

# Inland Empire Pool League

## Rules



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**GENERAL 8-BALL RULES**

OBJECT OF THE GAME ..... 4  
CALL POCKET ..... 4  
SHOOTING ORDER OF THE PLAYERS ..... 4  
ORDER OF THE BREAK ..... 4  
THE RACK ..... 4  
    *Diagram 1* ..... 5  
LEGAL BREAK SHOT ..... 5  
OPEN TABLE ..... 5  
SCRATCH ON THE BREAK ..... 5  
8-BALL POCKETED ON THE BREAK ..... 5  
HEAD STRING FOUL ..... 6  
SCRATCH AFTER THE BREAK ..... 6  
LEGAL SHOTS ..... 6  
BALLS POCKETED IN THE WRONG POCKET ..... 6  
BALLS HIT OFF OF THE TABLE ..... 6  
SPOTTING BALLS ..... 7  
FOULS ..... 7  
FOUL PENALTY ..... 7  
COMBINATION SHOTS ..... 7  
SHOOTING THE 8-BALL ..... 7  
LOSS OF THE GAME ..... 8  
STALEMATE GAME ..... 8  
SHOOTING TIME LIMIT ..... 8  
TIME OUTS ..... 8  
FOUL BY DOUBLE HIT ..... 8  
MASSE SHOT ..... 9  
SPONTANEOUS BALL MOVEMENT ..... 9

**LEAGUE RULES..... 9**

LEGAL TEAMS ..... 9  
SUBSTITUTE PLAYERS ..... 9  
ILLEGAL PLAYERS ..... 9  
TARDY PLAYERS ..... 9  
SPECTATOR PARTICIPATION ..... 10  
REFEREE AUTHORITY ..... 10  
PROTESTS ..... 10  
SCORE SHEETS ..... 10  
REGULATION SIZE CUE BALLS ..... 10  
UN-SPORTSMANLIKE CONDUCT ..... 11  
SPORTSMANSHIP ..... 11  
CAPTAIN RESPONSIBILITIES ..... 12  
BAR RESPONSIBILITIES ..... 13

**LEAGUE BY-LAWS..... 14**

SECTION I GENERAL ..... 14  
SECTION II COMMITTEE AND DUTIES ..... 14  
    *Chairman* ..... 14  
    *Vice-Chairman* ..... 14  
    *Treasurer* ..... 14  
    *Scorekeeper* ..... 14  
    *Coordinator* ..... 14  
    *Term of office* ..... 14  
SECTION III MATCHES AND FEES ..... 15  
SECTION IV BANQUET AND AWARDS ..... 15

*General 8-Ball Rules - Continued*

*Score sheet* .....16  
*Rule changes*..... 17

## **General 8-Ball Rules**

### ***Object of the Game***

The Inland Empire Pool League (IEPL) version of 8-ball is played with a white cue ball and 15 colored object balls that are numbered from 1 to 15. One player attempts to pocket all of the solid object balls (numbered 1 through 7), while the other player attempts to pocket all of the striped object balls (numbered 9 through 15). Once a group of object balls (stripes or solids) has been determined for a shooting player, the remaining balls in that group are the shooting player's object balls. The 8-ball is considered to be an object ball for both players that are shooting. However, the 8-ball can only be shot after the shooting player's entire group of object balls has been made. The first player that pockets his or her entire group of object balls and then legally pockets the 8-ball wins the game. The game is referred to as "Call Pocket".

### ***Call Pocket***

Before shooting each shot in "Call Pocket", the player that is shooting should physically indicate, by pointing to or by saying the name of, the object ball to be pocketed and the pocket into which the object ball will be pocketed. In "Call Pocket" it is not necessary to indicate the details about a shot such as cushions, banks, kisses, or caroms, etc. The player shooting is only required to indicate the ball and the pocket. It is the responsibility of the referee to watch and know at all times what the shooting player is attempting to do. If a shot is disputed, the referee will determine if the player shooting made a legal shot. Failure to indicate the ball and the pocket for a shot is not a foul, but does result in a loss of turn. Similarly, failure to pocket the object ball in the pocket that was indicated is also not a foul, but does result in a loss of turn. If the object ball is pocketed as indicated, any other object balls that are pocketed in the same shot stay down. If the indicated object ball is not legally pocketed but other object balls are pocketed, the shooting player's object balls are spotted but the opposing player's object balls stay down.

### ***Shooting Order of the Players***

Match play is head to head competition between two (2) teams. Each match played is comprised of 16 games of 8-ball that are separated into four (4) rounds that consist of four (4) games each. Four (4) players from each team play in each match. The players from each team that are shooting in the match, play the games in an alternating order that is indicated on the score sheets that are provided by the league. The team captains determine the order in which the four players from his or her team will shoot in round 1 of the match. The order that the players shoot in rounds 2, 3 and 4 is determined by the score sheets.

