

D & D AMUSEMENT GAMES
POOL RULES
WEBSITE: www.ddamusement.com

LEAGUE OFFICE RIGHTS AND RESPONSIBILITIES

- A. D & D Amusement Games will post weekly stats showing team wins, player wins and Accomplishments on our D & D website listed above. It is the responsibility of the **Players to advise** us of any **discrepancies**.
- B. D & D Amusement Games will also provide score sheets. At the end of the match, the home score sheet Must be signed by both captains, then league monies must be placed in the envelope provided with signed Score sheet and mailed to D & D Amusement Games.
- C. The Visiting Team Score Sheet should be signed by both Team Captains and kept in Visiting Team folder.

BAR OWNERS RIGHTS AND RESPONSIBILITIES

- A. The bar shall retain the right to remove any players from their establishment at any time with just cause. Teams with a player(s) not allowed in the opposing teams location must have subs available to take the place of the prohibited player(s).
- B. All Players must be of **legal drinking age**. It is the bar's and the captain's responsibility to be sure of this. No one's son/daughter/spouse who is under age may shoot just because the parent/spouse is present. Employees of the bar/location that are under age may not shoot either.

TEAM CAPTAINS RIGHTS AND RESPONSIBILITIES

- A. The TEAM CAPTAIN or ACTING CAPTAIN shall be present at all league meetings. Only the captain or Acting captain shall possess voting rights.
- B. The CAPTAIN shall be responsible for knowing and understanding the rules and instruct their players as To all league rules and requirements.
- C. The CAPTAIN shall collect all player's fees for matches. It is the **HOME CAPTAINS** responsibility to mail the envelope containing the match results and prize fund money to D & D Amusement Games in a self-addressed stamped envelope provided in your folder.
If you have the visiting team take the envelope and they do not mail it in on time or not at all, the fines apply to the home team. You will need to work that out yourself with the other team.
- D. The team captains from both teams shall try to settle any disputes that may arise. All disputes that can't be worked out by the two captains must be written up in the form of a protest and CALLED in to D & D AMUSEMENT GAMES within 24 hours of the completion of the match in question. The protest may also be written on the back of the score sheet for the night and requires the signature of the protesting team captain. The protest must be accompanied by a \$20 protest fee. A ruling on the protest will be made by D & D Amusement Games and/or players reps. If the decision is in the favor of the protesting team, the \$20 fee will be refunded.

**PLEASE CALL A PLAYER REPRESENTATIVE THE NIGHT OF LEAGUE FOR HELP
BEFORE DOING A FORMAL PROTEST.**

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PLAYER REPRESENTATIVE LIST IS IN YOUR FOLDER

PLAYERS RIGHTS AND RESPONSIBILITIES

- A. Any player accused of cheating will have the opportunity to defend himself before the Player Rep Committee and D & D Amusement Games. Cheating constitutes falsifying scores, taking of prize moneys from results envelopes, etc.... Players may be suspended from D & D Amusement Games/ State Pool Tournament for a minimum of 1 yr./loss trophies, prize money and participation in league parties. Decisions made by the committee are final.
- B. Each captain will receive an Aramith cue ball and return it at the end of the season. If the Aramith cue ball is not returned, that team will have \$50 deducted from their team prize money.

(2)

LEAGUE RULES AND PROCEDURES

- A. Match starting time is 7:00 p.m. Teams will be allowed **fifteen (15) minutes** grace time. The captain must inform the opposing team of late players. The late player is to be placed at the bottom spot on the score sheet. If the player is not present when it is his turn to play, he forfeits that game. He is eligible to play his next match provided he is present when it is his turn to play. Teams may still compete in a match if they are short a player. They will only have to forfeit the games the missing player would have been involved in. **Players that start the night shooting must play the entire evening.**
- B. Cost per night will be \$5 per person.
- C. Singles Scoring: Winner receives 10 points. Loser receives number of their object balls in the window. Double Scoring: Winners each receive 5 points. Losers each receive number of object balls each person Made.
- D. (1) Push Shot: No foul on a push shot.
(2) 8 Ball on the break: Pocketing the 8 ball on a legal break shot is not a foul. If the 8 ball is pocketed, the breaker has the option of:
A) Re-Spotting the 8 ball and accepting the balls in position, or
B) Re-Breaking
(3) 8 Ball on Break and Scratch
A) Opponent can accept balls in position and spot the 8, or
B) Re-rack and opponent breaks.
(4) Scratch on the 8 ball: Make the 8 ball and scratch = loss. If you miss the 8 ball and scratch, it is ball in hand to the opponent.
(5) Ball in hand: After a scratch (except on break) or an illegal shot. Ball in hand means you can put the cue ball anywhere on the table. A scratch on the break is the only time you must use the kitchen.
(6) There is no coaching/discussing with your partner for any game played, including scotch doubles. If there is coaching/discussing during a player's turn, that player will lose their turn.
- E. Teams needing to reschedule or make up a match must advise the team they are scheduled to shoot 24 hours in advance if at all possible. The team asking for make-up play or rescheduling **must shoot these matches within two weeks after the original scheduled date or you may play the match anytime Prior to the original match date.**

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If you know in advance that you need to reschedule a match, it can be made up **BEFORE** The original match date.

Make-up matches must be shot at the bar where originally scheduled. You also **MUST** advise me of any rescheduled matches **BEFORE** the scheduled match date.

F. Late envelopes - considered late if not mailed the day after your league night

1) 1st offense - \$20 fine

If envelope never gets mailed, home team will be charged all the money for the night and loss of all games if duplicated score sheet can't be located.

2) 2nd offense - same as 1st offense except a \$25 fine.

3) 3rd offense - may be dropped from league and all prize money forfeited, at league office discretion.

G. Forfeits

1) First offense - \$25 fine to the team that did not show up. The team that did show up will get The number of wins (out of 16) equal to that teams winning percentage.

2) Second offense - Same as first offense, except a \$50 fine

3) More than 2 forfeits, \$50 fine each time and may be dropped from league.

4) **Any team forfeiting the last 3 weeks of league play will forfeit 50% of their prize fund.**

Wins may be awarded based on the teams winning percentage (out of 12) or by head to head. League coordinator will decide which process to use depending on the situation.

H. Shortages/Overages will be charged against the home team.

I. Line-ups will be placed on the score sheet by the home team captain first.

J. The team with the most points at the end of the season will be the League Champion. In the event of a tie, we will go by the head to head competition that occurred during the league season between the teams.

**Travis' e-mail address is: twilkinson@ddamusement.com
www.ddamusement.com**

You can also find us on FACEBOOK

D&D Amusement Games LLC

And we also have a separate group for this league, just search:

“Rapids Tuesday Pool”