

# WATERLOO COUNTY RECREATIONAL POOL LEAGUE

(Updated 2024)

WCRPL.CA



## REMINDERS AND CHANGES

- Each player must play 4 regular season games to qualify for playoffs In the summer. And 8 regular games in the winter.
- Rosters are to be frozen and **MUST** be put in the Money bags on week # 8 in the summer and Week #12 in the winter. Please make sure all Player names are correct as they will be used for the spelling on awards!
- Attendance Sheets **MUST** put in the Money bags on Week #10 in the summer and week #18 in the winter. We need these to verify players qualifying for Playoffs.
- Home team must send in a picture of the scoresheet on night of play; To **Joanne 519-569-9882** – failure to do so is a **5 point penalty**.
- Score sheets must be complete (both team lineups) & legible; score sheets to be placed in the Locking League Money Bag behind the bar – failure is a **5 point penalty**.
- Player fees of **\$4.00** per week will be collected during playoffs as well as regular season; the Home team will be responsible for providing the Envelope, and ensuring both teams are collected; to be signed by both Captains that amount enclosed is correct and placed in the Locking League Money Bag behind the bar.
- A second table **MUST** be open by 8:30 PM. But maybe opened earlier if **BOTH Captains** agree.
- Players can only play for one team on any given night. ***A player must have approval of the Executive to switch teams after the second week.***
- Called ball and pocket only, see Game rules # 16. You must hit one of your own balls first.
- Grievances will not be allowed after the score sheets are signed except under special circumstances. This will be decided by League Executive. There is a \$20.00 grievance fee payable when the grievance is logged. If you win your grievance, your money will be refunded. Judgment calls (visual) are not grievable.
- Rule Change :(sept/7/23) All forfeits and byes will now be only 11 points for the night
- Changes: Eliminate Msp Trophies from Divisions and all runner up trophy's (edit date sept/7/23)
- Changes: Playoff rules #8 to add in Home team Breaks on Table #1 and Visitors Break on Table #2 (edit Sept/05/2024)

- Changes Game Rule #33 No partner or player at any time may touch the balls, table or player while shooting, this will be considered out of turn play and includes wrong partner shooting (Violation = Forfeit game) Clarification: This does not apply to a team that breaks or starts play on the wrong table. (This is a mistake and players will re rack with correct players on that table.) (sept/05/24)
- Changes Team Penalties edit add in: If your Roster sheet or your Attendance sheets are not handed in. 5 Points per sheet will be deducted from the teams score. (sept/05/24)
- Changes playoff rules #6 Players must sign in before they play their 1st game, and show ID if requested. Teams must have 5 players Signed in by 7:30 in order to play. If not forfeit that night. (Clarification sept/05/24)
- Game rules 12. a) – if there is no possible shot that won't lead to the loss of the game (example: 8 ball or another ball being sewerred ) & this is agreed by both captains, it is a re-rack with the original player breaking and the shooting order remains the same. (edit sept/05/24)

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## 1 TABLE/BAR RULES

1. a) Proper sportsmanlike behavior is required.  
b) Profanity and physical or verbal abuse is not allowed.  
Violation = forfeit game. The establishment may eject violators and disallow them to play there. If any player is ejected and has not played their required games, the team will have to take a loss for the ejected players remaining required games.  
PHYSICAL ABUSE AND ALTERCATIONS WILL RESULT IN A MINIMUM OF SUSPENSION BUT MAY RESULT IN EJECTION FROM THE LEAGUE WITH A LIFETIME BAN.
2. Home team sponsors will open the tables that are in use for League play as well as for practice time prior to game time.
3. Games start at 7:30 pm sharp. Home team practice time is from 6:30 – 7:00 pm. Visiting team practice time is from 7:00 – 7:30 pm.
4. A second table **MUST** be open by 8:30 PM. But maybe opened earlier if **BOTH Captains** agree..
5. All players must be at least 19 years of age and able to prove it.
6. NO OUTSIDE ALCOHOL TO BE BROUGHT IN AND NO CONSUMING ALCOHOL OUTSIDE THE BAR. ANY INFRACTIONS WILL RESULT IN EJECTION FROM THE LEAGUE.

