



## Greater San Antonio Area Pool League Rules

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[www.gsaapl.com](http://www.gsaapl.com)

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## INTRODUCTION

Welcome to the Greater San Antonio Pool League. This league was created to bring the fun back into pool leagues. We are going back to basic straight 8 rules. We hope you enjoy this league.

Our number one priority is to give you a night of fun & friendly competition. Please remember that good sportsmanship comes by treating your teammates & opponents with respect. Everyone wants to win however; our number one goal is for you to have fun...win or lose.

The best thing you can do before starting in the league is to read the rules! Many arguments can be resolved if everyone knows the rules.

Any act designed to upset or distract your opponent in any way during the game, is a form of bad sportsmanship.

Please do not use profanity, make sarcastic comments, or refuse to acknowledge an obvious foul.

Make sure that you are not in your opponent's line of sight while they are shooting.

Do not create sudden noises in order to distract your opponent.

These rules apply to you, your teammates & any spectators you may bring with you.

Disputes will occur, and most will happen because people are not clear about the rules. If you are not sure, ask your opponent's captain to clarify the rule for you.

Captains, please answer any questions about rules to the best of your ability. If you aren't sure, please call a board member.

Learn the procedures for settling disputes and follow them closely. This way, disputes can be resolved equitably and calmly.

Remember to be courteous to the hosting bar. They are providing you with the use of their establishment & their equipment. Also, please remember that you represent your home bar whether playing in or out.

Please remember to be respectful to one another. Shake hands before & after your match.

Let's all have fun & make this the best league in the city!

Respectfully,  
Greater San Antonio Area Pool League Board

# GSAAPL CUES BYLAWS

1. The name of this league is Greater San Antonio Area Pool League (GSAAPL). Use of the name is strictly prohibited and permission from the governing board must be obtained prior to use of the name or its logos, for any purpose.
2. The purpose of GSAAPL is to support & bring business to small bar establishments, to meet and make new friends & reconnect with old friends. Our #1 purpose is to have fun!
3. GSAAPL holds weekly team play on Monday (Ladies Only), Tuesday (BCA Sanctioned), Wednesday, Thursday, Friday & Sunday nights in the San Antonio area, depending on interest.
4. In the event the GSAAPL were to cease, all monies collected in the banquet and trophy funds will be returned to the sponsors having teams in the most recent season. Any monies left in the operating fund will be donated to a local charity.
5. GSAAPL primary source of communication to its membership is through our Facebook page called Greater San Antonio Area Pool League, Facebook messenger & text messaging.

Periodically the board of directors may text our league members with important information, league stats, meeting, and tournament information. Captains may also text us to request a new schedule, or score sheets. An Adobe PDF file will be sent so that you can print as many score sheets as you need. You can also scan the QR code on the cover page to take you to our website [www.gsaapl.com](http://www.gsaapl.com). You can click on Print Menu to find schedules, score sheets and rule books.

**6. With the exception of our Monday Advanced Player league, no masters are allowed. Masters who are rated by any league are not eligible. Also, only 1 advanced player per team, (Fargo rate no higher than 550). The league can also refuse a player or deem a player ineligible if they are deemed a known advanced player without a Fargo rate. The player may appeal this decision to the board. The board's decision will be final. We are not trying to keep good players from playing in our league, but this is meant to be an amateur league. We want everyone to have fun & have a chance to win.**

7. Membership in GSAAPL is open to individuals who have reached the legal age of 21 years, and who wish to subscribe to the bylaws, match policy and rules of the league. Qualification for membership shall be without regard to race, sex, creed, color, and sexual orientation, gender, or gender identity. Members shall be grouped into teams with a team captain and a sponsor.

**8. OFFICERS** – The officers of the league are as follows:

**Kathy Merkle** – League Coordinator – Head of League Organization. Responsible for all aspects of league operations, schedules, awards, banquets, etc. All officers report to League Coordinator.

**Patricia Carrasco** – Treasurer & Rules Coordinator – Responsible for bookkeeping of all league funds. Also responsible for expenses, bank accounts and anything having to do with monetary responsibility.

