

1947-1997



**QUEEN CITY
POOL LEAGUE
RULES**

SEPTEMBER, 2003

UPDATED SEPTEMBER 2004

QUICK START for THE GAME OF AROUND THE WORLD

The object of the game is to pocket the ONE BALL and ONLY the ONE BALL in all six pockets in succession starting at the lower right corner pocket as viewed from the head string (Pocket #1) and ending at the right hand side pocket as viewed from the head string (Pocket #6) moving in a COUNTER-CLOCKWISE direction around the table as follows (all as viewed from the head string):

Pocket #1: Lower Right Corner pocket

Pocket #2: Lower Left Corner pocket

Pocket #3: Left side pocket

Pocket #4: Upper left corner pocket

Pocket #5: Upper right corner pocket

Pocket #6: Right side pocket

To advance, each player MUST pocket the ONE BALL in the proper order. Failure to do so by pocketing the ONE BALL in any other pocket (unless another object ball is legally pocketed in the same stroke) than the required pocket will require that the ONE BALL be spotted on the foot spot with the player unable to advance and the opponent coming to the table. See Rules 20,21 and 22 regarding spotting.

The ONE BALL does not have to be hit first and may be legally pocketed in any manner such as a combination made by hitting another object ball first.

The 14 other object balls can be made (calling all shots by ball and pocket only) in any order of pockets and are used to gain position with the ultimate goal of pocketing the ONE BALL in the correct pocket. Once made, other object balls remain pocketed. Each player remains at the table for the entire duration of a run and it is not uncommon for a player to run all six pockets ("ran six").

Unlike pool games that require rail contact AFTER ball contact to avoid a foul, Around the World requires only ball contact to execute a legal shot or safety. The only time that this is not the case is when the cue ball is "hooked" or hidden in an area of a pocket where no line of site exists to the object ball. See the rules for legal shots, safeties and asking for a hit.

Try it sometime. It's fun and challenging. Three, four and sometimes five rail shots are common when only the ONE BALL remains and all other object balls have been pocketed!

GOOD LUCK AND MAYBE SOMEDAY YOU'LL "RUN SIX"!

September, 2004

QUEEN CITY POOL LEAGUE

AROUND-THE-WORLD

TABLE RULES

The Queen City Pool League was formed by social clubs in the Manchester, New Hampshire area to promote associations and friendships among their members through competitive participation in, and enjoyment of, the pocket billiards game of Around-the-World.

1. DEFINITION OF "AROUND-THE-WORLD"

The object of the pocket billiards game called Around-the-World is to pocket the one (1) ball in each of the six pockets, in proper order (rotation), before the opposing player does so; the other fourteen balls may be pocketed to gain position on the one (1) ball. To begin the game, the one (1) ball is placed in the middle of the third row of balls in the rack.

2. TABLES

Tables being used for match play shall be properly spotted to aid in the positioning of the opening rack and placement of the one (1) ball and clearly marked showing the head string (foul line). Overhead illumination must be sufficient to clearly view the balls without any distracting shadows. All team captains shall ensure that their 4 1/2' x 9' tournament-sized tables are in good condition and level and shall bring the need for repair or adjustment to the attention of the club's directors.

3. SCOREBOARD

A blackboard or other suitable fixture on which the names of all participating players and the number of pockets made (score) must be prominently displayed.

4. CUE BALL

The cue ball shall be the same size and weight as the object balls and, unless it becomes severely damaged due to jumping the table or from some other cause, may not be changed after a game or match has started.

5. PRE-GAME AND POST-GAME TABLE USE AND SEATING

Visiting teams shall have the courtesy of the use of the table upon which the match is to be played one-half hour before each match and shall also receive preferential courtesy in seating arrangements. Visiting teams shall also have priority of use of the table upon which the match was played after the match ends. All visiting teams shall abide by the home team's club rules or house rules while on the premises of the home team. This includes the privilege of playing in a particular club. Specifically, the host club's directors, not the Queen City Pool League's officers or board of directors, shall have final authority to decide if a visiting team member shall be allowed into the club. If a visiting player has been barred from a club, he can be legitimately denied entrance to that club in order to play and neither the visiting team nor the Queen City Pool League can overrule such a decision.

6. STARTING THE MATCHES

In regular season matches, the first game shall begin no later than 7:00 PM. Visiting team members shall be allowed access to the table at 6:30 PM in order to practice. Teams with at least 2 players present must begin the first game at 7:00 PM. If 2 players from each team are not present at 7:00 PM, a 10 minute grace period shall be allowed. A limit of ten (10) minutes shall be allowed at the start of the match and between each game if 2 players are not available from each team to start the next game. If 2 players are available from each team, the next game **must start immediately**. Teams not able to declare a two-player team ready to participate in the upcoming game within this 10 minute time allowance shall forfeit such game (6-0). Practice on the table shall terminate at 6:55 PM to allow cleaning of the table.

