
Rules & Bylaws

Governing the

SCRANTON POOL LEAGUE

(EST. 1972)

REVISED 8/2018

All Captains and team members are required to read the latest rules booklet.

Signing the weekly roster before play is acknowledgement and acceptance of all SPL's policies, rules and statements.

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League Officers

Promotional Manager

Chris Wilson
570-510-1020

Treasure

Dale Henry
570-4078465

Scheduling Manager

Ed Kearns
570-309-2426

RULES COMMITTEE

Chris Wilson 570-510-1020

Pete Howey – 570-955-8491

Joe Ohara 570-677-1733

Maura Clark 570-335-1164

NOTE: If team captains cannot resolve a dispute on game play, contact a committee member for a ruling or a meeting of the committee.

The Rules Committee will handle all disputes.

Committee judgment is FINAL.

Disputes will not be handled at league meetings.

Important Things to Remember

1. A Team Master Roster, along with dues (from both teams), are to be sent in by the home team captain by the second (2nd) week of League play.
2. All scores are to be reported by the home team captain at the end of play each Tuesday night.
3. If a new player is picked up to play in a match on Tuesday night, a roster addition sheet must be filled out and sent in with that week's dues by the home team captain.
4. Dues are to be mailed using the provided envelopes to:

Dale Henry
Labels Provided To Captains

5. Team captains are responsible for filling out and submitting league issued prize tickets for all dues paying members of their team for the half time party and the clam bake drawings. The only exception will be for door prize tickets issued to attendees.
6. Scrantonpoolleague.net and it's domain are the property of the Scranton Pool League and its members. It is also known that a minimum of two officers will have regular and unrestricted access to the website and other social media outlets.

Rules of the Game

The following rules are to be followed during all league matches and supersede any "true rules" or "house rules" of eight ball. NO EXCEPTIONS!

1. The game is regular "8 ball".
2. Every pool table must have a visible line drawn across the table between the second diamond from the headrail. Opposing teams have the right to suspend play until a line is drawn on the playing surface as described above.
3. Games must be played by two players from each team. Players not shooting in any of their three games are still considered to have played in that set and are not eligible to play in any other set.
 - 3b. Exception:
If a team is short players to finish the match, the opposing team may allow them to use players who have already played and are picked by said opposing team. This option is completely up to the opposing team.
4. "Wild Cards" may be shot in any one or more of the five sets played. No one player can play in more than one set.
5. Opening break shot will be determined by coin toss. Winner of toss has to break. Home team flips in first game, then winner flips. Persons involved in coin toss are obligated to play in that game.
 - 5a. On break, at least one racked ball must hit a rail or be pocketed. If this does NOT happen a re-rack must happen with the same person breaking.
6. Mis-cue on break, always shoot again if rack is untouched. Re-rack on poor break if agreed to by opposing team.
7. On a mixed break, table remains "open" until a called shot is made. On an "open" table following the break, a hi-low combination shot is not allowed but a high-low-high is.
8. Call your pocket...not your shot.
9. Your ball must be hit first on all shots. Eight ball is not neutral.
10. Split hit (hi-low) is not allowed. Judges call.
11. Once cue ball is touched with cue, and visibly moves, it is considered a valid shot.
12. Deliberately jumping balls is not allowed, shooter loses turn.

