a completed and signed score. In the event of a forfeited match, the attending team will not be required to pay their match fees but will be required to turn in their player roster as usual. (see 1-D-3).

a. The home team captain is responsible for accuracy of the match fees turned in with each score sheet. If the fees received by the League Treasurer are insufficient, the home team captain will be notified. The captain has two weeks from time of notification to correct the problem or he will be ineligible to play the next match after the notification period. If the money is not corrected before the following match, the captain and co-captain will be ineligible to play until the money problem is corrected. If the money is not corrected by the end of year the Captain and Co-Captain will be ineligible for the playoffs and will not be allowed membership in the league until the correction is made.

B. MONEY

The cost of the games is deducted from the match fees and the remainder is sent to the League treasurer, with the score sheet, within 24 hrs. of the match. If a team forfeits a match during regular season play the attending (non-forfeiting) team will not be required to pay their player fees. The attending team is responsible to turn in their score sheet with the names of the players that would have played that match. Should that roster not be turned in the attending team will be held to rule 3-D-3.

C. SCHEDULE, SPLIT SEASON

The playing season may be split into a first and second half. One to two weeks before the half of the season a new schedule <u>may</u> be posted for those divisions that have had teams dropped from the schedule. This will allow the season to be tightened so that there are as few sit-outs during the season as is possible. It may be necessary for some teams to play another team, 3 times during the season.

D. SCORE SHEETS

Score sheets contain a match format of 16 games (4 rounds of 4 games) It will be accepted as common courtesy to exchange score sheets at the same time. The score sheet will have the first and last names of all players, as well as the Captains and Co-Captains. The score sheet must be signed by both Captains. It is the home team Captain's responsibility to turn in the score sheet.

- 1. If the home team Captain does not turn his score sheet in on time, he will be ineligible to play the following week. If the score sheet is not turned in by the second due date the Captain and Co-Captain will be ineligible to play that following or second week of the infraction and will continue to be ineligible until the sheet is turned in. The second time this infraction occurs he will be dropped from the league, with no warning!
- 2. If the last score sheet of the season is not turned in, the captain cannot play the next year and charges could be filed against him.
- 3. Wednesday score sheets must be turned in by noon the following Friday, Sunday score sheets must be turned in by noon the following Tuesday.
- 4. Score sheets are to be turned in to Mac's Cigar.
- 5. It is the home team Captains responsibility to make sure the match fees are collected and turned in with each score sheet. The captain is also responsible for accuracy of the fees to be turned in.

E. COURTESY PRACTICE

The home team shall turn the table over to the visiting team 15 minutes prior to the start of the match.

F. STARTING TIME

Teams will be ready to start at 7:00 P.M. Wednesdays or 12:30 P.M. on Sundays, Pacific Standard Time or Daylight Savings Time, not bar time. If a team causes a delay of 15 minutes in starting, they will forfeit one game. If a team causes a delay of 30 minutes in starting, they will forfeit the match. OPTIONAL: There will be no waiting for players.

G. WHO BREAKS

The visiting team breaks the first & third <u>rounds</u>. The home team breaks the second & fourth rounds.

H. LATE PLAYERS

If a player comes in late, he shall be allowed to play any games he has not already forfeited. A late player cannot make up games he has already forfeited.

I. SUBSTITUTIONS

Captains can substitute players during a match, but not during an individual game. Substitutions must be made before the break of game and opposing team must be notified. Failure to notify results in a rerack. Once pulled, the starting and/or substitute players may be returned to the line-up but must return "in original numbered position".

J. CANCELLATIONS

If a match has to be canceled, 48 hours' notice is to be given. If a match is canceled due to bad weather the match must be made up within the next two-(2) weeks, weather permitting. Any exception will be brought up before the Rules and Grievance Committee.

K. OFFICIALS

The Captains and Co-Captains will settle all questions on playing procedure. They are the referees and shall try to settle all disputes.

L. COACHING PLAYERS

A player may receive only one coaching per game during regular play; none in the playoffs. Captain or co-captain need not be called to the table. If they approach without being called it is still considered their 1 coaching per game. Exceeding this limit will result in a ball in hand foul. A player may ask anyone on his team to coach him.

M. <u>GRIEVANCES</u>

All grievances will be written & mailed to, or given to the Officers, Secretary, or a member of the Grievance Committee. This way there will be a record of it on file. A \$10.00 deposit will accompany the grievance. If the party who has the grievance has a representative from that team attending the next scheduled grievance meeting, the \$10.00 will be refunded. If they do not, the \$10.00 will be deposited into the League fund. Grievances must be turned in within 24 hours from the complaint.

