

RED'S NOVELTY LTD.
4 PLAYER POOL LEAGUE
CAPTAINS GUIDE
FALL/WINTER 2021-2022

LEAGUE HOTLINE: (414) 321-3345

WEB SITE: www.redsnovelty.com

THIS LEAGUE IS WAMO SANCTIONED.

This year WAMO is requiring all leagues be run on the Compusport app. Please read the entire Compusport section and set up your account before the first night of league play.

Each team must have a scorekeeper. The scorekeeper needs to have a "login name" and a "password". We recommend all players set up an account.

PENALTY FOR FOULING – Opposing player receives cue ball in hand anywhere on table (the cue ball does not have to be behind the headstring except on the break).

YOU RACK YOUR OWN BREAK

ON THE SCORE SHEET * MEANS YOU PAY, RACK & BREAK

*(If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted - a game **cannot** be won or lost on an 8-ball break)*

Team Captains are required to provide a working cell phone number and email address. If this information should change, it is the Captains responsibility to notify the league office immediately so the updated information can be distributed to the other teams in the league.

When an attempt to contact an opposing team results in a disconnected number, no voicemail, etc. provide proof of contact attempts (screen shot of text message and/or call log) to the league office. Penalty for invalid information is a \$25.00 fine deducted from team winnings. Fine money will be added to the tournament fund.

If you are sick, stay home! If an establishment requires masks, you must wear a mask. Practice social distancing while playing the match whenever possible. Avoid handshakes and fist bumps.

COMPUSPORT

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1. Go on www.compusport.us and select your league
2. From your league, click on “Log In” on the top right corner
3. **If you do not have an account**, click on “Create account for Capt./Score keeper”
4. Fill up the information
 1. Select your team
 2. Select your name
 3. Type your email
 4. Confirm the email address
 5. Type the password, verify the red dots to make sure it contains all the info needed
 6. Confirm the password
 7. Each red dot should be green to register

You will receive an email to confirm your account. Click on the link to activate. If you don't receive an email, check your Junk E-Mail. Your league operator (Red's Novelty) will also receive an email to confirm you have an account. This must be accepted before you can enter scores.

If you already have an account:

1. Find your league and click on Log In enter your email and password to log in.
2. Click on your name
3. Fill up the following information
 1. Choose your team
 2. Choose your name
 3. Use this button if you need to be a score keeper for more than one team

How scorekeeping works

The home team's scorekeeper will have to fill up the score sheet after each match, on the system. Only one captain enters the score sheets, the opposing captain has to accept or reject.

Find your scoresheet, there are two ways to find the matches:

Manage > Schedules / Charts > Calendar
Manage > Schedules / Charts > Waiting Score Sheets

Click on the match to select it

Click on the Score Grid and fill the blank spaces. Fill in the losers number of balls pocketed. Winner will automatically receive 10 points. When the score sheet is filled up, save it. Fill in the Table Run (ERO) for all games. You can save and go back on the page if you want to complete later.

When finished, click on “SEND FOR APPROVAL”

The visitor’s scorekeeper will have to be logged in. After that, he will be able to approve or reject the scoresheet. This scoresheet will have a “yellow flag” to its status. If the results are good, he should click on “ACCEPT” If he accepts the scoresheet, the first Captain will receive a confirmation email and the stats will be automatically updated.

If there is something wrong, click on “REJECT”. He will have to write the reason for rejection. At this time, an email will be sent to the other score keeper and the league manager to show the reason.

The first Captain (score keeper) will have to “Send for approval” again.

PAYING DUES INTO DARTBOARD

If your bar has a Red’s Novelty dart board with the pool league programmed in, you can pay your league dues right there. From the MAIN MENU – select LEAGUE MODE – select PLAY LEAGUE – select your league. (WPOOL7 - WEDNESDAY POOL 2020) We will be doing this thru the FORFEIT MODE. The board will ask you to choose HOME TEAM. Select your team name. The board will then prompt you to choose VISITING TEAM. It will the require you to put in your dues. When the screen shows CHOOSE VISITOR TEAM – choose YOUR TEAM NAME AGAIN. The dartboard will ask ”Is this match a forfeit?” Use the UP arrow and choose YES. THIS IS A FORFEIT MATCH. Push the RED button to continue. This will complete the league and call the dues into the office.