13. Eight ball must be pocketed cleanly on game winning shot. A "double-kiss" off the cue ball is a legal shot. Since the game is ball-in-pocket, an eight ball banking around the table and being made in called pocket is also a legal game winning shot.
14. Eight ball or any other balls do not have to be hit with the cue ball to be a legal shot. Not hitting eight ball on potential game winning shot is allowed without penalty.
15. No spotting balls unless knocked off table. NO EXCEPTIONS.
16. Balls accidentally moved should be replaced by opponent to original position.
17. Should the eight ball fall by a bump of the table, the game will be shot over unless bump was intentional, in which place player bumping table loses game. Should the eight ball fall without any interference, game will also be shot over. Same teams breaks.
18. Object ball must be completely over the line when shooting after a scratch. No part of the object ball can touch the line or extend over the line to be considered "good".
19. After a scratch the cue ball must be completely behind the line. The cue ball must pass the line before contacting another ball to be legal. Intentionally dropping the cue ball in a pocket in order to scratch will be considered Unsportsmanlike conduct and will result in loss of a game.
20. There are no "intentional" safeties allowed. All players are expected to make an honest attempt at making shots.
21. There must be two designated judges per match, one per team.
22. Decision of the judges is final. If judges cannot agree, a re-rack will be shot immediately. Coin toss determines who breaks.
23. There is NO coaching allowed. The only persons allowed at the table during the game are the shooter and his/her partner. Either player may leave the table to ask advice from one person. This person now becomes their advisor for the rest of the set. It is also allowed that this "advisor" may approach the table, AT THE REQUEST OF THE SHOOTER, once per game. Also, the captain, and only the captain may call a time out once per game. And must follow the rules above.
24. Any person interfering with the course of a match by offering advice, distracting a player, or otherwise disturbing play can subject their player to a foul. The opposing team captain must warn the offender and their captain. After the first offense any reoccurrence will result in loss of shot for the offending team.
25. No betting allowed.

A. General:

1. League membership shall be comprised of not more than 28 teams. In the event there are less than 28 teams, a bye or byes will be substituted into the schedule. This may change as the need arises.
2. Regular season will consist of one less the number of weeks as there are participating teams in the league. Starting date will vary from year to year, but is usually the first or second Tuesday after Labor Day. All matches are played on Tuesday nights. No matches will be played on and/or between Christmas Eve thru New Year's Day.
3. In the event of bad weather, matches will be played unless "a state of emergency" is declared by the Governor closing all roadways to the general public.
4. Season will be divided into two halves, with the number of weeks in each half being determined by league's Scheduling Manager based on total number of weeks, starting dates and holidays.
5. Playoffs at end of first and second halves will run consecutive weeks per half, barring any ties, at which time an additional week may be added.

B. Format:

1. Four divisions (North, South, East, and West) will be determined prior to the start of every season. Teams comprising the divisions are chosen by random drawing.
2. League matches will take place on Tuesday night of each week. Starting time is 8:00 pm. The visiting team will have exclusive use of the table to be used for the match from 7:45pm to 8:00pm for practice.
3. Matches will consist of 15 games, played in 5 sets of 3 games by 2 players from each team per set (see "Rules of the Game" #4). One point is awarded for each game won. Both wins and losses are tabulated for the standings.
4. Replacement teams entering the league in mid-season shall assume the current record and remaining schedule of the team they are replacing.

C. Awards:

Trophies for eligible teams will be awarded as follows:

1st Place in each Division.....Team trophy (1) per half

1st Half ChampionTeam trophy

2nd Half Champion .. .Team trophy

All season Champion.....Traveling team trophy + plaque

D. Team/Member Requirements:

1. Players must be at least 21 years of age.
2. Members must be in good standing with the league, that is, they have not been previously dismissed from the league either individually or as a team due to circumstances as described in Section (G) "Fines/Penalties". NO EXCEPTIONS.
3. All teams are required to submit a roster to the league Business Manager. This roster must contain the full legibly "printed" names along with the signatures of all names on the roster. Each player must legibly print and sign his/her full name (NO NICKNAMES) on a weekly roster along with the number of games played in the match. Each team captain must sign the opposing team's weekly roster. The home team captain must mail both rosters to the league treasurer along with both team's weekly dues.
4. Any revision to a team's roster after the season has started is to be done in writing on the form provided. The form is to be mailed to the league treasurer via weekly dues and roster submissions. Players who are "picked-up" at match time are acceptable provided they are not on any other team's roster and meet all the player eligibility requirements contained in this section. NO EXCEPTIONS. Team captain is still required to add this player to his roster per the method stated above.
5. A player who has played at least (1) game with any team in the first half may switch to another team only at the beginning of the second half of the season. A player may not switch teams at any time if he/she has played 15 or more games with his/her original team unless the player's team had disbanded or has been dismissed from league. A player may switch teams if his/her team has disbanded or been dismissed from league only at the start of the second half and only if player is in good standing with the league, that is, all dues money has been paid as described in Section (G) "Fines/Penalties" #3. NO EXCEPTIONS.
6. Any new or replacement team wishing to enter the league must be accepted by majority vote of existing teams or by league officers and rules committee.

