

HANCOCK AMUSEMENT
POOL LEAGUE
RULES (New as of June 2026)

I. THE LEAGUE

A. HANCOCK AMUSEMENT LLC (HA-LLC)

1. The League is operated by the owner of HA-LLC.
2. The League also recognizes advice and consent from League's Team Captains.
3. Final decisions on all League issues rests with the owner of HA-LLC.

B. FEES

1. Fees contribute to the vibrancy of the League.
2. They provide end-of-season monetary awards according to final placement.
3. Plaques and trophies (i.e., Cue sticks) are also awarded at banquet.
4. End of season banquet is also paid from fees.
5. Each player will pay \$20 dollars at beginning of season when they first play including substitutes.
6. Each player thereafter will pay \$10 dollars every time they play during season.
7. Subs' fees must be paid by player for which they are subbing.
8. Teams will split the cost of table play with opposing teams.
9. Home team is responsible for turning in score sheets and fees.
10. Results and fees must be turned in at Knock Knock Lounge, by **11 AM Thursday**. Failure to comply will result in a **\$5** dollar charge to the home team. This is progressive with next offense at **\$10** dollars and next at **\$15** dollars etc.
11. All sight locations are restricted to establishments that utilize HA-LLC equipment.

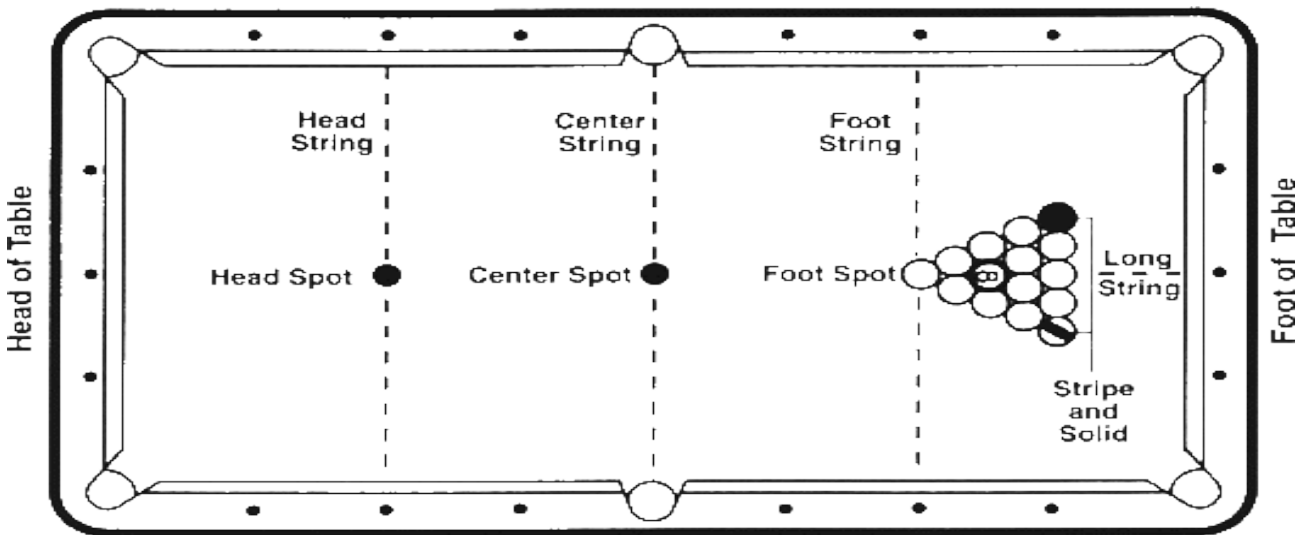
II. THE TEAMS

A. AUTHORITY

1. Owner of League will determine how many teams will make up the League.
2. Teams may be designated as "A", "B", or "C" and play in that division.
3. "A" Division will typically represent the highest skillsets.
4. "B" Division skillsets will be just below "A" Division.
5. "C" Division skillsets will be just below "B" Division.
6. All games are to be played where scheduled.
 - a.) Teams that are unable to play when scheduled must reschedule.
 - b.) Make-up game must be completed within four (4) weeks or team that asked for make-up will forfeit (lose) five to zero (5-0). (See II-A-6-e) below
 - c.) *Toward the end of the season when there is little time for make-up, make-up must be made up before position round or season's end.*
 - d.) A concerted effort for make-up must be taken seriously by both teams.
 - e.) *Any team failing to make a Bonafide effort to play the make-up game may result in having to forfeit five to zero (5-0).*
7. *Playing locations may be changed with permission from the owner of HA-LLC.*

