



Administrative Information Guide

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Elected Officers

President: Bob Mullen 2637 Willow Street Pk. Willow Street, PA 17584 615-2425

Vice President: Clint “Tiny” Murray 192 Stevens St Lancaster, PA 17603 299-1104

Secretary: Jr. Barron 214 Brewster Dr. Lancaster, Pa. 17603 314-1384

Treasurer: Linda Erb 415 Carter-Moir Dr. Lancaster, Pa. 17601 587-9468

Fundraising Committee

Coordinator – Linda Erb

Asst. Coordinator - Terri Lee Carson

Grievance Committee

Jr. Barron 314-1384

Sue Ann Snodgrass 299-4763

John Carson 284-2441

Chuck Reedy 314-5207

Merle Burkhart 569-9307

Scoring and General Procedures

1. Sportsmanship shall prevail at all times
2. Positively no gambling or wagering on league matches or games. This will result in immediate forfeit of match by offending player's team.
3. Tavern proprietors will provide adequate equipment in good condition for league matches (chalk, cues, powder, a level pool table, a "red-circle" cue ball, a mechanical bridge, a short cue (where applicable) and proper lighting).
4. Equipment used for practice shall be the same equipment used for the match.
5. Tavern proprietors will assume the cost of all matches played at home.
6. Players must be 21 years of age or older to participate in the league.
7. A total of 21 games will be played each week.
8. Any shooter on the roster may shoot. The roster will consist of 15 players per team maximum.
9. Games will be shot one on one.
10. The visiting team will place shooters name on the score sheet first, and then the home team will place their shooters name on the score sheet. These two players will shoot one game. The home team will then place their next shooter's name on the score sheet and the visiting team will do the same. This may be the same shooter as before or another shooter. This procedure will continue until 21 games are played. **(Basically the team that breaks calls their player's name first)**
11. No shooter may shoot more than three games in one match.
12. A match will be won by 11 games.
13. A total of 12 games must be played to avoid a forfeit
14. Any team forfeiting a match in the last 4 weeks of the season due to unsportsmanship must pay \$20 per player on the roster that did not shoot their 3 games that match. This fee will be paid before offending players will be allowed to participate in league matches.
15. The starting time deadline is 7:00 PM. The visiting team will have the table for practice from 6:30 PM to 7:00 PM. A match may be started as long as at least one shooter from each team is available. If more shooters are not available once those games are shot, the match will be considered a forfeit. As long as a shooter for each team is available to shoot, the match will continue.
16. Matches will be played each Thursday, unless a make-up match is involved.
17. League officers will notify captains in the event that weekly matches are postponed due to unsafe weather conditions.
18. At each weekly match, the losing team will provide the necessary funds, \$7.00, to the winning team. This includes the matches that are forfeited. Deliberate failure to pay the \$7.00 may lead to dismissal of the losing team from the league. The Rules/Grievance Committee will determine this decision.
19. A captain and/or co-captain will represent each team. In the event a captain and/or co-captain is absent or cannot exercise their normal duties, another player of that team may be designated captain or co-captain. This must be expressed to the opposing captain before the match begins or if it takes place during a match, the opposing captain / co-captain will be notified immediately before any change is made. Failure to do so will be considered a foul.
20. Score sheets must be turned into the league secretary/treasurer no later than midnight of the Friday following Thursday's match. The visiting team captain is responsible for turning in the score sheet. The drop off location will be the Riverside. Captains may fax in the score sheets to # 610-340-9115. Failure to comply will result in a penalty of \$5.00 plus the loss of 5 points. If a second offense occurs, the penalty will be \$10.00 and 10 points. A third offense will be \$20.00 and 20 points. If a third offense occurs, that captain will meet with the Rules/Grievance Committee.
21. Each player must be listed on a team roster. Only 15 names will be allowed on a team roster. Rosters will be open until the second match of the season and can only be revised at monthly league meetings. Any team that does not hand in a roster will receive only those shooters who shot in the first two matches as their roster.
22. No player may play for more than one team during a season.
23. A forfeit will consist of 14 wins and 7 losses to the offended team and 21 losses to the team forfeiting the match. Individual games will not be counted. **(See rule #13 for definition of forfeit)**
24. A player must be present when their name is called to shoot.
25. A team that does not appear for their match because of conditions beyond their control; broken pool table, etc. must make up that match at the discretion of the offended team before the next scheduled match, or forfeit that match. Captains must notify the opposing team before starting time of the match of the need to reschedule.