## 2 GENERAL RULES

1. Each team Captain will make sure that each member of his/her team has read and understands the League format of all rules. Some rules are specific to this league.
2. Player membership fees = \$4.00 each week you play including playoffs. Envelopes are provided, home team to supply. The original score sheet with both teams lineups and the Money Envelope are to be placed in the Locked Money Bag behind the bar each week.
3. Team rosters will be frozen on the 8<sup>th</sup> week of play In the summer And on the 12<sup>th</sup> week in winter. and must be placed in the League Locking Money Bag. They must be accurate and legible. Absolutely no roster changes will be allowed after the rosters are frozen. Team Captains are to make sure they have a set roster for the rest of the year and that it is ready for pickup on Week 8 in the summer and week 12 in the winter. Extenuating circumstances may be reviewed.
4. Every team is to have a Captain and two Co-captains. Captains must have played in the league the previous season. In order to Captain or Co-captain a team you must be an active player that evening.
5. a – Each team Captain should have a phone number for each team member.  
b – Each team Captain and Co-captain must make their phone numbers available

to the league.

c – Each team member is to have the Captain's phone number.

d - Captain's should provide an email address to get the standings

6. Captains and Co-Captains are to refrain from excessive involvement (see coaching). Most players resent unwanted advice, just as you do, as it lessens the enjoyment of the game.
7. A player may only play on one team on a given night. A player must have approval from the executive to switch teams after the second week of play.
8. Although major changes will continue to be voted at membership meetings, the League Executive has the power to make discretionary changes for the benefit of the League.
9. The home team captain (or co-captain) **must** send in a Picture of the score to **519-569-9882 on the night of the games played.** **Failure to text score in is a 5-point penalty!**
10. Double hit of Cue ball is a foul and loss of shot; If on the 8 ball and the 8 ball drops Loss of game
11. The white (cue) ball will be no smaller or larger than the set of target balls on the table but must be the same size as the target balls.
12. Players can advise their partners on angles (rail shots) but cannot mark the spot while the player is actually making the shot. Loss of game.

### 3 GAME RULES

1. All shots must be called and acknowledged. (Violation = loss of turn)
2. If a ball is made off the break, the shooter must shoot another ball of the same type.  
Example 1 – low ball off the break...next ball must be a low ball or the table is still open. Example 2 – high & low ball off the break – shooter has choice for next shot.
3. On the break – 3 balls *must* hit the rail. If 3 balls fail to hit the rail, re-rack and try again.
4. AN HONEST ATTEMPT MUST BE MADE EVERY SHOT. (Violation = forfeit of game)
5. Deliberate hooks or sewers are not allowed. (Violation = forfeit of game)  
You cannot deliberately sink an opponent's ball to improve your position. (Violation = forfeit of game)
6. Coaching is allowed by one (1) team member that is not playing, maximum twice per game, and **only if asked** by one of the players. (Violation = forfeit of game) Time limit allowed for discussion between players on a problem shot is maximum one minute and a further minute maximum for a "called up player". (Violation = loss of shot)
7. 8-ball alone off the break wins the game. 8-ball with another ball off the break is a loss of game.
8. When hooked on the 8-ball and you make an honest called shot and a genuine attempt to hit the 8-ball, you do not lose the game if you fail to hit the 8-ball.
9. A 'sewer' of the 8-ball in the wrong pocket while shooting the 8-ball is a loss of game.