1. Teams shall consist of a minimum of four (4) players.
2. It's highly recommended that teams have one (1) or more extra players.
3. Players will play in the Division that best suits their skill level.
4. New players or subs will be ineligible for play when there are only four (4) weeks left in season.
5. Position Rounds WILL count as a week toward New Player eligibility.
6. Players from any Division may NOT SUBSTITUTE in any other division.
7. If a team is short a player, team may play with three (3) players.
8. When playing three (3), Opposing team chooses which player will play twice. ONLY first position on score sheet will count toward selected player's stats.
9. Teams may play with three (3) players ONLY three (3) times per season.
10. Teams may continue to play with three (3) players beyond the three (3) times per season but will forfeit all five rounds and that team's AVERAGE will not change.
11. If enough players are available to play, team WILL Not play three (3).
12. If player on a team that wins a lower division (ie. "B" division) that player must play at least one season in the next highest division (i.e. "A" division) before playing again. HA-LLC may make an EXCEPTION for very limited skilled players.
13. Teams may sub players during contest. May sub for teammate for any round. May sub (1 - 3) rounds and NOT during a round. Subbed players may NOT re-enter.
14. **NOTE:** Road Players (Very High Skilled) should not be allowed in League unless approved by the respective Division captains and League proprietor of HA-LLC.

III. THE GAME



A. EIGHT BALL (8-Ball)

1. The game is played with one (1) cue ball and fifteen (15) numbered balls.
2. Seven (7) balls will be solid; Seven (7) will be striped and the black 8-ball.
3. Balls are racked in a triangle at the foot of the table with the 8-Ball in the center of the triangle with; the first ball of the rack on the foot spot, a STRIPE on one corner of the rack and a SOLID on the other corner, as ILLUSTRATED above.
4. Balls are racked by opponent of the breaking player.

5. The object of the game is to make one group of numbered object balls , either stripes or solids and then LEGALLY POCKET THE 8-BALL which then wins the game. 3

B. THE BREAK (START OF PLAY)

1. The HOME team will write their line-up (*with handicaps*) on scoresheet first then determine which team will break first whereafter breaks will alternate.
2. If the breaker hits the racked balls with the cue ball causing four (4) or more numbered balls and/or cue ball to a cushion OR pockets one or more object balls, the game is officially started.
3. If player fails to make a legal break, it is not a foul; however, opponent will Re-rack and player will Re-break until a LEGAL break is made.
4. Stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls or loss of turn. Opponent will receive cue ball in hand behind the head string (Kitchen).
5. When positioning the cue ball for the break, the base of the cue ball must be behind the head string (Kitchen).
6. Pocketing the 8-Ball on a LEGAL break is a win for the player who is breaking. However, if the breaking player scratches the cue ball, the opponent wins.
7. If player legally breaks the balls and pockets no balls, table is open for opponent.
8. If player scratches on a legal break; all balls pocketed (except 8-Ball which is a loss) it is a foul and table is open.
9. If player jumps an object ball off the table on the break; it is a FOUL and the incoming player has the option of:
 - a.) accepting the table in position and shooting
 - b.) accepting cue ball in hand behind the head string and shooting.
10. Any jumped balls off of table are spotted in numerical order.
11. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made; if not informed opponent the break is legal.
12. If breaking player is informed by opponent of improper positioning of cue ball breaking player must re-position cue ball.

