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# EPL League Rules

EASY POOL LEAGUE RULES

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# The Easy Pool League Rules

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## Table

The home Team is responsible for paying for and maintaining the pool table. If by chance a pool table is out of order or damaged, then the Teams may switch their home and away games. All tables must have adequate lighting and not have more than **one** side that requires a short cue stick to be used. 6,7, 8 or 9 foot tables are acceptable sizes.

## Score Sheets

Picture(s) of scores **must** be sent into the League Operator no later than Thursdays 5pm. If you fail to do so you lose all win/loss and points associated with your match. NO EXCEPTIONS!

## Make-up Games

**Any Make-up games must be completed before the final regular week of play, unless scheduled by league operator, or it is automatically counted as a forfeit and neither team is awarded any points.**

## Start Time

Teams will meet at 7:00 pm for a 7:30 start time. The visiting Team will be allowed a minimum of (15) minutes to practice on the game table. If any team is not ready to begin play at 7:30pm, the unprepared team(s) will lose a game for every 5 minutes afterwards. This will result in a loss of 1 match after every 2 games (10 minutes). A total forfeit will be granted 8pm if the first match has not been started. **Teams must give the opposing captain no later than 24 hrs. notice for the request of a makeup game.**

## Team Lineup

Each captain will fill out their lineup accordingly with a preferred first (6) singles player lineup. (4) Players can be listed to start and both captains must share their lineup simultaneously. Anything less than (4) Players is a match forfeit for the night. The forfeit does not apply until game (4) is to be racked and their listed player is not present. If a 5<sup>th</sup> or 6<sup>th</sup> player from the opposing team has not been declared before that match is called upon, then the prepared team can immediately select a player from the opponent's team without dispute. A captain is not required to share his/her lineup until their opponent has filled out their sheet also. For Doubles, each team must provide names for the first 2 matches, as the singles concludes. **Note! Games may play out of sequence if agreed upon by both captains.**

## Required to start match & "4 Man Rule"

All Teams must have the (minimum) of their first (4) players listed on the game sheet at the start of a match. All play once started should be continuous and a listed player can be in route but must be present by the start of their game. If not, their **game** is a loss. In the event there are only (4) or (5) players available for the

night, then the opposing Team captain will automatically choose who will play the remaining game/s from the attending players (**“Four Man Rule”**). Unless a new player arrives, no players from the shorthanded Team can leave that already participated in the singles matches when the Four Man Rule is used.

**Example:** Team (1) shows up with (5) players and Team (2’s) captain chose Tom from Team (1) to play the 6<sup>th</sup> game. Neither Tom, nor any other player of the shorthanded Team (1) can leave before doubles and force the Team (2) Captain to choose between the remaining (4) players for doubles. A new Team (1) arrival who is on the roster will have to take the place of any player who needs to leave. Otherwise, the doubles game in question will be considered a loss. Only exception is captains agreeing to allow a mutual lineup change. This is recommended but not required. With regards to doubles the player(s) chosen under the four-man rule will automatically be placed in the 2<sup>nd</sup> position on the score sheet or the last games to be played. Captains cannot choose to put the chosen player where they want on the lineup sheet.

**Teams can only use "The four-man rule" (6) times during the regular season and NOT during playoffs. It is automatically applied if you are short players on the lineup sheet. “The Four Man Rule”, cannot be used consecutively (two weeks in a row). One week must pass before it can be used again.** Simply put, the **Four Man Rule** allows the opposing captain to pick players for unmanned positions from the present players. If the rule has been used the week before then the games unmanned are a loss and the Four Man Rule cannot be applied. For the (6) game limit to be enforced you must report the usage of "The Four Man Rule" when sending your scores sheet pictures to the League Director. (A single player can only be selected to play **one** unmanned singles and **one** unmanned doubles matches)

## Forfeit

If any Team cannot fulfill the required minimum of (4) players, then the match is a forfeit, and the other Team will get (14) points. If any Team willfully walks out before completing their match it is a forfeit. **Teams must give the opposing captain no later than 24 hrs. notice for the request of a makeup game or it is a forfeit.**

## Racking of Balls

Balls will be racked randomly starting with a ball on the foot spot with a solid, and a stripe at each corners of the rack, and the (8) ball positioned in the center.

