

GRAYS HARBOR COUNTY MIXED DOUBLES POOL LEAGUE RULES

2024

1. **TEAM OBLIGATIONS**

A. NUMBER OF PLAYERS

The maximum is 12. That would be 4 starting couples with 2 extra couples for subs. It is intended for the team to be split evenly in terms of men and women. (6) men and (6) women per team. A team shall forfeit each game in which it cannot supply a couple. (See rule 1-D, MATCH FORFEITS). If both teams have players missing and the forfeits match on the score sheet, both teams will receive losses for those games.

B. RULES & GRIEVANCE COMMITTEE

Rules and grievance committee will be comprised of a representative from every team. Should the need arise, the secretary will contact the captain of every team (or person for whom she has a contact number). It is the captain's responsibility to see to it that a representative is in attendance for all grievances legally filed with the league. Failure to comply with this new rule will result in a \$10 fine for each offending team. That \$10 is to be sent in with your next sheet. If you do not relinquish the assessed fine before your second match, your captain is ineligible to play in that match. If it is not received before the following, or third match, the co-captain is also ineligible. If this debt continues, neither will continue to be eligible to play. Further noncompliance and your team will not be allowed to play in any playoffs matches until it is paid. If the fine is still not paid when the season ends, the team, which includes all players who participated on that team, will not be allowed to play in the mixed doubles league the following year. Grievances require a fair hearing. That can only occur if every team is represented to hear and rule on any issue that might arise.

C. NEW PLAYERS

New players may be added to a team during the first 2/3 of the season only. (See 2-E).

D. MATCH FORFEITS

Any team not showing up for the first match of the season and not rescheduling this match will be dropped from the league. In the case of a forfeit, the loss average of the absent team will be figured as follows: The team that is present will receive the average of lost games per week of the absent team plus two bonus games (not to exceed 12 games). The forfeiting team receives 0 wins and 12 losses.

E. 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.

F. HARRASSMENT

No player shall be subjected to harassment. A player shall be allowed to make his or her shots without interference, physical or verbal. It shall be illegal for any player or roofer to interfere with any opposing player. It shall be the duty of the captains to control such interference. In the event the captain of the offending team cannot control his team or roofers; the opposing team Captain can call a suspension of play until two (2) officials 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 and their average losses will be given to any team who has not played them that half season. In extreme cases of

harassment, the Grievance Committee will have the power to bar a player from the league for the remainder of that year and or the following year.

G. FIGHTING DURING LEAGUE PLAY

For the purposes of the Mixed Doubles League, the definition of fighting shall be any physical altercation, not limited to, but including; pushing, shoving, punching, hitting, etc. so as to inflict bodily harm to another.

Any player(s) involved in such an altercation shall be expelled from the league for the remainder of the season including the playoffs. Should the altercation occur in the playoffs, the player(s) shall be expelled for the remainder of the playoffs and the following season as well. No exceptions! Any damages that may occur from said altercation, shall be the sole responsibility of that player(s) and not that of the league. A Grievance Committee meeting will be held before said player(s) have an opportunity to play in his/her next match to make that decision formal.

2. PLAYER OBLIGATIONS

A: MINIMUM AGE

Anyone under 21 years of age found playing on a team will have all games won by him or her, forfeited and given to the opposing team. He or she will also not be allowed to play the rest of that season or the following season. It is the captain's responsibility to see that he or she has no minors on his or her team.

B. LEAGUE MEMBERSHIP

Each player must have a membership card signed and on his/her person before league play starts. Any player found playing in the league without a membership card will have games he/she won, forfeited to the opposing team. (exception) If a captain signs a player for a match and includes the card fee with the score sheet, that player has not yet received a card but is eligible to play. If an opposing team Captain asks to see a team members' card, they are obligated to show them. The cost for **additional cards will be \$6.00 each**. Old cards should be turned in when purchasing new cards. Old cards are voided by the secretary and therefore invalid. Players with valid cards are recorded with the secretary through play. Once a roster is full, should a captain sign on a new player without including the card fee with the score sheet, those games shot by that illegal player shall be recorded as forfeits.

C: ONLY ONE TEAM

A player may play for one team and may not change teams during that season. (See 1-F). A player that is signed to a team and plays illegally for another team will be eliminated from the league for that season and the following season. If a Captain knowingly plays an illegal player, the player and the captain will be dropped from the team. The player and Captain may not play for any other team during the remainder of that season.

