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### **Welcome to the Pool League Association**

**Teams will be divided up into different divisions.**

**Teams will be made up of 2 to 4 players: Captain, Co-Captain and up to 4 other players.**

**2, 3 or 4 matches will be played a night according to division.**

**Only one player per match unless you use the Replay/Ghost rule and stay within the Conditions of the 16 to 20 Rule.**

**Teams have 5 weeks to add or drop players. After 5 weeks, any adding of player has to be approved by League operator.**

**League operator can play on any team without being on a roster if he or she is available. (If league operator does play, the opposing team has the right to refuse and opt to play a**

make-up match instead. The opposing team can also choose who plays the league operator in a match.)

League operator cannot play in Play-offs, Qualifiers or State Qualifiers. Pg.1

If you play pool in any other league your handicap/skill level will be used as a

**GUIDELINE ONLY in the P.L.A.**

**This means you can move up or down instantly win or lose.**

Now Let's Play Pool

Game starts by flipping a coin to see what team puts out the first player. The team that wins the coin toss chooses to put out a player first or chooses to let the other team put out a player first.

### **1. Lagging:**

To see what player breaks first is determined by lagging.

**A: IF balls come in contact with each other, re-lag.**

**B: IF any ball hits a side rail or goes in a pocket it is a loss of the lag.**

**C: The closest ball to the rail where you lag from win's the lag.**

**D: Winner of the lag breaks.**

**E: If you can't determine a winner of the lag, players can agree to re-lag.**

### **2: Racking:**

It will be the choice of the winner of the lag if they want to rack their own rack or have the opponent rack.

**\*All balls should be touching and put on the foot spot with the 1 Ball in front and the 9 Ball in the middle of the diamond shape rack. If a templet is being used players must agree upon removal.**

### **3: Breaking:**

The cue must be placed behind the head string to be a legal break, the first ball must be struck first, and four balls must hit a rail or at least one ball pocketed.

**A: When a break does not qualify as a legal break, balls are re-racked and broken by the same player.**

**B: If the cue ball hits any rail before the break, this is a re-rack and same player breaks.**

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**C: If cue ball goes off the table during the break and it is not a legal break balls are re-racked and then the opposite player breaks.**

**D: If cue ball goes off the table or cue ball goes in a pocket (scratches) after hitting the rack and it is a legal break. This is a foul, and it is a ball in hand, the Cue Ball can be placed anywhere on the playing surface.**

**E: If cue ball goes off the table during the break and does not hit the rack it is the other players break.**

**F: If miscue happens on the break, remember the cue ball is ALWAYS live and stopping the cue ball will be a foul and will be the opponents break.**

#### **4: After the Break:**

**The only ball you have to call is the 9-Ball at all times.**

**A. The balls must be shot in continuous order, which means the lowest ball on the table is to be hit first. It doesn't matter if it hits a rail or another ball as long as it goes in a pocket.**

**B: The object ball must be hit first, and it must be pocketed, or another ball must hit a rail, or another ball goes in, failing to do so results in ball in hand.**

- 1. If any ball/balls are pocketed, player keeps on playing until player misses.**
- 2. If no balls are pocketed, it is your opponent's turn.**
- 3. If the 9 Ball is pocketed off the break, this is not a win. All ball remain on the table. The 9 Ball remains pocketed and play continues. 2 points awarded plus player gets to break the next rack. The push rule is still in effect. .**

**3a: If the 9 Ball is pocketed and cue ball scratches, this is not a loss. The 9 Ball is to be placed on the foot spot, if the foot spot is taken, place the 9 Ball right behind the other ball/balls as close as possible to the other ball/balls. It is now your opponent's turn, and it is a ball in hand, cue ball to be placed anywhere on the playing surface.**

**3b: On the break, if any ball/balls that are hit off the table and land on the floor, including the 9 Ball, this is not a loss. They are immediately to be placed behind each other on the foot spot in order of 9 Ball first, then in numeric**

order. If foot spot is taken, place the ball/balls right behind the other ball and as close as possible to each other. The player continues shooting only if ball/balls were pocketed.