League dues can also be paid at the Red’s Novelty office. You can even pre-pay.

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INTRODUCTION

The Captain's Guide has been compiled to help make your league run as smoothly as possible. It contains information ranging from objectives, Captain's duties, to league awards. Knowledge of its content is mandatory for all players. Many times problems or disputes arise because of a lack of understanding of these rules; policies and procedures will allow everyone to have fun without worrying about the technicalities. If an issue requires further advice – W.A.M.O. will be contacted and their decision will stand.

WAMO STATE POOL TOURNAMENT
MARCH 9-13, 2022
WOODSIDE DELLS DOME, WISCONSIN DELLS
For hotel info - follow the link on the WAMO.NET Pool Page

LEAGUE REGULATIONS

LEAGUE FEES

League dues are \$5.00 per person per night. (CASH ONLY! NO CHECKS PLEASE). If a regular player is missing, it is the responsibility of the team captain to make sure the dues are paid in full each week. (\$5.00 goes into the prize, banquet & trophy fund.)

WAMO State Sanction fee is \$12.00 per team. This fee will be deducted from team prize money at the end of the season.

ROSTERS

1. Players may be added to a team roster until the roster deadline listed on the schedule. Please write the players **FIRST & LAST NAME** on the score sheet every week. It is also helpful if I have phone numbers and emails for all players. These can be written right on the score sheet.
2. There is a maximum of (12) players on the roster at one time. Once a team has a full roster, no new players can be added without dropping someone. Dropping players must be done in **WRITING** on the front of the score sheet. If written notice is not received, the new player will be considered illegal. The result will be loss of all games the illegal player shot in.
3. Once a player has legally played a match for a team, they cannot switch teams within that league.
4. No player can be added to a team after the roster deadline except in extreme circumstances such as sudden illness or accident. (Ill player(s) will be dropped and new players can only bring the roster up to **SIX**. The team must have permission from the league secretary before the new player can play.
5. All league players must be at least 21 years of age. It is the captain's responsibility to make sure all players are of age. If a team is caught with minors on it, the minor's games and wins will be stripped.
6. **PLAYER I.D.** – All players are required to have one form of picture ID on their person at all times. ID checks can take place at any time. Intentionally playing under another player's name will result in loss of all games the illegal player shot in, however, if you believe a player is playing under another player's name – it is up to you to do the ID check at that time. (We cannot verify players after the match has been completed) If a player is questioned and does not have an ID or refuses to show ID – they will be considered illegal.

STARTING TIME AND FORFEITS

1. **League starting time is 7:30pm. (Regular time, not bar time)**
2. The normal grace period to start a match is 15 minutes. A team must have at least TWO players before the match starts. There are 16 games in a match, and each player has five minutes to start an individual game from the time his game is called. A team with less than two players forfeits the match.
3. **Any team short players will forfeit missed games at 10 points per game. The opponent receives 10 points for the games.** If a player arrives late, he/she may join in on any of the remaining games. (On NO SHOWS – 4 games and “0” points will be credited to the 4 players with the most games played)
4. Teams that win by forfeit must turn in a score sheet and league dues in order to be awarded the points for that match. (A BYE is not a forfeit). Teams that win by forfeit will be awarded 16 wins. The forfeit fine will be \$25.00. If a team forfeits 3 times, they will be dropped from the league with all prize money forfeited. Any teams forfeiting during the last three weeks of league play will pay a forfeit fine of \$50.00. Forfeit fines will go into the banquet fund.
5. If a team drops before the end of a round of play, all matches played against that team in that round will be deleted and considered a BYE.