**Javier Rubio** – Responsible for making sure all league rules are followed. Also responsible for suggesting changes in rules for clarification or to improve the league. Rules Coordinator will also be the head referee for the night of play & should be contacted first should any questions about the rules come up.

**Deborah Garcia** – Secretary – Responsible for board meeting minutes, new season & playoff packets, posting schedules to Facebook page

**Janice Salinas** – Advisory Member

**Catherine Arias** – Advisory Member

## GSAAPL BYLAWS (CONT)

**9. SPONSORS** - Sponsors will arrange for the free use of an acceptable pool table for all GSAAPL events in a cocktail lounge, tavern, or like establishment. (An establishment may have no more than 2 teams per available pool table.)

They will provide a relatively level table, a few pool cues with decent tips, a cue bridge, hand chalk and table chalk.

Pay a seasonal sponsor fee at a time and place designated by the GSAAPL board of officers.

Designate one individual as a point of contact between the sponsoring business or organization and GSAAPL.

Will uphold our qualifications for membership without regard to race, sex, creed, color, and sexual orientation, gender, or gender identity

Sponsor management holds the right to refuse any player, individual or team

A sponsor may choose not to sponsor any team for any reason; however, a team may not leave a sponsor for just any reason. You must present your reasons to the Board & we will decide if we will approve the move. It is YOUR responsibility to discuss this with the sponsor. We will not contact the sponsor for you & you will not be allowed to move until you contact the sponsor. If your team still wants to leave your sponsor, you must reimburse the sponsor fee of \$35 to that sponsor, PLUS pay a new sponsor fee for the sponsor you are going to.

Any sponsor dropping a team without a valid reason will not be able to sponsor another team for 2 seasons.

**(NOTE: IF AN ENTIRE TEAM IS BANNED, A LEGAL LINEUP CANNOT BE MADE; A NEUTRAL LOCATION MUST BE ESTABLISHED TO PLAY THAT PARTICULAR WEEK OF PLAY)**

**10. TEAMS** – A team shall be composed of a minimum of (4) four players. It is the responsibility of each member to adhere to the policies and rules of GSAAPL. Each team in a division will play every other team in that division at least twice during the season.

A player who plays for one team must be released from that team in order to play for another team. The releasing captain has 2 weeks to release the player & should write “released” and the name of the player on the back of their score sheet. The player must wait until the league receives that release in order to play for another team. If the player plays for another team before the release has been received, his/her games will be lost for that night. If you are a player who has been released, please verify with the league that the information has been received **before** starting play with another team. In the occasion that a captain refuses to release a player after 2 weeks, the league will take over & release the player to the other team.

**11. TEAM CAPTAINS & CO-CAPTAINS** – Team captains are designated by their team members. Captains will designate a co-captain that will be able to act in their absence. Captain / co-captain does NOT have to be an active member of the team. However, to receive any award, the captain / co-captain will still have to play required number of games (1/2 of all games played that season). If that requirement is NOT met, the captain / co-captain will not receive the award that their team earns unless it is paid for by the team. Must have a valid phone, email & preferably a Facebook account. Team captain is responsible for securing their sponsoring bar, **ensuring team members are aware of and adhere to all GSAAPL bylaws, match policy, and rules**, attend all designated captain’s meetings or send a representative, act as a host when playing at their team’s sponsor bar. When host, captain must ensure that the score sheet is submitted to the night’s captain chat by way of photo. If you do not have messenger, then the score sheet may be submitted by texting Kathy at (210) 286-1509.

Team captains are responsible for watching the match or may appoint a member of their team to watch the match in their absence. Captains may remove a team member for their roster for any reason that benefits the team. A captain can be removed from their position with or without cause, by vote of the team, or by the GSAAPL board. The team’s sponsor must be notified of the removal.

# GSAAPL FEES

1. It is each sponsor or captain's responsibility to pay GSAAPL assessed fees at such time, place and in an amount established.