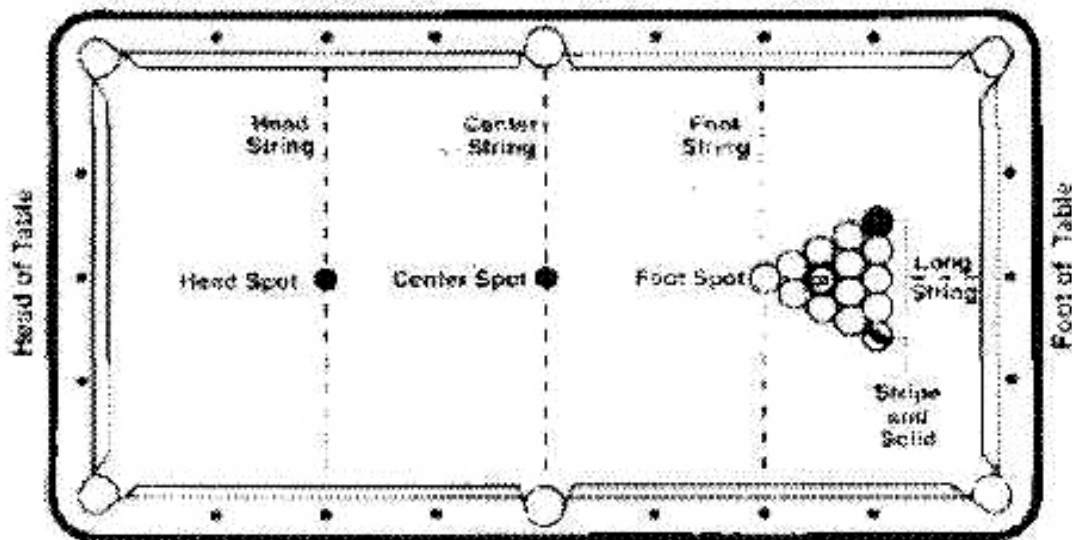
### ***Order of the Break***

The captains from the two teams, with the flip of a coin, determine the rounds of games in the match that their respective teams will break. The team captain that wins the coin toss chooses to have his or her players break all of the games in both rounds one (1) and three (3) or rounds two (2) and four (4).

### ***The Rack***

The balls are racked as shown in Diagram No. 1. The 8-ball must be placed in the middle of the rack, a striped object ball must be placed in one corner of the rack and a solid object ball must be placed in the opposite corner of the rack. All of the other object balls may be randomly placed in the rack. If the rack does not follow these guidelines, is loosely racked, is not centered on the Foot Spot or is not aligned with the Foot of the Table, the opponent may request and receive a re-rack. Players on the home team are responsible for racking the balls for all of the games.

Diagram 1



### ***Legal Break Shot***

To execute a legal break shot, the player shoots the cue ball into the rack of balls from a point of choice on the table that is behind the Head String (in the kitchen). It is not legal breaks shot if the player shooting fails to either pocket a ball or drive four (4) object balls to the rails. If the player shooting fails to make a legal break shot it is not a foul. However, the opposing player has the option of both accepting the illegal break and shooting the table “as is” or shooting the break themselves after the balls have been re-racked. The opposing player may also elect to have the player break the balls again after they have been re-racked. It is not necessary to hit the ball in the front of the rack to initiate a legal break.

### ***Open Table***

The table is always considered to be “open” immediately after the break. The choice of stripes or solids is not determined by the break regardless of what balls are pocketed. The choice of a group of object balls is only determined when a player has legally pocketed an object ball after the break shot. All object balls that are pocketed on an “open” table stay down. When the table is open it is legal to hit any ball (including the 8-ball) first in a combination shot. Once the group of object balls for each player has been determined the table is considered to be “closed”.

### ***Scratch on the Break***

A scratch occurs when the cue ball is pocketed or hit off of the table. It is a foul to scratch on the break. If a scratch occurs on the break, all of the object balls that are pocketed stay down and the table is considered to be “open”. After a scratch on the break, the opposing player may place the cue ball anywhere on the table behind the Head String (in the kitchen) before shooting. After a scratch on the break the player shooting may not shoot an object ball that is behind the Head String first. It is the responsibility of the referee to pull the cue ball after a scratch and hand it to the opposing player.

### ***8-Ball Pocketed on the Break***

If the 8-ball is legally pocketed on the break (including re-racked breaks) the player shooting immediately wins of the game. However, it is a loss for the player shooting, if the 8-ball is legally pocketed on the break and the cue ball is scratched. The player shooting will also loose the game if the 8-ball is legally pocketed on the break and a foul is committed while shooting the break. The break shot is not over until all of the balls on the table have stopped moving and come to rest.

## ***Head String Foul***

On the break or after a scratch on the break, the player shooting must place the cue ball behind the Head String (in the kitchen) before shooting. The referee or opposing player may ask the player shooting to move the cue ball behind the Head String if the player places the cue ball in front of or directly on the Head String. If the player complies with the request or if no request to move the cue ball is made, no foul will be committed. If the player does not comply with the request to move the cue ball behind the Head String and shoots his or her shot the referee may call a foul. The base of the ball (the point of the ball touching the table) determines if it is behind the Head String. The referee will determine if the cue ball has been placed in front of, directly on or behind the Head String. The player shooting may ask the referee for assistance.

## ***Scratch after the Break***

A scratch occurs when the cue ball is pocketed or hit off of the table. If a scratch occurs after the break, the opposing player receives cue "ball-in-hand" and may place the cue ball anywhere he or she chooses on the table before shooting. If object balls are pocketed when a scratch occurs after the break, any of the shooting player's object balls that are pocketed are spotted but any of the opposing player's object balls that are pocketed stay down. It is the responsibility of the referee to pull and spot the object balls and to pull the cue ball after a scratch.

