

Kanawha Valley Pool Players Association

Rules

I. LEAGUE RULES

- A. Officers:** There are four elected officers: President, Vice-President, Secretary & Treasurer and Web Master. Officers serve 4-year terms unless resigning or are recalled.
- 1. Officer Elections:** Each current team may nominate one candidate per open office. Candidates must be an active player and have at least 6 years of league knowledge of rules and play. Prior to an election, at least six and a half days must be available for making nominations. Nominations for officers must be submitted 7 days prior to the election.
 2. A recall election for an officer may be demanded by three or more current teams submitting a joint written request.
 3. Officers can be re-nominated for the same office after the 4-year term.
 4. An Officer can not be re-nominated for any open office, if they have been recalled.
 5. There will be 3 "Rules Committee" members, appointed by the league officers and their terms will be until resigning or recalled by the League Officers.
- B. Rule Changes:** These rules may be amended by majority vote. Teams will be given at least six and a half days to discuss proposed changes before a final vote is taken.
1. A rule change vote may be taken at a meeting without delay if at least half of the current teams are represented and there are no objections from any member present.
 2. Officers have the right to change rules without a league vote regarding anything that does not pertain to actual league play, or player fees or bar fees.
- C. Meetings:** The officers will call for league meetings as needed. Meetings are open to all members.
1. The time and location of the meeting will be published at least six and a half days in advance.
 2. At least three officers must be present to hold a meeting.
- D. Voting:** Every team (as represented by a captain or acting captain), Location Owner, and Officer present at a meeting may cast one vote each per office or issue. A person may vote in only one role (Captain, Owner or Officer) per meeting.
1. Unless defined elsewhere, a measure passes if it receives more than 50% of the votes cast.
 2. A vote may be taken via printed ballots distributed to the next scheduled playing locations. In this case, the voting period will last at least ten days.
 3. Should there be a tie vote, the League Officers and Rules Committee will be called upon to vote again as a tie breaker.
- E. Drop-Off Location:** Teams may drop off score sheets, fees, or any other paperwork at:
- Barneys** on 1007 Bigley Avenue,
 - Swamp Fox** on 4404 Sissonville Drive,
 - Tippies** on 216 7th Avenue South Charleston,
 - Bobbie Jo's** 3324 Piedmont Road.
- Items will be picked up on Sundays at 6:00 pm.

Also, scanned in images can be **emailed** to the league **Web Master** kvppawm@gmail.com but items must arrive before any applicable deadlines.

- F. Membership:** Only KVPPA members and locations in good standing are allowed to participate in league play.

1. Players

- a. **Basic Requirements:** Members must be at least 21 years old, with Valid ID and have paid all required fees (past and present), and not currently on suspension.
 - i. **Players who failed to pay past dues:** All dues past and present must be paid before they are allowed to play in the league.
- b. **New Players**
 - i. Players may be added to a Team's roster without advance notice to the Officers or an opposing team. Captains *should* contact officers ahead of the match to verify eligibility.
 - ii. A new Player's Fee must be paid with their first score sheet or by 6:00pm Sunday after the match. Otherwise, any wins will be forfeited. (The opposing players' losses do not become wins.)
 - iii. New Players may not be added in last four weeks without extreme circumstances approved in advance by the Officers.
- c. **Switching Teams:** Players may not switch teams mid-season without good cause and approval from the officers. If the move is approved, a new Player Fee must be paid and the Player begins again as a new Player. That Player's past wins with the former team become forfeits for that team. All dues must be paid before switching teams. (But not wins for those opponents.)
- d. **Barred Players:** A Player barred from a playing location will be permitted to play there at the Owner's discretion only. Being barred from more than one playing location may be grounds for suspension from the league.
- e. The League will not override a decision from a location regarding a barred player.