26. Captains of each team will hold the final decision on any disagreement about the game. The Rules/Grievance Committee will decide any disagreement that cannot be resolved by the captains. Remember sportsmanship shall prevail! All grievances must be put in writing and presented, explaining the exact reason for the grievance, to the committee with a \$5.00 fee. If the grievance is justified, the \$5.00 will be returned. The captain of the team filing the grievance must notify the other team captain that a grievance is being filed. Both captains will sign a score sheet recognizing this.
27. A player must play at least 65% of league games to be eligible for individual league awards.
28. A player must play 24 games to be eligible to play in any play-off matches.
29. There will be a league meeting held the second Monday of each month. Any team not represented at these meetings will be fined \$10.00 and the loss of 5 team points. Meeting will begin at 7:00PM, any team not present by 7:15 PM will be considered absent, unless previous notification has been supplied to the league.
30. A league fee of \$21.00 per match will be collected from each team. These fees will be handed in at the league meeting each month. Any team that does not hand in these fees will be fined \$10.00 and the loss of 5 team points.
31. All officers are elected to a two (2) year term. Any person holding an elected position (Officers, Rules/Grievance, etc.) must attend 2/3 of all meetings or relinquish their position.
32. In the event that the playoff match reaches a tie of 21-21, each team will select 5 players each, each player will shoot 1 game. The breaking team will place their player's name on score sheet first. This will alternate until one team wins 3 games.
33. All playoff matches will be refereed. The referee will settle any disputes that cannot be settled by team captains. The referee's judgment will be final
34. All league payments will be with personal check or money order. Any returned checks will be viewed as non payment. 1st offense will result in a \$10.00 fine and 10 points; 2nd offense will result in a \$20.00 fine and 20 points for every match until payment is received and the team captain will meet with the Rules and Grievance Committee.
35. Teams forfeiting games will pay the offended team \$1.00 for each forfeited game.
36. All headphones, other listening devices and cellular phones are forbidden at the table while actively involved in a game during league matches.
37. All league players will pay the \$15.00 membership fee before they are eligible to play; if membership fee is not paid to league treasurer by following meeting all games shot by player will be forfeited.

League Regulations

1. Visiting team players will break the first rack and alternate all racks thereafter.
2. Balls will be racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball on the foot spot, a stripe ball in one corner of the rack with a solid ball in the other corner. With balls evenly mixed though out the rack.
3. To execute a legal break, the breaker (with the cue ball behind the head string) must drive the cue ball into the head ball and either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. When the breaker fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting with ball in hand behind the head string, or (2) having the balls re-racked and having the option of shooting the opening break or allowing the offending player to re-break.
4. The table is open after the break, even if there are balls made. The shooter has choice but must make a called shot after the break. Combination shots are allowed: however the 8-ball cannot be used as the first ball and you cannot use a low ball (solid) to pocket a high ball (stripe) or vice versa. If the shooter fails to make a called shot, at this point then the opposing player would still have choice.
5. If the eight ball is pocketed on the break, it is a win.
6. Obvious balls and pockets do not have to be indicated. It is the opponent's responsibility to ask which ball and pocket if he/she is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc.
7. A safety play should be called – a good hit must still be made. A legal shot consists of a player striking his object ball and pocketing it where called or causing, any numbered ball or the cue ball to hit a rail.
8. When a numbered ball is jumped off the table, it will be spotted. Any other balls pocketed on the shot, will be credited normally. This is considered a foul.
9. Automatic loss of game:
 - a. If the eight ball is made out of turn.
 - b. If the eight ball goes in any pocket not designated or is jumped off the table.
 - c. If the cue ball scratches when the eight ball is pocketed.
 - d. If the shooter commits a foul shot when the eight ball is pocketed.
 - e. Intentionally picking up and replacing any object ball on the table ([when not in conjunction with rule 17](#)), or intentionally disturbing object balls in an unsportsmanlike manner.
 - f. Any player not in the active game picking any ball off table.
10. No outside person may call a foul or scratch. Only an opposing player, captain, or co-captain may call a player's attention to it. All fouls must be called before the next shot being executed, or else it will be deemed that no foul occurred.
11. Definition of a scratch:
 - a. The cue ball is pocketed on any shot.
 - b. The cue ball is jumped off the table.