## ***Legal Shots***

If the table is "open", the player shooting may contact any object ball (including the 8-ball) first with the cue ball to constitute a legal shot. If the table is "closed", the player shooting must contact one of the object balls in his or her group (stripes or solids) first with the cue ball to constitute a legal shot. If the shooter is unsure he or she may ask the referee which group of object balls he or she should be shooting. If the player shooting contacts his or her object ball first with the cue ball, the player must then pocket the object ball that was indicated or cause "Any Ball" to contact a rail to constitute a legal shot. The term "Any Ball" refers to the cue ball or any object ball (including the 8-ball). The shooter may bank the cue ball (kick shot) off of a rail before contacting his or her object ball. However, AFTER contact has been made to his or her object ball with the cue ball, the player must then pocket the object ball that was indicated or cause "Any Ball" to contact a rail to constitute a legal shot. Any ball that is pocketed is also considered to have made contact with a rail. If an object ball is frozen to a cushion it must make contact with a different rail to constitute a legal shot. There are only four (4) rails on a pool table. After a ball that is frozen to a rail is hit with the cue ball, the frozen ball must make contact with a different rail, the indicated object ball must be made or "Any Ball" must make contact with a rail to constitute a legal shot. The player shooting or the opposing player may ask the referee if a specific ball is frozen to a rail. If the player shooting fails to make a legal shot, a foul may be called and the opposing player will receive the cue "ball-in-hand". If anytime during the game, a player mistakenly starts shooting the wrong group of object balls, it would be sportsmanlike for the opposing player to remind the shooter that he or she is about to foul, but it is not required. If the shooter fails to hit one of his or her object balls first with the cue ball, it is a foul whether the ball is pocketed or not. It is not a foul if the player shooting fails to hit the object ball that was indicated as long as the player makes a legal shot that makes contact with any of his or her group of object balls first with the cue ball.

## ***Balls Pocketed in the Wrong Pocket***

If the object ball that has been indicated to be pocketed by the player shooting is pocketed in a pocket other than one indicated, the ball will be spotted and the player shooting will lose his or her turn. This is not a foul just a loss of turn.

## ***Balls Hit off of the Table***

If any of the shooting player's object balls are hit off of the table, those balls will be spotted. However, if the shooting player hits any of the opposing player's object balls off of the table, those balls will be considered pocketed and will stay down. It is a foul to hit the cue ball off of the table. Hitting a ball, other than the cue ball, off of the table, while simultaneously making the called object ball, is not a foul. In this situation, the player shooting continues with his or her turn after the balls that were hit off of the table have been spotted or pocketed.

## ***Spotting Balls***

Whenever an object ball is spotted it is placed on the Long String as close to the Foot Spot as possible (See Diagram No. 1). The object ball that is spotted may be frozen to any interfering balls except for the cue ball. The referee is responsible for spotting all balls.

## ***Fouls***

The following infractions result in a foul. Any member playing in a match can call a foul, but the referee of the game will make the final determination if a foul has been committed or not.

- Failure to execute a legal shot.
- A scratch shot (cue ball pocketed or hit off the table).
- A scratch shot on a legal break.
- Shooting without at least one foot on the floor.
- Touching or moving any ball before or after shooting by means other than legal play. This includes touching a ball with the cue stick, hands, clothing, or anything else that could cause a ball to move. Cue balls must be positioned by hand after receiving a “ball-in-hand”. The cue stick may only be used to position the cue ball before the break. The referee is responsible for spotting all balls.
- Shooting a jump shot over another ball by scooping the cue stick under the cue ball. It is legal; however, to strike down on a point that is above the center of the cue ball. A player does not commit a foul by accidentally miscuing, thus causing the cue ball to jump above the playing surface of the table.
- Coaching from a team member, unless the shooter has called a time-out and asks for assistance from the team member. The player shooting may ask for assistance by calling a time-out a maximum of two (2) times per game. A time-out will not be charged for asking the referee to interpret the rules.
- Physical or verbal gestures made by members not shooting in an attempt to signal the player that is shooting to change his or her shot or to call a time-out. The player shooting or team members are allowed to call a time-out.

## ***Foul Penalty***

If the player shooting commits a foul on the break, the opposing player may place the cue ball anywhere on the table behind the Head String (in the kitchen) before shooting. If the player shooting commits a foul after the break, the opposing player receives the cue “ball-in-hand” and may place the cue ball anywhere on the table before shooting. This rule prevents the player shooting from committing intentional fouls, which would put his or her opponent at a disadvantage.

## ***Combination Shots***

When shooting a combination shot, the player that is shooting should always indicate the object ball that he or she is attempting to pocket and the pocket that the object ball will be pocketed, whether it is obvious or not. Combination shots are legal as long as the player shooting contacts one of the object balls in his or her group (stripes or solids) first with the cue ball. If the table is “open”, any object ball (including the 8-ball) may be contacted first with the cue ball in a combination shot. After contact with the object ball has been made with the cue ball, any other object ball (including the 8-ball) may be used in a combination shot. The player that is shooting is not required to indicate the details of a combination shot. The player is only required to indicate the object ball to be pocketed and the pocket that the object ball will be pocketed in.

## ***Shooting the 8-Ball***

When shooting the 8-ball, the player that is shooting should always indicate the pocket that the 8-ball will be pocketed, whether it is obvious or not. If the player shooting does not indicate the pocket that the 8-ball will be pocketed, the referee or the opposing player may ask the player shooting in which pocket he or she intends to shoot the 8-ball. If the opposing player or referee does not question the shooter before he or she shoots and the player shooting pockets the 8-ball, the player that pocketed the 8-ball wins the game. It is the responsibility of the referee to watch and know at all times what the shooting player is attempting to do. If a shot is disputed, the referee will determine if the player shooting made a legal shot.