D: PLAYER FROM A DROPPED TEAM

If a dropped player wants to play for the rest of the season, he or she must petition the league for re-entry to play for another team. The petition will not be accepted after the cut-off date for new players. (See 2-B). The petition must be presented to the league in the same manner as a grievance with a \$10.00 filing fee. This fee will be returned to the petitioner if he or she attends the officers meeting addressing his or her petition. (See 2-E).

E: 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-C).

3. **PROCEDURE**

A: DUES

SPONSOR FEES WILL BE \$50.00 PER TEAM

Each player must pay \$6.00 to the home team Captain before each match begins. In the event of a total forfeiture, the team present shall turn in a completed and signed score sheet, **with \$48.00.**

B: MONEY

The cost of the games is deducted and the remainder is sent to the League Secretary/Treasurer with the score sheet. Deduct quarters only from games played. **(Based on a table that costs .50 per game) Do not include games forfeited. (Example: 16 players @ \$6.00 per player = \$96.00, less quarters for 12 games (\$6.00) = \$90.00 to be turned in to the league with a score sheet.**

C: SCORE SHEETS

SCORE SHEETS WILL BE TURNED IN TO THE **Mac's Cigar**

Score sheets will be the standard mixed doubles score sheets. These contain a match format of 16 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 printed legibly as well as the Captains and Co-Captains. Both Captains must sign the score sheet. If the Captain does not get his or her score sheet in on time, the captain will be ineligible to play the following match. If the score sheet is not turned in by the second due date, the captain and co-captain will be ineligible to play the 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 or she will be dropped from the league, without warning! It is the Home Team Captain's responsibility to turn in the score sheet and money! (If the home team Captain gives the score sheet and money to someone else to turn in, the home team Captain is still responsible for both score sheet and money!) Score sheets will be turned into **Mac's Cigar** no later than 12:00 noon Sunday following a Friday match and 12:00 noon Tuesday following a Sunday match. If the last score sheet of the season is not turned in, the captain cannot play next year and charges could be filed against him or her!!!

D: COURTESY PRACTICE

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

E: STARTING TIME

Teams should be ready to **start at 7:00 PM Friday or 12:30 PM Sunday.** (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. There will be no waiting for players (optional).

F: WHO BREAKS

The visiting team breaks the first game and then breaks alternate after that

G: LATE PLAYERS

If a player comes in late, he or she shall be allowed to play the games he or she has not already forfeited. A late player cannot make up games he or she has already forfeited unless agreed upon by both teams.

H: SUBSTITUTIONS

Captains can substitute players during a match, but not during an individual game. Substitutions must be made before the break of the game and the opposing team must be notified. Failure to notify will result in a re-rack. A player may be returned to the lineup, but must return in the original position from which they were removed.

I: CANCELLATIONS

If a match has to be canceled 48 hours' notice is to be given if at all possible. If a match is canceled due to bad weather, the match must be made up within the next two weeks, weather permitting.

RESCHEDULING MUST BE WORKED OUT BETWEEN BOTH TEAM CAPTAINS, NOT A GRIEVANCE COMMITTEE!!! Any exceptions will be brought up before the Grievance Committee.

J: OFFICIALS

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

K: COACHING PLAYERS

Anyone (not the partner) may be called to the table to coach, but only 1 time per game and that coach MUST BE CALLED before he or she may approach the table. Calling a foul is not considered coaching. (See Rule 4-S-11 & 12, FOULS INCLUDE).

- a.) Partner is allowed at the table once per shot. As soon as the partner leaves the table they cannot come back to the table until the next shot. If the partner comes back to the table after they have left it will result in a ball in hand foul.

L: GRIEVANCES

All grievances shall be written and mailed to, or given to the President, Vice President, or Secretary. This way there will be a record of it on file. A \$10.00 deposit will accompany the Grievance. The secretary will then call each team so they can send representative to hear that team's grievance. In this way, there can be a fair decision made. If the party who has filed the grievance has a representative from that team attending the 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.

4. GAMES

A: THE TABLE

The table shall be the regulation size (7', 8' orp 9') and should be brushed by the home team before each match. There are (6) rails to the table. The home team shall pick which table to play on.

B: CUE BALL

All taverns must use the red circle cue ball (Belgian Aramith ball) as the standard cue ball for mixed doubles. If after three (3) games of play, it is discovered the wrong cue ball is in use, it shall be changed to the red circle cue, but those games will not be replayed.