Fees will be assessed as follows: 1-time per league team registration fee of \$35 (sponsor fee, paid by sponsor), and 1-time per league player registration fee of \$5 per player (player fee paid by player on the first night the player is shown on the score sheet)

Weekly dues will consist of \$30 per team per night.

2. The team sponsor fee shall be \$35.00 per team per season due on or by the 2<sup>nd</sup> week of season play.

Team sponsor fees not paid by 2<sup>nd</sup> week will be subject to loss of match.

3. The individual player number fee will be \$5.00 and is due the **first night** the player appears on the score sheet. The player fees will be due on the 1<sup>st</sup> night of play for the player. Please write the full name (as it appears on their ID) on the back of your score sheet & turn the money in with your nightly dues.

4. **WEEKLY FEES** – The weekly fee shall be \$30.00 per team per week of regular play, due at the end of the match each week. This fee must be paid IN FULL for all weeks even if your team is short on players for that night.

These funds will be used for player awards, banquets & administrative costs.

**The \$30.00 fee per team is due, without exception, each week of season play, even if all players did not show up. Failure to pay weekly dues can result in loss of games or loss of match.**

**FORFEITS – If a team cannot send 2 players to a game, the game will be considered a forfeit. If you forfeit when you play out in the 1<sup>st</sup> round, you will have to play at that location in the 2<sup>nd</sup> round. Also, if you forfeit a match the captain/team will be responsible for the dues for BOTH teams for a total of \$60. The league WILL NOT charge a sponsor for a forfeit. If the dues are not paid by the playoff meeting, your team will be disqualified from the playoffs and you will FORFEIT any/all awards due.**

5. Any check returned by your bank for insufficient funds will be subject to a fee of *whatever our bank charges us for processing your check*. You may also lose your privilege to write checks to the league.

6. All fees will be payable through the league's CashApp account (\$gsaapl), Zelle, Venmo, or through Facebook messenger. If you prefer to pay by check arrangements may be made with the league by contacting Patricia Carrasco at (210) 273-9277. If more than 2 home games have not been paid, the team's games will be stopped until the monies have been collected. **No exceptions!**

7. Captains will be put into a Facebook Messenger chat group named with the league night. For example, Friday Night Captains. This chat is where all captains can communicate with each other. If the Captain is not on FB messenger, he/she should assign someone on the team who has access to be the team representative. The team rep will be put into the group chat in place of the captain. Also, all scoresheets should be sent through this chat. It is the responsibility of the HOME TEAM captain or representative to send in a picture of their score sheet to Kathy via the captain's chat. If no one has capability to do this through Facebook Messenger, please send the picture through text. Be sure that the picture you send shows the ENTIRE SCORESHEET and that the scoresheet is properly and NEATLY filled out! Please be sure that the picture is clear so that we can properly apply the scores.

8. All score sheets must be sent in as soon as possible. Check the 2nd page of the schedule for due dates for both rounds. Any score sheets not turned in by those due dates, will NOT COUNT towards eligibility for awards, playoffs, or top shooter.

## GSAAPL FEES (Con't)

9. It is the responsibility of the captains, or someone assigned by the captain to keep a copy of their score sheets for the match. **Please write clearly & legibly.** Write in the **full name** of the player for every match, not just their first name & last initial. Also, please clearly mark wins & losses for each player. Stats will be kept, but it is the captain's responsibility to clearly mark a player's wins or losses. The league will not be responsible for illegible score sheets & we will not try to "guess" who won what. When the match is over, compare your score sheet with the opposing team's sheet. If there were any table runs or 8-ball on the breaks, please be sure the player's name is written and it is initialed by both captains. Make sure the wins and losses are clearly marked on your sheet & that the final score is initialed by both captains. Take a picture of your score sheet & send it in to Kathy. (See rule 7)

**PLEASE REMEMBER, THIS IS YOUR LEAGUE! THE DOWNFALL OF ANY LEAGUE IS USUALLY THE INABILITY TO COLLECT THE MONEY DUE FOR THE MATCHES. WE WANT THIS LEAGUE TO SUCCEED, SO PLEASE HELP US MAKE THAT POSSIBLE!**

## GSAAPL RULES

### SECTION 1 – RULES FOR LEAGUE NIGHT

1. Game time is 8:00pm for all nights except Sunday. Sunday's game time is 6:00. A 15-minute grace period maybe granted if approved by both captains. This only applies during regular league. There are no grace periods allowed in the playoffs.