## ***Loss of the Game***

The following will result in an immediate loss of game.

- Scratching the cue ball while attempting to pocket the 8-ball.
- Pocketing the 8-ball before the shooting player's entire group of object balls has been pocketed.
- Pocketing the 8-ball on the same stroke as the last ball of the shooting player's group of object balls. The 8-ball shot must always be a separate shot.
- Hitting the 8-ball off of the table at any time.
- Pocketing the 8-ball in a pocket other than the one indicated.
- Pocketing the 8-ball and committing a foul on the same shot. The shot is not over until all of the balls on the table have stopped moving and come to rest. It is not a loss of game if the player shooting commits a foul while shooting the 8-ball if the 8-ball is not pocketed.

## ***Stalemate Game***

If in three (3) consecutive turns at the table by each player, (six (6) turns total) both players purposely or otherwise foul, the game will be considered a stalemate. This occurs when attempting to pocket or move an object ball that would result in an immediate loss of game. If a stalemate occurs, the balls will be re-racked and the player that shot the break shot will break again. It is not a stalemate if only one of the players fouls in three (3) consecutive turns.

## ***Shooting Time Limit***

The player that is shooting is allowed a two- (2) minute time limit between each shot. If a time-out is called, the player will be allowed two (2) additional minutes for the time-out before being required to shoot the shot. After having a time out there is a one- (1) minute shooting time limit to shoot the shot. If the referee feels that a player is intentionally or otherwise delaying the progress of the game, he or she may issue a warning to the player. If the player persists beyond the warning, the referee may impose a one- (1) minute shooting time limit for the player between each shot. If it continues, the referee may call a foul.

## ***Time Outs***

A time-out is a two- (2) minute coaching time period where the player shooting may ask for the assistance from a member of his or her team concerning the game. The player shooting or a team member may call a time-out a maximum of two (2) times per game. The player shooting may refuse the time out and will not be charged for a time out. The player shooting or team member must verbally call "time-out" and may ask only one team member for assistance per time-out. Any member of the shooting player's team, whether they are shooting that night or not, may be asked for assistance. The member assisting the player shooting cannot touch any balls on the table, make any marks on the table or guide the shooting player's cue stick. The team member that is assisting the player shooting must leave the playing area before the player shooting resumes play. Once the team member that is assisting the player shooting has left the playing area the time-out is over. The player shooting may call an additional time-out during the same turn and ask for assistance from the same team member or a different team member if he or she chooses. All two (2) time-outs may be called during the same turn or they may be called individually. The player shooting or a team member may call a time-out. If a player calls a time-out but has already used the maximum of two (2) time-outs allotted, the player will not be granted the time-out and will be asked, by the referee, to shoot the shot without assistance. This situation is not a foul. A time-out does not stop the game. It is simply considered a coaching period. All of the rules are still enforced during a time-out.

## ***Foul by Double Hit***

It is a foul if the cue ball is struck more than once by the cue tip. If, in the referee's judgment, the cue ball has left initial contact with the cue tip and is then struck a second time in the course of the same stroke, it is a foul. This can be a difficult call to referee, because on shots where the distance between the cue ball and the object ball is very short, the referee must judge whether the cue ball had enough time to move out of contact.

## ***Masse Shot***

Masse shots are legal in any form. However, the player shooting will be financially responsible for any damage to the table.

## ***Spontaneous Ball Movement***

If a ball shifts, settles, turns or otherwise moves by itself, the ball shall remain as is. A “hanging ball” that falls into a pocket by itself, after being motionless for five (5) seconds or longer, will be replaced as closely as possible to its original “hanging” position prior to falling and play shall continue. If an object ball falls into a pocket after five (5) seconds, the referee will be responsible for replacing the “hanging ball” to its original position. If a “hanging ball” falls after a shot has been executed, the referee may determine that the shot be replayed if the “hanging ball” affected the shot.

## **League Rules**

### ***Legal Teams***

Each team roster may have 4, 5, 6 or 7 players. Only four (4) players from each team compete in each match. To prevent forfeiting an entire match a minimum of two (2) players from a team must be present. A legal team for match play is comprised of 2, 3 or 4 players. Players that are not present to play will forfeit the games that are not played. If less than two players from a team are present, the illegal team will forfeit the entire match and receive a twelve (12) to zero (0) loss. If neither team is legal, both teams will receive a score of eight (8) to eight (8) for the match. If both teams have players that are missing and the missing players are scheduled to play each other, both teams will receive ½ of a win for the games that aren't played.

### ***Substitute Players***

Any team can compete with four (4) players and 1, 2 or 3 substitutes. To add or change players on a team roster, write the player(s) name(s) on the back of score sheet any time during the first three- (3) weeks of the session. Additional players may be added after the third week of the session in emergency situations only. After the third week of the session, The Chairman or Scorekeeper must be notified before a match begins for a new player to be allowed to play. If the captain of the team is unable to contact the Chairman or Scorekeeper before the match begins, another Committee member may be contacted. This does not mean that the new player will automatically be accepted. The Committee will review the circumstances of the emergency and the captain will be notified with the decision. A written request on the back of the score sheet must be submitted for all roster changes. If a team has six (6) or more players on the roster an emergency change to the team roster will not be granted under any circumstances. In order to qualify to play in the playoffs at the end of the session, substitutes must have played at least two matches during the session.

