



blueCube
billiards & lounge

Presents:

The 8-Ball Pool League

(Revised: June 2th, 2008)

Welcome to Blue Cube's In-House, Co-Ed 8-Ball League. The purpose of our leagues is not only to play pool, but also to meet people, win prizes, and above all have FUN!

It is our hope that you will enjoy our leagues and continue playing year after year as well as introduce your friends and co-workers to the sport of pool and the excitement of our organized league play.

We encourage everyone to read through this packet at the beginning of every session since we are continually making changes in order to improve our leagues. For that reason, if you have any suggestions or recommendations, please bring them to our attention at any point throughout each session.

1. **League Overview**

- 1 All matches are played at Blue Cube. There is never an 'away' game. Play starts at 7:45pm. Warm-up starts at 4:00pm.
- 2 Every player in the league is handicapped based on his or her skill level.
- 3 Green Fees paid by the leagues will be paid out to the top teams at the end of each session in the form of cash and prizes (less league operating costs).
- 4 Blue Cube in-house leagues do not specifically follow BCA or APA league rules, although many of the rules are similar.

2. **Schedules** – Each Blue Cube league session will last approximately 12-16 weeks and there will be 3 sessions per year. The first week of each session will be registration night and the last 2 weeks of each session will be devoted to playoffs. Specific schedules (team match-ups) for each session will be finalized and posted at Blue Cube by the third week of each league session. A copy will also be given to all team captains.

3. **Teams** – Each 8-ball team must consist of a minimum of 5 and a maximum of 7 players where only 5 players will compete per week. Teams may pick up new players until the 7th week of each session. After that, the team rosters will be frozen for the remainder of the session, including playoffs. If a team is missing players during playoffs and is unable to complete the match-ups, those matches will be forfeited.

3.1. **Ghost Rule** - When a team has only 3 or 4 players for the night's play, 1 or 2 players may play twice.

Rules:

* *Fall & Winter League Only: Teams with 7 players can only use the Ghost Rule twice a season.*

Any team using the Ghost Rule for that night must already have the players pre-determined for that night.

When player(s) are playing 'Ghost' they must be written within the last two slots on the score sheet in the order

in which they will play. Ghost Rules must be followed as they are written or a forfeit may occur.

Opposing team must be informed of the order in which the player(s) are going to be playing the second time.

3.2. **Team Captains** – Each team must select a Team Captain at the beginning of each session. All league communications will be distributed through the

team captains only. The team captains will be responsible for Green Fees & league votes. The team captains are also responsible for making sure that at least 5 eligible players show up to play on league night. Together, the two captains of the opposing teams will arrange the individual match-ups for each night.

4. **Handicaps** – The reason for handicapping is to *attempt* to make every match as fair as possible for both players. Every player in the league will receive a handicap based on their own personal skill level. Handicaps will range from 2 through 8, where 8s are the best players in the league. Handicaps are primarily based on win/loss records, player performance, ability, and experience. However, the league director ultimately has the authority to raise or lower anyone's handicap as deemed appropriate at any point throughout the session, but not during a match as this could affect the handicap limits. (See section 4.2)

4.1. **Handicapping New Players** – Anyone who joins the Blue Cube pool leagues will be assigned a handicap by the league director. A player's BCA or APA handicap will often be used to determine their Blue Cube handicap. The handicap levels are described as follows: If no handicap is known for a new player, the following applies: Men start as a 4, Women a 3.

2 = Beginner: This player is someone who is beginning to learn or has just learned the basics of pool. Their ability to hold a cue properly and stand in the correct position with proper alignment is just developing. They lack the ability to pocket balls with any consistency caused by lack of experience, and they are beginning to develop proper shot aiming techniques.

3 = Novice: This player has further learned the basics of proper stance, alignment, and holding the cue stick. They typically feel more comfortable at the table and are just beginning to develop a consistent "stroke" while addressing the cue ball. This player is also beginning to understand and develop the basics for controlling cue ball position.

4 = Intermediate: This player has further knowledge of the basics of pool and pockets balls more consistently than a level 3. They have developed some cue ball control but lack the ability to maneuver the cue ball effectively for position to continuously pocket balls. The player has difficulty seeing shot patterns and tends to make somewhat random shot selections, often creating or leaving more difficult shots.

5 = Skilled: This player has good execution of cue ball control. They can identify shot patterns more readily than a level 4, and have some understanding of the different types of strokes needed for effective cue ball control. Based on their experience and knowledge, this player can successfully run a rack of balls on occasion.

6 = Advanced: This player is experienced and has solid knowledge of the game. They also have very good cue ball control and consistency. A more in depth understanding of shot selection patterns allows this player to make wise choices during a game, thereby pocketing balls frequently and often running the table.