2. Teams

- a. **Roster:** Teams must have a roster of at least five Players (including at least two males and two females) in order to sign up.
- b. Captains are responsible for ensuring that their Players are informed of all league rules and promoting good sportsmanship from their team. The home team captain is considered the host for a Match.
- c. The Captain has authority to make all team personnel decisions. The Location Owner has authority to replace the Captain.
- d. Each team *should* designate an Assistant Captain to fill in and assist in settling disputes or dealing with any matter if the Captain is not present, as well as Secondary Contact.
- e. **Changing Locations:** A team is no longer able to play at their location may move to another location if the officers approve. A new Location Fee must be submitted with or prior to the first score sheet from the new location. Players do not need to pay a second Players Fee. Players dues must be up to date before approval.
 - i. If a team folds and does not move to another location because of "the owner removing the team" or "the bar closes", the individual team players can relocate (initial move only) to another team without paying the players fees.
 - ii. The player must not have any written complaints
 - iii. That player will start with 0-0 record.
 - iv. The location fee will be at the discretion of the League Officers.

- f. **Contact Numbers:** Each team must have a minimum of 2 working phone numbers for contact purposes.

3. Locations

- a. **Number of Teams:** A Playing Location may sponsor one or two teams for each pool table available and in good working order.
 - i. Four teams is the maximum number of teams per location.
- b. **Quarters:** Owners are responsible for providing the quarters (or opening the table) necessary to play all matches scheduled for their location.
- c. **Team Drinks:** Playing Locations must provide a “team drink” for each Player listed on the match’s score sheet. These drinks are to be of equal or lower price than drinks the Players have already purchased that match. Pitchers, buckets and such are not eligible. Team drinks are to be offered at the start of the third set. Players are encouraged to tip the bartender as if the drinks were being purchased normally.
- d. All bars must have **Electricity/Water** before and during league play unless the problem occurs during league play. If the problem occurs during league play, the teams may continue to play and finish the match or reschedule the remaining match with the same line-up.
 - i. If a bar does not have adequate heating and cooling, a forced forfeit may be called by the visiting team, unless the problem occurred on the date of the match.
 - ii. An officer needs to be notified that evening by phone from the team captains if the match has to be rescheduled.
- e. All bars must abide by the Kanawha County Department of Health smoking regulations on Wednesday night from 6pm to midnight or until all matches are finished.
 - i. **Exception:** All team players active on the score sheet for that Wednesday night, must agree to smoking in the bar.
 - ii. **Rescheduled Matches:** Will go by the bar policy of smoking, because it is NOT a Wednesday night.
- f. **Table Inspection:** All tables will be subject to inspected by an officer prior to the start of the season play and when a table’s quality comes into question. The condition of the cloth, rails, lighting, balls, tables levelness and space around the table, will be evaluated. Failure to satisfy League standards may result in denial of entry into the league or probation for tables not up to standards during the season. Officers by majority vote will decide on the best course of action.

G. Fees

- 1. **Player Fee:** \$25 per Player per season.
- 2. **Location Fee:** \$25 per team per season.
- 3. **Collection and Payment:** Team Captains are responsible for collecting and submitting all Player and Location Fees by the deadline. Fees may be paid to any league officer.
 - a. **Deadline:** The Location Fees and all initial Player fees must be paid by 6:00 pm on the second Sunday following the first match. Failure to pay (or make other arrangements) by the deadline will result in loss of all wins prior to the payment date. (Opponents do not receive wins.)
 - b. **Refunds:** The KVPPA will not refund Fees or game quarters for any reason.
 - c. **Returned Checks:** Any bank charges resulting from a returned check will be assessed to the Member that wrote it.