E. Sponsor Requirements:

1. Establishments sponsoring a team must meet the following criteria:
 - A. Every tavern must have a regulation 7 foot pool table available for league play along with regulation 2 1/4" ball's, including cue ball.
 - B. Establishments may not alter their regular tavern prices to their benefit on league nights.
 - C. Team sponsor is "customarily obligated" to provide a reasonable offering of food for both the home and visiting teams on league night at no charge to the league.

F. Dues:

1. \$7.00 per player per week is to be collected every league night. Team captains are to collect dues from their respective teams. Home team captain collects \$70.00 from visiting team captain. Home team captain must submit \$135.00 along with the weekly rosters from both teams to League Treasurer no later than the following Tuesday. \$5.00 is withheld by home team captain for the cost of pool for that night. To insure the safety of the dues being sent, a check should be used. Do not send cash by mail. Even so, should you need to send cash, it must be contained in a sealed envelope with the tavern's name on it and hand delivered to league treasurer. NO EXCEPTIONS.
2. The total amount of dues money, \$65.00 per home team and \$70.00 per visiting team must be turned in regardless of how many players attend the match. Teams who forfeit games and/or entire matches are still required to pay the total dues amount. NO EXCEPTIONS.
3. No dues will be required of any team during playoffs or playoff related matches. (i.e.; tie breakers)
4. Replacement teams entering the league mid season are only required to pay regular weekly fees as stated in (1) above.
5. No initiation fees will be required of any existing or replacement teams at the beginning of the season.

G. Fines/Penalties:

1. Failure of a team captain to submit the predetermined amount of dues to the League Treasurer within a reasonable amount of time will immediately be contacted for explanation. If the person cannot be contacted or does not make an effort to produce the money, the team will receive a three (3) game penalty (to be reflected in league standings). Should the situation worsen and more than one weeks dues are in arrears the entire team will be dismissed from the league and lose all rights to league monies and functions. The League will take legal action against the team captain to recover the money. Although the team captain is responsible to submit the money, any team member wishing to play for a different team in the future may do so only after his/her portion of the money is paid to the league. This penalty is harsh so it is important that team members select a captain who is responsible and honest so that this situation never arises.
2. Team captains, co-captains, or representatives who do not attend a dually called league meeting will receive a three (3) game penalty (to be reflected in league standings). Individuals repeatedly missing meetings will be asked to step down as captain and be replaced by a majority vote of the team.
3. A home team who does not phone in scores on Tuesday night will receive a three (3) game penalty (to be reflected in league standings).
4. A team failing to submit their master roster by the second week of league play will receive a three (3) game penalty per week until said roster is received.
5. Failure of a team to present at least two (2) players by the start of the match, (8:00 pm) will result in an 11-4 forfeit. Should two (2) players be present the match must be played, the remaining games will be forfeited. NO EXCEPTIONS
6. Any team not using a regulation cue ball (2 1/4") will be given an 11 – 4 forfeit.
7. Any tavern that violates any part of Section (E) "Sponsor Requirements" (B), will be dismissed from the league and will no longer be allowed to host a team.
8. Any individual or team dismissed from the league will lose all rights to league monies and functions.

H. Officers:

1. Election of officers will take place prior to the start of each season at a scheduled re-organization meeting. Candidates for the positions of Business Manager/Treasurer, Scheduling Manager and Promotional Manager, are chosen by nomination and elected by majority vote of the attending body.
2. Special committees can be formed to perform special duties as the need arises, i.e., parties, raffles. Individuals appointed to such committees are expected to prepare a list of viable options for league approval.
3. A Rules committee will be formed of 5 league members (appointed by the League Officers) to handle any complaints regarding a dispute pertaining to a league match. Any team captain wishing to file a complaint is to call the rules committee chairman. He will then contact the committee members to resolve said complaint.
4. Annual salaries for the elected officers are to be \$500.00 each.
5. Individuals serving on special committees may receive compensation from the league at the discretion of the officers.