7. CURFEW

No game shall begin after a club's curfew. If a match cannot be completed during the allowed time, the opposing captains shall establish a date to complete the game(s) prior to the next Friday night's play. If the game(s) are not completed because the captains cannot agree to a make-up date, the league's officers shall set the date the game(s) is to be played. The team that does not comply with the make-up date shall forfeit. If a game cannot be played before the curfew, such game shall be completely replayed at a later date agreed to. The same players shall participate and follow the same order of play at the same site at which the suspension of play occurred because of curfew.

8. SNOW CANCELLATIONS

In case of inclement weather, if one team captain requests a cancellation and communicates that to the other team's captain, the cancellation shall take place. Such a decision shall be made by 6 PM on the scheduled night of play. An alternate date (the following Monday night, if possible) will be immediately decided upon by the captains with such make-up match taking place at the originally scheduled site prior to the next Friday night's play. Of course, a delayed start after 7:00 PM may be agreed to by both captains to avoid the cancellation and associated inconvenience of rescheduling. If one, two, or three games can be played, this shall be allowed with the remaining games taking place according to the guidelines in this paragraph. (Rule added 09/08/97)

9. SCORING - POCKETS & POINTS

All matches shall consist of five (5) games. The maximum number of points (pockets) that a team may earn in a match is thirty (30). A team receiving a bye shall be credited with points according to By-Law 16.

10. TELEPHONING RESULTS

Friday night results, as well as playoff results, shall be phoned to the league's scorer or his/her designee by the home team's captain immediately after the completion of the match. Six pocket runs or any protests (other than player ineligibility which must be communicated after the game in question) shall be stated at that time. The league scorer shall advise the league President or Vice President of a protest. Such protests shall be reviewed and a decision made by the Board of Directors at the next regularly scheduled meeting.

11. PARTNERS

In determining the players to be partners for each game, both captains shall write their two (2) players' names on slips of paper and shall exchange such slips prior to the start of a game.

12. AVOIDING FORFEITS

In order to avoid a forfeit and in conformance with By-Law 12, during regular season play only, a team may recruit a player provided no roster players are present to play a game. **However, this addition may take place only through the fourth week of the half.** This player must not have played for any other team during the season in preceding matches and is ineligible to play for any other team for the remainder of the half. A team that allows an ineligible player (has previously played in a game for another league team during that half) to participate in a game shall forfeit such game. A player removed from an existing 20 player roster to make room for another player cannot be reinstated to that roster or any other roster for the duration of the season unless such reinstatement is approved by the league's Board of Directors.

13. COACHING A PLAYER

Once a game has started, the only persons allowed to directly advise a player are the team's captain, co-captain, or the player's partner. Spectators and team members are not permitted, in any manner, to directly advise players. However, team members may give counsel to a team captain who can communicate such advice to a participating player. A team's captain or, in the case of tournament play, the referee, shall be responsible for enforcement of this rule. After a verbal warning from a captain or referee takes place regarding direct instruction, if such direct instruction from a teammate continues for a second time, a forfeit shall be imposed. Spectators not complying with a request to desist shall be requested to absent themselves from the pool playing area.

14. PRACTICE SHOTS

Players will be allowed six (6) practice shots before each game. Players' names must be written on the blackboard before the player takes any practice shots or breaks the rack. The captain of the home team or his/her designee shall immediately rack the balls after practice shots have been completed so the game may begin. Once a regular season match has started, no player on the roster of either team shall be allowed to practice on an "open" table located on the premises of said match. In the case of a tournament, once the day's tournament play has commenced, no player participating in the tournament shall be allowed to practice between his/her matches on an "open" table located on the premises of such tournament.

15. AWARDING THE BREAK

During regular season play, the visiting team, in all five games, shall break the balls first; in playoff matches, the team winning the lag (closest to the top rail) shall be awarded the break in Game 1 and the break shall alternate in the four (4) games thereafter. Only players designated to participate in Game 1 of the match shall be eligible to lag for award of the break. In tournament games (State Singles and State Doubles), the player who has won the lag, or his partner, shall have the OPTION of breaking or allowing either of his opponents to do so. In order to promote fair play, a player competing in the lag should attempt to hit his ball at the same moment his opponent does so. One practice lag shall be allowed before the deciding lag.