II. SEASON RULES

A. Teams Dropping Out

1. If a team folds during the season, all played matches will be removed from the standings and remaining matches will become byes.
2. A team that forfeits three or more of five consecutive matches is automatically considered to have folded.
3. A location owner may add all new Players to a team that is about to or has folded. (See "New Players")

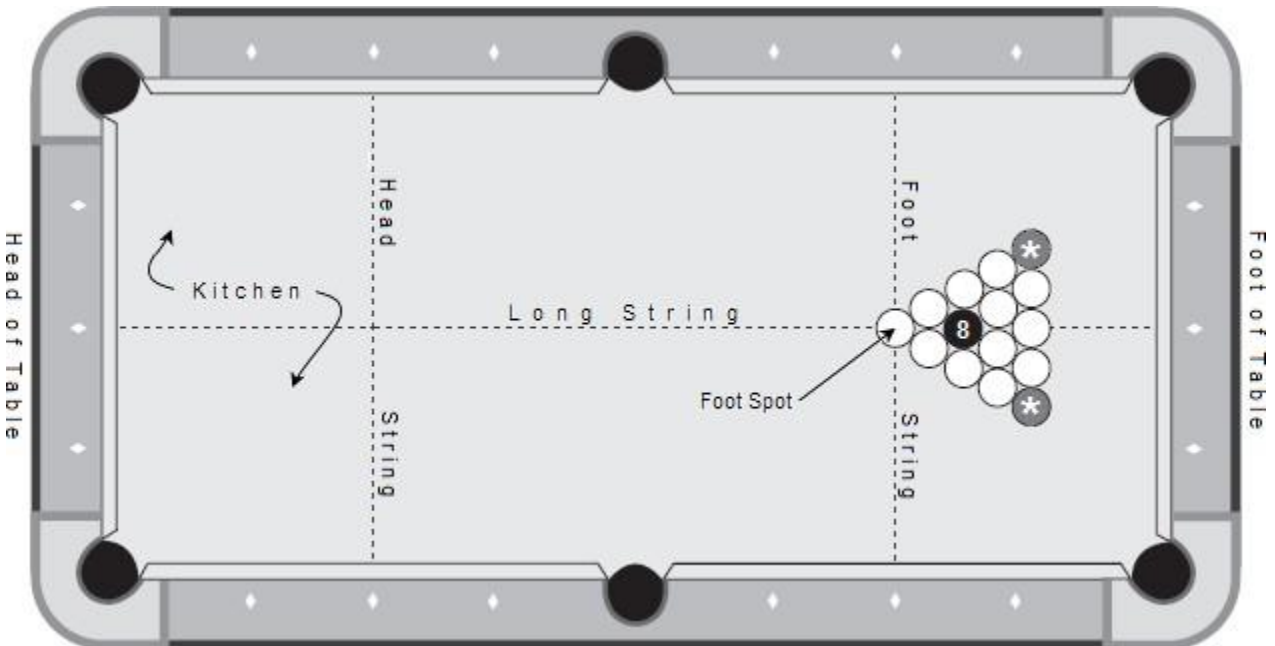
B. Awards: The following awards will be given at the end of the season.

1. **Teams:** First, Second, and Third Place Team awards will be given based on highest team win totals.
2. **Most Valuable Player:** These awards will be given to the Players (one for each gender) with the highest total wins during the season and wins only. Losses will be ignored.
3. **Best Sport:** A "Terry Poston Sportsmanship Award" will be given to the Players (one for each gender) with the most "Best Sport" nominations.
4. **Hospitality Award:** This award will be given to the playing location receiving the best average hospitality rating.
5. **End of Season Ties:** In the event of ties, the officers will decide play-off criteria.
 - a. **Individuals:**
 - i. 2 players: Flip for the break, alternate breaks, Race to 3.
 - ii. 2 players: 3 rounds of round robin play, see round robin playoff format.
 - iii. 4+ players: Double elimination flip for the break.
 - b. **Teams** Single elimination Race to 8 using the regular season format: 3 rounds of 5 games.
 - c. **Playoff** Officers will decide a neutral site unless all participants are from the same bar.
6. **Banquet:** The opportunity to host the Awards Banquet will be offered to Playing Locations in the order of the final team rankings. However, the banquet site must have a full liquor license and a reasonable selection.
 - a. On the second Sunday after the last match has been played, the team(s) that are in the running to host the banquet must have a date set in June for the banquet and on a Saturday. Failure to do so disqualifies that bar from hosting the banquet. If there is a playoff, each team will have a date set.