## Who Breaks (Lagging)

The Break will be decided by a Lag between the two players. Balls will be placed completely behind the head-string and players will shoot towards the foot spot rail. The ball closest to touching the head-string rail is the winner. There is no need to touch the head-string rail. Hitting any side rail is a loss of Lag, pocketing a ball is a loss of Lag. Crossing over into your opponent’s lane is fine if you do not hit his/her ball, if so, it is a loss of Lag. Hitting the foot spot rail twice is a loss of lag.

## Points

There will be (6) single games worth (2) points each and (3) Scotch Double games worth (3) points each for a total of (21) points. The first Team to (11) points will be declared the match winner. Continue to play

all games for additional points which will be cumulative for the entire season and will be used for place standings in the event of a tie of win/loss record. Keep all your score sheets in the Team binder so opponents can review previous sheets to verify a player is on your Team and has played previously.

## Scotch Doubles Play

All rules for Singles apply to Scotch Doubles play. Team Players alternate on each shot during a Scotch Double match. First Player on the Score sheet will Lag for the break and break the rack of balls in accordance with the rules. Only if a legal shot is made on the break does his teammate shoot, alternating on all shots until one Scotch Doubles team player misses. At that time, it is the opponents turn. Alternating at the table rolls into the next game to decide who breaks. Out of turn will result in ball-in-hand.

**NOTE!! Only the current shooter or his Scotch Doubles Partner can mark the pocket on (8) ball. Only the shooter can place the cue ball on the felt. Violation will be Ball-in-Hand for the opposing team.**

## Waiving of Rules

Any changing or waiver of any rule/s by competing captains will negate any possible protest of that agreement later. If you enter into an agreement with an opposing captain to augment a rule during your game “it is binding”. This can be done if it does not give your Teams an unfair advantage over the rest of the Teams in the league. Collusion between captains will not be tolerated.

## Legal Break

To execute a legal break the player (with the cue ball behind the head-string) must do one of the following:

1. Pocket a ball, or
2. Drive a minimum of any (3) balls to the rails.
3. One of the first (3) balls in the rack must be struck first (You cannot hit a rail before the racked balls).

If the player fails to make a legal break, it is not a foul, however, the opponent has choice of the following:

1. Accepting the break as it is, or
2. Have the balls re-racked and can take the break his/her self.

## Choice of Group at Break

Majority of low or high determines the breaking player's ball selection (All scratches are behind the head string on break). If the player makes the same amount of low and high, then he/she has choice. If a player should miss their next shot, or scratch, in a choice situation then the opposing player will have choice. If a player scratches on the break, then the opponent shall get choice (regardless of any balls pocketed) but must start with the cue behind the head-string. If there are no balls pocketed during the break (or in a choice situation) the opponent can use any combination of balls to pocket a ball. This means hitting a stripe into a solid or vice a versa. The only exception is the (8) ball, as it is never neutral and **can never be struck first** but can be used in the middle of a combination. If the table is open, and a player pockets multiple balls,

then majority pocketed ball (stripe or solid) is assigned to that player. If equal # of balls are pocketed, then table is still open.

## (8) Ball on Break

8-ball on the break is a win, unless the player scratches or fouls while doing so.

## Legal Shots (Not Including Break) / Shots (Ball & Pocket) must be called.

On ALL shots (including the (8) ball) a shooter must hit one of his/her ball selection first and then:

1. Pocket one of their or their opponents' balls, or
2. Cause the cue ball or any other ball to hit a rail.

**Failure to execute one of the above will result in "Ball-in-hand" for the opponent.**

**A player's turn is over if he fails to pocket any of his/her ball selection.**

**A player must keep one foot on the floor at all times in order to execute a legal shot.**

## Combination Shots

Combination shots are allowed, however the (8) ball cannot be used as the initial/first ball hit in the combination shot. It is never neutral and can never be struck first or the result is a ball-in-hand for your opponent.