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 the 8-ball on the break wins the game if the cue ball stays on the table. (See 4-H-5).
3. After the break the table is open, if you pocket a ball on the break you continue to shoot. You may shoot either stripes or solids. The table remain open until a player pockets a called ball.
4. If no balls are made on the break, the opposing player takes his or her choice.
5. If the table is open, the player may use any combination, even hitting the 8-ball first.
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. Not doing so will result in a ball-in-hand foul.
7. Two object balls must hit a rail on the break. If not, re-rack (Cue ball is not an object ball).

8. A player cannot break his or her own rack.
9. If on the break, two balls are jammed in a pocket on the playing surface and one is the 8-ball, the games are re-racked.

E: BALL OFF THE TABLE

If a player makes his or her object ball and a ball jumps off of the table, the ball is spotted and the player will continue to shoot. If any object ball, except the 8-ball, jumps the table, it is to be spotted. (See 4-H-2).

F: SPOTTING A BALL

Should a ball be spotted, it is placed on the spot or as near to the spot as possible in a straight line behind the spot. If more than (1) one ball jumps the table the balls are spotted in numbered succession, behind the spot starting with the lowest numbered balls first.

G: CALLING THE POCKET

After the break, when shooting an object ball, the player must call the object ball and pocket he or she intends to shoot it, to his/her opponent, captain or co-captain so they are aware of the call. When shooting a combination, it is only necessary to call the ball he or she intends to pocket. If the object ball is not shot into the called pocket but into another pocket it will be a loss of turn, not a cue ball foul.

H: CALLING THE 8-BALL

A player must call the pocket in which he or she intends to pocket the 8-ball. Make sure the opposing team witnesses your call. If a player is playing a safety when shooting the 8-ball, no pocket need be called.

I: 8-BALL SCRATCH (LOSS)

1. If a player pockets the 8-ball before all his or her balls are made, he or she loses.
2. If a player causes the 8-ball to jump the table, he or she loses.
3. If a player pockets or causes the cue ball to jump the table on his or her 8-ball shot, he or she loses.
4. If a player makes the 8-ball in a pocket other than the one called, he or she loses.
5. If a player makes the 8-ball on the break and scratches or causes the cue ball to jump off the table onto the floor, he or she 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 his or her opponent.

J: PLACING THE CUE BALL

The cue ball can be moved or placed with the hand only as long as it is dead. The player or partner must make the last positioning of the cue ball. When you have ball-in-hand, if you disturb other balls with the placement of the cue ball or the hand placing the cue ball you have committed a cue ball foul.

K: OBJECT BALL FOUL

If, in the course of shooting, a player moves an object ball (or balls) by touching with hands, clothing, cue bridge, etc., the balls will be placed as nearly 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 space the moved balls previously occupied, then the natural path of the cue ball will have been altered, cue ball foul, ball-in-hand. (This would only occur if the ball or balls were moved during the course of the shot, not if they were moved and then re-positioned to the satisfaction of the players involved).

L: CUE BALL MUST BE STOPPED

The cue ball must be stopped before shooting or starting a new game. (See 4-q-2).

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 finger on the rail).

N: TIME LIMIT

From the time all balls stop moving, you will have 90 seconds to complete your shot, with a 15-second warning, given at 1 minute 15 seconds. If you are down stroking the shot, time warning will not be called and you will be allowed to finish your shot. Should you change your position or choose another shot, the 15-second warning will be called, you will have 15-seconds to complete the shot or it is ball in hand.

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 re-racked. If a dispute is over the meaning of a rule, a member of the Rules and Grievance Committee should be called to clarify it.

Q: MATCH SCHEDULES

MATCHES ARE SCHEDULED ON ALL HOLIDAY'S. YOU MAY RESCHEDULE THESE MATCHES BUT YOU MUST WORK IT OUT WITH THE OPPOSING TEAM CAPTAIN THAT YOU ARE SCHEDULED TO PLAY.

R: FOULS, BALL-IN-HAND (SEE 4-S, FOULS INCLUDE).

Only the couple playing the game or 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.