III. MATCH RULES

- A. Start Time:** Matches start at 7:30 pm unless mutually rescheduled. (See also “Rescheduling Matches”) After a 15 minute grace period, a team with fewer than three Players present can be considered to have forfeited all games in the match.
- Practice Time:** The visiting team is entitled to practice on the table that will be used in the match. The practice period is the 30 minutes prior to the scheduled start time.
 - If another table is available, Players on either team may practice on the non-match table. Players must give up a practice game immediately if it is time for their league game.
- B. Match Format:** A match consists of three sets of five games. In each set, both Players in games one and three must be male and both Players in games two and four must be female. In game five of each set, there are no gender restrictions.
- Line-Up:** The Home team’s line-up will stay the same and the Visitors will rotate. If 3 females are rotating they will be in the 2nd, 4th, and 5th positions, while the 2 males will switch in the 1st and 3rd positions.
 - If agreed upon by both Captains, The Visitors line-up will stay the same and the Home team will rotate.
 - If the line-up has been set, it cannot be changed unless agreed upon by both Captains. If not agreed by both an officer may be called and they will make a decision.
 - Forfeited Player:** “Forfeit” may be entered in place of a Player’s name if not enough Players are present. This is counted as a “Team Forfeit” loss for that team and a win for the named Opponent. (In the case of Forfeit vs. Forfeit, both teams receive a loss for that game.)
 - Absent player:** If a Player is not present for a designated game for five or more minutes, the Opponent may claim the win.
 - If a Player plays the wrong game in a set, his/her team receives a generic forfeit, and the opponent receives a win. If the line-up is in error, redo line-up and start again. Only line-up error is writing women down in the men’s slot and vice versa.
- C. Outside food** is not allowed unless the Location Owner explicitly permits it. **Outside beverages are not allowed** in a location. Failure to obey a Location’s policy may be grounds for Player suspension.
- D. Gambling** on any aspect of a league play is not permitted. Violating this rule may be grounds for suspension.
- E. Score Sheets:** Each team Captain is responsible for turning in his/her team’s score sheet. Score sheets not submitted by 6:00pm on the second Sunday following the match will be entered as 15 losses (aka forfeit). (Opponent’s losses do not become wins.)
- F. Rescheduling Matches**
- A team needing to reschedule a match must notify the opposing Captain at least 6 hours in advance and if done so the rescheduled match must be granted. Late requests can be honored at the discretion of the opposing Captain.
 - If the Captain and other listed contact (Co-Captain) cannot be reached through the contact numbers listed on the website, prior to the 6 hours needed for a reschedule, an officer should be contacted immediately. If the officer is also unable to contact the team Captain or Co-Captain, a decision to allow the reschedule can be made with an officer vote.

3. Make-up matches must be scheduled within two weeks of the originally scheduled date. Extensions require approval from the officers.
4. If an officer is not notified of a make-up date within the allotted time, the rescheduling team forfeits.
5. If the teams fail to make-up a match within the allotted time, or if there is a dispute over rescheduling, an officer will set a time and day the match is to be played.
 - a. The 'officer scheduled match' date and time will be determined by the officer scheduling that match.
 - b. If the home team has 3 or more players present at the officer scheduled match they may play, if they don't, then the home team forfeits 15 games.
 - c. If the visiting team has 3 or more players present at the officer scheduled match they may play, if they don't, then the visiting team forfeits 15 games.



IV. GAME RULES

A. Who Breaks: The first shot of a game is the break shot. The official score sheet indicates for each game which Player breaks. The opposing Player is to rack the balls. (See also Break Shot.)

B. A Player's Turn: A player may continue shooting until he/she (1) fails to pocket a numbered ball, (2) commits a foul, or (3) wins the game.

1. **Referee:** A player may ask a teammate to watch a shot if there is a chance of a foul occurring. The opponent may ask for one of their teammates to watch the shot as well. This is not a coach.