16. **BREAKING THE BALLS TO START THE GAME**

A player from the team which has been awarded the break to begin the game shall place the cue ball anywhere behind the string (foul line) and strike the cue ball with FULL FORCE in propelling it toward the unbroken rack. The cue ball shall make contact with an object ball at or near the front position of the rack. Only this type of opening break shot will be considered legal in accomplishing the player's responsibility of properly opening the game. It will be the duty of the opposing team's captain (or referee in tournament play) to assess whether or not the "full force" and "at or near the front position of the rack" provisions have been adhered to in accomplishing the game's opening break shot. If it is decided that, for any reason, the conditions set forth have not been met, the player shall be advised of the specific requirement in which he was remiss and will be instructed to legally break the object balls apart. If it is decided by the opposing team captain or referee that a second failure to do so is intentional and the player is not of the disposition to comply with the conditions set forth for a legal break shot, a forfeiture of game (6-0) shall be declared. Once a proper break has occurred as set forth above, the following shall prevail:

- 1.) If **less than six (6) object balls strike a rail** and neither a ball is pocketed nor a scratch occurs, the player initially breaking MUST break again; or
- 2.) If **six(6) object balls hit the rail and no ball is pocketed**, the opponent shall shoot next; or
- 3.) If **a ball is pocketed**, irrespective of the number of object balls contacting a rail, the player breaking shall continue to shoot; or
- 4.) If a **scratch** occurs on the break, irrespective of the number of object balls contacting a rail, the opponent MUST accept the rack as is and shoot next. (Rule amended 01/06/98)

17. **MISCUEING ON THE BREAK**

If, when breaking, a player miscues and neither hits the racked balls nor scratches, the same player will continue to attempt the break shot until he successfully does so. However, if the miscue results in a **scratch**, the opposing player MUST take the break shot himself. (Rule amended 01/06/98).

18. **BREAKING**

On the original break, any ball pocketed allows the breaker to continue shooting. In the case of the one (1) ball being pocketed on the break shot, it shall be spotted on the lower spot and the player allowed to continue. A pocket is credited and the player continues shooting when the player breaks the rack of balls and the one (1) ball falls into the number one pocket.

19. RERACK

If neither team or player has made the one (1) ball in the first pocket before all the other balls are off the table, all the balls must be reracked and the game started over again with another break shot by the same player who broke the balls previously. The original rotation of players shall be maintained. However, if neither player/team has made the first pocket and a player pockets the last remaining object ball on the table in his "called" pocket and, on the same shot, pockets the one (1) ball in the first pocket, he shall receive credit for the first pocket and the game shall proceed.

20. SPOTTING THE ONE (1) BALL

The one (1) ball shall always be spotted number up.

21. SPOTTING THE ONE (1) BALL

If the one (1) ball is being spotted and that spot is occupied, the one (1) ball shall be spotted behind the spot and frozen to the ball in front of it in line with the spot.

22. SPOTTING THE ONE (1) BALL

If there are no object balls on the table and the one (1) ball must be spotted but the cue ball is on the spot, the one (1) ball shall be spotted directly behind the spot against the top cushion.

23. POCKETING

Once a position ball (2 - 15) is pocketed, it becomes a "dead" ball and cannot be put back on the table for play. The one (1) ball is not considered a "position" ball and, therefore, cannot be pocketed into an incorrect pocket in order to continue shooting. If this occurs, the player incorrectly pocketing the one (1) ball in a pocket other than the one he is "on", shall lose his turn at the table; the one (1) ball shall be removed from the incorrect pocket and be spotted on the lower spot where initial racking took place to start the game. The only EXCEPTION to this paragraph occurs if a player pockets an intended object ball and the cue ball or any remaining object ball sends the one (1) ball into the "wrong" pocket, the one (1) ball is spotted and the player continues to shoot.

24. CALLING THE POCKET

Prior to taking a shot **which is not obvious** such as a combination shot, bank shot, carom shot, back scuttle shot, or exceptionally difficult cut shot, the player must call the intended pocket. If the "uncalled" shot is challenged by the opponent or was not anticipated by the referee in tournament play, the player failing to call the pocket shall forfeit the pocket made and his turn at the table. An exception to this rule is, of course, a player shooting at the one (1) ball. If the 1 ball falls in the pocket that the player is on (no matter what the level of difficulty the shot may have been), the player is not required to have called the pocket in which the 1 ball dropped. (Rule added 09/08/97)

25. CALLING A "SAFE"

If a player, for strategic purposes, calls "SAFE" on a shot, he is, in effect, giving up his turn at the table after the "safe" shot is taken regardless of whether or not an object ball or the one (1) ball is pocketed. A "safe" shot requires that the cue ball contacts an object ball or the one (1) ball; a pocket cannot be credited on a "safe" shot.

26. THE FOUL LINE

Where the base (center) of the ball rests shall determine the position or eligibility of any ball. If the base of the ball is ON or IN FRONT OF the foul line (rack side or lower spot side of the foul line), the ball is playable. An object ball or the one (1) ball that is dead center on the head string is playable. However, when the cue ball is being put in play from behind the head string or foul line it must not be placed directly on the head string or foul line; it must be placed behind it.

