

The Sheboygan Pool League
Wednesday Night – Ball In Hand League
7:00pm – 16 games Played
\$10 first night - \$5.00 per night thereafter.
Handicapped league
Team Sanction Fee - \$30.00

If there are more than 16 teams signed up, we will have a Lower & Upper Division for the different levels of players.

This is a handicapped league – 10 points a win, and your opponent gets 1 point for each ball made in. Each Player will start as a 7. Scoring will be explained at the meeting.

This will allow for lower level teams to compete evenly with high level teams.

This is a super simple way of scoring to make league fun!!!

1. Shooters may be men or women, 21 and Up – 18 to 20 accompanied by a parent.
2. Rosters will consist of a 4 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 4 games. No rotating a player in.
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.
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 8:30 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 turn is the first penalty, loss of game for the 2nd.
8. Opponent plugs the game, Player Racks his/her own Rack.
9. The Break - cue ball must be all the way in the kitchen. 4 balls must hit a rail, if not, opponent gets to re-rack and break. Scratch on the break, there is no kitchen, opponent gets cue ball in hand anywhere on the table. If the 8ball made on the break, player gets to choose whether to have it spotted or rerack and break. If the 8ball and cue ball scratch, then the opponents gets the option to spot the 8ball or rerack and break. If the opponent chooses to spot the 8ball, he/she gets cue ball in hand. It is open after the break regardless of how many balls are dropped.
10. Fouls – Any foul results in cue ball in hand anywhere on the table. Scratching is a foul, not driving a ball to a rail, once you hit one of your object balls is a foul, touching or nudging the cue ball is a foul, and scratching or jumping the cue ball off the table is a foul. Being coached by your team, while it's your turn at the table is a foul. Hitting your opponent's ball first is a foul. All fouls result in your opponent receiving ball in hand.
11. Fouls will be called by your opponent only. Again, no coaching.
12. Jump shots & Masses are legal. Frozen ball rule will be in effect. If the cue ball is frozen to your object ball, you may push through. If the cue ball is a chalk length distance or less from your object ball, once hit, the cue ball cannot drive past the head string of the object ball.
13. CALL YOUR POCKET. Each pocket has to be called verbally by the shooter unless it is obvious. Banks, kicks & combinations are no obvious calls. 8ball must be called.
14. All envelopes & money to be dropped off at VibeZ on or before Friday after league. VibeZ Opens at 6pm Tuesday to Sunday... Closed Monday Nights.

Any questions Contact your League Directors

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