

# Jersey Shore and Tiadaghton Area Pool League

## Rules and By-Laws



2022 - 2023  
Pool Season

**President – Ronald Bonnell - 570-279-1634**  
**Secretary – Jason Gardner - 570-295-0093**  
**Treasurer – Angela Johnson - 570-367-1687**

# Jersey Shore and Tiadaghton Area Pool League

## Sponsor Fees, Shooter's Fees & Fines

Each sponsor will pay a sponsor fee of **fifty dollars (\$50.00)** per year to help with the league expenses.

The home team sponsor will provide the table for the fifteen games of the match.

Each team will pay a shooter's fee of **eighty dollars (\$80.00)**. This covers 12 shooters.  
**ABSOLUTELY NO MORE THAN 12 SHOOTERS ALLOWED PER TEAM!**

Any team that does not have a representative at a meeting will be fined **\$10.00**.

There will be a **\$5.00 fine** for any game that is forfeited. If a team has a forfeit, they cannot put a name down to avoid a fine. If they do the fine will double. Any team not having three or more shooters must forfeit all fifteen games.

Any team that does not drop off score sheets or has incomplete score sheets will be **fined \$5.00**. Sheets must be dropped off at the JS Legion on Monday night or before 5:00 PM Tuesday. It is the away team's responsibility to turn the score sheets in.

Anyone found fighting or heckling any other shooters will receive a written warning plus a **\$5.00 fine**. Second offense, shooter will be banned from the league.

If a fine is owed it must be paid at the next meeting or at the first meeting of the year.

## **Officers and Duties**

### **President:**

Oversees all meetings.

Resolves any problems or issues throughout the season.

Signs all checks along with the League Treasurer.

Receives \$150.00 a year from the league for performing the duties of President.

The league will pay the \$10.00 shooters fee for the President.

### **Secretary:**

Records all meeting minutes.

Updates league By-Laws, assists with meetings and resolving any problems and issues.

Completes weekly stats, emails them to team captains and posts on league website.

Receives \$1.50 per shooter in the league for performing the duties of Secretary.

Notifies the League Treasurer of any fines due by any team or member.

The league will pay the \$10.00 shooters fee for the Secretary.

### **Treasurer:**

Pays all bills and keep all receipts.

Collects and deposits all monies into the checking account.

Gives all members an accurate account statement upon request and at all league meetings. Keeps all financial statements and records, past and present.

Helps the president with the meetings and resolving any problems and issues.

Will receive \$150.00 a year from the league for performing the duties of Treasurer.

The league will pay the \$10.00 shooters fee to the treasurer.

**The officers may represent and vote for their team at league meetings.**

**There will be only one vote allowed per team at regular meetings.**

**All money paid to officers will be paid at the end of the season.**

## **Grievances**

If a problem comes up during a match, contact an officer immediately so they can help in resolving the problem, if needed. The officer can give their opinion and review the rules with both captains. If the problem cannot be resolved at the match, the captain must file a grievance before the match is continued. The captain will write a brief description of the grievance on the back of the score sheet and both captains must sign it. Then continue on with the match, but do not score the match. There will then be a special meeting held with all captains to help resolve the problem and vote if necessary.

## **Unsportsmanlike Conduct**

All incidents that are reported to an officer within 7 days of the incident will be investigated. **An incident MUST be reported in order for it to be addressed.**

The League President will conduct the investigation. In the event of further assistance being needed, the League Officers or other designees will assist the President as needed.

All incidents and findings of the investigation will be kept on file with the League for further reference as needed.

Possible Penalties: (dependent upon the severity and frequency of occurrence)

- Player Suspension (varying time periods as deemed appropriate by results of investigation)
- Player banned from League permanently

Physical altercations should be addressed by the sponsors and the establishment where the incident occurred and the League should be notified. We wish for all to have a safe and enjoyable experience while participating in the Jersey Shore

## **Score Sheets**

The score sheets must be turned in on Monday night after the match or before 5:00 PM Tuesday at the Jersey Shore Legion. Please be sure that all score sheets are legible and complete with the date, match number and signatures by both Captains and/or representative at the end of each match. It is the away team's responsibility to turn the score sheets in. Blank score sheets will be available on the league website ([www.jerseyshorepoolleague.com](http://www.jerseyshorepoolleague.com)). The home team will break the first five games of the match, the visiting team will break the second five games of the match, breaks will alternate home / away / home / away / home for the last five games.

## Schedules

The schedule will be made up and handed out as soon as possible after the league meeting. If any match is to be changed for any reason, an officer must approve it and it should be made up prior to the next scheduled match. The schedules will be posted on the league website ([www.jerseyshorepoolleague.com](http://www.jerseyshorepoolleague.com)).

## Matches

All matches start at 7:30 PM.

The home team enters their shooter's names first on the score sheet. There should be 5 names entered at a time. If you are short shooters, you should match up as many names as possible and fill in the last spots at the end if your shooter shows up. **You may not block out a shooter, the home team must put down all five shooters at one time.**

All forfeits must be placed at the end of the score sheets. There are **NO personal wins for forfeits**, just team wins.

All matches consist of 15 games. No shooter may shoot the same person more than once in any match.

You may shoot all three games in one set.

Both captains will check the table's condition prior to the match. If no grievance is filed the match will be scored as played.

## Team Rosters

Rosters are no longer required. If a shooter shoots for you, they on your team for the year. They may not shoot for any other team. You may only have 12 shooters per team. You may add shooters any time during to year.

Shooters must be at least 21 years of age to shoot in the league. Please make sure they have ID as a bar does not have to serve them or let him shoot if they don't have ID with them.

All new teams must be placed in the Tiadaghton League, no matter who their team members are, unless they have a returning team name.