N. RULE CHANGES

At all meetings where rules or by-law changes, additions or subtractions are voted, a simple majority of the leagues team captains or their representatives must be present to allow a vote. Without a simple majority of representation, any vote is invalid. If these requirements are met it then takes a simple majority vote to authorize any change, deletion or addition to the rules or by-laws. Rule changes can only be made at the first meeting of the season.

4. GAMES

A. THE TABLE

Any size table shall be considered legal. It should be brushed by the home team before each match. There are 6 rails and pockets to a table. NOTE: If the tavern (sponsor) has both 8' and 7' tables, the home team will determine which one is their league table.

B. THE CUE BALL

All sites (taverns) must use the red circle cue ball (2 $\frac{1}{4}$ " diameter or the same size as the object balls). Each team will purchase one to use on its own table. Tavern owners will open the tables if it does not accommodate this ball and the home team captain will give the quarters, otherwise used, to the tavern to reimburse them for the use of the table.

C. THE RACK

Balls should be alternated in the rack and agreeable to both Captains. Only the Captain or Co-Captain of the home team should rack the balls.

D. THE BREAK

- 1. On the break the cue ball is to be completely behind the head string.
- 2. Making 8-ball on the break is neither a win nor a loss. There are 2 options when either occurs:
 - a. If he makes the 8 without scratching the breaker may spot the 8 ball and continue to shoot
 - b. Rerack and break again
- 3. If he makes the 8 on the break <u>and scratches</u>, the 8 ball is spotted and the <u>opposing</u> player retrieves the cue and shoots from behind the head string.
- 4. If one or more of either solid and/or striped balls are made, the table is open and the player takes his choice calling the object ball and the pocket he intends to make the object ball.
 - a. If he misses his next shot, the table is still open and the next player takes his choice.
- 5. If no balls are made on the break, the next player takes his choice.
- 6. If the table is open, the player may use any combination, even hitting the 8-ball first as long as he calls the ball he intends to make and the pocket it is to be made.
- 7. If the cue ball jumps the table or scratches on the break, the table is open. Opponent must shoot the cue ball from completely behind the head string.
- 8. Two object balls must hit a rail on the break. If not, re-rack.
- 9. A player cannot break his own rack.
- 10. If, on the break, two balls are jammed in a pocket on the playing surface & one is the 8-ball, the game may be re-racked.

E. BALL OFF THE TABLE

1. If any object ball, except the 8-ball, jumps the table, it will be spotted.

- 2. If a player makes his object ball in the intended pocket and another ball jumps the table, the ball that jumped is spotted and the player will continue to shoot.
 - a. If more than one ball jumps the table the spotting order will start with the smallest numbered ball in consecutive order to the largest numbered ball. (SEE 4-I-2).

F. SPOTTING A BALL

Should a ball be spotted it is to be placed on the spot or as near the spot as possible in a straight line behind the spot.

G. CALLING THE POCKET

After the break, shooting an object ball, a player must call the object ball and pocket that he intends to shoot the object ball, so the opponent, Captain, or Co-Captain is aware of the call. When shooting a combination, it is only necessary to call the ball he intends to pocket. It does

not matter what path the object ball takes to the called pocket as long as it is a legal hit. If the object ball is not shot into the called pocket it is loss of turn, not a cue ball foul. EXCEPTION: (OPTIONAL) A player may call a 'safety' or 'safe' on any of his balls, including the 8 ball. This means that he does not intend to pocket a ball, only to make a legal hit. If, however, in the process of shooting his 'safety', he pockets his ball. He <u>DOES NOT SHOOT AGAIN</u>. Calling a 'safety' means he has <u>NO</u> intention of making a ball; only a legal hit.

H. CALLING THE 8-BALL

A player must call the pocket in which he intends to make the 8-ball. Make sure the opposing team witnesses your call.

I. 8-BALL SCRATCH (LOSS)

- 1. If a player pockets the 8-ball before his balls are made, he loses.
- 2. If a player causes the 8-ball to jump the table, he loses.
- 3. If a player pockets or causes the cue ball to jump off the table on his 8-ball shot, he loses.
- 4. If a player makes the 8-ball in a pocket other that the one he has called, he loses.
- 5. If a player makes the 8-ball on the break and scratches or causes the cue or 8-ball to jump off the table onto the floor, he loses. (SEE 4-D-2).
- 6. Not hitting the 8-ball is not a loss of game, but a foul, resulting in ball in hand for the incoming player.