2. Home team will choose pool table.

3. Team captains may, at their discretion, ask for ID's from ANY player on the score sheet **BEFORE** the 1<sup>st</sup> game of the player in question. Once the player has played any shot, you can no longer deem him as an illegal player. If a player's name does NOT match the name on the score sheet, the player is automatically disqualified & no one else may play in that slot therefore, the slot would be considered a forfeit. If you have the line split before the disqualified player is discovered, the 2<sup>nd</sup> player may play **ONLY** the 2 games he would have originally played on the split. The other 2 games would be forfeits. You must have 2 legal players to start. If you do not have at least 2 players, it will be considered a forfeit, and the forfeiting team will be responsible for paying the dues for **BOTH** teams that night. This money will be paid by the team and **NOT THE SPONSORS**.

4. Home practice is from 7:00 – 7:30, visitors, practice is from 7:30 – 8:00. On Sunday's home practice is 5:00 – 5:30, visitors practice is from 5:30 to 6:00.

5. Red dot ball maybe used. The HOME team will decide which cue ball will be used. A red dot may **not** be put in after the match has started.

**6. NO RESCHEDULES – GSAAPL will no longer allow reschedules. Teams can play with 2 players. Teams who forfeit will have to pay the dues for BOTH TEAMS! \$60 will be the responsibility of the CAPTAIN, not the Sponsor. (See Rule 4 under GSAAPL Fees for rules on forfeits).**

7. Score sheets should be filled out as neatly as possible. Please verify the spelling of your player's names. Players may "split a line" but that must be shown at the beginning of the match. When splitting a line, each player must play 2 games each. You may substitute a player on a line at any time, but they can only play on that one line. Once a player is taken out they may not come back into the match.

8. All 16 games of a match will be played. During the regular season there will be NO tie breaker should the match end in a tie.

9. No practicing on any other table during match.

## SECTION 1 – RULES FOR LEAGUE NIGHT (Con't)

10. A player may NOT play for 2 different leagues on the same night while playing at 1 establishment. For example, if you are playing for GSAAPL on one table you cannot play another league on another table in the same bar.

11. If you are playing a game, please be respectful of your opponent and stay off all electronic devices during your game.

12. While we would like for all matches to go off without any problems, we recognize that there are times when arguments may escalate. A captain may decide to leave the match however, the board will talk to both captains to figure out a fair outcome to the remaining games that were not played. The best-case scenario is to come to some sort of agreement however, it is important that captains understand that just because you leave does not mean you will automatically receive the wins for those games not played.

13. Bad sportsmanship will NOT BE TOLORATED! This includes moving, grabbing, pocketing a ball out of anger or disgust will be ruled a loss of game. Anyone, berating another player or board member will be subject to ejection from the match & possibly the league. Sharking refers to any intentional behavior by a player to distract, disturb, or intimidate their opponent. Examples include making loud noises, standing too close to the table, engaging in excessive banter or trash talk, or walking in front of players shot while they are shooting. Other examples are ignoring the opposing player when they ask you a question or rudely stopping a player and asking what they are shooting once down in position to shoot. Also, if you do not like to shake hands, fist bump or whatever, AT THE VERY LEAST, tell your opponent good game at the end of your game. The first offence will result in a written warning for the player. The second offence will warrant a one-week suspension. The third offence will result in being dropped from the league. If the board deems that an instance of bad sportsmanship is so severe, we reserve the right to immediately suspend or eject the player from the league, regardless of how many infractions the player may have. The board will investigate all reports of bad sportsmanship. If a board member is involved, they will not be involved in the investigation, nor in the decision of punishment for the player.

