

**Fon du Lac Park District**  
Monday and Thursday Senior Pool Leagues Rules  
As of 11/7/2022

1. League play is for seniors only (55+ of age).
  2. Monday players are eligible to play on Thursday and vice versa. Players are eligible to receive trophies for each league day.
  3. Players must sign in (personally) by 11:45. Other players cannot sign in anyone else if the player is not present.
  4. Play will start at 12:00 and end at 3:00 (changed 2023)
- TEAM DRAW:
5. After 11:45, "B" players will draw a numbered pea to determine their match up with an "A" player. "A" and "B" players will be determined each day by their average score for either the Monday or Thursday league day. Players cannot be paired together on two consecutive league days. Cannot be paired on two consecutive Mondays or two consecutive Thursdays. If there are an odd number of players, then players may elect to play by themselves. Players wishing to play by themselves will draw a pea and the highest number will be allowed. Players can only play once by themselves during the league year on Monday and Thursday; unless no one eligible elects to do so.
  6. A flip of a coin will determine the break of the first game of the match.
  7. Once the coin flip is completed, the shooting rotation (order) must be set. The shooting rotation (order) must continue the same throughout the match. Each match is a race to two games. Team players must alternate the break; this will continue from match to match.
  8. Scoring the game won (marking the score sheet) must be completed prior to the break of the next game. Noncompliance will result in the loss of that game. You cannot bank games and

then score them later. Beads on the wall will be used to keep a visual score of the match.

9. Ball in hand rules apply. (see UPA)

LEAVING EARLY:

10. A player may leave early only if prior notification is given to the score keeper. Player's points will accumulate until player leaves. If a player leaves early with no prior notification, their points will be zeroed out. Team member's points will continue to accumulate.

REQUIRED NUMBER OF GAMES:

11. Players must attend 85% of the league games for either Monday or Thursday to be eligible for player of the year (highest average). Players must attend 75% of the league games for either Monday or Thursday to be eligible to play in the two tournaments (mid year charity and end of year).

TOURNAMENTS:

12. Tournaments are individual player matches. "A" players play "A" players; "B" players play "B" players. Matches are a race to three (3) games.

ELECTRONICS:

13. All phones, headsets, or other electronic devices must be turned off during league play. If you must keep in touch, devices must be muted or set to vibrate mode. All calls are to be taken in the hallway so as not to interfere with other players. Your partner will shoot for you until you re-enter the pool room. If your partner is shooting for you and you return, you will then take your turn upon entering the pool room. This includes absences due to smoking and restroom breaks.

FOUL LANGUAGE:

14. No foul, abusive or loud language. Foul language will result in the guilty person putting \$1.00 in the collection box.

15. No use of tobacco products in the pool room.

16. No singing, whistling or other noises while playing or waiting to shoot pool.

NOTHING ON THE TABLES:

17. Do not place any items on the pool tables. This includes covered tables. Place your cases, cues, coats, hats, food and drinks on the provided tables.

**COACHING:**

18. No coaching is allowed while league play is going on. If your opponent is shooting, you are allowed to have conversation with your partner on the sidelines, away from the table, up until your opponent misses their last shot and all balls have come to a complete stop.

**CONCEDING A GAME:**

19. No player may end the game by conceding the 8 ball. The 8 ball must be legally pocketed. Failure to comply will result in the guilty party losing one (1) game from their daily score for each occurrence. Guilty parties partner will not loose a game.

20. Use blue chalk only on green cloth tables.

**SHOT CLOCK:**

21. There will be a forty-five (45) second shot rule. Time starts when the last ball of your opponents shot comes to rest. After thirty-five (35) seconds you will be given a ten (10) second warning. If the cue ball is NOT in motion at the end of 45 seconds, the next shooter will receive ball in hand.

**DOUBLE HIT:**

22. Double hit rule was voted out by the majority of the league.

**THE RACK:**

23. The balls will be placed in the rack with the 8 ball in the center of the third row and a solid and a stripped ball on each back corners. Four (4) object balls from the rack must hit a rail to be a legal break. If not, the original breaker will break again; after the balls are re-racked.

**8 BALL ON THE BREAK:**

24. No win or lose on the break. If the 8 ball is pocketed on the break, it will be spotted. The breaking player continues their turn. If the 8 and cue ball is pocketed on the break, the 8 ball is spotted and the opposing player gets ball in hand. The 8 ball

must be spotted and ball in hand the line (kitchen) will be awarded to the other team.

#### TAPPING BALLS:

25. No ball tapping allowed. If the head ball rolls out, move it forward or backwards to get a tight rack.

#### PLAYING WRONG GROUP OF BALLS:

26. Wrong balls pocketed. When it is discovered that the shooting player has been shooting the opponent's balls as if it were their own, the shooter shall relinquish the table with a ball in hand to the opponent.

#### SPLIT HITS:

27. If the cue ball strikes a legal object ball and a non-legal object ball at about the same instant and it cannot be clearly determined which ball was hit first, then the judgment will go in favor of the shooter.

#### BALLS OUT OF POCKET:

28. Balls must remain in a pocket to count as pocketed. If a ball goes into a pocket and bounces back on to the playing surface, it is not considered pocketed. If it is the 8 ball, it is not a win. If it is the cue ball, it is not a scratch.

#### HANGING BALLS:

29. Hanging balls. If a ball hangs in a pocket and drops within 5 seconds after coming to rest by the hole the ball is considered to be pocketed. If a hanging ball drops in the pocket after 5 seconds after coming to rest, the ball is returned to its original position.

#### SUSPENDED BALLS:

30. If one or more balls become suspended in a pocket beyond the edge of the slate because it is partially supported by other pocketed balls, it is considered pocketed if the removal of the supporting ball(s) would cause the supported/suspended ball(s) to fall into the pocket.

#### BALLS SETTling:

31. A ball may settle slightly after it appears to have stopped, possibly due to slight imperfections in the cloth or table slate.

Unless this causes a ball to fall into a pocket, it is considered normal hazard of play and will not be moved back. If a ball falls into a pocket as a result of such settling, it is replaced as close as possible to its original position on the lip of the pocket.

#### MOVING BALLS

32. Moving balls. If a player accidentally moves an object ball while shooting, the player will ask the opposing team if they want the ball moved back to as near as possible to the original position. Do not move the ball back without prior permission of the opposing team.

33. Jump shots are NOT allowed.

34. There may be a \$5.00 per player/per year charge to play in the league; for supplies.

These rules are re-printed from printed rules dated 2016, 10/2/2017, 2019 and rules vote 10/3/2022.