**Example #1:** If the Nippenose Tavern team would move to the Rauchtown Inn and Rauchtown Inn did not have a team, they would start in the Tiadaghton League.

**Example #2:** If a team would get all new members, but would keep the same name and stay at the same bar, they would remain in the same league.

**Example #3:** If a sponsor would add a second or third team, that team would start in the Tiadaghton League.

## **Transfers**

No shooter may change teams after they already shot one game for a team.

## **Teams**

The league will consist of no more than 32 teams or 16 in each division.

## **Coaching**

**NO COACHING!** A captain may NOT point out a foul by the opposing shooter. The person shooting the game should not talk to any team member about the game. If the shooter has any questions about a rule, they must ask the opposing team captain.

## **Scratches**

A scratch occurs when the cue ball enters a pocket or leaves the table. If the cue ball hits the light or anything else and ends up on the table, it is not a scratch. After a scratch the cue ball may be placed anywhere on the table. (Except after the break it must be placed behind the head string.)

## **Fouls**

A foul may be called against your opponent if any of the conditions listed below occur.

1. Your opponent scratches. (NOTE: if the scratch occurs on the break, the cue ball is to be placed behind the head string.)
2. A bad hit or an illegal shot occurs, meaning you must make contact with your ball first. **EXAMPLE:** During my turn, if I am low and hit a high ball first, this is a foul and will result in ball in hand for my opponent.
3. Something must hit a rail after contact, meaning after making contact with your object ball something must hit the rail or a ball must be pocketed. **EXAMPLE:** During my turn, I miscue and nothing hits a rail. This is a foul and will result in ball in hand for my opponent.
4. Touching the cue ball with your stick to reposition or move the cue ball.
5. Striking the cue ball more than one time on any shot, this is considered a double hit.
6. Shooting any balls while another ball is in motion or spinning.
7. Jumping the cue ball by hitting it below the center.
8. Push shots, this is when the tip of the stick is placed against the cue ball and pushed instead of hit.
9. You cannot call a safe and pocket a ball intentionally.

**Please note that touching the ball with your cue stick IS A FOUL. If you need to reposition a shot DO NOT USE YOUR CUE STICK!**

**Touching any ball on the table with anything other than the cueball is NOT a foul, but the opponent may re-spot the ball(s) that was moved if the opponent chooses to.**

**If you call a foul on your opponent, make sure they acknowledge the foul before taking ball in hand.**

**Only the shooter may call a foul, your teammates or your captain may not tell you a foul has occurred. That is why it is very important to PAY ATTENTION TO YOUR GAME. The captain may be asked his or her opinion if there is a difference of opinion. Touching any ball on the table with anything other than the cue ball is not a foul, but the opponent may re-spot the ball(s) that was moved if the opponent chooses.**

## **General Rules of Play**

The home team must give up the table to the away team at 7 P.M. sharp. The away team will have the table for practice from 7:00 P.M. to 7:30 P.M.

There may be a fifteen-minute grace period per match. (No player will shoot on the table during the grace period)

Each shot should be called. If the opponent is unsure which pocket the shooter is playing, they should ask (if you don't ask you are trusting them).

Starting the match, the home team will break the first round (5 games), the away team will break the second round, the last round will alternate breaks every other game starting with home team.

The eight ball on the break is a win. A scratch when pocketing the eight ball is a loss.

The shooter has their choice of balls (high or low) after the break, provided a ball was pocketed on the break. If you are shooting low balls, you must hit a low ball first.

Calling a shot is calling the ball and pocket. You do not have to call kisses, bank shots or trick shots.

If the cue ball is placed beyond the head string, you must tell the shooter so they can move it to a legal spot behind the head string. If the shot is taken before the shooter is told that the cue ball is above the head string, the foul cannot be called.

If a ball is knocked off of the table, the opponent has the say as to whether to put the ball on the spot or down the pocket. If you knock the eight ball off of the table at any time during the game, you loose.

This league has no legal jump shot. If you jump a ball intentionally you fouled.

The eight ball **is not** neutral.

**ONLY** the shooter may call a foul.

Fouls must be called when they occur. If the shooter makes the next shot, the foul is over. When a shooter has completed their turn, they must step away from the table until it is their turn to shoot again. If a ball falls in after the shooter walks away from the table, it is still that shooters turn unless the opponent has already shot.

The shooter must keep one foot on the floor while shooting.

All tables must have the same size cue ball as the rest of the league.

Any team that forfeits two matches in one season is out of the league the following season.



## **General Rules of Play (con't)**

If a shooter does not hit the rack while breaking, it is still his/her break even if the cue ball goes into a pocket or off of the table. If the cue ball hits the rack, the game has begun. The game may be racked over, but it's still the same breaker.

In order for it to be a legal break, four balls must hit the rail or a ball must be pocketed. If this does not happen, it is a foul and the opponent chooses to take ball in hand and play it as it lays or rerack and the opponent breaks.

## **Top Shooters, Trophies & End of Season Party**

To be on the top shooter list, you must shoot an average of 2 games per possible match.

To qualify for an (ERO), all 15 balls must be on the table during the shooters first time at the table.

**EXAMPLE:** If a shooter breaks and makes a ball on the break, he/she must pick high or low and run the remainder of their balls, including the eight ball. If the shooter breaks and does not pocket any balls on the break, the next shooter must pick high or low and run all of their balls, including the eight.

Trophies will be given out to the top three teams and the top 10 shooters in each league. Trophies will also be given out to the players with the Most 10-0s, Most 9 Ball Run Outs, and 9 On Break.

Any member that would like to attend the end of season league party and pool tournament must have shot at least one game during the season. Anyone bringing a guest to the league party must pay \$10.00 for the guest. Any guest may not shoot in the tournament.