

# Grays Harbor Women's Pool League 2025-2026

## I. PLAYER OBLIGATIONS

### A. MINIMUM AGE

Anyone, under 21 years of age found playing on a team would have all games won by her, forfeited and given to the opposing team. It is the captain's responsibility to see that she has no minors on her team.

### B. LEAGUE MEMBERSHIP

Each player must have a paid membership card, signed, and on her person before league play starts. Any player found playing in the league without a membership card would have games won by her, forfeited to the opposing team (exception, section II subsection b paragraph 2). If any opposing team captain asks to see a team's cards, that team is obligated to show their cards.

### C. ONLY ONE TEAM

A player may play on one team only and may not change teams during that season. A player that is signed to one team, and plays illegally for another, will be eliminated from the league that season and the following season as well. If a captain, knowingly, plays an illegal player, she will be dropped in the same manner. If a player is dropped from a team, she may not play for any other team during the remainder of the season.

### D. PLAYER DROPPED FROM A TEAM

A player from a dropped team or dropped from a team will not be allowed to play the rest of the season (if there are extenuating circumstances, a review by the Grievance Committee for a fee of \$10 may be filed). The fee will be returned if parties involved show up for the Grievance Meeting.

### E. TROPHY ELIGIBILITY

A player must have played 40% of the available matches to be eligible for a team trophy or award. A player must have played 60% of the available league games to be eligible for a percentage trophy or award.

## II. TEAM OBLIGATIONS

### A. NUMBER OF PLAYERS

The minimum number of players is 4. The maximum number of players is 7. A team having 2 or more players present may play the match; however, this team shall forfeit each game in which it cannot supply a player. If both teams have players missing and the forfeits match on the score sheet, the game will not be counted.

### A. CARDS

A team will be given 7 cards with their packet.

1. Each card is to be assigned to a player on your team. In the packet is a roster. Enter the name of each player, and give her a card. Each player must have a card to be a legal shooter and to enter the pool banquet.
2. If a team drops a player and needs additional card (s); on your score sheet, they must write the name of the player to be dropped; (Retrieve card, only if possible. Dropped player cards

are voided), the name of the player to be signed up, and enclose \$5. The secretary will send a new card for that player with the next standings. The new player may shoot without a card, only if the information above mentioned is enclosed with that sheet. Otherwise, those games will be entered as forfeits (illegal player).

#### C. THE MATCH

A match will consist of four shooters on each team, playing three games each. After each round, the home team will rotate so each player plays a different opposing shooter. A match shall total 12 games.

#### D. MATCH FORFEIT

In the case of a forfeit, the wins and 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 12 wins for that match. The forfeiting team receives zero (0) wins and twelve (12) losses. A team must have at least 2 women, or forfeit.

#### E. DROPPED TEAM

Any team forfeiting two 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.

#### F. HARRASSMENT

No player shall be subjected to harassment. A player must be allowed to make her shots without interference, physical and/or verbal. It shall be illegal for any player or rooter to interfere with any player. It shall be the duty of the captains to eliminate such interference. In the event the captain of the offending team cannot control her team or rooters, the opposing team captain will call a suspension of play until two officials can be called to witness the play. If, in the opinion of the officials, there is harassment, all games of the match will be forfeited to the complaining team. In the event of two forfeitures for the same infraction, the offending team will be dropped from the league. If it is agreeable to both teams to move to a neutral tavern, an official must be present to make the ruling to do so.

### III PROCEDURES

#### A. DUES

Sponsorship fee is \$50 per packet, due upon delivery of packet. Each player must pay \$6 to the home team captain before each match starts. This includes playoff matches (see VI PLAYOFF RULES D) In the event of a total forfeiture, the team present will pay \$6 per player totaling \$24. If the team refuses to pay the \$24 for the forfeiture, they will not be eligible for any team awards for the season. Individual percentage awards will not be affected.

#### B. MONEY

The cost of the table is deducted (it is the home team responsibility to give the tavern the extra 25¢ per game for tables that are only 25¢) and the remainder is to be left at Mac's Cigar in an envelope along with the signed score sheet for the secretary and treasurer. Please write on the envelope the team names, amount enclosed, and which league (Monday or Friday).

#### C. SCORE SHEETS

- Score sheets will be standard women's singles sheets. These contain a match format of 12 games. It will be accepted as common courtesy to exchange score sheets at the same time. Fill out round 1 only, so substitutions may be written in on the proper line. Print the player's first

and last names. Exchange score sheets after each round. Place an “X” in the designated box alongside the name of the winning player.