3c. If the 9-Ball goes in the wrong pocket or you do not call the 9-Ball it is to be spotted and the cue ball remains where it lies and it's your opponent's turn.

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#### 5. Push – Out Rule:

This can only be used after the break. The player may not have a shot after the break because they are blocked by another ball/balls. At this point, the shooter can hit the cue ball anywhere on the playing surface. Once the cue ball is hit or tapped, it is a legal hit. The opposite player now has the choice to shoot or pass it back to the opponent. Once passed back to the opponent, they must shoot or give a ball in hand. If a ball in hand is awarded by opponent failing to hit the object ball or giving ball in hand this will count towards the three foul rule.

#### 6. Three Foul Rule:

The Three Foul Rule is when three consecutive fouls happen. If this happens during the game and you are fouled out three times in a match the remaining points on the table are awarded to your opponent.

Fouls that count towards the three foul rule:

Any ball in hand situation, cue ball scratches

Three foul rule can't be played on ranking players 1's and 2's. 1's and 2's are not allowed to use this rule.

1. If the three foul rule is played on a 1 or 2 the rack is to be voided out ( x -out the box) score continues from previous match in the next box.

2. If the opponent player does not pay attention to this rule and the next rack is broken the points will remain awarded

#### 7. 9 Ball wrong pocket or any balls Knocked on the Floor.

If a ball/s are hit off the table and land on the floor during a game, they are to be marked as dead ball/s.

If 9 Ball is Knocked off the table or goes in pocket not called it is to be placed on foot spot. If foot spot is taken, place the 9 ball directly behind the other ball/s as close as possible to each other. The same player continues shooting only if the player pocketed a ball.

## **8. Marking the Table:**

**\*\*NO KIND OF MARKING IN ANY WAY \*\***

**Marking is Not Allowed in any shape or form. No chalk marks of any kind, finger/handprints, powder marks, wet marks, any kind of objects etc.... NO KIND OF MARKING IN ANY WAY PERIOD. This includes during timeout; the coach must walk away from the table before player shoots.** **Pg.4**

## **9. Foot on Floor:**

**A player must have at least one foot on floor while shooting. If a player is in any kind of wheelchair/scooter they must remain seated while shooting their shot.**

## **10. Max Handicap: (18, 20 & 24) Rule:**

**This is when teams add up the total of the player's ranks. If both teams agree on going over the 18, 20 & 24 rule it's allowed. A team playing less players, must have the ranking numbers to add up to the 18, 20 & 24 rule.**

**For the players who didn't play. If you are playing the Replay Rule, and you still have to forfeit, you also have to add up to the 18, 20 & 24 Rule.**

**You can only play two senior players a night. - Senior players are 6, 7, 8 and 9.**

**A team can only play one 8 or 9 in a night.**

## **2 Man – Team of 2 (11) Rule.**

**This is when you add up the total of the two players ranks.**

## **3 Man – Team of 5 (18) Rule.**

**This is when you add up the total of the three players rank. A team playing less than three players you must have the ranking numbers to add up to the 18 Rule for the players who play. If you are playing the replay rule, and you still have to forfeit, you still have to add up to the 18 Rule.**

## **4 Man – Team of 6 (20) Rule.**

**This is when you add up the total of the four players Rank. A team playing less than four players you must have the ranking numbers to add up to the 20 Rule for the players who didn't play. If you are playing the Replay Rule, and you still have to forfeit, you also have to add up to the 20 Rule.**

## **11. Replay / Ghost Rule. (2022)**

**When a team doesn't have enough players, they will be allowed to use this rule only once in a night of play, in one match only. Teams can agree to play second replay rule /ghost. Players that have already played must still be there for this rule to be in effect or the teams can agree on a player(s) leaving early.**

**If a team only has two players show up, they can play the replay rule for the third match.** **Pg.5**

**The other team gets to pick a player that has already played. They cannot pick a player that causes them to go over the 18, 20 & 24 rule. If the replay is being used in the fourth match However, if both teams agree on going over the 20/24 rule, then it can be allowed. If both teams have to use replay rule /ghost rule both teams get to pick the player.**