J. Meetings:

1. League meetings are to be held as the need arises. Meeting site will be determined by size and availability. League officers will attempt to utilize as many different locations as possible for league meetings. League Scheduling Manager is to inform team captains in a sufficient amount of time to allow him/her to make arrangements to attend.
2. League meeting are to be attended by team captain or co-captain. In the event a vote must be taken only one vote per attending team is allowed. In all voting situations, majority rules.
3. See Section (G) "Fines/Penalties" (1), for laws pertaining to failure to attend meetings.

K. Playoffs:

1. The sixteen (16) teams with the best win/ loss record will be in the Playoffs at the end of each half of play. The four division winners will be seeded 1 thru 4, the next four teams with the best record will be seeded 5 thru 8. The remaining eight teams with the best record will be randomly drawn for seeding 9 thru 16.
2. The playoffs will be a four bracket format of four teams each. One of the four division winners will be placed in each bracket.
3. The order of play will be -1 plays 9 2 plays 10 etc.
- 3b The above format can change in the event there are less than 28 teams.
4. The winner of the first half will play the winner of the second half, if needed, to become the all season champion.
5. Players are eligible to participate/shoot in a half time playoff if they shot a minimum of 15 games during/in the appropriate half. In the event that two teams are required to shoot against each other to establish the all season champion, individuals eligible to compete in the match must comply with the minimum 15 game rule for the half that they represent, i.e., the first half winner can only utilize the eligible individuals shooting during the first half and the same restrictions apply to the second half winners/eligible shooters in that they are from the second half roster.
6. It is required for one judge to be present at all championship matches. This is limited to the final match of each half and the overall match, if required. The judges will be picked at random from the list of league officers, including the rules committee members. During one of these matches, if a discrepancy arises, the judge's decision is **final**.

Rules of Sportsmanlike Conduct

Policy Statement:

It is the policy of the Scranton Pool League (SPL), a non-profit organization, to foster good sportsmanship, and fair play. The league is governed by its elected officers and the rules committee. The SPL is not subject to any home rule or charter; furthermore, SPL does not follow the rules, policies, or other regulations of any other billiards league. Any person who participates in SPL matches and any other SPL activity SHALL NOT violate any SPL rule, policy, or procedure.

Rule 1.1 Disorderly Conduct

- A. Disorderly conduct presents itself when a person or persons cause a league match or activity to be disrupted or cancelled, by a verbal communication, physical force, or a fight.
- B. Any person or persons who are found to be in violation of SPL Rule 1.1 shall be suspended either temporarily or permanently from some or all of SPL activities.

Rule 1.2 Filing Disorderly Conduct Complaint

- A. All disorderly conduct complaints shall be filed in writing with a rules committee member or its chairman.

Rule 1.3 Disorderly Conduct; Rules Committee

- A. The rules committee shall make all findings regarding a disorderly conduct complaint.
- B. The accused shall be permitted to present all relevant evidence regarding his or her defense. Relevant evidence includes live testimony from eye witnesses, written statements, and good character evidence.
- C. The complainant shall also be permitted to present relevant evidence regarding the incident. Relevant evidence includes live testimony from eye witnesses, written statements, and prior misconduct occurring during SPL matches and activities.
- D. If, and only if, the rules committee cannot make a decision regarding the disorderly conduct incident, the decision may be forwarded to SPL officers who shall make a decision in good faith, and without prejudice.

Rule 1.4 Verbal Discipline

- A. If, and only if a disorderly conduct is witnessed by 2 or more league officers, the accused will be given verbal notice of his/her future status in the league. (i.e. suspension temporary or permanent). This action does not require a written complaint or follow up by committee.

Rule 2.1 Pre-Match Practice, Time of SPL Match

- A. The visiting team shall be allowed to practice on the home teams table that the match will be played on at a minimum from 7:45pm to the start of the match, 8:00pm.
- B. The SPL match shall begin promptly at 8:00pm, unless some unforeseen difficulty arises.
- C. If the match cannot begin promptly at 8:00pm for some unforeseen difficulty, then the team captains shall in good faith agree to a reasonable starting time.
- D. Sets are continuous after the 8:00 pm start unless through mutual agreement of both captains.