- Eight Ball Breaks and Table Runs must be noted and initialed by the captains of both teams.
- The score sheet must be turned in to Mac’s Cigar within 24 hours of the match.
- Both captains must sign the score sheet. If the captain does not get her score sheet in on time, she will be warned once. The second time she will not be allowed to play the following scheduled match. It is the home team captain’s responsibility to turn in the score sheet with the correct amount of money enclosed.

#### D. COURTESY PRACTICE

The home team shall have the table for practice from 6:30 PM until 6:45 PM and then must turn the table over to the visiting team for 15 minutes prior to the start of the match (6:45 PM until 7:00 PM). Matches start at 7:00 PM (regular time, not bar time).

#### E. STARTING TIME

Monday and Friday teams should be ready at 7:00 PM standard time (not bar time). If a team causes a delay of 15 minutes starting, they shall forfeit 1 game. If a team causes a delay of 30 minutes in starting, the opposing team may, optionally, force them to forfeit the match.

#### F. WHO BREAKS

The visiting team breaks first and the breaks alternate after that.

#### G. LATE PLAYERS

If a player comes in late, she shall be allowed to play the game(s) she has not already forfeited. A late player cannot make up games she has already forfeited.

#### H. SUBSTITUTIONS

Captains can substitute players during a match (not game), but must inform the other team prior to her game or a re-rack may be forced. The starter may be returned to the line-up, but must return to her original position in a different game.

#### I. CANCELLATIONS

If a match has to be cancelled, 24 hours, notice is to be given if possible. If a match is cancelled due to illness or death, the match should be made up before the following match. In the event a match is cancelled due to bad weather, the match should be made up within the next 2 weeks of the cancellation (subject to review by the Grievance Committee). Contact the President if a change must be made. Please be flexible.

#### J. OFFICIALS

The captain and/or co-captain shall settle all questions on playing procedure. They are considered the referees and should be well versed in the rules.

#### K. COACHING

1. Any two, team members may approach the table and coach. Once they leave the playing area, for any reason, no one may return during that shot.
2. Coaching away from the table is a foul.
3. More than 2 players coaching at the table is a foul.
4. More than 2 coaches, per game, is a foul.

- There is a 2-minute time limit. That time starts as soon as the cue ball stops rolling with or without coaching. Players may ask for a timer at any time to help expedite things.

#### L. GRIEVANCES

All grievances will be written and submitted within 24 hours, to the Grievance Committee, via the Secretary.

1. Late score sheets void any grievance.
2. All grievances require a \$10 filing fee, to be refunded, if the grieving team shows up for the meeting.
3. The Grievance Committee consists of one or more representatives from each team in the league.
4. If a team fails to send a representative to a Grievance Committee Meeting, it will result in a \$4 per team fine. Fair judgment requires that all teams be represented.

### IV GAMES

#### A. THE TABLE

The table can be either 7' or 8' and is to be brushed by the home team before the match begins. If a bar has both sized tables, the home team will determine which table is their league table.

#### B. CUE BALL

All taverns must use the Red Circle Dot Cue Ball for league play.

#### C. THE RACK

Balls should be alternated in the rack and agreeable to both captains. Any player on the Home team may rack the balls.

#### D. THE BREAK

1. On the break, the cue ball is to be shot from completely behind the head string.
2. Making the eight ball on the break wins the game if the cue ball remains on the table.
3. If a player makes a ball on the break, other than the 8 ball, and the cue ball stays on the playing surface, the table is open. The shooter may shoot solids or stripes.
4. If no balls are made on the break, the opponent takes her choice.
5. If the table is open, the player may use any combination, even hitting the 8-ball first but must remember to call the object ball and its intended pocket.
6. 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.
7. Two object balls must hit a rail on the break. If not, you re-rack. A shooter breaking will have as many shots on the break as needed to make a legal break.
8. A player cannot break her own rack.

#### E. CALLING A BALL

1. After the break, the shooter must verbally call all object balls and the pocket in which she intends to shoot the object balls to the opponent, opposing Captain or opposing Co-Captain. When calling a ball, it is not necessary to call combinations, caroms, or kisses. It does not matter what path the ball takes to the called pocket, as long as it is a legal hit.
2. If the object ball is not shot into the called pocket, it is only a loss of turn.
3. If the object ball goes into the wrong pocket, it is only a loss of turn.
4. If the player forgets to call the object ball, it is only a loss of turn.

5. If a player calls a shot on an open table and makes the wrong ball, she concedes her turn and the table will still be open.

**F. BALL OFF THE TABLE**

If any ball except the 8-ball or cue jumps off the table, it is spotted.