**Teams need to call league operator 1 hour before start time. If a team doesn't want to play replay rule/ghost, they have to give league operator the names of players that are showing up. A make-up match will be allowed only for players that haven't played.**

**Opponent's team picks a player. A Replay /Ghost Rule must be played before a make-up match is allowed**

**Max play is 5 per session. If a team uses 5 they will not be able to receive a bye in Qualifiers in that session only. Once a team reaches 5 the other teams can agree to let them play or forfeit. No make ups. This will only be allowed two times then teams will have to forfeit.**

## **12. Time Outs: (2022)**

**Limit on time-outs is 2 minutes! Anybody can call a time out. It is the player's choice if they want to take the time out. During the time out, only the coach (whomever goes to the table to give timeout) can go to the table with the player. If the coach calls on another player to come to the table, the shooter must go stand away from the table and talk to NO ONE (there is a maximum of two players at table at once, and not allowed to call a third person or change the second person that went to the table). Only the coach can talk to the player and must be at table and can only coach within the 2 minutes. Team must warn the other team that they are being timed. A warning is to be giving, if continues and or happens again, Ball in hand giving to opponent. The coach must walk away from the table before player shoots.**

- Players Ranked from 1 through 4 have (2) time outs per rack.**
- Players Ranked from 5 through 9 have (1) time out per rack.**

## **13. Pocketed Balls:**

Ball/balls that are in a pocket must remain in a pocket to be legal. If any ball/balls go in pocket and bounce back on to the pool table, it is not a pocketed ball, even if it is the 9 ball or cue ball. If a ball/balls bounces out of a pocket on to the floor, ball/balls must be spotted, including the 9 ball. If it's the cue ball, this is a scratch. If any ball hangs in a pocket for more than 3 seconds, then falls into the pocket, it is to be placed back on the table where it was originally.

#### 14. Combination Shots:

You have to hit your object ball first. The 9 Ball is neutral but remember you must hit your object ball first. Object ball is the lowest numerical ball on the table. Pg.6

#### 15. Sportsmanship: (2022)

Every member has the right to be treated in a sportsmanlike manner, and members who display offensive behavior will not be tolerated. It is important that all team members be aware of PLA's Rules of Conduct. Teams should consider dropping anyone from their roster who does not agree to comply with these rules.

Any valid complaints against you can lead to probation, suspension or cancellation of your Pool League Association membership.

**PHYSICAL CONTACT and VERBAL ABUSE is not TOLERATED.**

##### 1. PHYSICAL CONTACT:

Physical contact is not tolerated. Physical contact includes, but is not limited to, bumping, shoving, pushing or hitting. Although this contact normally involves members engaged in League play, Local League Management should impose a penalty when a non-member is involved if it is deemed the non-member involved is associated with one

**of the teams. Whether a non-member is associated with one of the teams is a judgment call to be made at the sole discretion of Local League Management.**

**IMMEDIATE ACTION - If physical contact occurs, the match is over.**

There is one issue for the League Operator to resolve in such a situation: whether only one team was guilty of physical contact or both teams were guilty of physical contact. When physical contact occurs, your League Operator must exercise one of the following two options:

**A. Where only one team was involved. If it occurred during League play, the offending team loses all points. The non-offending team will receive All points. If the match took place during Session Playoffs or any type of Tournament, the non-offending team would advance to the next round.**



**B. Where both teams were involved. If this occurred during League play, neither team would receive any points for the night. If it occurred during Session Playoffs or Tournament play, both teams would be disqualified.**

**Your League Operator has no alternative other than to implement one of the two options above. Local League Management cannot consider who started it, nor should they consider whether the retaliation, if any occurred, was justified. The only way both teams can avoid the same penalty is for one of the teams to refuse to retaliate no matter what provocation they may have to endure.**