14. **NO COACHING!!!** No person should be telling the player how, where or which ball to shoot while they are in a match. The first offense is a warning, after that it is a foul and the player gives up his/her shot. It is also considered coaching if you “remind” a player to mark the 8 ball. If anyone associated with the player shooting the 8 ball, calls out to mark the 8, the game will be an automatic loss. If a player is walking towards their team table and reaches out & someone hands them the marker that is NOT the same as calling out to mark the pocket. Only someone telling the player to mark the pocket is a loss of game. While playing your match, you may sit with your team during the regular season, however, there is a chance you may be called for coaching. It is probably in your best interest to sit AWAY from the team table while shooting your game.

**15. Players should sit away from their team while shooting. Other then rooting for your team mate, no one should speak to the player during their game. If there is an issue, the player should first ask his/her opponent, then the OPPOSING captain. If the question is still not clearly answered, the 2 captains will discuss. If the 2 captains do not agree, please call Patricia Carrasco at (210) 273-9277. She will answer her phone up to midnight. If the situation occurs after midnight and you cannot come to a conclusion, you may split the game OR replay it.**

16. All score sheets must be sent in as soon as possible. Check the 2<sup>nd</sup> page of the schedule for due dates for both rounds. Any score sheets not turned in by those due dates, will NOT COUNT towards eligibility for awards, playoffs, or top shooter.



## SECTION 2 – 8 BALL RULES OF THE GAME

**1. You are responsible for knowing all the rules as they pertain to any GSAAPL event in which you enter. You agree to adhere to the GSAAPL's rules & bylaws while participating in an event.**

**2.** 8-ball is played with a cue ball and fifteen object balls, numbered 1 through 15. Balls 1–7 are solid colors and commonly referred to as “small or low balls”, and balls 9–15 are striped and commonly referred to as “big or high balls.” One player must pocket balls of solid colors, while the other player must pocket the striped balls. The player who pockets their entire group and then legally pockets the 8-ball wins the game.

**3.** A legal rack is as follows: 8-ball in the center, then alternating 1 stripe and 1 solid (regular stripe, solid rack). The player who is breaking must place the cue ball behind the head string in order to break. The player not breaking, will rack for the player who breaks. It is up to the player breaking to ok the rack. Once the rack is ok'd the player will break.

**Note:** The league acknowledges that tables may have flaws that do not allow for acceptable racks directly upon the foot spot, or dot. In these cases, players are allowed to rack as close as possible to achieve a desired rack.

**4.** If a player breaks out of turn it is a LOSS! The only exception to this rule is if the player passes the break to his/her opponent (See rule 7 below).

**5.** A legal break is when a ball is pocketed **or** if no ball is pocketed then 4 balls must hit a rail. It is then up to the opposing player whether to rerack or play the rack as it lies. If a rerack is requested, the same player will break again.

**6.** A player will receive 2 attempts to break. If a legal break is not made in 2 attempts, the break goes to the opponent. The opponent will then also have 2 attempts. The break will go to the opposing player after 2 attempts until a legal break can be made.

**7.** A player may pass the break to the opponent at any time and for any reason. The player must advise BOTH captains that he/she is passing the break.

**8.** If the player makes the 8 ball on the break and the cue ball is still on the table, it is a win. If the player makes the eight ball & scratches or the cue ball jumps off the table, it is a loss. If the eight ball jumps off the table at **ANY TIME** it is a loss of game.

**9.** If a solid is pocketed on the break, then the player will continue to shoot solids. If a stripe is made, then the player will shoot stripes. If one or more balls of each solid & stripes are made, the table remains open. The breaking player will continue with the next shot. If he/she makes a strip then they will continue being strips. If he/she makes a solid then they will continue with the solids. If the player makes no balls on the break the table is considered open & remains open until someone makes either a stripe or a solid.

**10.** If the table is still open, you may do combos that include solids, stripes, or even the 8 ball in order to make your object ball. If using the 8 ball in combination, it can NOT be the first ball touched. You must contact an object ball 1<sup>st</sup>. Once it is determined whether a player has stripes or solids, they can still use other balls to make their combinations, however they must hit their ball first. For example, if you have a solid strip solid combo, and you are the solids, you must hit any solid first in order for it to be a good shot. Again, you don't have to call out the combo or series of hits, you only have to call the ball you intend to make & the pocket you intend to make it in.