C. CUE BALL IN HAND

1. A player with cue ball in hand behind the head string (Kitchen) may not shoot an object ball that is behind the head string (Kitchen) unless they cause the cue ball to go outside of the head string first then come back into Kitchen and contact the object ball.
2. If player places cue ball completely and obviously outside of the Kitchen and shoots the cue ball, it is a foul, IF called by the opponent.

D. OPEN TABLE

1. Table is “open” when choice of groups (solid or stripe) has not been determined.
2. When table is open, it is legal to hit a solid first to make a stripe or vice versa.
3. When table is open, it is legal to hit the **8-Ball first** in order to pocket a solid or stripe.
4. On an open table, all pocketed balls remain pocketed.
5. The choice of stripes or solids is not determined on the break even if balls are pocketed from one or both groups.
6. TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK.
7. The choice of group is determined only when a player legally pockets a called object ball after the break.

1. Balls pocketed in Obvious pockets do not have to be indicated.
2. It is the opponent's responsibility to ask the player about the shot
3. Banks, Kicks, and Combinations are not considered obvious and both the object ball and pocket must be called or it is a loss of turn. (Foul)
4. When calling a shot, it is NEVER necessary to indicate details such as number of cushions, banks, caroms, or kisses etc.
5. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

IV. FOULING

A. Cue Ball

1. The following applies:
 - a.) Scratching
 - b.) Jumping off table
 - c.) Hand touching an object ball while cue ball is in hand
 - d.) Touching object ball with cue ball when setting cue ball on table
 - e.) When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul.
 - f.) Push shots or double hits
 - g.) Picking up or shooting the cue ball while any balls are in motion
2. Player
 - a.) Not having at least one foot on floor during shot
 - b.) Coaching from/with teammate
 - c.) Deflecting the cue ball before hitting the racked balls
 - d.) Taking too long (one 1 minute) to shoot
 - e.) Failure to make a legal shot
 - f.) Illegal jumping of ball
 - g.) If your opponent fouls and player touches the cue ball by hand or stick without opponent's acknowledgement, it is a foul (Except Scratching).
 - h.) Fouls must be called by opponent before next shot (except scratch).

B. OBJECT BALL FROZEN TO CUSHION OR CUE BALL

1. After the cue ball makes contact with the frozen ball, the shot must result in the following:
 - a.) A ball being pocketed or,
 - b.) The cue ball contacting a cushion or,
 - c.) The frozen ball contacting a cushion attached to a separate rail or,
 - d.) Another object ball contacting a cushion with which it was not already in contact

Note 1: A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, strikes another ball, and then contacts the cushion again.

Note 2: An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in the shot.

C. PENALTY

1. Only players involved in game may call a foul.
2. In the event of a properly called foul player gets ball in hand anywhere on table which means player may place cue ball. Cue ball does NOT have to be behind the head string except on opening break or immediately after a foul on the break.
3. Player must stop shooting when a foul is called. Opposing captain may PROTEST if player refuses to yield to a foul call.
4. Protest may result in a game forfeit awarding zero (0) points or balls pocketed.

D. GENERAL

1. Accidentally moving or touching any ball is not a foul UNLESS:
 - a.) the moved ball is the cue ball or
 - b.) the moved ball makes contact with the cue ball or
 - c.) the moved ball that is jumped off the table or pocketed or causes any ball to be jumped off the table or pocketed.
2. EXCEPTION to IV, D, c) above is if the 8-Ball is jumped off the table or pocketed It is a loss of game if called by the opponent before the next shot is taken.
3. Only the opponent may replace an accidentally "moved" ball back or near to where it was originally or leave it where it currently located.
4. If the shooter replaces the moved ball, it is a foul and opponent gets ball in hand.
5. On all shots (except break) the shooter must hit one group of balls and legally pocket a ball or cause the cue ball or an object ball to contact a rail.
6. When shooting cue ball (Banking/Kicking) off rail before hitting object ball,, then after contacting object ball; said object ball, or cue ball, or another object ball must contact a rail or it will ball in hand for opponent.