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## **2. VERBAL ABUSE:**

**Verbal abuse consists of any name calling, threats or any other language that could reasonably be considered harassment, an effort to provoke a player or team, or an attempt to cause embarrassment to the opponent. Local League Management will always have to make judgments in this area. Immediate Action - If your League Operator can determine that only one team, or person associated with that team, engaged in verbal abuse, the individual match must be forfeited to the non-offending player. A team will be held responsible for any verbal abuse coming from the players on its roster, or anyone who is associated with the team.**

**If your League Operator determines that the verbal abuse put the non-offending team in an unfair competitive situation, they have the discretion to declare a forfeit of the entire match. If both teams engage in verbal abuse, your League Operator has discretion to penalize the teams or players by altering the final results of the team match or of individual matches. If a team engages in verbal abuse during Session Playoffs or Tournaments, your League Operator has the authority to disqualify the team, as such behavior is extremely disruptive.**

### **Probation Terms:**

**A player who is placed on probation must be a current PLA member and actively participating throughout the entire term of the probation to complete their probation period. Players who drop out or quit while on Probation, and who later seek to return to League play, will be required to serve the amount of time that was left on their probation period at the time they dropped or quit.**

**A. Person who consistently uses foul, provocative or intimidating language will receive**

**Probation, though the probation period could be longer if they have committed a prior violation of these Rules, or committed other sportsmanship violations.**

**B. A person who engages in a lesser degree of verbal abuse should be placed on probation,**

or suspension, depending on what the Local League Management deems appropriate under the circumstances.

**C. Probation:** Player is suspended for two weeks and not allowed to play or show up with the teams involved in the same session and in the following session.

#### **Suspension Terms:**

Players who are suspended may not participate in any League activities and forfeit their eligibility to participate in any Tournament(s) that may occur during their suspension term.

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**A:** Players who are suspended cannot attend League matches.

Those that attend League matches while on suspension and are disruptive face stiffer penalties. All suspension terms will be followed by a one-year probationary term. Any individual or team suspended from League play will immediately lose certain other membership privileges, including but not limited to, eligibility and/or qualification for Tournaments, until and unless the suspension is lifted.

Once a player is suspended, that player will not have the privilege to coach their team, keep score, strategize or put up players until their suspension has been lifted.

Breaking this rule may result in a longer suspension. You joined this League to have a good time and so did other members. Points will be subtracted from teams. 1st time 5pts, 2nd time 10pts, 3rd time 15, 4th time 20pts and ext.....

#### **16. Equipment:**

Any piece of equipment specifically designed for the billiards game will be allowed, lasers are not allowed.

#### **17. General Rule**

##### **A. Movement of Ball/Balls:**

Any ball/balls that are moved are to be placed back or left. It will be the opponent's decision. If a ball is moved and other ball/balls are in motion and hit ball/balls that where moved ball/balls remain where they lie.

##### **B. Safety Shots:**

A safety shot is when a player hit's their object ball, and the object ball or any other ball hits a rail.

##### **C. Frozen Ball:**

**A frozen ball is when a ball is against the rail. If a ball is frozen, you must tell your opponent that the ball is frozen before the cue ball is hit. If this is so, and they want to do a safety shot, it will be done as a safety should be done. If ball is not called frozen then the player may shoot as a normal shot.**

#### **D. Jumping a Ball:**

**You must execute the shoot properly by hitting the top of the cue ball for it to be a legal jump shot, any form of hitting the bottom of the cue ball or scooping it on purpose is not allowed. Miscuing is not a foul, unless the ball in hand comes into play.**

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#### **E. Ball in Hand:**

**Cue ball is always live. Ball in hand is when you get to place the cue ball anywhere on the playing surface on the pool table, with the exception of the break.**

#### **F. Shot Clock**

**Shot clock implementation is at the sole discretion of the PLA, its players, representatives or tournament officials. When a shot clock is utilized, it shall be used for both players competing and in the following manner:**