27. THE FOUL LINE

If, in the act of breaking or placing the cue ball behind the foul line as the result of a scratch, it is felt that the base of the cue ball is on or over the line, the player shooting must be so advised in order to give him the opportunity to place the cue ball properly behind the line. If the player is not so advised and is allowed to break or shoot at an object ball, no foul can be called. If a player shoots on the head string or in front of the head string (foul line) after having been warned of the need for legal placement, the stroke is a foul.

28. PLACING THE CUE BALL BEHIND THE FOUL LINE

It is permissible for a player having ball-in-hand behind the foul line to move the cue ball with his hand, stick, or other article following a previous player's scratch. This movement of the cue ball may be done as many times as the player wishes. A player, in placing or moving the cue ball behind the line, is not allowed to touch, in any way, any other object ball; to do so is considered a foul.

29. ASKING FOR A "HIT"

If a player fails to hit an object ball and is requested to do so by the following player, he must do so. The cue ball shall be placed in the approximate position it started. In tournament play, the referee shall place the cue ball where it was started. In regular season play, the player shooting may return the cue ball to its original position as approved by his opponent. No player shall move the cue ball once it has been placed by the opposing player or referee. To do so constitutes a foul. If, after this second attempt, the player fails to hit an object ball or the one (1) ball, the one (1) ball shall go on the spot and the following player shall be given cue ball in hand behind the foul line. Note: When a player is requested to hit an object ball or the one (1) ball and fails to do so, the player may be given one more attempt to make a valid "hit" before the one (1) ball goes on the spot and the following player is given cue ball in hand behind the foul line (total of two (2) shots). EXCEPTION: When a player is given cue ball in hand after an opponent's SCRATCH or failure to strike an object ball on two successive attempts, said player shall place the cue ball behind the foul line at any point he chooses. If the player does not strike an object ball on the first attempt from behind the foul line and is asked by his opponent for a "hit", he is allowed to REPOSITION, once again, the cue ball anywhere behind the foul line for his second attempt. When a difference of opinion exists on whether a hit or a foul has occurred and an opposing captain or co-captain/referee's decision cannot be obtained, the opposing player, rather than the shooter, will have responsibility for the final decision.

30. CORNER-HUNG CUE BALL

If the cue ball is positioned in such a manner that no clear shot is available at any ball without hitting the corners or "points" of the pocket with the cue ball (corner hung), such a shot can be played safe and it is not necessary that any ball be hit.

31. CUE BALL & OBJECT BALL FROZEN

In the event an object ball is "frozen" to the cue ball, the object ball must VISIBLY MOVE in order for a proper "hit" to take place.

32. TAKING BALLS OUT OF A POCKET

A player is allowed to remove, at any time, previously pocketed or "dead" position balls and place them on the table for use in determining such things as clearances and angles. If, however, the player touches any "live" ball with the "dead" ball, a foul has occurred.

33. SHOOTING OUT-OF-TURN

Only an opposing player, captain, co-captain or referee can bring to a player's attention the fact that he is shooting out of turn. After shooting, the player so advised must immediately stop and shall give up his turn at the table. Any pockets made by the player, up until the time of the "shooting out of order" call, however, shall be credited to the player with the exception of the last pocket made. The opponent shall then shoot after proper order of play has been determined through discussion.

34. **INTERFERENCE**

If, while addressing or contacting the cue ball, a player is inadvertently interfered with (bumped, pushed, etc.) by a person other than his partner and, as a result, unintentionally touches the cue ball or another ball, no foul shall be called and all balls will be replaced as close to their original positions as possible. The player so interfered with will again proceed with his proper turn or shot.

35. **"HANGERS"**

If a ball shifts, turns, or otherwise moves "by itself", the ball shall remain in the position on the table it assumed and play shall continue. A hanging ball that falls into a pocket "by itself" after being motionless for 3 seconds or longer shall be replaced as closely as possible to its position prior to falling and the pocket shall not be credited to the player taking such shot. The next player (opponent) shall then continue play by taking his turn at the table.

36. **"HANGERS"**

If an object ball or the one (1) ball drops into a pocket "by itself" as a player shoots at it, the cue ball and object ball are to be replaced to their positions prior to the stroke and the player must execute the shot again. Any other object balls disturbed on the stroke are also to be replaced to their original positions.

37. **"HANGERS"**

If, while the object ball or cue ball is "hanging" in a pocket, someone jumps on the floor or strikes the table with his hand or leg and such ball drops into the pocket, it shall be placed back as close as possible to the position it was in before falling and no pocket shall be credited.