### ***Illegal Players***

It is illegal to use a player that is not listed with the Scorekeeper. Game points will be deducted for each game played by illegal players. If another team is suspected of using an illegal player don't make a big deal of it. Play all of the games in the match. To prevent illegal players from playing, the score sheets are checked each week. If a name does not appear on the team's roster and the player has not been approved to play, the games that were played by the illegal player will be automatically forfeited.

### ***Tardy Players***

The start time for all matches is 7:30 p.m. real-time on Thursday nights. If by 7:30 a team does not have at least two legal players, there will be a fifteen (15) minute waiting period. If the waiting period expires (7:45) and the team does not have at least two legal players, the illegal team will forfeit the entire match and receive a zero (0) to twelve (12) loss. The winning team will receive a twelve (12) to zero (0) win. If a team has at least two legal players present at 7:30 the match must be started. Stalling, in this case, to allow more time for late players to arrive, is considered to be un-sportsmanlike conduct and will not be tolerated. There is a three-minute waiting period between shots and games. Tardy players will forfeit any games that they are not present to play. However, if the player(s) arrive in time, they will be allowed to play the games in later rounds. It

would be sportsmanlike for the captains to agree to allow tardy players to make-up the games they missed once they arrive, but it is not required.

### ***Spectator Participation***

Spectators (non-team members) on the sidelines should not be allowed to advise, coach, intimidate or harass any player during competition. If after advising a spectator that he or she is not allowed to participate in the match, and he or she continues to do so, the referee should ask the spectator to leave the playing area. If the problem persists, it is the responsibility of the home team captain, bar owner and/or manager to handle the situation.

### ***Referee Authority***

The home team captain is responsible for providing a referee for each game. The referee is usually the captain or a player that is playing in the match that night. Each game may have a different referee if desired. The referee is in complete charge of the game being played and is responsible for watching every shot. The referee will call all fouls that are committed by the players that are shooting the game. Any player shooting may call a foul; however, the foul must be called before the player shoots his or her next shot. Once the player shoots his or her next shot and the cue ball is in motion a foul committed on a prior shot no longer exists. Any member playing in a match may call a foul, but the referee of the game will make the final determination if a foul has been committed. Once again, the referee should watch every shot of the game. If the referee does not see a foul that is committed, the captains of both teams may discuss the matter and mutually decide how to proceed. If the captains cannot mutually decide how to proceed, they may resolve the matter by flipping a coin or by agreeing to re-rack and re-play the game. If it is felt that a referee has made two or more “bad calls” in a game, the visiting captain may ask the home team captain to replace that referee and a protest may be filed. It is recommended that all players in the league know the rules since they may be called on to be a referee.

### ***Protests***

A judgment call is not protest. If a captain feels that the referee has made an unfair decision, or if the captain feels that any situation requires review, that captain must make a protest prior to any subsequent shots being taken. Any controversy that arises during play, not covered by the rules, shall be decided by the two team captains. If a decision is not agreed upon by the captains, both team captains must write a short summary of the protest on the back of the score sheet and contact a Committee member the following day. The Committee will review the protest and the captains of both teams will be informed of the final decision. If protest results in a change to the scoring, the change will be reflected on the team and/or individual standings within two weeks.

### ***Score Sheets***

Score sheets must be turned in to one of the designated drop off locations by noon on Saturday following the match on Thursday night. It is the responsibility of each team captain to make sure that the score sheet is turned in on time. If a score sheet is not turned in on time a penalty of two (2) games may be deducted from the team standings for the team that failed to do so. If any team members feel that there is a discrepancy in the team or individual standings, they must contact the Scorekeeper within four (4) weeks of the date of play or the scores will stand as is. A sample of the official score sheet is located on page 16.

### ***Regulation Size Cue Balls***

It is the intention of the league to make play as consistent as possible from location to location by requiring the “home” location to furnish a regulation size “small” cue ball. A regulation cue ball is defined as “white in nature, 2-1/4 inches in diameter and weighing between 5-1/2 to 6ozs.” In other words, the cue ball should be approximately the size of the object balls. If the visiting captain believes that a cue ball is too large, he or she may request that the cue ball be changed and/or introduce a more acceptable cue ball. Please use good judgment in selecting a regulation size cue ball for league play so that all concerned will enjoy fair play. If a cue ball other than the normal cue ball for the table is to be used for league play, the ball should be switched prior to the warm-up period for the match to allow the players to get used to it.

### ***Un-sportsmanlike Conduct***

Verbal or physical abuse will not be tolerated. It is not sportsmanlike to aggravate the opposing player or to slow play while shooting. Slow play is particularly aggravating and is not acceptable. Coaching and shooting periods should not exceed the two (2) minute time limit.

### ***Sportsmanship***

It is impossible to cover every situation 100% with rules. The rules are not designed to restrict the competitive nature of playing the game of pool, but rather to provide a set of guidelines for conduct that avoids conflict between teams and players. When it comes down to it, the players and captains in this league determine how to conduct themselves. Using common sense promotes harmony, camaraderie and good times for all participants. Sportsmanship is what this league is all about.