7 = Expert: This player has a thorough understanding of cue ball control as well as all aspects of the game. They execute very well and are much more consistent than a level 6. Position play is nearly flawless, and they are able to recognize and execute more difficult shot patterns. Performance at the table will generally be very consistent, and will combine both offensive and defensive strategies against opponents. A more in-depth knowledge of the table and of all of the different strokes required for position play sets this player apart from the preceding levels.

8 = Semi-pro: The main difference between a level 8 and level 7 is consistency. This player demonstrates extremely precise cue ball control along with precision shot-making. This is an extremely knowledgeable and consistent player in all aspects of the game. They are nearing the professional level of play. At this time, our highest league handicap only goes to 7.

Depending on how players perform during match play, handicaps may be adjusted throughout the course of the league.

4.2. ***Team Handicap Limits*** – The total team handicap (the sum total of all player handicaps playing on a particular night) cannot exceed 25. All players must race to the designated number of games as indicated by the match-up grid on the score sheet.

5. ***Team Match-Ups*** – Every week, each team will play another team according to a pre-determined schedule where one team will be designated as the ‘home’ team for that night. The home team selects 5 players first.

6. ***Individual Match-Ups*** – First, the home team selects 5 players that they intend to play that night and they list them on their score sheet in the order they will play the first round. The home team’s captain then hands their score sheet over to the opposing team’s captain who will then list the 5 players from their team that they will be playing that night. They then copy all the names onto their own score sheet and return the original score sheet to the other team’s captain.
7. ***Fees*** – The registration fee of **\$35** per person must be paid no later than the second week of the league play. Beyond these deadlines, players will not be able to play until their registration fee is paid. In addition to registration, weekly dues of \$8 per player will be due with before the start of match play on each night. No weekly dues will be collected during the two weeks of playoffs.
8. ***Practice Time*** – All league members can get free practice time beginning at 4pm on league nights. In addition, a practice table(s) will be available for teams to share during the night. Extra weekly practice days and times are different for each session.
9. ***Start Times*** – All matches must start promptly at their scheduled start times. It is not fair for the teams who show up on time to have to wait for teams that show up late. **Any player who is more than 20 minutes late for his/her match will automatically forfeit their match. No exceptions.**
10. ***Timeouts:*** 7’s No timeouts. 4, 5 & 6’s : One timeout. 2 & 3’s : Two timeouts. The team captain must designate a player who will give advice during timeouts and identify this person to the League Director before the first game is played. The basic rule is that only one person can be the “coach” during a match. Other players may opt to give advice as well, but only through the designated coach.
11. ***Sportsmanship*** – Once again, the main purpose of this league is to have **FUN!** As we all know, pool can get quite frustrating at times, but please use your better judgment *before* things get out of hand. Aside from being respectful of the equipment and the club, all players are expected to be courteous to the other players, the league director and above all, the staff of Blue Cube.

***** These are just some of the basic considerations:**

1. No cell phone calls during a match.

2. Back away from the table while your opponent is shooting.
3. Do not walk in front of your opponent while they are shooting.
4. Do not unscrew your cue before the end of a match. (This is a forfeit)
5. No sandbagging, hustling or what ever you want to call it.
6. If there is a questions about a particular ruling, stop the game and ask the league director.

11.1. **Sandbagging** – Sandbagging (deliberately throwing matches in an attempt to keep their handicaps down) is considered cheating and will be highly frowned upon. Anyone caught sandbagging will be dealt with as follows:

- 1 First offense – verbal warning.
- 2 Second offense – handicap raised two handicap points.
- 3 Third offense – banned from playing in the league.

12. **Playoffs** – At the end of each session, the 3 teams with the best overall win/loss record in each league will automatically qualify for playoffs. In the event of a tie, the team with the most points prevails. Only those team members who have played 4 or more matches during the regular season will be eligible to compete in playoffs. In the first week of playoffs, the second and third place teams will play off against one another and the first place team will play the wildcard team. The winning teams will then return the following week to compete for first place. Ghost Rules do apply during the playoffs.

12.1. **Wildcard Draw** – After the top 3 teams automatically qualify for playoffs, the remaining teams will all have an equal opportunity to qualify for playoffs by means of drawing the “**Wildcard**”. The wildcard team will be chosen at random on the first night of play-offs. For any team to be eligible for the Wildcard drawing, their team must be paid in full and have turned in **all** of their score sheets for the entire season. **Therefore, EVERY team in the league has a chance to get into the playoffs and win \$\$\$\$!**

13. **Prizes** – Cash and trophies will be awarded to the top two teams. Cash prizes will be distributed as follows: 65% to first place and 35% to second place. There will also be trophies given to 1st and 2nd place players.