## SECTION 2 – 8 BALL RULES OF THE GAME (Con't)

11. While it is in your best interest to call balls & pockets on **all** your shots whether they are obvious or not, obvious shots should be understood. An obvious shot is defined as one ball in the area going into a nearby pocket (within 6 inches). If there is more than 1 ball in the area, you **MUST** call the number of the ball & the pocket you intend to make it in. While sometimes it is ok to simply point to the ball & then point to the pocket, if there is a cluster of 2 or more balls, you **MUST** verbally call out the ball & the pocket to your opponent, so there is no question after the shot. Also, a bank shot is **NOT** an obvious shot & needs to be called by simply stating the ball & the pocket you intend to make it in. Combo shots do not have to be called as a combo. Again, you are only required to call the ball & pocket you intend to make. For example, you don't have to say "9 off the 5 in the corner, or combo 5 into the 9 in the corner", you only have to say 9-ball in the corner. How it gets there is irrelevant. That goes for bank shots or carom shots as well.

12. If an object ball (striped or solid) goes off the table it will be spotted. If there is a ball or balls blocking the spot, then the ball will be placed directly behind the obstructing balls. If the eight ball goes off the table it is a loss. (Also see Rule 22 on Jump Shots below). If the cue ball goes off the table, it is considered a scratch and your opponent has ball in hand behind the head string.

13. If during your shot, you do not hit your object ball, your opponent has the choice of ball in hand behind the head string, or continuing from where the cue ball lies. If the shooter fouls and grabs the cue ball and hands it to the other player the player coming to the table to shoot has the option to take the ball in hand behind the head string or place the cue ball back where they believe it was.

14. If you scratch it is your opponent's shot. He/she will place the ball anywhere behind the head string.

15. You may call a safety if you choose to make your object ball and not take your next shot. If you do not pocket your ball, it is considered a foul and your opponent may move the cue ball behind the line or shoot it where it lays.

16. When shooting at your object ball, **you must attempt to pocket your ball**. Tapping or scratching on purpose is not considered an attempt to pocket your ball. The attempt must first be made. You cannot just hit a rail, you must make an attempt to the pocket **FIRST**. If you do not make your ball, then and **ONLY** then you must at **LEAST** hit a rail after contact with your object ball or it is a foul, with the choice of leaving the cue ball where it is or placing the cue ball behind the head string.

17. Moving or touching any object ball prior, during or after your shot is **NOT** a foul. Touching an object ball includes with your stick, body, hair, clothes or jewelry. If an object ball is inadvertently moved your opponent has the option of moving it back to the original position or leaving it as it lies. Once the ball is replaced, you will continue with your shot. The cue ball is **NOT** considered an object ball. If the cue is moved or tapped inadvertently, it is considered a foul. The opponent will then have a choice to leave the cue ball where it lies or take it behind the head string.

18. If you "double tap" the cue ball, it is a foul.

19. When attempting to make your ball, you must hit your object ball first. If you do not, it is a foul.

20. Simultaneous hits go to the shooter. In other words, if a solid and stripe are touching & you hit them at the same time, the tie goes to the shooter and is not a foul.

21. You must have one foot on the ground at all times while shooting.

22. Jump shots are not allowed. A jump shot is when you hit the cue ball to jump a ball to hit another ball. Hitting a ball hard and it jumping is **NOT** considered a jump shot. As long as the ball stays on any part of the table or is pocketed it is still counted as a good shot or attempt. If you hit the 8 ball and it jumps **OFF** the table it is a **LOSS OF GAME**. If the 8 ball jumps onto the rail but comes back on to the playing surface, it is not a foul, however if the 8 ball is pocketed it is **NOT** considered a clean shot and is a loss.

## SECTION 2 – 8 BALL RULES OF THE GAME (Con't)

**23.** Push shot Fouls – When the cue ball is frozen with the object it is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stoked shot. (Such shots are usually referred to as push shots.) To avoid a foul, shoot at an angle or in a downward motion into the cue ball.