38. **SCRATCH**

A scratch occurs when, after being shot by a player, the cue ball drops into a pocket or leaves the surface or top rails of the table and comes in contact with something (a player, floor, wall, etc.) other than that which forms a part of the table. A scratch cue ball is a cue ball that comes to rest other than on the bed of the table after a stroke (comes to rest on the top of a cushion, on the top of a rail, on the floor, etc.). Balls may bounce on the cushion tops, rails, or light fixture of the table without a scratch occurring if they return to the bed of the table under their own power and without touching anything not a part of the table equipment. The table equipment shall consist of its light fixture, chalk not on the bed of the table, and permanent parts of the table proper (if a ball touches a piece of chalk on the top of the cushion or rail, a scratch has not occurred). A cue ball that strikes or touches anything not a part of the table equipment shall be considered a scratch even though it may return to the bed of the table after contacting a non-equipment item.

39. SCRATCH

In case of a scratch and all balls are behind the foul line, all balls must be removed from the table and the one (1) ball spotted. The next player is awarded ball-in-hand behind the foul line for one or two attempts at hitting the one (1) ball as necessary or decided upon by his opponent - see Rule entitled "Asking for a Hit".

40. FILLED POCKETS

The player shooting has the responsibility of ensuring that the pockets are not filled with balls previously pocketed. If a shot at a "filled" pocket jumps out of the pocket or rolls over the filled pocket and off the table, the pocket is not credited. A position ball or the one (1) ball so effected and coming out of a pocket to rest on the table's playing surface shall remain in that position on the playing surface for the next player to possibly pocket. The one (1) ball leaving the table's surface shall be spotted on the lower spot awaiting the next player's turn at the table. A position ball leaving the table's surface shall be removed from play and the player who caused such departure of the ball shall forfeit his turn at the table. Table etiquette calls for opposing players and referees to remove position balls from pockets to prevent such occurrences.

41. JUMP SHOTS

Fully realizing the distinct possibility of damaging the cloth on the table's playing surface, the execution of a "jump shot" - striking the cue ball below center with the intention of causing it to rise off the bed of the table in an effort to clear an obstructing ball - is prohibited. The intentional use of a "jump shot" shall be considered a foul with consequent loss of turn and forfeiture of any pocket made as a result of the "jump shot". (Rule amended 12/03/96 to disallow a "jump shot".)

42. CALLING A FOUL

Only a referee, captains, co-captains or any player engaged in the game may call a foul. If a foul is called by an opposing player, captain, or co-captain, and, in tournament play, the referee also sees the foul and therefore agrees that it has occurred (of course, a referee also has authority to independently call a foul), the foul call shall be considered proper and the player shooting shall immediately stop. The referee's decision is final (see Rules 29, 53 and 54). A player advised that he has fouled shall not proceed with a subsequent shot. This will allow discussion and resolution of the alleged foul between teams' captains. Intentional failure to stop shooting to allow for such resolution will result in a forfeit under the provisions of Table Rule 58, Unsportsmanlike Conduct. During his turn at the table, no player shall have in his ears any device, such as earphones to a tape player, that would interfere with the player's ability to hear a foul being called by a referee, opposing player, captain, or co-captain.

43. FOULING - FOOT NOT ON THE FLOOR

It is a foul if a player shoots when at least one foot is not in contact with the floor.

44. FOULING - SHOOTING WITH BALLS IN MOTION

It is a foul if a player shoots while the cue ball or any object ball is in motion (a spinning ball is in motion).

45. FOULING - DOUBLE HIT

It is a foul if the cue ball is struck more than once on a shot by the cue tip. If the cue ball has been set in motion because of initial contact with the cue tip and then is struck a second time, it shall be a foul. In the event that the cue ball is struck twice, all balls shall be left where they come to rest and the shooter's inning ends.

46. FOULING - CHALK CUBE, BRIDGE, OR TIP FROM STICK ON TABLE'S BED

A foul has occurred if the cue ball or an object ball comes in contact on the table's bed (50" x 100" playing surface) with a cube of chalk, bridge, tip which has fallen off a cue stick, or any other foreign object. Also, if a player strikes the cue ball with anything other than the tip of the cue stick when propelling the cue ball, a foul has occurred (10/99). The fouls cited in this paragraph shall cancel credit for any pocket made on the shot and the next player will take his turn at the table.

47. FOULING - TOUCHING A "LIVE" BALL

When a player has pocketed the one (1) ball in his intended or proper pocket, he is allowed to remove the one (1) ball from the pocket. In order for a player to avoid a foul, he must remove the one (1) ball or other object balls from the pocket without touching any other "live" ball on the table. The player so removing the one (1) ball must place the one (1) ball on the surface of the table or hand it to the opposing player for placement on the lower spot. When a referee is present, the referee shall remove the one (1) ball from the pocket and properly spot it.

48. FOULING - MOVING THE ONE (1) BALL

A player whose turn it is to shoot, or his partner, may not touch or move the one (1) ball that has been spotted by an opponent or the referee because he feels it has been spotted or placed improperly; to do so constitutes a foul and loss of turn at the table; the player may request that the one (1) ball be spotted again in a proper manner by an opponent or the referee but may not do so himself.