Rule 3.1 Permissible Players

- A. No SPL member or associate shall discriminate against any player because of his or her race, national origin, religious belief, gender, age, or physical or mental disability.
- B. Persons registered in associations as professional players are prohibited from playing in any SPL match. Proof of this association must be presented to SPL officials for determination of eligibility.

Rule 5.1 Conflict of Interest

- A. As of August 13, 1996, Tavern owners are now prohibited from being Team Captains, either expressly or implied.
- B. This rule operates prospectively, not retrospectively.
- C. Persons who continue to be both team captain and tavern owner, may be removed by a majority vote of the team's members who are contained on that team's roster.
- D. The purpose of this rule is to prevent a team from being frozen at one bar's location.

Amendments

1998 -1999 Amendment to Bylaws

The SPL Officers have the right to enforce any rules or ruling stated in the foregoing pages without challenge from any individual or committee if it is believed to be in the best interest of the league. If there is no specific rule present, pending or adopted, to address a particular situation, a ruling may be made by the league officers. All decisions will be final and remain in effect when a decision is made.

SPL Rule 4.1 SPL Team Membership Procedure (DELETED 2004-2005)

SPL Rule 4.2 SPL Team location Transfer (DELETED 2004-2005)

2005-2006 AMENDMENTS:

Playoffs – Section K

Teams 1 to 4... Top Division Winners

Teams 5 to 16 Best Record of Non-Division Winners

9 to 16 Places will be randomly drawn for playoff opponent

Format is 1 plays 9 2 plays 10 etc.

Fines/Penalties – Section G

Missed Meeting 3 Games

Not Calling in Scores 3 Games

Cue Ball Size {2 1/4"} 11 - 4 Forfeit

Late Payment 3 Game penalty is substituted for loss of tickets wording.

Officers - Section H

#3.... Delete Wording "and or rules and bylaws"

1998 1999 Amendment to Bylaws

Delete Wording "Rules Committee"

2008 AMENDMENTS:

Rules of the Game

2 Remove: ...from center of spot at the foot of the table to each rail

2 Add: ...across the table between the second diamond from the headrail

7 Add: ...but a high-low-high is.

19 Add: After the scratch the cue ball must be completely behind the line for the shot to be legal

General – Section A

#3 Change to: In the event of bad weather, matches will be played unless “a state of emergency” is declared by the Governor closing all roadways to the general public.

Playoffs - Section K

#5 Add: Players are eligible to participate/shoot in a half time playoff if they shot a minimum of 15 games during/in the appropriate half. In the event that two teams are required to shoot against each other to establish the all season champion, individuals eligible to compete in the match must comply with the minimum 15 game rule for the half that they represent, i.e., the first half winner can only utilize the eligible individuals shooting during the first half and the same restrictions apply to the second half winners/eligible shooters in that they are from the second half roster.

#6 Add: It is required for one judge to be present at all championship matches. This is limited to the final match of each half and the overall match, if required. The judges will be picked at random from the list of league officers, including the rules committee members. During one of these matches, if a discrepancy arises, the judge's decision is **final**.

Rule 2.1 Pre-Match Practice, Time of SPL Match

A Change to: The visiting team shall be allowed to practice on the home teams table that the match will be played on at a minimum from 8:00pm to the start of the match, 8:15pm.

Add D: Sets are continuous after the 8:15 pm start unless through mutual agreement of both captains.

2009-2010 Amendments

Playoffs - Section K

#1. Remove: the next four teams with the best record will be seeded 5 thru 8. The remaining eight teams with the best record will be randomly drawn for seeding 9 thru 16.

#1 Add: the next 12 teams with the best record will be seeded 5 thru 16.

#3. Remove: The order of play will be -1 plays 9, 2 plays 10 etc.

#3. Add: The order of play will be – 1 plays 16, 2 plays 15 etc. The four division winner will retain home field throughout the playoffs.