**REMEMBER - IF IT'S NOT IN THE RULES, IT DOESN'T APPLY!**

## ***Captain Responsibilities***

- Know the rules and watch every game that is played. The captains are responsible for confirming that the referee has made the appropriate call.
- Know the team roster and any changes that have been made. For the first three weeks of each session, the captain should write the names of the players that are added or changed to the roster on the back of the score sheets.
- Make sure that the Scorekeeper has an updated phone number and at least one other team member's phone number.
- Fill out the score sheets properly and make sure that they are delivered to one of the designated drop-off locations by noon on Saturday following the match on Thursday night. The captain is the only one responsible for the score sheets.
- Keep control of the team. Un-sportsmanlike conduct will not be tolerated. Any team Captain that does not enforce this will be replaced. Any player can be dropped if the Committee feels that they are not conducting themselves properly.
- Provide a referee for each game at home. The referee is usually the captain or a player that is playing in the match that night. Each game may have a different referee. The referee appointed should be impartial, know the rules and watch every shot of the game. If the referee does not see a foul that is committed, the captains of both teams may discuss the matter and mutually decide how to proceed. If the captains cannot mutually decide how to proceed, they may resolve the matter by flipping a coin or by agreeing to re-rack and re-play the game.
- Make sure that the balls are racked for each game for matches that are played at home.
- Attend all captains' meetings.
- Attend each session sign-up night and submit the team roster.
- Collect the team fee for each session from the bar owner and pay the league at the session sign-up night.
- Inform team players of league events and changes to the league rules.

## ***Bar Responsibilities***

- Make sure that the team captain(s) are responsible to the league, the team(s), and the bar. If the owners, captains and the league Committee work together, the IEPL will run smoothly with a minimum of difficulty.
- Make sure that all players on the team(s) are legal members of the league. Talk with the captain(s) to prevent illegal players from playing.
- Try to provide a bulletin board for posting copies of the rules, schedules and standings.
- Only one table will be used for each match played. If another table is next to the one being used in league play, if possible it should be closed if there is interference with league players.
- Equipment for league play should be kept in good condition. The bar should supply a bridge, a rack, cues, and a good brand of chalk.
- Provide the pool tables for match play (hopefully in good condition). It is suggested that the bar owners or managers open the tables 60 minutes before play is to begin to allow the league players sufficient time to warm-up. Visiting teams should have priority seating whenever possible.
- Provide participating players with team drinks - The IEPL does not require bars to provide a free beverage for the visiting or home teams. However, most of the bars that participate in the league provide each player that is shooting with one "team" drink. This is a courteous consideration, not a requirement.
- Each bar is responsible for the actions of the players and spectators. The bar owner, manager, bartender or home team captain should stop harassment, un-sportsmanlike conduct, or interference by players or spectators. If conditions like this continue, the visiting team does not have to remain. A team that leaves a bar due to this kind of behavior may file a protest with the league Committee. Host bars can refuse to admit a pool player that has been banned (86'd) from their bar. The Inland Empire Pool League (IEPL) reserves the right to disqualify any bar or player from competition for un-sportsmanlike conduct or tactics that are detrimental to the league. The bar and/or player will then forfeit all rights to any prizes or awards.

# League By-laws

## **Section I General**

The Inland Empire Pool League (IEPL) is comprised of bar owners, managers and participating pool players. The IEPL sponsors 8-ball activities in the City of San Bernardino, CA. and adjacent incorporated or unincorporated cities and counties. The IEPL is a Non-Profit Organization. The purpose of the IEPL is to promote a competitive environment and good will among bar owners and players. It is hoped that all participants will enjoy the activities and develop good sportsmanship.

The IEPL shall not prohibit any bar that has the facilities, from participating in the league unless that particular establishment is considered to be a problem and/or does not follow the stipulations set forth in the IEPL Official Rules and by-laws.

## **Section II Committee and duties**

The IEPL Committee consists of five (5) members. Below are the titles and duties of each of the positions on the Committee.

### **Chairman**

The chairman will conduct all meetings, coordinate with the Scorekeeper and coordinate the purchase of trophies and the organization of the banquets. He or she will delegate authority as needed. The committee will decide the details concerning the purchase of trophies and the organization of the banquets.

### **Vice-Chairman**

The Vice-Chairman will work with the Chairman and act as Chairman if the Chairman is unable to do so. The Vice-Chairman will also act as a backup for the Coordinator.

### **Treasurer**

The Treasurer will collect, deposit and pay the bills of the IEPL. The Treasurer will maintain financial records and coordinate with the Committee members pertaining to operating expenses. A co-signature by another committee member is required on all checks written on the IEPL bank account.

### **Scorekeeper**

The Scorekeeper will tally scores and create a copy of the all teams and individual standings each week for posting at all participating bars. The Scorekeeper also creates playoff sheets and coordinates with Committee members pertaining to problems due to illegal players and protests. The Scorekeeper will type any changes made to the score sheets, rules, etc. The IEPL compensates this person for office supply expenses.

### **Coordinator**

The Coordinator will assist the Committee in performing its duties. The Coordinator picks up the score sheets at the designated drop-off locations and delivers them to the Scorekeeper. The IEPL compensates this person for vehicle expenses.

### **Term of office**

Committee members will serve for one full year. Elections for members on the Committee will occur once per year at a regularly scheduled captain's meeting. There is only one vote per team and that vote is made by the captain of each team only. When a Committee member quits, or is incapacitated, before his or her term is up, that position shall be replaced by a majority of the Committee members' vote until the next election. All of the Committee members must be present to substantiate a valid vote.

Only the current IEPL Committee members will make changes to the official rules and by-laws. The captain's meetings are where league members may discuss recommendations for changes to the rules. However, the Committee has the final vote for all recommended changes.