C. Open Table: The table remains open (meaning solids and stripes have not been assigned) until a ball is made in a called pocket without fouling. Once a called shot is made (without fouling) that Player is assigned that ball group (solids or stripes). The Opponent is assigned the other ball group. (See also Combination Shots.)

D. Winning the Game: The Player that pockets the eight ball (without fouling) wins the game. Pocketing the eight ball any other way is a loss of game. (See Eight On Break for an exception.) Any loss of game is a win for the Opponent.

- 1. **Eight-ball Run Out:** If a Player (1) on his/her first turn, (2) begins with all 15 numbered balls on the table, (3) pockets all seven numbered balls in a ball group without fouling, and (4) pockets the eight ball without fouling, he/she is awarded an "Eight-ball Run Out" or ERO win.

E. Coaching: A Shooter may request "coaching" assistance up to three times during each game. The Shooter and Opponent are responsible for informing their respective team Captains of each "coaching call". Both Captains are responsible for keeping track of the number of coaching calls used. The Coach must have been on the Shooter's team, dues paid and actively play the night of the match. Unsolicited advice from the Opposing Team or its supporters or a neutral non-member does not result in a Coach Call or penalty.

- 1. A Player receiving more than three coaches loses the game.
- 2. Unsolicited coaching from, or pointing out a rule by, a Shooter's teammate or Team Supporter counts as a FOUL. The penalty is a loss of turn.
- 3. Unsolicited coaching from a bar patron must be dealt with by the captains, by notifying the bar tender or bar owner and have them remove the bar patron from the game area.
- 4. Only the Opponent may point out an unsolicited coach.
- 5. Each person providing coaching assistance on a shot counts as a coaching call.
- 6. If there is a rules question, it is to be asked to your opponent first. If your opponent does not know the answer or answers incorrectly, a Captain may clarify the answer by showing both players the rule(s) in writing.

F. Interference from Opposing Team: If any Player, or Team Supporter, physically interferes with a Shooter or changes the table layout in any unauthorized way, that team's Player loses the game.

G. Sharking: The intent to distract, irritate or intimidate the opponent so that they under perform. Blatant sharking is a form of 'Unsportsmanlike conduct and is an immediate loss of game.

H. Incidental Pocketing: If any ball, including the eight ball, drops into a pocket by no fault of either Team (or Team Supporters), the ball is to be retrieved and spotted. The Playing Location is responsible for providing any quarters necessary to retrieve a ball.

- 1. This rule also applies to a ball that fully stops near a pocket for a noticeable period of time and then falls for unknown reasons or such unintentional things as vibrations or fans.
- 2. Pocketing a ball by contact with clothing or stick, is a foul and loss of turn. If the eight ball is pocketed it is loss of game.

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I. Calling Fouls: Only the Opponent may call a foul on the Shooter. The call must be made before the next shot is attempted. A foul cannot be called if it was pointed out by anyone other than the opponent (even from a called coach).

1. Leniency: An Opponent may decline to call any foul as he/she wishes in order to promote an atmosphere of good sportsmanship.
2. A player must verbally call a foul to their opponent before speaking to anyone else. If there is a question regarding the rules, the Captains may be brought into the discussion for a decision/rule clarification.
3. If two or more fouls apply to a shot, only the most severe penalty applies.