J. PLACING THE CUE BALL

When preparing to make a shot, should you move the cue ball <u>in any way</u> (the cue stick, hand, cue crutch or body) it will be considered a foul. The cue ball can be moved with the hand only as long as it is dead. The player must make the last positioning of the cue ball.

K. OBJECT BALL FOUL

If in the course of shooting, a player moves and object ball or balls by touching with hands, clothing, cue bridge, etc., the balls will be placed as near as possible to their original positions to the player's satisfaction. Player continues to shoot. If, however, the cue ball hits the moved ball or travels through the space the moved balls previously occupied, then the natural path of the cue ball will have been

altered; cue ball foul and ball in hand. If the Captains cannot agree on the original position of the balls, the game will be re-racked.

L. CUE BALL MUST BE STOPPED

The cue ball must be stopped before shooting again or starting a new game.

M. WHILE A PLAYER IS SHOOTING

While a player is shooting, one foot must be touching the floor. While a player is shooting, there is to be no indicating marks placed on the table (wet marks, chalk marks, or holding a finger on the rail).

N. TIME LIMIT

From the time, all balls stop moving the on-coming shooter will have two (2) minutes to complete their shot, with a 15 second warning, given at 1 minute 45 seconds. 15-second warning should be given even though the player may be down stroking on his shot. The timekeeper needs to approach the table and speak loudly and clearly. A foul will not occur as long as the shooter remains in the shooting stance on the same shot at the expiration of two minutes. Should the shooter move out of the shooting stance and time has expired, ball-in-hand to the opponent. If the player is not in shooting stance when time expires, ball-in-hand foul to the opponent.

O. BALLS JAMMED IN POCKET

If two or more balls are jammed in a pocket and have left the playing surface, they are pocketed.

P. DISPUTES

If a dispute reaches a deadlock, the game is to be reracked. If a dispute is over the meaning of a rule, a member of the Rules and Grievance Committee should be called to clarify it. No player may touch the balls on the table during a dispute. Doing so would be a loss of game by the offending team.

Q. FOULS (BALL-IN-HAND) SEE 4-R

Only the person playing the game, the Captain or Co-Captain may call a foul. If a foul is not called before the next shot, no foul may be called. In the case of a scratch, a foul need not be called.

R. FOULS INCLUDE

- 1. Cue ball scratch.
- 2. Touching the cue ball with the stick, or in any other manner, except on the break.
- 3. Double hitting the cue ball.
- 4. On all shots, the player must strike one of his balls first and then (a) pocket a ball, or (b) drive any ball, cue ball included, to a rail. Failure to do so is a foul. Therefore, a simultaneous hit is a bad hit.
- 5. In the case of a ball frozen to a cushion, the player must (a) pocket the frozen ball or (b) cause the cue ball to hit a cushion after striking the frozen ball or (c) drive the frozen ball to another cushion or (d) cause another ball to contact a cushion, or (e) pocket another object ball from his or his opponent's group. Failure to do so is a foul. The opposing player, Captain or Co-Captain must call the ball as frozen to the rail, before the shot is attempted, before it can be called a foul. If they do not call the ball frozen it cannot be called a foul when shot.

- 6. In the case of the cue ball frozen against a player's object ball, the player may play directly at the object ball & must accomplish one of the 5 alternatives listed above (4-Q-5).
- 7. The cue ball must be stopped before shooting again or starting a new game.
- 8. If a timekeeper is being used during a regular season match and the 2-minute time limit for the shot is exceeded, this is a foul. This is only when a timekeeper is being used. The timekeeper is to notify the player when 15 seconds remain even though the player may be stroking his shot. Timekeeper needs to approach the table and speak loudly when calling the time warning. A foul will not occur as long as the shooter remains in the shooting stance on the same shot at the expiration of two minutes. Should the shooter move out of the shooting stance and time has expired, ball-in-hand to the opponent. If the player is not in shooting stance when time expires, ball-in-hand foul to the opponent.
- 9. Sidebar is allowed only when the player is not in charge of the table. When the player has relinquished the table to his opponent, the player is allowed to talk with others, including teammates, about the table and how or what to shoot. If sidebar occurs while the player is in charge of the table (has not relinquished their turn), it is a foul, ball-in-hand to the opponent.
- 10. Being coached more than one time per game.
- 11. Being coached in the playoffs.

S. BALL IN HAND

All cue ball fouls result in the loss of turn and the opposing player gets ball-in-hand. (SEE 4-D-7).