**Each player is allotted 1:00 minute for each shot. Each player gets one warning before a “ball in hand” foul shall be granted to the opponent. The shot clock is to be started once all balls come to rest and when player walks away from table. Then the opponent has 5 seconds to approach table. The timekeeper (designated player or representatives) shall call out “Ten seconds!” once (50) seconds mark has been reached only if the shooter is not down on the shot in preparation to shoot. Once one (1:00) minute has been reached on the shot clock, the shooter must either be stroking or have shot. If the shooter rises (gets off the shot) without execution after the one (1:00) minute mark has been reached, it shall result in a “ball in hand” foul to the opponent.**

#### **G. Score Keeping**

**Each team keeps their own score. You can ask score after each rack. Don't ask the other team how many innings, defensive shots, ball in hands etc....**

**In order to receive incentives both team score sheets have to match. Players make sure score keepers from both teams mark it on the score sheets.**

#### **18. Forfeits: (2022)**

**If a Player quiets during a match it will be considered a forfeit.**

**Forfeit is 24 pts.**

**A. When a player is called to his/her match, player is to go to the table to lag. If player does not go to the table in a timely matter. (About 30 seconds.) This will be a forfeit match call the next match.**

**Example: No going to smoke, talk or get a drink. check with your Captain when you are playing next while matches are going on!!!!**

**B. Once play starts, matches are to be continuous play. When one match ends in a timely matter (about 30 seconds.) next match should be called. Pg.10**

**Captain, Co-Captain and players on the team pay attention on the matches check in with the score keeper to how close the match is to the end.**

**A night with a Bye is 60 pts**

**A full night Forfeit is 70pts. (Includes extra pts.)**

**If three matches are not played this will count as a full night forfeit.**

**Three matches must be played before any forfeit's points can be added.**

#### **C. 3-Man Teams \*\* 5 Man Roster**

**You can only play one senior player a night senior player is 6, 7, 8 and 9.**

#### **D. Sixteen-(16 Rule) Max Handicap.**

**This is when you add up the total of the three players rank. If teams agree on going over the 16 Rule it's allowed, if you are playing the replay rule, and you still have to forfeit, you also have to add up to the 16 Rule.**

**3-Man Teams / Forfeits:**

**A night with a Bye is 40 pts.**

**A full night Forfeit is 50 pts.(Includes extra pts.)**

**A match must be played before any forfeit points can be added or this will count for a full night forfeit.**

**A Forfeit is 24pts**

#### **E. 4-Man Teams \*\* 6 Man Roster**

**You can only play Two senior players a night senior player is 6, 7, 8 and 9.**

#### **F. Twenty -(20 Rule) Max Handicap**

**This is when you add up the total of the three players Rank. If teams agree on going over the 20 Rule it's allowed, if you are playing the Replay Rule, and you still have to forfeit, you also have to add up to the 20 Rule.**

#### **4-Man Teams / Forfeits:**

**A night with a Bye is 60 pts.**

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**A full night Forfeit is 72 pts. (Includes extra pts.)**

**A match must be played before any forfeit points can be added or this will count for a full night forfeit.**

**Forfeit points are 24 pts for each game not played. A maximum of 60 pts for forfeited matches in one night. Forfeit matches must be paid by both teams that night.**

#### **19. Make up Matches:**

**Any makeup match must be made up within 4 weeks from the original match date or forfeits will be awarded.**

**No makeup matches are allowed within the last 2 weeks of any session unless it's approved by League operator.**

#### **20. Ranking/handicap/skill level: (2022)**

**New players start as a 3. Any player that has played in any pool leagues must give correct ranking/handicap/ skill level, if wrong handicap is given, player will be raised and must play 5 games until ranking will be readjusted.**

**If a player is caught not playing to their potential all points will be taken away from the team that player made for the team and points will be given to the other teams. The player will be raised 2 full rankings and will have to play 5 games until ranking will be readjusted.**

**Captains will be warned and if caught a second time, they will never be allowed to be a captain again.**

#### **21. Splitting Matches: (2022)**

**A team match is normally played on one table, if a second table of the same size is available teams can agree on splitting tables by the third or fourth match or two and a half hours**

after the official league start time, teams can put up their next player and start play on a second table.