V. SHOT RULES

- A. Called Pocket:** Before attempting any shot, the Shooter must clearly indicate a numbered ball and the pocket where that ball will be made. (If the Opponent is not paying attention, the shot may be indicated to their Captain.) It is not necessary to indicate the path of the cue or numbered balls. Any path mentioned is not binding. If the shot is made without fouling, the Shooter may shoot again. Otherwise, it becomes the Opponent's turn.
- B. MUST Hit Your Ball First:** Once the ball groups (solids and stripes) have been assigned, the first numbered ball hit by the cue ball must be (1) in the Shooter's assigned group, or (2) the eight ball if all assigned balls have been pocketed. Hitting a different numbered ball first is a foul resulting in loss of turn or, if the eight ball is pocketed, loss of game.
- C. Ball Bouncing Out of Pocket:** A ball that enters a pocket but bounces back out is not considered pocketed, A cue ball that bounces back out is not a scratch.
- D. Split Shots:** Once the ball groups (solid and stripes) have been assigned, split shots involving the Opponent's numbered balls are not permitted. Such shots are fouls and result in loss of turn or, if the eight ball is pocketed, loss of game.
- E. Jump Shots:** Intentionally causing the cue ball to jump over any part of a numbered ball is not permitted. It is a foul resulting in loss of turn or, if the eight ball is pocketed, loss of game.
- F. Combinations Shots:** When shooting a combination shot, the Player must hit one of his own balls first. Failure to do so is a foul resulting in loss of turn or, if the eight ball is pocketed, loss of game.
1. Any combination of balls (a solid into a stripe or vice versa) may be used on an open table.
 2. The eight ball cannot be hit first on any combination shot. Doing so is a foul resulting in loss of turn or if the eight ball is pocketed, loss of game.
- G. Pocketing the Eight Ball Out of Turn:** All balls in the Shooter's assigned ball group must be pocketed before an attempt can be made to pocket the eight ball. If the eight ball is pocketed prior to that, it is a foul resulting in loss of game. Pocketing the eight ball on the break is an exception.
- H. Playing Safe:** Playing safe is not allowed – the Shooter must attempt to legally pocket a ball on every shot. Failure to make an honest attempt at pocketing a numbered ball is a foul resulting in loss of game. An Opponent who feels the Shooter has intentionally played a safe may lodge a "Sportsmanship Complaint".
1. A complaint may also be lodged against a Coach who recommends playing safe.

I. Scratching: Any time the cue ball comes to rest off of the table or in a pocket, the Shooter has committed a foul (also known as a scratch) resulting in loss of turn or, if the shooting at the eight ball, loss of game. The incoming Shooter has ball in hand behind the line.

J. Numbered Balls Leaving the Table: Any time a numbered ball comes to rest off of the table (other than in a pocket) the Shooter has committed a foul resulting in loss of turn or, if it is the eight ball, then loss of game. Ejected balls other than the eight ball are to be spotted by the Shooter.

K. Ball in Hand Behind the Line: This means the Shooter may position the cue ball anywhere in the “kitchen” (the area between the head of the table and the head string, see diagram) before attempting his/her shot. The base of the cue ball may touch the head string but the exact center of the cue ball must be behind the head string.

1. The Shooter may not shoot at a numbered ball whose center is also inside the kitchen unless the center of the cue ball first passes outside of the kitchen.
2. Prior to a shot, repositioning the cue ball with any part of a cue stick is not a foul.
3. When a Shooter has ball in hand behind the line and all of his assigned numbered balls are also in the kitchen (see diagram above), the Shooter may ask for his/her numbered ball closest to the head string to be spotted by the Opponent. This rule also applies if the Shooter is on the eight ball and the eight ball is in the kitchen.

L. Picking up the cue ball: If the cue ball is picked up by mistake, the cue ball is to be placed back where the ball was sitting, resulting in the loss of turn.

M. Spotting a Ball: When a ball is to be spotted, it must be placed on the foot spot. If this is not possible, it must be placed (1) on the long string (see diagram), (2) between the foot string and the foot of the table, and (3) as close to the foot spot as possible.

N. Marks on Table: A Player or a Coach may not make any marks put place any objects as an aid to making a shot. This is a foul resulting in loss of turn.

O. One Foot on the Floor: The Shooter must keep at least one foot on the floor at all times when shooting. Failure to do so will results in loss of turn, or if shooting the eight ball, loss of game. A stretched out Shooter’s foot slipping during a shot is not a foul.

P. Racking the Balls: The numbered balls must be racked as indicated in the diagram above. Specifically, the leading ball must be centered on the Foot Spot. The eight ball must be in the middle of the third row. The back corner balls (marked with asterisks in the diagram) must be from different ball groups (one stripe, one solid). All balls must be touching all adjacent balls. All rows of the rack must be parallel with the foot of the table.

