

2022-23 Marshfield Wednesday Night

Fun Pool League

LEAGUE

1. Registration fee will be \$50 Dollars Per Team. START DATE IS 9/21/22 7PM
2. Teams will consist of 6 Players, must be 21 years of age, except when accompanied by a parent, A team may play with 5 if the need arises, Player must rotate with different player each game. Cannot play with less than 5 players.
3. Open Roster, Subs can shoot for any team. Any player shooting with a team in the last 3 weeks must have played at least 1 time prior in each half or games will be forfeit.
4. Games will be played on Wednesday night, starting time 7:00 pm real time not bar time. 15-minute grace time before games are forfeit.
5. No Pool week of Thanksgiving (Gun Deer season).
6. Cancellations due to weather or unforeseen problems must be made up. Decision to cancel must be made by the two teams scheduled to play on that night. All make up games must be played as soon as possible but no later than 3 weeks before the end of the season. No Forfeits allowed.
7. Plaques for 1st, 2nd, and 3rd. Any teams tied for these 3 positions will shoot a playoff match at the bar in last place. Captains will flip a coin for being home team
8. Pool night will consist of 12 games, alternating breaks, visitors break first, rack your own break. Home team rotation stays the same. Visitors team rotation is 123,231,312,123. Any bey weeks will be scored 8-4.
9. Team Captains will collect 1 dollar per player for Quarters provided by the BAR. Total of 12 Dollars.
10. Team Captains may collect \$2, \$3, \$4, \$5 or whatever from each player to cover the win/loss list below. If your team wants a bigger kitty at the end of the year collect the higher amount of money, it is your option. Each team is responsible for its own kitty.
11. League party will be combined with the Marshfield 4-man Sanctioned league (BCA) and will be held at Bakeville Sports Bar. Expenses will be paid by the registration fees.
12. Scores must be entered into the Weisam.net website no later than 6:00 PM the following day. Any scores not received will be a score of 0 for both teams.

Win/Loss Pay out

- 6 - 6 No Money
- 7 - 5 Winning team \$2
- 8 - 4 Winning team \$4
- 9 - 3 Winning team \$6
- 10 - 2 Winning team \$8
- 11 - 1 Winning team \$10
- 12 - 0 Winning team \$12

Rules of Play

1. If 1 or more balls are made on the break, it is open table until a called ball is made.
2. 8 Ball break will not be a win or loss, just a re-rack.
3. Scratch or hitting cue off the table when shooting at the 8 ball is automatic loss.

4. Player must call the ball and pocket on all shots, any bank, kiss or combination is allowed. However, 8 ball cannot be the first ball hit in any combination shot.
5. 8 ball must be pocketed on a separate shot, must be hit first or it is an automatic loss.
6. Hitting the 8 ball off the table at any time is an automatic loss, except on break.
7. Any player double-clutching on the eight ball and making the shot, loses the game. A miss will only be considered as your shot.
8. On the break, 2 of the racked balls must hit a cushion for the break to be legal or balls will be re-racked and broke again. If on a break the cue ball flies off the table it will be an a re-rack.
9. If the shooting player touches or moves the cue ball any distance, it will be ruled a completed shot. Except on the break. Cue ball stays where it is.
10. When any other ball is moved accidentally by stick, clothing, or whatever, the opposing team has the option of leaving it where it lies or spotting it as close as possible to the original position. Player who committed the foul would lose their turn. Opposing team always has the option to just let play continue. Remember, it's a FUN league.
11. All scratches are played as ball in hand. Hitting the opponents' ball first and making your ball does not result as ball in hand, you just forfeit your turn.
12. No Safety Shots allowed
13. Cue ball must be completely. In. the kitchen on any break shot.
14. No coaching of players except by team partner or team captain. Only the team shooter and partner or shooter and captain may be at the table not all 3.
15. Once you walk away from the table, your turn is complete, even if the ball drops in later after you have walked away.
16. You will have 1 minute to complete each shot or forfeit your turn.
17. Any team that does not show up and does not call the opposing team at least 2 hours in advance, that is by 5:00pm on Wednesday will be considered a forfeit, 0-12 for the non-calling team, 12-0 win for the team that showed up.