PENALTY- FOUL: Opposing player has cue ball in hand anywhere on the table.
12. All shots must be legal. A legal shot consists of a player striking his object ball and pocketing it where called or causing, any numbered ball or the cue ball to hit a rail. It is a foul if the cue tip pushes the cue ball. If the cue ball less then a chalk cube distance from object ball; player must elevate cue 45* or higher or shoot away from object ball so that the cue ball does not follow the object ball's path more then one(1) ball length. (Such shots are usually referred to as push shots.)

Note: A pocket is considered a rail and the eight ball is not neutral and may not be hit first.

PENALTY- FOUL: An opposing player has the cue ball in hand anywhere on the table.
13. If a ball is frozen on a rail, the player, captain, or co-captain must notify the incoming player before the player is down to take his/her next shot. When playing such a shot the player must contact the frozen ball and then (1) pocket the frozen ball, or (2) cause the cue ball to contact a rail, or (3) drive the frozen ball to another rail, or (4) cause another object ball to contact a rail.

14. The following are fouls:
- A player intentionally jumps the cue ball over another ball using a "scooping motion" or below center hit to strike an object ball.
 - A player interferes with the opposing player's game with unsportsmanlike conduct.
 - A player contacts any ball other than his object balls first.
 - A player causes an object ball to jump off the table and come to rest anywhere other than the table bed.
 - Any contact with the cue ball after the initial shot contact.
 - A scratch is a foul.

PENALTY- FOUL: An opposing player has cue ball in hand anywhere on the table. If a scratch or foul is made on the break and the rack is not disturbed, the opposing player may break or allow the shooter to rebreak. If the rack is disturbed, the opposing player may choose to break, or allow the shooter to rebreak, or take cue ball in hand anywhere behind the headstring. Use caution when picking up or placing the cue ball in a *ball-in-hand* situation. The cue ball is always alive. If the cue ball, or the hand holding it or moving it, touches another ball and causes it to move it is a cue ball foul and your opponent has *ball-in-hand*. Be especially careful when picking up or placing the cue ball in a tight spot. **Note:** The table is still open after the break and if the shooter does not hit their called object balls, it is a foul and the other shooter has ball in hand anywhere on the table.

15. Balls moving spontaneously: if a ball shifts, settles, turns, or otherwise moves "by itself" the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket "by itself" after being motionless for three seconds or longer shall be replaced as closely as possible to its prior position on the table and play shall continue.
16. Other than the exception listed below, a shooter may not ask or receive any advice during a game unless a Time Out is called. Only 1 (**60 second**) time out per player per game. Captain, Co-Captain and shooter may call for time out; Player has the exclusive choice as whether to take the time out. Violation of this rule will be considered a foul. Resulting in loss of turn with ball in hand to the opposing shooter.
- No one but the shooter is allowed within three (3) feet of the table during a game except during time outs. Only two people (**including player**) can be at the table during a time out.
 - At the beginning of the game, the captain or co-captain may tell their shooter what balls they have.
 - Player will nominate one person as their "coach" for time outs. Once the time out is called neither the player nor coach is allowed to confer with anyone.
 - A shooter may stop play to ask an interpretation of a rule. A player should inform opposing captain or co-captain of their intent.

Please note: A shooter is allowed to speak with teammates when it is not their turn at the table.

17. Balls that are moved inadvertently during a legal shot by player with his/her body, clothing or chalk, at the option of the offended player, will be restored as closely as possible to its original position. If the moved ball is hit by another object ball during the course of the shot, it will remain in the position it assumed and not be restored to its original position. **This is not a foul.**
18. Any player that causes any damage to any equipment during any league match will be solely responsible for paying for repairs and/or replacement cost. Player will not be eligible to participate in any league matches or functions until balances are paid in full.