1. The shooter is responsible for inspecting the rack before attempting a break shot. If any of the requirements are not met, the shooter may request a re-rack.
2. After three unsatisfactory re-rack attempts, the Shooter may request the opponent’s Captain to re-rack the balls.

Q. Break Shot: All other shot rules apply to the break shot except as noted here.

1. For a break shot, the cue ball must be placed as if “ball in hand behind the line” and the numbered balls must have been racked by the Opponent to the Shooter satisfaction

2. Upon a miscue or failure to pocket a numbered ball, if at least four numbered balls were not driven to a rail, the Opponent has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and shooting the break himself.

3. Eight On Break (EOB): Pocketing the eight ball with a break shot is a win, unless the Shooter commits a foul (such as pocketing the cue ball) then it is a loss of game.

4. If the shooter makes any numbered ball(s) other than the eight ball without fouling, then he/she may shoot again with an Open Table. Otherwise, the Opponent shoots with an Open Table.

R. Cue Ball Fouls Only: After the cue ball is initially struck by the tip of the Shooter's cue, if the path of the cue ball is affected by any object other than the table or the numbered balls then the Shooter has committed a foul resulting in loss of turn or, if shooting at the eight ball, loss of game.

1. Accidentally moving or touching the cue ball is a foul resulting in loss of turn only. The Opponent does not have the opportunity to reposition the ball.

a. A foul can be called when the cue ball is placed **outside of the kitchen** after a **scratch** and the shot taken. Loss of turn.

2. Accidentally moving or touching (such as with your hand or cue stick) any numbered ball (including the eight ball) is not a foul. The Opponent may either (1) replace the moved ball back to its original position or (2) leave it where it rests. If the Shooter replaces the moved ball him/herself, it is a foul resulting in loss of turn.

VI. DISPUTES

A. Resolving Disputes: The first responsibility for resolving disputes belongs to the players involved. If they cannot agree, then the team Captains must attempt to resolve the dispute. If agreement still cannot be reached, a final decision can be requested from the league Officers.

1. Protesting a Game: If a game is to be protested, it must be done immediately before another game is started. Both Captains must sign the score sheet next to the game in question and mark it "PROTEST". Protests will be addressed by the Officers. The game in question and any remaining games must be played to the finish at the time of the protest. The score sheet must be turned in within the normal time frame with a written explanation of the protest from the Captain attached.

2. Harassment: If any team or player is harassed in a location, the home team Captain should be informed. The Captain should try to correct the problem at once. If a visiting team or its followers are the harassers, then the visiting team Captain should try to correct the problem at once. If insufficient action has been taken and a team feels that they cannot shoot under the conditions, the match can be stopped. Captains are to mark the game for "PROTEST" and the issue will be addressed by the Officers. (The score sheet must be turned in within the normal time frame.) When a match is rescheduled or protested, the match is continued where it was left off and shot with the original Players unless approved by the Officers.

3. Team walking out: If a team walks out on a scheduled match with three or more players present, they will be given 15 forfeits. There will be no option for a make-up match.

B. Suspension from the League: The Officers may suspend a team, Player, or Coach from the league for violent or threatening behavior, repeated unsportsmanlike conduct, or any other behavior considered detrimental to the league.

C. Sportsmanship Complaints: Any Member may submit a written complaint to the Officers over the unsportsmanlike conduct of another Player. The complaint must include a full description of the event including location, date, and names of witnesses. Complaints cannot be anonymous.

1. The Officers may reject a complaint if they feel the description fails to adequately portray unsportsmanlike conduct. If accepted, the Officers will notify the subject's team captain of the complaint.
2. A Player receiving three complaints (from different Teams) for the same offence in one season will be suspended from all league activities. The duration of suspension will be based on the severity of complaint and set by Officer Vote. Rules Committee for a tie-breaker.