T, RELINQUISHING THE TABLE

If a player makes a legal hit on their ball and the ball hangs at the edge of the pocket and does not fall and that player leaves the table and the opposing player approaches to take their turn, the first player has relinquished the table. Should the hanging ball then fall into the pocket it is not considered a pocketed ball. The ball will be replaced to its original position at the edge of the pocket and the <u>incoming player</u> has control of the table to make <u>their</u> shot.

U. SAFETIES

(OPTIONAL) A player <u>may</u> call a 'safety' or 'safe' instead of calling his ball and pocket. This means that he does not intend to pocket a ball, only to make a legal hit. If, however, in the process of shooting his 'safety', he pockets his ball. He <u>DOES NOT SHOOT AGAIN</u>. Calling a 'safety' means he has <u>NO</u> intention of making a ball, only a legal hit.

V. MASSE SHOTS

Masse shots are legal unless posted otherwise, as a house rule.

W. JUMP SHOTS

Jump shots are legal unless posted otherwise, as a house rule.

A legal jump shot is one where you strike down on the cue ball. A 'scoop shot', where you shoot
under the cue ball is not a legal jump shot and is a cue ball foul, resulting in ball-in-hand for the
other player.

6. PLAYOFF RULES

- A. The scoresheet
 - The first set home player #1 plays visiting player #1 team follows in order ending with 4 vs 4.
 - The second set it is home player #2 vs. visitor #1 team follows in order ending with 1 vs 4.
 - The third set is home player #3 vs. visitor #1 team follows in order ending with 2 vs 4.
 - The fourth set is home player #4 vs. visitor #1 team follows in order ending with 3 vs 4.
 - Visitors break first round (all 4 games)
 - Home team breaks second round (all 4 games)
 - Visitors break third round (all 4 games)
 - Home team breaks fourth round (all 4 games)
 - o In the playoffs it is a race to 9. Should an 8-8 tie occur, the 9th win is the tie breaker. Each team captain gets to determine which player he wants to shoot the tie breaker.
 - Visitor breaks the tie breaker

NOTE: "A player who had been pulled out of the lineup for a substitute may return to the lineup in the original position they were substituted out of.

- B. All league rules apply in the playoff. There is to be NO coaching in the playoffs.

 Doing so is considered a ball-in-hand foul.
- C. All playoff games must be played at the designated tavern. If not, those teams are dropped from the tournament. Any teams making the playoffs and not wanting to play in the playoffs are to notify the Secretary that they cannot play. If a team forfeits a match in the playoffs, they are ineligible to play the in the league the following year.
- i. A player has to play in 25% of the regular season matches to be eligible for the playoffs and to receive a trophy.
- E. Playoffs will be seated with 1st and 2nd in each division but all of the remaining teams, in the League, will be entered into a single division blind draw for the remaining playoff bracket positions.
- F. 90 seconds will be allowed between shots, starting when the cue ball stops. 15 seconds will be called to the shooting player, even if he is stroking in the middle of a shot. A foul will not occur as long as the shooter remains in the shooting stance on the same shot at the expiration of 90 seconds. Should the shooter move out of the shooting stance and time has expired, ball-in-hand to the opponent. If the player is not in shooting stance when time expires, ball-in-hand foul to the opponent.
- G. All matches involving the final four playoff teams are to use an independent time-keeper/referee and the shot clock will be in effect. If no timekeeper can be found who is acceptable to both team Captains, then the match will be played without a timekeeper or shot clock.
- H. All teams will be entered into a single division playoff. There will not be a 'B' Division in any season that has less than 28 teams. The 'B' division may be reinstated should the economy of the league improve. Trophies will be awarded to the 1st, 2nd, & 3rd places in the playoffs.
- I. Each year playoff matches may start Friday night @ 7:00 PM if necessary or noon on Saturday. Friday may also be used to start the second weekend and possibly the third, if needed. Sundays will have one match only starting at 12:00 PM (noon), there will be no match starting at 5 PM unless it is the second match of a double header for the Division Championship.