SCHEDULING & POSTPONEMENTS

1. **Every effort should be made to avoid forfeits and postponements!!!** If a team requests a postponement and the opposing team agrees – they must settle on the date and time they will make up the match at this time. They must then notify the league secretary and their sponsor. If BOTH teams do not agree to reschedule – the match **MUST** be played as originally scheduled. The only circumstance under which an opposing team must grant a postponement is when a team is playing in a sanctioned pool tournament.
2. Postponed matches must be made up **within two weeks of the originally scheduled match** unless the league secretary approves another date. The match must take place at the bar it was originally scheduled at. If the match is played anywhere other than where originally scheduled, the sponsor may charge a \$50.00 fine. If the match is not made up, **it will be posted as a forfeit for both teams.**
3. When games are not played, whatever the reason, all dues must be paid by both teams. The same rule applies for forfeited matches—both teams must pay league dues.
4. In even numbered team leagues **NO** team may join as new entries. In leagues comprised of an odd number of teams (leagues with BYES) no teams may join after the third week of play. It is the **NEW** teams responsibility to contact the other captain(s) and reschedule the unplayed matches. These matches must be made up on or before the 2nd time the two teams involved play each other.
5. Leagues will **NOT** be cancelled for any reason. If the weather is a factor – see SCHEDULING #1.

HOW TO USE SCORE SHEET AND SCORING

1. **Each captain shall write in their team line-up (use first and last names).** The order does not matter. The four players that start a match must play the entire match. If a player must leave early, their score for the remaining games will be “0”. Nobody else can fill in for that player.
2. A match consists of 16 games. Individuals play 4 games against different players from opposing team. These games shall be played in the order as laid out on the score sheet.
3. **SCORING:**
One point for each of his/her group of balls (stripes or solids) pocketed.
Three points for the 8-Ball when the eight ball is legally pocketed
Winner of the game will always receive **ten** points. When the game is over, both players count all balls they have off the table. If the shooter pockets the 8-ball before it is legal to do so, or if the shooter scratches on the 8-ball, the opponent automatically receives ten points. The loser cannot score more than seven points. **On a Table Run – the opponent always receives “0” zero.**
4. **If an 8-Ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8-ball or re-racking and assuming the break. Should the incoming player decide to spot the 8-ball, he must shoot from behind the headstring. A game cannot be won or lost with an 8-ball break, regardless of what is pocketed on the same shot. If a re-rack is requested, the breaker will pay for the re-rack.**
5. When a Table Run is made – circle the 10 and mark the “Table Run” column of the score sheet.
DEFINITION OF A TABLE RUN – The ONLY time a player may achieve a “Table Run” is in his first approach, with all 15 balls on the table. If the breaker runs out and wins the game from the break, it is a “Table Run.” If the breaker does NOT make any balls, his opponent will have a shot at a “Table Run.” He must pocket his 7 object balls and the 8-Ball without a miss.
6. Individual averages are calculated by dividing a player’s total points by their total number of games played.
7. The captains or acting captains from each team will try to settle any disputes that may arise during the match. All disputes that cannot be worked out by the two captains will be turned over to the league president for a ruling.
8. The team captains should select a player to watch individual matches, and to act as referee after the player call fouls, or to make the final decision on close hits. The player referees should rotate from each team watching the matches.
9. Both team captains sign score sheet to verify its accuracy.
10. The VISITING team Captain is responsible for supplying and filling out the dues envelope. The VISITING Captain is also responsible for taking the score sheets and league money to the designated drop off point by NOON the day following league play. Failure to do so will result in a \$10.00 fine each offense. Fines unpaid at the end of the season will be deducted from the team’s prize money. Fine money will be used for the end of league banquet. **If a team has fines, you CAN turn in your own dues and score sheet.**

11. If the VISITING TEAM CAPTAIN does not turn in the envelope, there will be a note on the standing sheet. Then the HOME TEAM CAPTAIN must turn in their copy of the score sheet the following week. If it is not received by either team – the match may be posted as a loss for both teams. No credit will be given for individual games.

LEAGUE STANDINGS

1. League standings will be based on a won/lost percentage. In the event that two or more teams tie for first, second or third place – the team with the highest total points will decide the champion.
2. League standings will be posted to our web-site daily. All information regarding team additions, deletions, changes or captains meetings will be on the front page of your standings. Make sure you check your standings weekly. If you do not have Internet access, notify Red's Novelty Ltd. Immediately. Stats can be mailed or FAXED. (You will be charged for postage)

PROTEST PROCEDURE

1. Protests must be in writing and presented to the secretary (Red's Novelty Ltd.) within forty-eight (48) hours of the match. Protest shall include a \$10.00 deposit. If the protestor loses the decision, they forfeit the \$10.00 deposit. (The \$10.00 is placed in the league banquet fund.) If the protest is won, the \$10.00 is placed back into that teams prize money.
2. The secretary will arrange a captain's meeting. Both captains involved will state their cases. Captains will then confidentially vote on the issue. The decision will be what the majority decides. (When there is an even number of captains, the secretary will vote.)
3. To assure good sportsmanship, a team or individual may be expelled for unbecoming conduct, poor sportsmanship or any other good reason considered detrimental to the league.