S: FOULS INCLUDE

1. Cue ball scratch.
2. Touching the cue ball with the cue stick.
3. Double hitting the cue ball.
4. On all shots, the player must strike one of his or her 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.
5. In the case of a ball frozen the opposing player must call the ball frozen. Then the shooter must
 - (a) pocket the frozen ball
 - (b) cause the cue ball to hit a cushion after striking the frozen ball
 - (c) drive the frozen ball to another cushion
 - (d) cause another ball to contact a cushion
 - (e) pocket another object ball from his or her opponent's group.If it is called frozen, failure to accomplish (a) (b), (c), (d), or (e) of this rule is a foul, ball-in-hand.
6. In the case of the cue ball being frozen against a player's object ball, the player may play directly at the object ball and not have committed a double hit. They must accomplish one of the five alternatives listed above (see Section 4-S Fouls Include-5).
7. The cue ball must be stopped before shooting again or starting a new game.
8. Picking up the 8-ball by hand intentionally results in an automatic loss of game.
9. Flashing during a match will result in ball in hand for each occurrence.
10. Marking the table to indicate a shot.
11. **Being coached more than once per game by anyone other than the partner.**
12. Only the partner, may approach the table **without being called** (see Section 3-K-Coaching Players)
13. If the partner returns to the table during the same shot.

T: BALL IN HAND

All cue ball fouls result in the loss of turn and the next player gets ball in hand, anywhere on the table. (exception: See 4-D-7).

U: SAFETIES

If a player does not make one of his or her object balls but does not commit a foul, he or she has played a legal safety and is not being un-sportsmanlike.

V: MASSE SHOTS

Masse shots are legal. (exception: See Section 4-X House Rules).

W: JUMP SHOTS

Properly executed jump shots are legal (exception: See Section 4-X House Rules). When posted, shooting under the cue ball to cause it to jump on purpose is not a legal jump shot but is still a foul.

X: HOUSE RULES

All teams and players shall comply with posted rules at each and every establishment. If they do not allow masse or jump shots, it **is not** a legal shot in that establishment.

Y: MARKING THE TABLE

Any marking of the table with chalk, watermarks, spit marks, or chalk from the tip of a cue, is illegal. The mark is to be removed and, if not removed before the shot is made, it is a foul ball in hand to the opponent. Placing a finger to show a shooter where to hit is OK as long as it is removed before the shot is attempted.

5. PLAYOFF RULES

- **IF A TEAM DOES NOT SHOW UP TO PLAY IN THE 1ST MATCH, THEY ARE ELIMINATED FROM PLAY IN ANY OTHER PLAY OFF MATCH THAT SEASON!!!**
- All league rules apply during the playoffs. Matches are a race to (7) seven.
- All playoff games must be played at the designated tavern. If not, those teams will be dropped from the tournament. Any teams making the playoffs and not wanting to play in the playoffs are to notify the Secretary that they will not be playing. If a team forfeits a match in the playoffs, they are ineligible to play the next year in league unless prior notice was given.
- A player has to play 25% of the matches to be eligible to play in the playoffs and / or to receive a trophy.
- Drawings will be a blind draw.
- From the time, all balls stop moving you will have 90 seconds to complete your shot with a 15-second warning given at 1 minute 15 seconds. If you are down stroking the shot, time warning will not be called and you will be allowed to finish. Should you change your position or choose another shot the 15-second warning will be called. You will have 15-seconds to complete the shot or it is ball in hand.
- During a playoff match, if any team plays an ineligible player, the captain of that team shall be ineligible for the remainder of the playoffs.
- In the playoffs it is a race to 7. Should an 6-6 tie occur, the 7th win is the tie breaker. Each team captain gets to determine which couple he wants to shoot the tie breaker.
 - **Visitor breaks the tie breaking game**
- Teams should call results in to the secretary or **Mac's Cigar**, so the website and the bracket can be kept up to date.

6. **AWARDS**

- A. Top percentage awards will be given to the top 10 percentage shooters that have played at least 60% of the possible games (*10 men and 10 women*) in regular league play. These percentages should exceed 66.67%. This award will be given at the Awards Ceremony.
- B. Awards will be given for all 8-ball breaks and table runs during the regular season, to be given at the Awards Ceremony.
- C. Checks will be given for placing in regular season and or playoffs. The league will not be buying clothing. Teams can do whatever they want with their money.
- D. If 5 or more teams in a league, teams will receive plaques for their sponsor for placing 1st & 2nd in regular season play. Also, if 2 divisions of the same,
- E. 1st – 4th in playoffs.