The next match would then be played on the first table that becomes available.

## **22. Addendums (2022)**

From time to time there may be addendums issued by the PLA to the Official PLA Rulebook, and it is each individual player's responsibility to keep current, the year and date will be added on anything new from 2021 to present.

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## **23.Special Ruling:**

Any rule or situation not covered in this text shall be decided in an expedient manner by the League Operator, his/her appointed representative or any administrative member of the PLA in accordance with PLA ideals and guidelines for the purposes of league play to continue. Such expedient rulings shall then be made known to the administration of the PLA Corporate Office and it's Touring Professionals before further instruction or implementation of the matter is finalized.

### **Bylaws:**

These rules are consistent nationwide and are not to be altered in any way, shape, or form. The implementation of any "Bylaws," or any other document, is strictly prohibited by PLA Corporate Office. (401) 305-5656

## **24 .Cue Ball: (2022)**

Cue ball is all ways live if you hit with a pool cue, bridge or of any object like chalk etc. this will be a ball in hand.

If using your pool cue in a ball in hand, it cannot touch the feral or tip, if using a bridge, it cannot touch the cue ball this will be a ball in hand to the opponent.

## **25. Pay Outs / Incentives: (2022/2023)**

If teams and or players quit, no incentive will be given to teams or players. They must be active.

New pay out structure from 2022 to present is based on how many teams and weeks are played in a session.

**10 Teams and under only the top Three teams will be paid out.**

**Top shooter and MVP will only receive one incentive.**

**10 Teams or more, Top Five teams get paid out.**

**\*\*\*Top Shooter and MVP will receive one or more a T-shirt, gift card, prize money, trophy and or an incentive. \*\*\***

**Nationals: Players on an active team roster. Players that can't go can give their spot to any active P.L.A. player.**

**If players don't go after trip is booked. They will have to pay back the League for all the expenses!**

## **26. Playoff's/Qualifiers/States (2022)**

**In order for a team to win a trip to nationals, Pool League Association must have 3 full sessions played: Spring, summer and fall in the same year.**

**A: Teams must play 2 sessions in the same year to qualify.**

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**Players must be on an active roster for the national event, (The winning team of states has to play following spring session). Teams that win the trip to national's, will have matching collar shirts including a 4 x 3 or bigger PLA logo on front or on sleeve.**

**Due to COVID-19 Any Player in Year of 2021 only need 3 matches played & 2022 only need 5 matches played.**

**New players must have 7 matches played in a session.**

**Established players must have 5 matches played in a session.**

**For sessions that have 8 teams or less (per division), all teams will automatically go to qualifiers.**

**For sessions with more than 8 teams (per division), only the top 8 teams will go to qualifiers.**

**Playoffs will be for a qualifying spot for qualifiers and qualifiers for states.**

**Prize money, achievements and trophies will be awarded at the end of each division. Teams can only have 1 qualifying bid at a time. Any time that a team splits they must have 2 or more points in order to split points. (Example team with 3 points splits up-original team gets 2 points, new team formed gets 1 point)**

Team's must have 2 “original” players on a 4-player roster.

Team's must have 3 “original” players on a 6-player roster.

Team's must have 4 “original” players on an 8-player roster.

Teams that finish 1st & 2nd place in a regular session do not play in play offs. They will go to qualifiers and receive a bye in the first round at qualifiers, teams will play in the 2nd round to receive qualifying points for the states.