## Ball Frozen to Cushion

When playing a shot where the object ball is frozen (teams should notify a player that a ball is frozen) to a cushion, the cue ball must contact the frozen ball and then:

1. Pocket the frozen ball or any other ball, or
2. Drive the frozen ball, or any other ball including cue ball, to a cushion.

**Failure to execute the above will result in opponent getting Ball-in-hand.**

## Balls Jumped off the Table

If any object ball (except the (8) ball) is jumped off and stays off the table then it is ball-in-hand. The shooter's object ball(s) is spotted and any of the opponent's balls knocked off table will be pocketed.

## Jump Shots

Jump shots are legal. You must request bar permission before attempting a jump shot. Accidentally jumping the ball does not make it a jump shot. The ball must be struck properly above center of the cue ball for it to be legal. Scooping the cue ball is not a legal jump.

## Ball-in-hand

When a player receives Ball-in-hand only he/she may place the cue ball (**with his/ her hand ONLY**) anywhere on the table. Once the cue is placed on table the player can reposition it with **only his/her hand**, or it is ball-in-hand for the opponent. During double matches it is **not** legal for the coach or partner to place

the cue ball on the table, **ONLY THE SHOOTER** can place the cue ball on the table, or it is ball-in-hand for the opponent. Shooting out of turn in doubles is a Ball-in-hand.

## Shooting

A match should take no longer than a maximum of (15) min. If it is clear a player is intentionally delaying the match it will be considered unsportsmanlike and will carry the same penalty as addressed in poor sportsmanship. A player is entitled to continue shooting until he/she fails to legally pocket one of his/her balls or fouls out. If a player shoots an object ball and it bounces back on the playing surface after entering the pocket it is considered a missed shot and the opponent gains the table.

If a player accidentally touches or moves any ball (**Not** including cue ball), with their hands or cue, it is a foul. The opponent will get ball-in-hand. Playing will resume without moving the ball back to the original position. If a ball is moved intentionally into a strategic position, the opposing player can move it back to, or close to the original position. If there is a dispute as to “strategic” position, take a photo and send it to the league operator.

**Note!!** Any ball at the edge of a pocket that falls in accidentally due to no outside intervention will be returned to its original position. Jumping up and down, blowing on the ball at the table, touching the ball or slamming your hand on the table are considered outside intervention and will result in a ball in hand for your opponent. For instance, if the (8) Ball is about to fall in and a player approaches the table and the (8) ball drops due to no action on his part, it is **NOT** a foul. **Outside intervention is not considered walking to the table and leaning on it for your next shot. This applies to all balls hanging in pockets.** The point which a player leaves the table is when their turn ends. He/She cannot stand there in hope the ball will fall in but must leave the table in a reasonable manner of time (5 seconds after the shot is reasonable). Once their turn is over, they must walk away.

## Playing the (8) Ball

When playing the (8) ball, the shooter must clearly designate by physically marking the intended pocket, even if it appears to be obvious. If the opposing player is still not aware of where the shooter intends to pocket the (8) ball, then he/she must ask the shooter prior to the shot. If the shooter misses the (8) ball or doesn't make a legal shot (see legal shot) then the opponent will get ball-in-hand and the game continues. (8) Ball does **not** have to be pocketed cleanly.

**Note! Keep in mind not hitting the (8) ball is no longer a loss as it is now ball in hand.**

**Note!!** If the shooting player pockets the (8) ball without marking a pocket, then the shooter loses the game. Unless it is agreed by both players and/or captains prior to game!

## Push Shots

Push shots are not legal shots when striking the cue ball straight on. To execute a legal shot when two or more balls are frozen together the shooter must hit the cue ball on either a left or right angle (away from cue not straight through).