49. FOULING - TOUCHING A BALL

If, while in the act of assuming, executing, or abandoning the stroke stance and hand bridge used to take a shot, the player fouls by accidentally or intentionally touching an object ball or the cue ball on the table with his hand, cue stick, chalk, bridge, or a "dead" ball used to determine clearance, no pocket shall be credited and a foul has occurred. A pool glove worn by a player shall be considered a "part" of the player's hand and, if coming in contact with the cue ball or an object ball, a foul has occurred. **NO** foul has occurred if a player's clothing, jewelry, or hair come in contact with the cue ball or an object ball, provided the ball so touched does not move as a result, and the player may continue shooting. (Rule amended 9/05/95 to void fouls caused by a player's clothing, jewelry, or hair contacting a ball.)

50. FOULING - REMOVING THE BRIDGE

If the player, in executing a shot, has made use of the mechanical bridge, the bridge must be removed from the table's surface and returned, without the player fouling, to its normal position (generally, under the table or on the floor) before credit for the pocket can be awarded.

51. FOULING - MARKING THE TABLE

A player shall not be allowed to place any marks (as with chalk or talc) on the playing surface or rails of the table to assist him in executing a shot. Marks of this type on the table's surface or rails shall constitute a foul when the marks are identified and such a foul is called by an opponent. The player so marking the table shall remove the marks, experience loss of turn, and forfeit any pocket made. A player shall not "strategically" place cubes of chalk on the rails to assist in shot making.

52. FOULING – TWO CONSECUTIVE FOULS

A player or team committing two (2) consecutive fouls shall lose his/their turn at the table. The one (1) ball shall be placed on the bottom spot and the opponent will be allowed to place the cue ball anywhere behind the headstring. (Rule adopted 10/99 resulting from occurrence at State Doubles)

53. REFEREE'S AUTHORITY

The referee is in complete charge of the match he is officiating. He may, at his discretion, consult other tournament officials for rule interpretations, ball positions, etc. A referee's perception of what occurred (fouls, lag call, foul line call, etc.) is not subject to appeal. All matters of judgment are his and his alone; they cannot be appealed to higher tournament authority by players; only if the referee is in error on a rule or its application, may higher tournament authority overrule him. An appeal of the referee's interpretation of a rule must be made before the next shot occurs or no appeal shall be allowed.

54. FINAL TOURNAMENT AUTHORITY

Although the rules attempt to cover the vast majority of situations that arise in competition, there still may be an occasional need for interpretation of the rules and their proper application under unusual circumstances. The tournament director or other official who assumes final responsibility for a tournament will make any such required decision (other than the referee's judgment calls) at his discretion, and they shall be final.

55. CREDITING A POCKET

A pocket is credited to a player when, after pocketing a position ball in the "called" pocket, his shot causes subsequent collisions of the cue ball and/or position balls with the one (1) ball resulting in the one (1) ball falling into the player's designated pocket.

56. CREDITING A POCKET

A pocket is credited when a player has assumed his stroking stance and hand bridge at the table without fouling and a.) has pocketed the intended object ball in the intended pocket without fouling; b.) the cue ball has come to rest on the table's surface without scratching; c.) all object balls, if any are present, have stopped rolling; and d.) the player has completely abandoned the stroking stance and hand bridge used for the shot without fouling (generally, straightening from a crouched or semi-crouched shot-making posture).

57. UNSPORTSMANLIKE CONDUCT

If a player INTENTIONALLY and improperly moves object balls or the one (1) ball with the intent of disrupting the game (examples: throws a cue stick onto the table, pushes the balls into pockets or around the table with his hands, after properly striking the cue ball he proceeds to directly hit or push an object ball, the cue ball, or the one (1) ball in or toward a pocket in an intentional manner, "flings" the cue ball across the table to an opponent after scratching and in so doing moves object balls, etc.), such player by a show of unsportsmanlike conduct shall forfeit the game by a score of 6-0. Likewise, if a player intentionally distracts his opponent by moving from his chair to a position near the table and in the line of sight of the shooter, makes unnecessary noise, talks to the shooter while he is addressing or stroking the cue ball, or talks to spectators or teammates in a loud manner so as to distract the opponent while he is shooting, such player by a show of unsportsmanlike conduct shall forfeit the game by a score of 6-0.

58. WINNING THE GAME

The game is over when, after having made the previous five pockets in order, a player pockets the one (1) ball in the last side pocket (known as the "six" pocket) without a scratch or foul occurring.

QUEEN CITY POOL LEAGUE BY-LAWS

1. **NAME OF THE LEAGUE**

The name of the league is established as the QUEEN CITY POOL LEAGUE. The league is predominantly made up of pool teams representing private social clubs from the greater Manchester, New Hampshire area. The league's members participate by competing in a pocket billiards game called "Around-the-World" (see the QCPL's Table Rules). League play takes place primarily on Friday evenings during the months of September through May.