**G. SPOTTING A BALL**

The placement of the spotted ball is on the spot or as near the spot as possible in a straight line behind the spot (the spot on the opposite end of the table that you broke from).

**H. CALLING THE 8-BALL**

1. A player must verbally call the 8-ball pocket every time, regardless of whether she thinks she can make it or not with pocket in which she intends to pocket it.
2. Make sure that the opposing team Captain, Co-Captain, or player witnesses the call.
3. Failure to verbally call the 8-ball pocket is a foul, but not loss of game, unless the 8-ball is pocketed.
  - i. An uncalled and pocketed 8-ball is a loss of game.

**I. 8-BALL SCRATCH (LOSS)**

1. If a player pockets the 8-ball before all of her balls are made, she loses.
2. If a player causes the 8-ball to jump off of the table, she loses.
3. If a player pockets the cue ball or causes it to jump off of the table on her 8-ball shot, she loses.
4. If a player makes the 8-ball in a pocket other than the one she marked, she loses.
5. If a player makes the 8-ball on the break and scratches or causes the cue ball to jump off of the table, she loses.
6. Not hitting the 8-ball is not a loss of game, but it is a foul.

**J. PLACING THE CUE BALL**

Only on the break, can the cue ball be positioned by use of the cue stick. The final positioning of the cue ball must be done by the player's hand only. If a player, inadvertently, hits another object ball with the cue ball while placing the cue ball, this is a foul.

**K. REPOSITIONING A BALL (CUE BALL IS NOT INCLUDED IN THIS RULE)**

1. If a player moves an object ball or brushes an object ball with hands, clothing, stick, bridge, or etc., the ball(s) will be placed as near as possible to their original positions to both players' satisfaction. Player continues to shoot. If Captains cannot agree on the original position(s) of the ball(s), the game will be re-racked.
2. If a player moves an object ball or brushes an object ball with hands, clothing, stick, bridge, or etc. during the actual execution of a shot, and the cue ball hits the moved ball(s), or travels through the space the moved ball(s) had previously occupied, then the natural path of the cue ball will have been altered. This is a foul.

**L. CUE BALL MUST COME TO A COMPLETE STOP**

The cue ball must be stopped before shooting again or it is a foul. If a player pockets the 8-ball, and touches the cue ball before it comes to a complete stop, it is a loss of game.

**M. WHILE A PLAYER IS SHOOTING**

1. While a player is shooting, one foot must be touching the floor or else it is a foul.
2. While a player is shooting, there are to be no indicating marks placed on the table (wet marks, chalk marks, holding fingers on the rail, or setting chalk on the rail). Doing so is a foul.

3. Player must call her object ball and the pocket in which she intends to pocket that ball. Failing to do so is only a loss of turn (exception: 8-ball IV GAMES, section H, subsection 2).
4. Masse shots are legal if there is no posted opposition in the tavern.
5. Jump shots are legal if there is no posted opposition in the tavern.

#### N. TIME LIMIT

- a. There is an optional 2-minute time limit on each shot. Those 2 minutes are with or without coaches.
- b. Team must be informed at the beginning of the match that time is being kept. (smart phones have stop watches)
  - i. Time will be kept by the captain, co-captain or otherwise appointed player on opposing team.
    1. The team being timed, must be informed as to who is keeping time.
  - ii. Time starts as soon as the cue ball has come to a complete stop.
  - iii. Once time starts, a 30 second warning must be given if time is running out.
    1. If she is not down shooting, and time runs out, she gives up ball in hand to the opposing player. If the player is down stroking, and time runs out, it cannot be called unless she stands up before she shoots and time has expired. Having time called on you, is a foul.

#### O. DISPUTES

If a dispute over a game reaches a deadlock, the game is to be re-racked. If this is still not satisfactory, the game can be put under protest, and finished. It must be filed according to Section III Subsection L (Grievances). The Grievance Committee determines the final decision, for the outcome of the game.