**24.** When shooting the 8-ball, you must **MARK** the pocket between the pocket and the 1<sup>st</sup> diamond closest to the pocket on either side. You may use keys, phones, or any pocket marking object making sure it cannot come into contact with any ball on the table. If the 8-ball is pocketed but comes into contact with your marker, it is a **LOSS OF GAME**. You may **NOT** use a chalk, money, anything that contains money, or a weapon. You can **NOT** stop the cue ball from traveling after your 8-ball shot or it is a loss of game.

### **25. WHEN POCKETING THE 8-BALL IT MUST BE MADE CLEAN!!!**

The 8-ball may not come into contact with your pocket marker or any other ball after initially being struck by the cue ball. While the 8-ball is going into the pocket, it is a **foul** if it is not made or a **loss of game** if the 8-ball is made. If you strike the 8 ball & the cue ball hits the 8 more than once (double kiss) that is not a clean make on the 8-ball and is a loss of game if the 8 is made.

**26.** The game is over if you or your opponent legally pockets the 8-ball.

**27.** In case of a stalemate, the game will be re-racked and played again. A stalemate is when both players agree that they will not attempt a shot.

**28.** If you pocket the 8-ball out of turn, or it falls into an unmarked pocket, it is a loss of game.

**29.** If you scratch while attempting to pocket the 8-ball, it is a loss of game and the game is OVER whether you pocket the 8-ball or not. This rule is ABSOLUTE. Even if the other player is unaware that he has won the game. The game is OVER once a scratch occurs. It is NOT subject to acknowledgment of the win or loss. The captain or any team member can remind his/her player that the game is over, whether they won or lost.

## SECTION 3 – PLAYOFFS

**1.** At the end of each regular season, GSAAPL will hold playoffs to determine the top team. Locations will be determined by the coordinator. All rules set above in SECTION 2 apply to the playoffs, with the exception of the tie breaker rule.

**2.** Players wishing to participate in the team playoffs must have played at least 1/2 of the total games within the season. A list of eligible players will be included in your playoff packets. All sponsors are automatically eligible to play in the playoffs. The only exception to this is that a male sponsor MAY NOT play on an all ladies team if there is a ladies playoff bracket. Also, if the sponsor would like to have the same award as their team, they must have the eligible games played in order to qualify to receive that award (half the total scheduled games).

**3.** The top teams from each division will qualify for a city playoffs bracket at the end of each season. A consolation bracket will be done with 16 teams or more.

**4.** Teams will be seeded by random draw & will be held at the playoff meeting.

**5.** Game time for playoff matches is 8:00 **sharp – no extensions will be granted**  
Game time for Sunday playoff matches is 6:00 **sharp – no extensions will be granted**

## SECTION 3 – PLAYOFFS (Con't)

6. Team captains must have their eligible players list (given by the league in your playoff packet). Players must have played at least 1/2 of scheduled games to eligible for the playoffs.

7. If you are going to be late, a co-captain or representative must have the list, **BEFORE THE MATCH STARTS**.

8. Each player must have a picture id (may be any photo id as long as it has the player's name & picture, and it does not have to be current). If a player cannot show some sort of identification, they will NOT be able to play in the playoffs. A picture of an ID sent to a phone is acceptable.

9. If at least 2 eligible players are not in attendance by 8:00, the match will be a forfeit

**If your team forfeits in the playoffs, you also forfeit any awards your team is due, including cash awards if any & any games that are due at your sponsoring bar.**

10. Before the match the captains must show their eligible player list as well as id's of players who will be playing the match to the opposing captain. All teams will be given a copy of eligible players for their division before the playoffs start. You **must** bring this to the playoff game. You **must check id's** to verify that the player is eligible. They may use any picture id whether it is expired or not

11. If the eligibility list is not brought to the match, the match is a forfeit (a picture of the stats sent over the phone is acceptable)

12. If a player does not have a picture id, they cannot play until they get one (a picture of an id sent over the phone is acceptable).