2. **OFFICERS**

The league shall have four (4) officers. The officers are President, Vice-President, Secretary, and Treasurer. During the year(s) following his or her Presidency, the returning President is allowed to attend board meetings while acting as an advisor to the Board of Directors.

3. **BOARD OF DIRECTORS**

The league shall have a Board of Directors made up of the captains of each team in the league.

4. **OFFICIAL SCORER**

The league shall have an official scorer who shall prepare a schedule for the season and all playoff schedules. The scorer shall provide league standings to team captains after each week of play.

5. **ELECTION OF OFFICERS**

The Board of Directors, by majority vote, shall elect officers to serve during the upcoming season at the previous season's year-end meeting or banquet or at the first meeting of the season that is about to commence.

6. **VOTING**

Only a captain, co-captain, or an authorized representative shall be allowed to vote at a league meeting. Only one (1) vote shall be allowed per team.

In order for changes to be made in the league's By-Laws or Table Rules, a MAJORITY of the Board of Directors (team captains, co-captains, or representatives) must be present to vote. The proposed change must be approved by **seventy-five percent (75%)** of those casting votes.

7. **DUTIES OF OFFICERS**

An officer of the league not representing a team as a captain shall have no vote but may make suggestions and recommendations to the Board of Directors in its deliberations. In case of a tie vote among the captains regarding an issue to be decided by majority vote, the President shall cast the deciding vote.

8. ENTRANCE FEE

An entrance fee of \$250.00 shall be paid to the league by each team's sponsor to allow the team's participation for the upcoming season. Such entrance fees shall be used to pay for the conduct of league affairs (paper on which to publish Table Rules & By-Laws, standings, postage costs, etc.), the season-ending banquet, trophies, etc. Entrance fees shall be paid either in cash or by check made payable to the Queen City Pool League and shall be received by the league's Treasurer no later than the December meeting of the first half of the season. A team that has not paid its entrance fee on or before the December meeting shall not be allowed to participate in the playoffs until such payment is received.

9. ADMISSION OF NEW TEAMS TO THE LEAGUE AND REMOVAL OF TEAMS

Admission - A new team applying for membership in the league must be approved for admittance in accordance with By-Law 6, Voting.

Removal - If a team, after being advised of specific areas of non-compliance with what the officers of the league deem as on-going and customary league practices including, but not limited to, provision of adequate seating, proper lighting of tables, control of spectators, maintenance of reasonable noise levels, access to bar area, courtesy to visiting team members, etc., fails to satisfactorily remedy such deficiencies, the team shall be removed from the league in accordance with provisions set forth in By-Law 6, Voting (entire By-Law added 12/3/96).

10. ROSTERS

Each team shall consist of no more than twenty (20) players including the team's captain and co-captain. If a captain lists a player on his or her roster without the player's consent, the player involved may request a hearing before the Board of Directors at a regularly scheduled league meeting to object to such roster inclusion.

11. ROSTERS

A roster of ten (10) to twenty (20) players from each team shall be submitted to the Secretary at the second meeting of the season. This roster may be supplemented as the season progresses **but not beyond the fourth week of play in each half** (see By-Law 12 below).

12. ROSTER CHANGES

If a team's roster consists of less than twenty (20) names, **a player may be added through the fourth match of that half provided he has not played for any other team.** All roster changes must be approved by the league's President, Vice President, or Secretary prior to the player's participation in a league game. If such approval is not secured, the game in which the player participates shall be considered a forfeit (6 pockets deducted per violation irrespective of score). Notification of ineligibility to a league officer and verification of it must be made prior to the start of the game following such suspected ineligibility (By-Law amended 01/06/98).

13. SCHEDULE

When the Queen City Pool League is made up of only one (1) division, each team shall play every other team at least once (complete round robin).

14. CHANGING TEAMS

A player who has elected to play for a team and has played for that team in that particular half shall not be eligible to play for any other team for the remainder of the half unless such change is submitted to, and approved by, the Board of Directors. Normally, such changes should only be requested, considered, and receive approval at the end of a half and before the start of the next half. The Board of Directors will, therefore, carefully consider the “extenuating circumstances” (barred from club, unresolved personality conflict, etc.) precipitating such a request for change within a half. Recommendation for change is **not** required from the captain of the team the player is leaving. After Board approval, the player may immediately change teams rather than being required to wait until the end of the half provided that such change does not occur after the fourth match of the half – see By-Law 12 (By-Law amended 10/08/96 to allow immediate transfer and 02/02/2000 removing the necessity of the “releasing” captain’s endorsement).