#### P. FOULS (BALL IN HAND)

1. Only the opposing player, Captain, or Co-Captain may call a foul. It must be agreed that there has been a foul committed before the cue ball can be touched. It is a foul if the cue ball is touched before calling a foul and agreeing that a foul has been committed. If a foul is not called before the next shot has been executed, no foul may be called. In a scratch, a foul need not be called. Fouls include:
2. Cue ball scratch (except on the break)
3. Touching the cue ball with the stick or in any other manner (except on the break).
4. Causing the cue ball to jump any ball or part of a ball if the tavern has a posted opposition.
5. Push shots. If the cue ball is frozen to an object ball, the ball cannot be shot straight to a pocket. Cutting the shot is not a push shot, and is not a foul.
6. Double hitting the cue ball. If there is a little space (1/8" -1/4" between the cue and the object ball, you cannot shoot straight at it without causing a double hit). Cutting the balls is not a double hit.
7. Exceeding the 2-minute time limit, if in effect.
8. Failing to keep one foot on the floor while shooting.
9. Placing indicating marks or wet marks on the table.
10. Failure to call the 8-ball is a foul, but not a loss of game, unless the 8-ball is pocketed.
11. The object ball foul indicated in section IV, subsection K, paragraph 2.
12. On all shots, a player must strike her ball and:
  - a. Pocket a ball or
  - b. Drive any ball (cue ball included) to a rail after contact with an object ball.
13. If a ball is frozen, it must be declared before a foul may be called.
14. In the case of a ball frozen on the rail, a player must:
  - a. Pocket the frozen ball or
  - b. Cause the cue ball to hit another rail after striking the frozen ball or drive the frozen ball to a different rail or
  - c. Cause another ball to contact a rail with a good hit or

- d. Pocket another ball from her or her opponent's group with a good hit.
- 15. Having more than 2 coaches per game, per shooter.
- 16. Being coached by one of your players or a rooter away from the table.
- 17. Shooting a masse in a tavern with a posted opposition.
- 18. Shooting out of turn after the break during the game.
- 19. Touching an object ball with the cue ball when taking ball in hand. (section IV subsection J)

#### Q. BALL IN HAND

All fouls result in loss of turn and the next player takes ball in hand except on the break. A player with ball in hand may place the cue ball anywhere on the table, as long as she does not disturb the other object balls (section IV, subsection J). She may then shoot in any direction.

#### R. SAFE SHOT

If a player calls her ball and pocket but does not make one of her object balls yet does not commit a foul, she has played a legal shot and it should not be considered un-sportsmanlike conduct.

#### S. BALLS MOVED BY PATRON

If a patron of a tavern moves a ball(s), the captains will agree to reposition the ball(s), spot the ball(s), or re-rack the game.

### V ADDENDUM:

Legally blind or colored blind player may ask for clarification of the ball she is shooting. This will not count as a foul or coaching.

### VI PLAYOFF RULES

- A. A drawing will take place to set up the playoff schedule.
- B. All teams will be eligible for the playoffs.
- C. All league rules apply during the playoffs.
- D. Teams will pay the \$6 player fee for playoff games for a total of \$24 per team, to be turned in to Mac's, with scoresheet, directly after play.
- E. All playoff games must be played at the designated taverns unless inclement weather is a factor. If weather is a factor, both captains, the officers, and the bar owner, who was to receive the match, must all agree. The bar owner is to be involved in the decision-making.
- F. Any teams not wanting to play in the playoffs are asked to notify the President.
- G. A player must have played 25% of matches to be eligible to play in the playoffs.
- H. There is a two (2) minute time limit on shots. (OPTIONAL)
- I. Once a foul is called, if referees are present, they will decide if a foul has been committed.
- J. Race to 7 games, in the playoffs, wins the match.
- K. In the event of a 6-6 tie, the starting shooters of the match will play the final game. If a sub has replaced the starting shooter, they may play the final game or any sub that has not played in the match so far.
- L. The Home team is determined by the flip of a coin. If a bar has more than 1 table, that home team has the option of which table they prefer.
- M. Home team pays for the first rack. For each game after that, the loser pays for the rack. The Home team Captain will be responsible for calling in the results within 24 hours of the match.
- N. Grays Harbor Women's Pool League, playoff matches will be a blind draw.
- O. Division place recognition will receive a given amount regardless of the number of players per team.
  - a. A committee will determine what the price for each place will be after the league is over and the total intake has been determined.

- b. Teams will be responsible for their own clothing and stitchwork. The league will write a check to the team for the places won but the team will do their own purchases.
- c. Divisions will have equal recognition for places no matter the number of teams per division.

THE PRESIDENT AND VICE PRESIDENT WILL INSPECT POOL TABLES (AT ALL ESTABLISHMENTS THAT WILL HOST A PLAYOFF MATCH) TO MAKE SURE THEY ARE SUITABLE FOR PLAY. IF NOT, THEY WILL NOTIFY THE OWNER TO HAVE IT FIXED AND RE-INSPECTED. UNSATISFACTORY TABLES MAY BE DISQUALIFIED FOR PLAYOFF MATCHES.

*Officers for 2025-2026*

President	Ashley Nyabuti	360 589-3810
Vice President	Anita Blackburn	360 589-2864
Treasurer	Janet Byrd	360 589-4326
Sgt at Arms	Laurel Sterling	360 591-6407