### **Section III Matches and Fees**

Matches are played on Thursday nights and start at 7:30 p.m. sharp. Each division will consist of eight (8) teams and each session will last for 14 weeks. A double elimination "Playoff" tournament will be run at the end of each session including the 1<sup>st</sup> and 2<sup>nd</sup> place teams from each division (some 3<sup>rd</sup> place teams may be involved if there are less than eight (8) divisions). A double elimination "Top Shooter" tournament will be run at the end of each session including the 1<sup>st</sup> and 2<sup>nd</sup> place individual players from each division (some 3<sup>rd</sup> place players may be involved if there are less than 16 players). Individual players must shoot a minimum of 36 games in a session to qualify for individual "Top Shooter" trophies and to qualify for the "Top Shooter" tournament. The Committee will determine the playoff sites. Playoff matches start at 7:00 p.m. sharp. The Committee will determine the playoff format.

The committee will determine the fee to be paid by the bar owners for each team that will participate in each session. The fee is due on the sign-up night for each session. After the first night of play no money will be refunded. If the league fees are not paid in full by the third week of play, the team scores will be forfeited and the team will receive forfeits for all matches played. The Committee reserves the right to change the amount of the fee as deemed necessary to cover operating expenses.

All money collected will be used for expenses incurred in the normal operations of the league. No person serving the IEPL shall receive any money for duties performed. Board Members will be compensated for operating expenses incurred.

### **Section IV Banquet and awards**

There will be a banquet for the presentation of trophies at the end of each session. The Committee will choose the location of the banquet.

Trophies will be awarded for the following teams and players each session:

- The teams that finish 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> on the team standings for each division.
- The players that finish 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> on the individual standings for each division.
- The teams that finish 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> in the "Playoff" tournament at the end of each session.
- The players that finish 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> in the "Top Shooter" tournament at the end of each session.

Upon recommendation from Committee members, captains, bar owners or managers, the Chairman shall decide the necessity for any meetings. The location of meetings will rotate from bar to bar. The Committee will designate when and where such meetings will be held. Committee members will attend all meetings. It is suggested that bar owners, managers and players attend all of the meetings.

The Inland Empire Pool League (IEPL) reserves the rights to disqualify any player or bar from competition for un-sportsmanlike conduct or tactics that are detrimental to the league. Players and/or bars that have been disqualified will forfeit all rights to any prizes or awards.

# Inland Empire Pool League

## Official Score Sheet

Division \_\_\_\_\_  
 Home Bar \_\_\_\_\_  
 Team Name \_\_\_\_\_  
 Fax Number \_\_\_\_\_

Week # \_\_\_\_\_ Date \_\_\_\_\_  
 Visiting Bar \_\_\_\_\_  
 Team Name \_\_\_\_\_  
 Fax Number \_\_\_\_\_

Is this the home team score sheet Yes \_\_\_\_\_ No \_\_\_\_\_  
 8 Ball Break = X8B or Break & Run = XBR

No. of Player	Round 1		No. of Player
3 _____	_____	_____	3 _____
4 _____	_____	_____	2 _____
1 _____	_____	_____	1 _____
2 _____	_____	_____	4 _____
Round 2			
4 _____	_____	_____	3 _____
1 _____	_____	_____	2 _____
2 _____	_____	_____	1 _____
3 _____	_____	_____	4 _____
Round 3			
2 _____	_____	_____	2 _____
3 _____	_____	_____	1 _____
4 _____	_____	_____	4 _____
1 _____	_____	_____	3 _____
Round 4			
3 _____	_____	_____	2 _____
2 _____	_____	_____	3 _____
1 _____	_____	_____	4 _____
4 _____	_____	_____	1 _____

Total Games	
Played	Won
3	
2	
1	
4	

Final Score

\_\_\_\_\_

Total Games	
Played	Won
	2
	3
	4
	1

\_\_\_\_\_  
 Visiting Team Captain

\_\_\_\_\_  
 Home Team Captain

Note: Print first & last names of each player each week on round 1. Print only first names on rounds 2, 3, & 4.  
 The score sheets must be delivered to one of the locations below by NOON Saturday.

## Changes to Inland Empire League Rules

### Old rule

#### ***Shooting Time Limit***

The player that is shooting is allowed a three- (3) minute time limit between each shot. If a time-out is called, the player will be allowed three (3) additional minutes for the time-out before being required to shoot the shot. If the referee feels that a player is intentionally or otherwise delaying the progress of the game, he or she may issue a warning to the player. If the player persists beyond the warning, the referee may impose a one- (1) minute shooting time limit for the player between each shot. If it continues, the referee may call a foul.

**Changed to: as of June 12, 2006**

#### ***Shooting Time Limit***

The player that is shooting is allowed a two- (2) minute time limit between each shot. If a time-out is called, the player will be allowed two (2) additional minutes for the time-out before being required to shoot the shot. **After having a time out there is a one- (1) minute shooting time limit to shoot the shot.** If the referee feels that a player is intentionally or otherwise delaying the progress of the game, he or she may issue a warning to the player. If the player persists beyond the warning, the referee may impose a one- (1) minute shooting time limit for the player between each shot. If it continues, the referee may call a foul.