PRIZE MONEY, AWARDS AND BANQUET

1. Prize money will be awarded on a per point basis with BONUSES as follows:

1 st Place	\$150.00
2 nd Place	\$100.00
3 rd Place	\$50.00
2. There will be a Sponsor Plaque for the 1st, 2nd & 3rd place teams.
3. There will be 4 individual trophies for 1st, 2nd & 3rd place teams. If you need additional trophies or have spelling corrections – they must be done before final standings are processed. If your team indicated they did not want trophies on original roster – you will be given the cash equivalent.
4. The 3 players with the highest averages in each league will receive awards. Must shoot 75% to qualify.
5. With the current buffet and capacity restrictions, we do not have plans for an end of season banquet. Any prize money party info will be on your league standings when it becomes available.

LOCATIONS

1. The Sponsor shall provide the table at the designated time, and he/she shall retain the right to remove players (whether from his own team or the opponent's) from his establishment. If a bar has 2 or more operator owned tables, the home team has the choice.
2. **ALL** games must be played on equipment owned and operated by a WAMO Chartered Operator involved in this league co-op. **If a tavern has a temporary shut-down or capacity limitations imposed, the following procedures should be used:**
 1. Play at the opponent's bar if they have a table available.
 2. Play at a neutral location with an open sanctioned table.
 3. Reschedule the match. (only if both other options were not possible)
3. In the event that a sponsor permanently closes the tavern or changes machine operators during the course of the league season, that team will either have to change locations for the remainder of the season or drop from the league, thus forfeiting all prize money.
4. Teams may switch locations during the league season. The team must reimburse the sponsor fee to the original sponsor paid, as the fee must remain in the league kitty. The team must also reimburse the original sponsor for any other items they paid for (Team shirts, etc.) The new sponsor must have a Red's Novelty Ltd. Pool table.
5. Teams with a player(s) not allowed in opposing teams location must have substitutes available to take the place of the prohibited player(s).
6. It is recommended that differences between "barred" players and sponsors be reconciled so that they could at least play the match and leave immediately. (These circumstances are between tavern owners and patrons, therefore, the league secretary cannot get involved and protests cannot be filed.)
7. Team drinks are a courtesy offered by some locations. Each location has total authority on their policy for team drinks. Team drinks are not be expected or demanded!

OFFICIAL RULES OF PLAY

BALLS AND RACKING

1. The game is played with one cue ball and 15 numbered object balls.
2. The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, and the first ball on the footspot, a stripe ball in one corner of the rack and a solid ball in the other corner.
3. The object of the game is to make one group of numbered object balls, wither stripes or solids, and the **LEGALLY POCKET THE 8-BALL**, which then wins the game.

BREAK SHOT

1. If the breaker hits the racked balls with the cue ball driving four or more numbered balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a

legal break, it is not a foul; however, the opponent has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and shooting the break himself, or have the original breaker re-break.

2. Miscues on the break and stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the headstring.

3. When positioning the cue ball for the break shot, the base of the ball must be behind the head string (kitchen line).

4. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball), (2) it is a foul, (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and caused the ball to come back behind the head string and hit the object ball.

5. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he must then reposition the cue ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul if called by the opponent.

6. The base of the object ball in relation to the head string determines whether or not a ball is playable. The base of the ball must be outside the head string (toward the foot of the table) to be playable. (This applies after a legal break.)

7. If the player breaking the racked balls does not make any balls, his opponent then shoots, having an open table.

OPEN TABLE

THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT. The choice of group is determined only when a player legally pockets a called object ball after the break shot. When the table is open, it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid. On an open table, all pocketed balls remain pocketed. The 8-ball is neutral on an open table. The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups.

GAME

In Call Pocket, A player is required to designate, in advance of each shot, the ball to be made and the pocket into which it will be made. He continues shooting until he fails to legally pocket a ball of his group or to execute a legal shot. It is the opponent's responsibility to ask the shooter, before a shot, which ball and pocket if he is not sure or is unable to hear the shot. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

The opening break is not a "called pocket." Any player performing a break shot in 8-ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.