How points are received:

How points are received:

**A: Teams that have earned 4 points automatically qualify for the state championship and have to maintain at 50% win ratio or they will lose 1 point and have to play in the qualifiers.**

**B: Teams that finish 1st or 2nd place in a regular session each team receives 1 point.**

**C: For all wins in qualifiers each team receives 1 point.**

**D: Teams that receive a bye in qualifiers receives 1 point.**

**E: Teams that receive a earned bye for qualifiers receives 1 point  
If this is the 4th point qualifying for the state championship, teams are not allowed to play in qualifiers.**

**F: If a team has 5 or 6 points going into the states and there is odd number of teams the will receive a bye 1st Round.**

**G: Any teams that play in fall session that are not qualified to play for national event will be entered in a Bonus Point Tournament with any teams that lost in the fall qualifiers and states will be entered in this Tournament. The winner of the Bonus Point Tournament will receive 1 point for the spring qualifier in the following year. If the team doesn't play in the spring qualifier the following year bonus point will be forfeited.**

**27.Teams that Quit: 4/13/22**

If a team quits during the session, their opponents have the choice of bye points or to pay the nightly dues and receive full night forfeit points.(Includes extra pts.) No points will be given to a team, if they choose the 5 points until dues are received. Dues have to be mailed that week or in the following week's paperwork. If not received, no points will not be rewarded.

A team that drops out during a session will be required to pay all past dues, the balance of all dues they would have owed had they completed the session, before they would be



allowed to play in the league again. League operator will contact each player to discuss amount owed.

#### **28. Tie Breakers: 4/13/22**

Teams that tie at the end of the session is determined on their records against each other during session played. If the result is a tie, it will go to the team that scored the most points during the session between the two teams that have tied. If the result is still a tie, the teams will have to do a playoff match race to three. Location determined by following the schedule.

#### **29. Captains' tournament:**

Captains have to be a captain for three full sessions in same year to receive incentive giving out from the league operator.

If you are not a captain for three full sessions in same year, you can still play in the captain's tournament, you must be a captain or playing on a active roster.

#### **30. Tournaments:**

Players must be on an active roster.

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#### **31. Score update for Web-Site:**

Take a picture of front and back of score sheets and send it to the email that is on the score sheet. This will update scores! If PLA does not receive paperwork in the mail on time and is not completed correctly extra points will be taken away Each team keeps their own Score Don't ask the other team how many innings, defensive shots, ball in hands etc... In order to receive incentives both team score sheets have to match. Players make sure score keepers from both teams mark it on the score sheets.

If PLA does not receive paperwork in the mail on time and is not completed correctly extra points will be taken away.

#### **32. Qualifiers / States Rules:**

**No players around the table at any time, only the player that is shooting.**

#### **Replay / Ghost Rule:**

**Is not allowed in playoffs, qualifiers and states.**

#### **Time Limit:**

**3 And 1/2-Hour time limit. When time is up next the next match starts sudden death, Each Ball is 2 pts, 9-Ball 4 pts.**

**Time Outs:**

**One minute time out. One time out per player per game. If coach calls a time out player has to take it. If player calls time out coach can refuse it! Only player and coach at the table on a time out, coach and player are not allowed to talk to any other players on the team during a time out.**

**Tie Breakers:**

**Same two players play a race to 15pts**

**Mark Pocket:**

**When shooting the 9 Ball pocket must be marked. Teams can tell the player to mark your pocket. You cannot use chalk as a marker.**

**33.Money Owed**

**Any Team or player that owes money on Play off night MUST be paid that night before play. If not paid, they forfeit play off bid and Qualifying Bid if they have one.**

**Weekly Dues are due the night of play.**

**The Paperwork has to be sent in the next day to be awarded match points.**

**Any player of PLA can E-mail us and have a rule added or changed.**

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**The Board of directors will review and let you know our decision**

**Poolleagueassociation@gmail.com .**

**(401) 305-5656**

**Updates on rules were done on the following dates from 2021 to present.**

**Intro. League operator update 7/08/22**

- 11. Replay / Ghost Rule: 3/24/22 , 5/30/22**
- 12. Time Outs: 4/04/22**
- 15. Sportsmanship: 8/20/22**
- 18. Forfeits: 7/08/22**
- 20. Ranking/handicap/skill level: 1/23/22**
- 21. Splitting 3/17/22**
- 22. Addendums: 3/20/22**
- 24. Cue Ball: 4/02/22**
- 25. Pay Outs:4/02/22, 5/25/23**
- 26. Playoff's / Qualifiers / States 4/10/22, 7/23/22, 1/01/2023**