7. AWARDS

- A. Teams will receive awards for 1st, 2nd and 3rd place in their respective division at the end of regular league season but only if there's a sufficient number of teams, in the divisions to warrant it. Awards will be presented at the Awards Ceremony.
- B. Playoff will receive awards for 1st, 2nd and 3rd place to be given at the Awards Ceremony.
 - 1. 1st place will receive the equivalent of \$75 per player.
 - 2. 2nd place will receive the equivalent of a sweatshirt, per player.
 - 3. 3rd place will receive the equivalent of a shirt per player.
- C. Top percentage awards will be given to the 12, high percentage shooters in regular league play that have played at least 70% of possible games, to be awarded at the Awards Ceremony. The TOP PERCENTAGE shooter of the County will have their name engraved on the Top Shooter trophy.
- D. Awards will be given for the "most 8-ball breaks" and the "most table runs" during regular season play to be given at the Awards Ceremony.
- E. Trophies or checks, will be given instead of clothes as awards for placing in regular season or playoff.
- F. Each team placing in regular season play or playoffs will receive a team plaque for their tavern.
- G. To reinstate the B-Division would require at least 28 teams in the regular season league.
- H. At the end of the season at the award ceremony, it is the responsibility of those teams receiving awards to be represented and receive their awards. When the ceremony is complete the responsibility of the League, Officers and Grievance Committee is terminated. Responsibility for those awards is transferred to the members of the receiving team and no longer the responsibility of the League. Teams will sign on their information roster when receiving their awards.

8. TAVERN OBLIGATION

1. SIGNING UP TEAMS FOR LEAGUE

Starting with the 2023-2024 season it will be the tavern responsibility to purchase team packets at \$40.00 when delivered to the tavern. Owners may choose to recoup their cost from the players at \$5.00 per card. Any team that drops out at any time after packets are delivered or do not start the season, their packet fees will be forfeited to the League.

9. ALL INDIVIDUALS, SPONSORS AND ESTABLISHMENTS WILL COMPLY WITH ALL LEAGUE RULES.

The Grays Harbor County Men's Pool League retains the right to refuse or withdraw membership of any individual, Sponsor or establishment, should they cause a condition that is detrimental to the function or operation of the league. This situation would be reviewed by the Officers and Board of the League for discussion and determination. The league would have the right to refuse membership, by a simple majority vote of the board, for a season, multiple years or permanently should the condition be serious enough to warrant such action. Any individual, sponsor or location would be required to petition the League for reinstatement and that reinstatement would be approved or denied by a simple majority of the elected Officers and Board of the League

10, CONDITION OF POOL TABLES FOR LEAGUE AND PLAYOFFS

Each tavern will need to maintain their tables in a reasonable playing condition throughout regular league. For the playoffs, it may be necessary for a board member to review some,

if the condition has been brought into question. Should repair or leveling be needed they will recommend such action. If the tavern owner does not comply it will affect the number of playoff games scheduled for that tavern and may result in that tavern having no scheduled playoff matches.

10 MILEAGE REIMBURSEMENT

 Mileage for transportation in performing authorized League activities will be reimbursed at \$0.40 per mile. The individual must turn in a log showing the date, mileage, name and address of the individual to the Secretary of the League. The charge will be reviewed at the next monthly meeting. If approved, a check will be cut and mailed in the name of the individual. If not authorized by the League, no reimbursement will occur.

11 BOARD OF DIRECTORS

Those members of the Grievance Committee will become the Corporation, Board of Directors by
volunteering. See Articles of Incorporation for duties. The name, address and phone number for the
Board members will become an addendum to the Articles of Incorporation after approval. The Board
of Directors and Registered Agent (s) may change each year as new officers and Grievance Committee
are formed.

PAST 5 YEARS, YEAR END REPORTS

- 2019-2020 Season ended normally but COVID 19 put the banquet off. Trophies were delivered to the captains for distribution.
- 2020-2021 Season saw no pool leagues due to COVID-19
- 2021-2022 Season the annual awards ceremony was held at the Elma Eagles. \$1500 for alcohol, \$194.30 was paid for pool related items for a raffle for the men who were league members.
- 2022-2023 Season the annual awards ceremony was held at the Elma Eagles. \$1500 for alcohol, \$104 for a cue stick but remaining pool related items were donated by Mike Troupe's widow for a raffle for the men's league members. Teams received checks for placing in lieu of clothing with the exception of Mac's Cigar #1. Mary did not follow through in a timely fashion on awards and No clothing printer was found at the late date. Mac's Cigar #1 hired their own printer at the leagues expense.
- 2023-2024 Season the annual awards ceremony was held at the Elma Eagles. \$1500 for alcohol, \$130.66
 for a cue stick but remaining pool related items were donated by Mike Troupe's widow for a raffle for the
 men's league members. Teams received checks for placing in lieu of clothing.

Yearly account balance at the end of each year for the past 5 years

2019-2020 Season	\$3,924.81
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2020-2021 Season \$3,924.81 (no league play, due to COVID-19)

 2021-2022 Season
 \$3,145.51

 2022-2023 Season
 \$3,468.70

 2023-2024 Season
 \$4,732.71