13. All team playoff matches will be played at a neutral location or venue unless it is impossible to do so.

14. Venue will be pre-determined (no change in venue request will be honored)

15. Team captains will flip a coin to determine who is home & who are visitors.

16. The first team to win 9 games is the winner and no further games need to be played.

17. In the event of a tie 8-8, a tie breaker will be played. In the tie breaker the first player of each team will play a best of 3 series. You will flip to see who breaks first. The winner of the flip will break. The opponent will break the 2<sup>nd</sup> rack & the winner of the flip will break again on the 3<sup>rd</sup> rack, if needed. You must win 2 out of 3 games in the tie breaker.

18. Team captains are responsible for their members & guests conduct during playoffs

19. You will referee your own playoff match

20. No practice of any kind during team playoffs, on any adjacent table.

21. For the championship matches, a table watcher will be provided by the league. If there is a shot that you would like watched, please inform the table watcher. The table watcher is NOT a referee. It is still up to the player to call a foul! If the player has a question about a call, he may stop the game & have a rule clarified with the table watcher.

22. If there is a dispute, the table watcher's decision will be final. Any arguing will result with a loss of game.

## SECTION 4 – AWARDS

**1. Players and sponsors** must have at least half the number of games in the season played in order to be eligible for a team award.

**2.** GSAAPL will pay for 4 – 10k gold rings up to a size 10 & approximately 17 grams of gold. The cost of each ring as of January 1, 2024 is \$700. If a size larger than a size 10 is required, the price is \$10 for every ½ size above a size 10 and must be paid BEFORE the ring can be ordered. If more than 4 rings are ordered we can either divide the difference by the TOTAL number of players on the team & each player would pay an equal amount to cover the overage, or a player may pay for the additional ring. Any option taken will have to be paid by 8 weeks after the championship game. If not fully paid, the ring will not be able to be ordered & will have to wait until the next order cycle.

**3. The team winning a championship will have 1 month from the night of the championship to pay for any additional costs. If the team does not pay within that timeline, the league will order up to \$2,800 worth of awards. The remaining rings will have to be paid in full & ordered at a later time.**

**4.** Once a player wins a championship and is awarded a ring, on their 2<sup>nd</sup> championship the award will be a diamond a little smaller than a quarter carat. On the 3<sup>rd</sup> championship they will receive a diamond that is a larger than a quarter carat. The cost of both diamonds together is more than the cost of a ring. Once both diamonds are awarded the player may then receive a second ring, and the process begins again. In lieu of a ring, players may choose a gold pendant. The same rules apply for the pendants as for the rings.

**5.** 2nd & 3rd place awards will be trophies.

**6.** Sponsors will receive trophies for their teams who placed 1-3. Sponsors will also receive an appreciation award at the end of the season.

**7.** Additional awards will be given at the discretion of the board.

**8.** Players eligible to receive an individual top shooter award must have played a minimum of 75% games by the end of season.

**9.** Awards will be determined by the number of teams in the league and will be announced at the preseason meeting. GSAAPL guarantees that we will give, at a minimum, 4 gold rings to the championship winners. As the league grows, we will reevaluate the number of rings to be awarded.

**10.** Awards not picked up will be held by the league for 10 days. You MUST make arrangements to pick them up at a designated location. We will NOT deliver them to you.

**11.** 10 days after banquet any unclaimed awards will be destroyed. Unclaimed t-shirts will be donated.

## Awards Ceremony

All current league members & sponsors in good standing may attend the awards ceremony held at the end of each season for free providing they have played at least half of all games to be eligible.

The awards will be held as soon as all jewelry has been received. Typically, this is about **4-6 months** after the last championship game has been played. The league or board has **NO CONTROL** on how long the rings take. These are custom made and to ensure quality, we do not rush the process.

The ceremony will be held at one of our sponsoring establishments that can hold a large pool tournament and that has at least 100 to 150 seating capacity. The board will hand out all awards & may conduct a pool tournament featuring cash & other prizes. More details will be available closer to the award ceremony.