10. If an opposing ball drops while you are shooting the 8-ball, it is a loss of game.
11. The 8-ball is NOT neutral. It can be used in a combination. When shooting the 8-ball, you can play it off an opponent ball. The 8-ball is NOT a target ball until it is the only one you have left (you must hit one of your target balls first).
12. a – if there is no possible shot (example your ball surrounded by opponents balls so tight that you can not physically get the cue ball to hit your ball) or a shot that will lead to the loss of the game (example: 8 ball or another ball being sewered because its touching your ball hanging over the pocket) & this is agreed by both captains, it is a re-rack with the original player breaking and the shooting order remains the same.(edit sept/05/24)  
  
b – If the 8-ball, as your last ball, is behind the string (scratch line) and your opponent scratches, the player has the option to spot the 8-ball. If the rack spot is covered, the 8-ball will be spotted directly behind the spot against the rail.  
c – If all of your balls are behind the string (scratch line) and your opponent scratches, you have the option of spotting your ball *closest to the scratch line*. If the 'spot' is covered, you spot the ball directly behind the spot on the rail. If you choose to spot, you must shoot at the spotted ball.
13. No deliberate jump shots are allowed (Violation = forfeit of game)
14. Masse shots are not allowed. The league defines a Masse shot as the cue almost vertical to the table so that the butt end of the cue and the hand are above shoulder level, applying extreme spin on the ball to go around another ball (Violation = forfeit game)
15. Making a called shot plus an opponent's ball is a scratch and results in loss of turn. Dropping one of your own balls *before* or *after* your called shot drops is a bonus. Keep shooting. You may also call a Split shot as long as you call and make a ball into a pocket.
16. The League plays pockets called ball and pocket only. If a ball touches a rail or bobbles before falling in the called pocket, it is a valid shot.
17. When racking the balls, they must be alternated around with the 8–ball in the middle.
18. If the shooter hits another ball with his/her hand or cue by accident, the ball must be returned to its approximate position.
19. One foot must be on the floor when shooting, so a rake must be used when required.
20. The shooters must move away from the table when they have completed their turn. No hand or object is to be on the rail while a shot is being taken.
21. Team Captains have the final say in all disputes. If a decision cannot be made, the game is to be replayed.
22. Rotation play is preferred during the regular season. However, this will be considered the Captain's discretion. All players must be represented in at least three (3) sets.
23. First break will be made by the visiting team. All other breaks will be made by the winning team of the previous game (new players).
24. Team Captains will make sure that games are played as quickly as possible. Have the next set of partners ready to play immediately – the previous losing team will rack.
25. Both team captains sign the score sheet at the end of play. **Score sheets will be collected weekly**

**and must be placed in the League Locking Money Bag for collection following play - 5-point penalty for missing score sheets**

26. **Player's *first name and last initial* will be entered on the score sheet beside their games. This is especially important when you have 2 players with the same first name – always include last initial, even if only one is playing on a given night, so it is clear which one to credit when reviewing for playoff qualification.**
27. Twenty (20) games will be played each night – four (4) sets of five (5) games each. Each game is worth 1 point. A maximum of 20 points are available each night of play – team scores, when added together, should equal 20 points.
28. A maximum of twelve (12) players and a minimum of seven (7) are on each team. Executive may review exceptions.
29. Each player must play a minimum of three (3) games in three (3) different sets each evening.
30. No player will play more than six (6) games in an evening. (Violation = loss of one point for each game illegally played)
31. Each team is required to have a minimum of three (3) females on the roster, and a minimum of two (2) must play each night.
32. During each night of League play, there must be ladies represented in a minimum of six (6) games on the score sheet. If only one (1) lady is present, she must play six (6) games. (See penalties) *Two (2) ladies may play together in three (3) games and this counts as six (6) game representation.*
33. No partner or player at any time may touch the balls, table or player while shooting, this will be considered out of turn play and includes wrong partner shooting (Violation = Forfeit game)  
Clarification: This does not apply to a team that breaks or starts play on the wrong table. (This is a mistake and players will re rack with correct players on that table.) (edit sept/05/24)
34. Cue ball must move 6 inches on a miscue; less than that return cue ball to its approximate position.
35. Grievances will not be allowed after the score sheets are signed except under special circumstances. This will be decided by the League Executives. There is a \$20.00 grievance fee payable when the grievance is logged. If you win your grievance, your money will be refunded. Judgment calls (visual) are not grievable.