### Old rule

#### ***Time Outs***

A time-out is a three- (3) minute coaching time period where the player shooting may ask for the assistance from a member of his or her team concerning the game. A player may call a time-out a maximum of three (3) times per game. The player shooting must verbally call "time-out" and may ask only one team member for assistance per time-out. Any member of the shooting player's team, whether they are shooting that night or not, may be asked for assistance. The member assisting the player shooting cannot touch any balls on the table, make any marks on the table or guide the shooting player's cue stick. The team member that is assisting the player shooting must leave the playing area before the player shooting resumes play. Once the team member that is assisting the player shooting has left the playing area the time-out is over. The player shooting may call an additional time-out during the same turn and ask for assistance from the same team member or a different team member if he or she chooses. All three (3) time-outs may be called during the same turn or they may be called individually. Only the player shooting may call a time-out. If any person other than the player shooting calls a time-out, the referee may call a foul on the player that is shooting. If a player calls a time-out but has already used the maximum of three (3) time-outs allotted, the player will not be granted the time-out and will be asked, by the referee, to shoot the shot without assistance. This situation is not a foul. A time-out does not stop the game. It is simply considered a coaching period. All of the rules are still enforced during a time-out.

**Changed to: as of June 12, 2006**

#### ***Time Outs***

A time-out is a two- (2) minute coaching time period where the player shooting may ask for the assistance from a member of his or her team concerning the game. The player **shooting or a team member** may call a time-out a maximum of two (2) times per game. **The player shooting may refuse the time out and will not be charged for a time out.** The player shooting **or team member** must verbally call "time-out" and may ask only one team member for assistance per time-out. Any member of the shooting player's team, whether they are shooting that night or not, may be asked for assistance. The member assisting the player shooting cannot touch any balls on the table, make any marks on the table or guide the shooting player's cue stick. The team member that is assisting the player shooting must leave the playing area before the player shooting resumes play. Once the team member that is assisting the player shooting has left the playing area the time-out is over. The player shooting may call an additional time-out during the same turn and ask for assistance from the same team member or a different team member if he or she chooses. All two (2) time-outs may be called during the same

turn or they may be called individually. The player shooting **or a team member** may call a time-out. If a player calls a time-out but has already used the maximum of **two (2)** time-outs allotted, the player will not be granted the time-out and will be asked, by the referee, to shoot the shot without assistance. This situation is not a foul. A time-out does not stop the game. It is simply considered a coaching period. All of the rules are still enforced during a time-out.

Corrected time out changes June 17 2008

## **Revisions June 16<sup>th</sup> 2008**

### **Index**

Index page numbers changed to reflect moving score sheet to page 16 and rule changes to page 17.

### **Old Rule**

#### **Section III Matches and Fees**

All money collected will be used for expenses incurred in the normal operations of the league. No person serving the IEPL shall receive any money for duties performed. Only the Scorekeeper and the Coordinator will be compensated for operating expenses incurred.

#### **Changed to: as of June 16, 2008**

All money collected will be used for expenses incurred in the normal operations of the league. No person serving the IEPL shall receive any money for duties performed. **Board Members** will be compensated for operating expenses incurred

### **Old Rule**

#### ***Un-sportsmanlike Conduct***

Verbal or physical abuse will not be tolerated. It is not sportsmanlike to aggravate the opposing player or to slow play while shooting. Slow play is particularly aggravating and is not acceptable. Coaching and shooting periods should not exceed the three (3) minute time limit.

#### **Missed in June 12<sup>th</sup> 2006 revision:**

Verbal or physical abuse will not be tolerated. It is not sportsmanlike to aggravate the opposing player or to slow play while shooting. Slow play is particularly aggravating and is not acceptable. Coaching and shooting periods should not exceed the **two (2)** minute time limit

### **Old Rule**

Score sheets must be turned in to one of the designated drop off locations by noon on Saturday following the match on Thursday night. It is the responsibility of each team captain to make sure that the score sheet is turned in on time. If a score sheet is not turned in on time a penalty of two (2) games may be deducted from the team standings for the team that failed to do so. If any team members feel that there is a discrepancy in the team or individual standings, they must contact the Scorekeeper within four (4) weeks of the date of play or the scores will stand as is. A sample of the official score sheet is located on page 17.

### **Missed in June 12<sup>th</sup> 2008 revision:**

Score sheets must be turned in to one of the designated drop off locations by noon on Saturday following the match on Thursday night. It is the responsibility of each team captain to make sure that the score sheet is turned in on time. If a score sheet is not turned in on time a penalty of two (2) games may be deducted from the team standings for the team that failed to do so. If any team members feel that there is a discrepancy in the team or individual standings, they must contact the Scorekeeper within four (4) weeks of the date of play or the scores will stand as is. A sample of the official score sheet is located on [page 16](#).

### **Old rule**

#### Section III Matches and Fees

The committee will determine the fee to be paid by the bar owners for each team that will participate in each session. The fee is due on the sign-up night for each session. After the first night of play no money will be refunded. The Committee reserves the right to change the amount of the fee as deemed necessary to cover operating expenses.

#### **Changed: as of June 16, 2008**

The committee will determine the fee to be paid by the bar owners for each team that will participate in each session. The fee is due on the sign-up night for each session. After the first night of play no money will be refunded. **If the league fees are not paid in full by the third week of play, the team scores will be forfeited and the team will receive forfeits for all matches played.** The Committee reserves the right to change the amount of the fee as deemed necessary to cover operating expenses.

#### **June 27, 2008 revisions:**

Minor revisions in spelling and grammar not highlighted. Removed all highlighting from rules except on rule change pages 16 and beyond.