- a.) There shall be no limit as to the number of players permitted to leave a team and be placed on the roster of another already established team in the following season (By-Law amended 08/19/02).
- b.) If a team drops out of the league prior to the start of the season, players on this defunct team shall be free agents for other league teams with no restrictions as to the number that may transfer to another particular team.
- c.) There are no restrictions as to the number of players that may leave an existing team from the previous season to join a new team in the league for its first season of play.

15. PLAY-OFFS

Whenever possible and approved by the Board of Directors, the league schedule shall consist of two halves. The team winning the first half playoff shall compete with the team winning the second half playoff to determine the league championship (overall first place team or League Champion for the season). This final playoff between the first half playoff winner and the second half playoff winner will be conducted on a "Home-and-Home" basis (first half winner is awarded initial match's location) with the championship team being decided on the basis of total pockets made during the two matches. An impartial referee will be assigned by league officer(s) to all games played in the final home-and-home championship. In the event of a tie in total pockets, the Fisher System (total number of games won in the two matches) shall be used to break the tie. If a tie still remains after applying the Fisher System to the matches (ten games played), both matches (a total of ten games) shall be replayed.

- a.) Ties in the first half or second half standings shall be broken by reviewing the results of the applicable regular season match between the two teams that are tied. The team that won the regular season match between the two teams in the half in which the tie occurs shall be awarded the higher position in the standings for playoff pairing purposes. If the teams did not meet during the half in which the tie occurs, the higher position shall be awarded to the team that won the most matches during the half. When two teams meet in the playoff's first round, the team that placed higher in that half's final standings shall have "home" advantage. After the first round of first-half or second-half playoffs, the home team in all subsequent matches (except the "home-and-home" championship match) shall also be the team having the highest position in the final regular season standings for that half. If a team is awarded "home" advantage but no table is available to play the match on a Friday night due to other higher ranked teams from the same club also enjoying a "home" advantage, such team will be required to play at the opponent's club on the regularly scheduled Friday night. If no table is available at the opponent's club, the league's officers shall designate a neutral site ("no table available decision" added 08/18/98).
- b.) In the event a tie occurs in the first or second half playoffs, the Fisher System (number of games won) shall be used to determine the winner of the playoff match.

16. SCORING - POCKETS, POINTS AND BYES

All matches shall consist of 30 points (pockets); in the event of an odd number of teams participating thereby necessitating a bye for each team during the season, the team receiving such a bye will be credited with 30 pockets (change adopted by team captains on 8/28/03); on 8/28/01 team captains had opted for 25 pockets for a bye; previous to 8/28/01, the practice regarding byes was as follows: byes shall be computed as a team's average score in matches actually played in the half in which the bye occurs with such "bye score" updated each week.

17. ALTERCATIONS

Any physical altercation involving Queen City Pool League players occurring during any of the five (5) games being played shall be brought to the attention of the league's officers and Board of Directors for review. Penalties, such as temporary or permanent suspension of a player(s) from league play, shall be imposed after all parties concerned have related their descriptions of the events that transpired. If the physical altercation is between any of the four players participating in a game, such game shall terminate at that point. After review by the officers and the Board of Directors, the team deemed responsible for the disruption shall forfeit the game (6-0) in which the altercation occurred regardless of the score at the time of the altercation. If the altercation is between a player and a person not playing in the game, the game shall terminate only if the player involved cannot continue. If this occurs, the game shall be rescheduled providing the Board of Directors rules in favor of the person who was playing. The league's officers and team captains expect all participating league members to conduct themselves in a courteous and mature manner throughout the season.

18. FORFEITS

A team that forfeits five (5) games in a half shall be required to attend a special or regularly scheduled meeting in which the Board of Directors is in attendance. The team's sponsor, club's director(s), or captain shall attend this meeting and a decision shall be made by the league's Board of Directors, in accordance with By-Law 6, Voting, as to the feasibility of continued participation of that team in the league.

19. ATTENDANCE AT LEAGUE MEETINGS

Three (3) monthly meetings shall take place at the beginning of each season to establish rosters and determine tournament sites. However, regularly scheduled monthly meetings after this juncture in the season will not be held but, rather, a "special meeting" may be called as needed to discuss such topics as rules interpretations, league business, etc. If such a "special meeting" is convened and a quorum is not available to vote on crucial matters, the officers of the league are authorized to make a decision after hearing teams' representatives who are present and giving their views full consideration. The beginning of the second half of play shall require a meeting to update team rosters and provide a report of first half business activity. Realizing that the success of the league depends upon the active involvement and support of its members, a team that is not represented at 3 consecutive regularly scheduled league meetings or "special meetings" will be considered for removal from the league. To avoid such removal, a representative of the team that has been chronically absent shall appear before the league's officers and Board of Directors to explain the extent of the team's intended league involvement for the remainder of the season. A decision shall be made by the league's Board of Directors, in accordance with By-Law 6, Voting, as to the feasibility of continued participation of that team in the league (By-Law amended 01/06/98).

September, 2003