## **4 TEAM PENALTIES**

- **A team must have a minimum of five (5) players present at 7:30pm**, including 1 female, to start play. Less than 5 players or no female = forfeit of night (score 11-0). No forfeits to be taken the first two weeks of play as long as there is a minimum of 5 players, one must be female, and all players need to play till the end of the night.
- Additional players have until the beginning of the seventh (7<sup>th</sup>) game to arrive – they must arrive in time to play in one of the first 7 games.
- No player will begin play after the start of the seventh (7<sup>th</sup>) game. If any player begins play after the 7th game, three (3) points will be subtracted from the offending team score and added to the other team's total.

- **Once game 7 has started**, if a team has only six (6) players, they will forfeit two games. Write the winning team on the score sheet and in brackets write "W by forfeit".
- **Once game 7 has started**, if a team has only five (5) players, they will forfeit a full set (i.e. lose 5-0). Write forfeit across the set.
- It is recommended that these game forfeits be assessed on the final games/set of the night, just to keep the score sheet clean.
- If it is noticed that a player does not play the required three (3) games in three (3) sets, three (3) points will be subtracted from the offending team's total points and added to the opposing team's point total.
- Each team must have two (2) ladies present by the start of the 7<sup>th</sup> game. If only one (1) lady is present after the 7<sup>th</sup> game has started, a penalty of three (3) points will be subtracted from the offending team and added to the opposing team's score. If only one (1) lady is present she must play six games or one (1) point will be deducted for each game she did not play.
- If a team plays without any ladies present, it is a 11-0 loss – forfeit the entire night.
- If the home team Captain does not phone in the score for the evening, **five (5) points** will be subtracted from the home team score. These points will *not* be added to the visiting team score.
- If score sheets are not complete (both teams lineups), legible and placed in the League Locking Money Bag, **5 points** will be deducted from home team score,
- If your Roster sheet or your Attendance sheets are not handed in. 5 Points per sheet will be deducted from the teams score.(edit (sept/05/24)

## 5 PLAYOFF RULES

1. In order to qualify to play, players must have played 4 nights during the regular season and in the winter it is 8 nights..
2. Each set must be handed in before play in that set begins.
3. Home team will provide the judge with a score sheet.
4. Line-ups are given to the judge who completes the score sheet.
5. Strict rotation must be followed. A person cannot play a 2<sup>nd</sup> game until every other player has played 1 game; 3 before 2; 4 before 3; etc
6. Players must sign in before they play their 1<sup>st</sup> game, and show ID if requested. Teams must have 5 players Signed in by 7:30 in order to play. If not forfeit that night. (Clarification sept/05/24)

7. All playoffs are a race to 21 in the winter and a race to 11 in the summer. Teams should play out the 2<sup>nd</sup> night (support the bar), but do not have to if the series is over.
8. If teams are tied after 2 nights (20 – 20) in the winter and (10-10) in the summer, each team is to select 6 players (1 must be female) to play a tiebreaker set. A female must play in the 1<sup>st</sup> and 4<sup>th</sup> games of the set. The winner of the set is the series winner. Home team will Break on Table #1 and Visitors will break on Table #2.(edit sept/05/24)
9. Judges are there to mediate. If you have a problem, the players of that game or the Captain/Co-captain must ask the judge for a ruling. No one else will be listened to.
10. The Judge's ruling is final.
11. If the Judge cannot make a ruling, the game in dispute will be played over.
12. If you put a player in the game line-up, and they do not show up, you forfeit that game and all games in the rotation that he/she would have played.
13. If a team does not show up at all (0 players), they are out of the playoffs entirely.
14. All regular season rules will apply with the exception of playoff rules that supersede them i.e. strict rotation.