Contact List

<u>Team</u>	<u>Captain</u>	<u>Address</u>	<u>City</u>	<u>State</u>	<u>Zip</u>	<u>Phone</u>
Dietz's	Bob Grove	27 Morning Circle	Marietta	PA	17547	314-8931
O'Holloran's	Gene Hecker Sr.	959 Pennsy Rd.	Pequea	Pa.	17565	284-3773
Riverside 1	Merle Burkhart	23 Kreider Ave.	Lancaster	Pa.	17601	569-9307
Riverside 2	Lisa Binkley	140 Street Rd	Holtwood	Pa.	17532	284-3848
Riverside 3	John Carson	761 Pennsy Rd.	Willow Street	Pa.	17584	284-2441
Riverside 4	Brad Gerhart	110 Tomahawk Dr W	Conestoga	Pa.	17516	872-0753
Riverside 5	Frank Kreider Jr.	949 Rawlinsville Rd	Willow Street	Pa.	17584	666-4026
Riverside 6	Julio Echevarria	53 N Plum St	Lancaster	Pa.	17602	538-1274
Shamrock	Dave Horn	776 Nancy Ln	Lancaster	Pa.	17601	295-0007
Sundown 1	Sue Ann Snodgrass	429 N. Mulberry St.	Lancaster	Pa.	17603	392-2737
Sundown 8	Clint (Tiny) Murray	192 Stevens St	Lancaster	Pa.	17603	587-6869

Number for weekly score sheets: 1-610-340-9115

or

http://www.lancaster8ball.com/html/match_result_form.html

2008-2009 Season

9/11/2008	12 at 4	5 at 11	10 at 6	9 at 7	8 at 1	3 at 2
9/18/2008	2 at 12	11 at 3	4 at 10	9 at 5	6 at 8	7 at 1
9/25/2008	3 at 12	11 at 4	10 at 5	6 at 9	8 at 7	1 at 2
10/2/2008	12 at 11	1 at 6	2 at 10	3 at 9	4 at 8	5 at 7
10/9/2008	10 at 12	11 at 1	6 at 5	9 at 2	8 at 3	7 at 4
10/16/2008	9 at 12	11 at 10	5 at 1	4 at 6	2 at 8	3 at 7
10/23/2008	12 at 5	6 at 11	7 at 10	8 at 9	1 at 3	2 at 4
10/30/2008	6 at 12	11 at 7	10 at 8	9 at 1	4 at 3	5 at 2
11/6/2008	1 at 12	11 at 2	3 at 10	9 at 4	8 at 5	7 at 6
11/13/2008	12 at 7	8 at 11	10 at 9	4 at 1	3 at 5	2 at 6
11/20/2008	12 at 8	9 at 11	10 at 1	5 at 4	6 at 3	7 at 2
11/27/2008	Thanksgiving Day					
12/4/2008	4 at 12	11 at 5	6 at 10	7 at 9	1 at 8	2 at 3
12/11/2008	12 at 2	3 at 11	10 at 4	5 at 9	8 at 6	1 at 7
12/18/2008	12 at 3	4 at 11	5 at 10	9 at 6	7 at 8	2 at 1
12/25/2008	Christmas Day					
1/1/2009	New Year's Day					
1/8/2009	11 at 12	6 at 1	10 at 2	9 at 3	8 at 4	7 at 5
1/15/2009	7 and Under Tourney					
1/22/2009	12 at 10	1 at 11	5 at 6	2 at 9	3 at 8	4 at 7
1/29/2009	12 at 9	10 at 11	1 at 5	6 at 4	8 at 2	7 at 3
2/5/2009	5 at 12	11 at 6	10 at 7	9 at 8	3 at 1	4 at 2
2/12/2009	12 at 6	7 at 11	8 at 10	1 at 9	3 at 4	2 at 5
2/19/2009	12 at 1	2 at 11	10 at 3	4 at 9	5 at 8	6 at 7
2/26/2009	7 at 12	11 at 8	9 at 10	1 at 4	5 at 3	6 at 2
3/5/2009	8 at 12	11 at 9	1 at 10	4 at 5	3 at 6	2 at 7

1: Dietz's
 2: O'Holloran's
 3: Riverside 1
 4: Riverside 2
 5: Riverside 3
 6: Riverside 4

7: Riverside 5
 8: Riverside 6
 9: Shamrock
 10: Swan
 11: Sundown 1
 12: Sundown 8

Financial Information

Banking Institution : Wheatland Federal Credit Union
611Centerville Road
Lancaster, Pa. 17601
(717)898-7673 ● 1-800-527-5140

E.I.N. : 19-8425419