2011-2012 AMENDMENTS

Rules of the Game

#23 Remove: No more than three people from any one team are allowed at the table at any time. That is only a team's two partners and one "advisor" are allowed at the table to discuss a shot.

#23 Add: There is no coaching allowed, the only persons allowed at the table during a game are the shooter and his/her partner.

#24 Add: Any person interfering with the course of a match by, offering advice, distracting a player, or otherwise disturbing play can subject their player to foul. The opposing team captain must warn the offender and their captain. After the first offense any reoccurrence will result in loss of shot for the offending team.

2012-2013 AMENDMENTS

Rules of the Game

#23 Add: Either player may leave the table to ask advice from one person. This person then becomes the "team advisor" for the rest of the match.

Dues - Section F

#1 Remove: \$6.00 per player...\$60.00 from visiting team captain...\$115.00 along with weekly rosters from both team

#1 Add: \$7.00 per player...\$70.00 from visiting team captain...\$135.00 along with the weekly roster for both teams ·

Officers - Section H

#4 Remove: Annual salaries for the elected -officers are to be \$450.00 each.

#4 Add: Annual salaries for the elected officers are to be \$500.00 each.

2014-2015 AMENDMENTS

Rules of the Game

#19 Remove:.. After a scratch the cue ball must be completely behind the line for the shot to be legal.

#19 Add: After a scratch the cue ball must be completely behind the line. The cue ball must pass the line before contacting another ball to be legal. Intentionally dropping the cue ball in a pocket in order to scratch will be considered Unsportsmanlike conduct and result in loss of game.

Format - Section B

#2 Remove: Starting time is no later than 8:15 pm

#2 Add: Starting time is 8:00 PM. The visiting team to have exclusive use of the table to be used for the match for the match from 7:45-8:00 PM for practice.

#2 Add: The match will start no later than 8:15PM. (see Section(G)Fines/Penalties" #5).

2016-2017 AMENDMENTS

Rules of the Game

#5 Remove: Winner of toss has choice to rack of break.

#5 Add: Opening break shot will be determined by coin toss. Winner of toss must break. If at least one racked ball does not touch a rail balls will be re-racked. Home team flips in first game, then winner flips. Persons involved in coin toss are obligated to play in that game.

Add: #5a On break, at least one racked ball must hit a rail or be pocketed. If this does NOT happen a rerack must happen, with the same person breaking.

#23 Add: It is also allowed that this "advisor" may approach the table, AT THE REQUEST OF THE SHOOTER, once per game

General - Section A

#1 Add: In the event there are less than 28 teams, a "bye or byes" will be substituted into the schedule.

Playoffs - Section K

#6 Add: It is required for one judge to be present at ALL Championship matches. This is limited to the final match of each half and the overall match, if required. The judge will be picked at random from the list of league officers, including the Rules Committee members. During one of these matches, if a discrepancy arises, the judge's decision is final.

2018 – 2019 Amendments

Rules of the Game

Add #3b: Exception:

If a team is short players to finish the match, the opposing team may allow them to use players who have already played and are picked by said opposing team. This option is completely up to the opposing team.

#23 Add: Also, the captain, and only the captain may call a time out once per game. And must follow the rules above.

General – Section A

#1 Add: This rule may change as the need arises.

Format – Section B

#1 Remove: Division winners of second half of previous season will be placed into one of each of the four divisions.

#2 Remove: The match will start no later than 8:15pm (see Section (G) "Fines/Penalties" #5)

#5 Remove: Sixteen teams in each half will be eligible for playoff berths based on their win-loss records. For format and seeding see Section (K) "Playoffs" contained within.

Awards - Section C

Remove: 3rd Place DivisionTeam trophy (1) per half

Remove: 2nd Place DivisionTeam trophy (1) per half

Fines/Penalties - Section G

#5 Remove 8:15pm & Add: 8:00pm

Playoffs - Section K

Add: 3b The above format can change in the event there are less than 28 teams.

Rule 2.1 Pre-Match Practice, Time of SPL Match

A, B, C & D Remove: 8:15pm Add: 8:00pm