When a player has made all of the balls in his group, he then shoots at the 8-ball, calling his pocket.

PLAY

1. If a shooter inadvertently pockets his opponent's ball, it remains down, however, if the shooter does not legally pocket one of his own group, he loses his turn.
2. Each player continues to shoot so long as he legally pockets any of his object balls. Should a player fail to pocket his designated group balls, he shall lose his turn.
3. If a player fails to hit or make the 8-ball while shooting at it, the game continues.
4. In the event the cue ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stamping feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.
5. If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is loss of game. Any jumped object balls are spotted in numerical order
6. **SLOW PLAY RULE:** Exaggerated slow play will be penalized. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in loss of game. During National competition, referees judgment will prevail and both players will be timed.
7. **STALEMATED GAME:** If in 3 consecutive turns by each player (6 turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked and the breaker of the stalemated game will break again. **PLEASE NOTE:** Three consecutive fouls by one player is not a loss of game.
8. **JUMPED CUE BALL:** When a stroke results in the cue ball being a jumped ball, meaning jumped completely off the pool table on the floor, the stroke is a foul. The cue ball may leave the playing surface and return, which is not to be considered a foul.
9. **ILLEGAL JUMPING OF BALL:** It is a foul if a player strikes the cue ball below center ("digs under" it) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. If the ferrule or cue shaft makes contact with the cue ball in the course of the shot, it is a foul.

LOSS OF GAME

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.
2. Pocketing the 8-ball on the same stroke as the last of his group of balls.
3. Scratching when pocketing the 8-ball!!!
4. Jumping or knocking the 8-ball off the table at any time.
5. Pocketing the 8-ball in a pocket other than the one designated.
6. Fouling while pocketing the 8-ball in the designated pocket.
7. Third infraction of the slow play rule.

8. Pocketing the 8-ball and the cue ball EXCEPT on the break stroke.

Note: All infractions above must be called before the next shot is taken.

LEGAL SHOTS

On all shots (except on the break and when the table is open), the shooter must hit one of his group balls first and then (1) pocket an object ball, or (2) cause the cue ball or ANY object ball to contact a rail.

PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, an object ball must be pocketed, OR the cue ball or any object ball must contact a rail.

“SAFETY” SHOT: For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring “safety” in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a “safety” to his opponent. If this is NOT done, and one of the shooters object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

FOULING

Fouls must be called and acknowledged before next shot is taken. The following results in fouls:

1. Failure to make a legal shot as noted above. (Scratching on an object ball is a FOUL)
2. Shooting the cue ball into a pocket or off table.
3. It is a foul when a player scratches on the break, or miscues or deflects the cue ball prior to hitting the racked balls. *The incoming player receives (cue ball in hand behind the headstring).*
4. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
5. Shooting without at least one foot touching the floor.
6. Coaching is a foul. Any member of a team called for coaching will result in a foul on the team member shooting.
7. If a ball is frozen on a cushion, the opposing player must notify the player shooting before the shot. When playing such a shot, the player must contact the frozen ball and then: (1) pocket the frozen ball, or (2) cause the cue ball to contact a cushion, or (3) drive the frozen ball to another cushion, or (4) cause another object ball to contact a cushion. Failure is a foul.
8. ACCIDENTALLY moving or touching any ball is not a foul unless the ball is the cue ball (cue ball only fouls). Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaced the moved ball; it will be considered a foul. However, if you accidentally move an object ball during a shot and it makes contact with the cue ball it is considered a foul.
9. Picking up or shooting the cue ball while any balls are still in motion is a foul.

10. Push shots (if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot) and or double hits (if the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball) will be considered fouls.
11. With the cue ball in hand, touching any object ball with the cue ball is a foul, or touching any object ball with your hand while touching the cue ball is a foul.
12. When the slow play rule is enforced taking longer than ONE MINUTE between shots is a foul.
13. Knocking object balls off the table.

PENALTY FOR FOULING

1. **Only the players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. The player can place the cue ball anywhere on the table (the cue ball does not have to be behind the headstring except on the break).**
2. **A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest the game.**