

The Sheboygan Pool League
Sunday Night – Last Pocket League
7:00pm – 9 games Played
\$10 first night - \$5.00 per night thereafter.

1. Shooters may be men or women, 21 and Up – 18 to 20 accompanied by a parent.
2. Rosters will consist of a 3 person team.
3. A player may shoot for only one team per year. Subs included.
4. If a player starts shooting, he/she must finish all 3 games.
5. If a person is late for the start of the game, the next person will shoot. If the player is not present after everyone shoots in that round, he/she will forfeit the game. If a player must leave early, he/she is allowed to shoot their games before leaving but not in succession. There must be a game in between.
6. All teams must shoot their scheduled matches. In the event a team cannot make its scheduled match, that team must notify their opponent before 8:00 PM the night before, upon which a new time will be scheduled. The latest date for a make-up will be two weeks after that scheduled match. If there is a conflict, the league director will set a time. The only approved provision for not making a scheduled match is to shoot the match in advance, which must be agreed upon by both teams. Please notify the league director of such an action.
7. No coaching by anyone. Loss of game is the penalty, called by your opponent.
8. No hands on the table while balls are moving.
9. Combination shots are legal providing you hit your ball first. Must be called.
10. No safety play, this is an honest attempt league...A blatant safety is a loss of game.
11. On the break or a scratch, the cue ball must be placed completely in the kitchen. If shooting at an object ball, after the scratch, the object ball called, must be completely out of the kitchen.
12. A nudged cue ball or object ball will be loss of turn, either with a stick, bridge, hand, sleeve, shirt, or anything else. Lose of turn.
13. Fouls will be called by your opponent only; again, no coaching.
14. Jump shots are illegal.

15. **The eight ball is NOT neutral.**
16. **If your opponent makes your last ball, you have a choice of pockets for the eight ball. Once called you must keep that pocket.**
17. **Rack your own Rack.**
18. **If a player has two balls left on the table and they both fall in on one shot, the ball called will be their last pocket.**
19. **You can three or more rail the cue ball or the 8ball into any pocket called to win the game once you have all seven of your balls pocketed.**
20. **On a three rail, if the cue ball hits the third rail and the eight ball at the same time, it is a win.**
21. **If you scratch the cue ball, and one or all of your opponent's balls are in the kitchen, that opponent may have the closest ball to the kitchen line, spotted. Same goes for the 8ball, if the 8ball is your opponent's last ball. This helps prevent deliberate scratching of the cue ball.**
22. **CALL YOUR POCKET.** Each pocket has to be called verbally by the shooter unless it is obvious. Banks, kicks & combinations are not obvious calls.
23. **Eight ball on a break is a re-rack. Same person Breaks, unless the cue ball is scratched also.
In this case, it would be the opponents right to break. Bar pays or pulls the 8ball out.**
24. **When you break, if you make one or more solids, you have solids. If you make one or more stripes, you have stripes. If you make any combination of solids and stripes, the table is open. If you miss your called pocket the table remains open.**
25. **If after the break, the table is open, the shooter may use a combination shot to make either a solid or a stripe providing he calls the ball he/she wants to make.**
26. **The order of rotation must be down before the first game begins.**
27. **A scratch while shooting at the eight ball is not a loss providing you do not make the eight ball.**
28. **If you scratch while making the eight ball it is a loss.**
29. **All envelopes & money to be dropped off at VibeZ on or the Tuesday after league.
VibeZ Opens at 6pm Tuesday to Sunday... Closed Monday Nights.**