## Loss of game

A player loses the game if he/she commits any of the following:

1. Scratches when pocketing/shooting the (8) ball.
2. Pockets the (8) ball on the same stroke as the last of his/her balls.
3. Jumps the (8) ball off the table (at any time).
4. Pockets the (8) ball in any pocket other than the one designated.
5. Pockets the (8) ball when it is not the legal object ball.
6. After making the (8) ball, a player must not touch any balls, until all balls have come to a complete stop.
7. Not marking the pocket while shooting the (8) ball. (Unless agreed upon prior)

**Note!:** In order for the game to be a loss for not marking the pocket the (8) Ball must be pocketed.

## Poor Sportsmanship

A player displaying poor sportsmanship, (breaking cue, throwing anything, etc.,) will forfeit the game in progress and face possible expulsion from the league. The forfeited game points plus (5) penalty points. (Taken from the offending Team) will be awarded to the opponents of any offending Team. Only the League Director can make an Unsportsmanlike Conduct Ruling. Play your entire matches and file your complaint with the Director when sending in your scores. Willfully walking away from a match is a forfeit regardless of the situation. You came to play, so make every effort to finish your games like Sportsman.

There will be **one warning** and then expulsion from the league for any members who engage in any type of physical altercation with one another. People come to play pool and have fun, not to be assaulted. **Physical violence of any kind will not be tolerated!**

You came to play pool and enjoy yourselves not to argue and fight. Have fun and be Sportsman during your games.

## Marking the table

At **no** time is it permitted for another player or coach to mark the table in any way. This includes using objects that are placed on the table to show position or wetting a finger to mark table. Only the shooter can mark the pocket when he is calling the (8) Ball. **The only exception is Scotch Doubles where the shooters partner can mark the pocket.**

## Food

Home Team supplies the food for both Teams.

## Calling Time Out

Players are allowed one timeout per game.

**Note!** It is allowed that other teammates ask a player if he or she wants a timeout, but it is not a timeout until the shooting player(s) agrees to it.



## Time Out rule

### **PLEASE TRY TO KEEP TIME OUTS TO A MAXIMUM OF 1 MINUTE.**

There is only (1) time out allowed per single or double games. Only the shooter/s can call time out. Only (2) people in single match and (3) in double matches are allowed at the table during the time out (shooter/s & adviser). During double matches the two Team players are allowed to discuss shots at any time. If a player intentionally and obviously violates the time out rule, the penalty is ball-in-hand. This specifically applies to players mistakenly being given two timeouts or players of the opposite Team yelling out instructions to their Teammates. A player yelling out instructions will be warned then penalized on a second offense. Continued violation may be subject to unsportsmanlike conduct and can carry the same penalty. When an advisor is named, he or she must go to the player immediately. No meeting with other players. After advisor leaves the table, he/she is not allowed to return to the table again for the same timeout.

**Note! It is expected that conversations about games will occur between non-participating players. However, giving hints, whether directly or indirectly, will be considered a foul.**

## Team Rosters

Rosters shall consist of up to 12 players per teams. **No new players can be added to any team with less than 4 weeks of regular season games remaining.** Players cannot switch teams after the fourth week of the season.

## Qualifying rounds (Seasons where this applies)

Players' qualifications are the same as in Playoffs (below)

Teams in 3<sup>rd</sup> place will play team in 6<sup>th</sup> place. (first team to 11 points advances)

Teams in 4<sup>th</sup> place will play team in 5<sup>th</sup> place. (first team to 11 points advances)

The two winning teams will advance to the playoffs

## Playoffs

During all playoff games each Team would need six players in order to play all the games. All players must have played a minimum of (4) matches during the regular season to be allowed to play in the playoffs. Be prepared to prove this by showing the weekly score sheets if you are questioned. If a Team is short players during the playoffs, then the opponent will win the points for each game that the Team cannot man. **You cannot use the "Four Man Rule" during qualifying or playoff matches.**

**NOTE!** In the unlikely event of a tie then the Teams will play an additional night consisting of a full match with a possible (21) points available. They would flip a coin to see which home bar would be used. They both should agree on a date and time of their choice. The first Team to get (11) points would be the absolute winner.