V. HANDICAPPING

A. PLAYER HANDICAPS

1. Each player receives a handicap according to their skill level.
2. Handicaps will be scaled between one to ten (1-10) and half-point increments.
3. Minimum player handicap in "A" Division will be a "6" and for "B" is a "5".
4. Total balls made is divided by total number of potential balls as shown below:
 - a.) Balls Made = 40 and potential balls = 40 would start at a ten (10)
 - b.) Balls Made = 35 and potential balls = 40 score would be 35 divided by 40 which would be .875 and rounded to a 9.
 - c.) During the course of the season scores are additive and scored each week and calculated when turned in to HA LLC.
 - d.) HA LLC then adds more points to the calculation to reduce the rapid swing in calculations each week during the season. (DONE BY COMPUTER)
 - e.) Scores are posted on website each week.

B. TEAM HANDICAPS

- 1.) Each week players place their scores on the score sheet such as 7, 7.5, 8, or 9 etc.
- 2.) Score sheets are then totaled for each team and higher team total subtracts lower team total and results are multiplied by 125 percent (125%). Ie a difference of 3 points would be $3 \times 125\% = 3.75$ and be rounded to 4 which would be spot for each round.
- 3.) Scores are added each round to get sub-total and spot is added for each round and score between two teams is winner of round.
- 4.) Finally all rounds are totaled and highest score wins the overall.
- 5.) Scores are rounded to the nearest half whole point. Ie .82 = 8 and .85 would be 9.

- 6.) Teams from one division entering a lower or higher division in first week of play will carry their player and team handicaps forward with 7 being the lowest. 6
- 7.) Any team that wins its division two seasons in a row will have to spot an additional 25% to each team with an additional 25% if team wins three seasons etc. etc.
- 8.) A lower division team moving to a higher division ("B" to "A") will begin season with their same handicaps they finished with in the lower division.
- 9.) Teams moving up will receive an additional 25% (150%) for first half of the season.
- 10.) Minimum Handicap for "A" Teams = 6; "B" Teams = 5; "C" Teams = 4.
- 11.) Maximum spot per round is seven (7).
- 12.) Newly qualifying players may not begin with an average below seven (7).
- 13.) (Team moving from "A" Division to "B" Division) – Their first week of play in "A"; their starting average is what they had in "B" division or "7.5" whichever is lower.

VI. SAFETIES

A. GENERAL

- 1.) For tactical reasons a player may declare a safety, then pocket their own object ball.
- 2.) A safety shot is defined as a legal shot, if the shooting player intends to play safe by pocketing an obvious object ball.
- 3.) All balls pocketed during a safety shot must remain pocketed.

B. EXECUTION

- 1.) Safety must be declared in advance of shot.
- 2.) If safety is NOT declared to opponent, shooter must continue shooting.
- 3.) All attempts at a safety shot must be a LEGAL shot.
- 4.) ILLEGAL shots will result in BALL in HAND for opponent.

VII. TIMEOUTS

A. PURPOSE

- 1.) All Divisions are eligible for timeouts.
- 2.) Timeouts give players opportunities to choose the best shot for their situation.

B. PROCEDURES

- 1.) Only one timeout per round is allowed.
- 2.) Timeouts have a one (1) minute time limit.
- 3.) Player or any TEAM MEMBER may call a timeout.
- 4.) Team Members involved in the timeout must be on the night's roster.
- 5.) Only one player can be at table with shooter during the ONE-MINUTE timeout.
- 6.) The Player shooting must choose teammate to advise them during timeout.
- 7.) The Teammate assisting the shooter may confer with other teammates before coming to table.
- 8.) Once assisting teammate leaves the table, timeout is concluded.
- 9.) The captain or teammate asked to assist may DENY need for timeout if they believe it is not necessary.
- 10.) If timeout is DENIED player still has opportunity for another timeout in same game.

VIII. POSITION ROUNDS

- A. Position rounds are designed to provide better competition.
- B. They will provide each team an opportunity to improve standing in their division.

- C. Teams in each division will be ranked according to their wins and losses.
- D. Teams are ranked FIRST by wins and losses, SECOND by win percentage, THIRD by how teams faired against each other, FOURTH by coin flip. 7
- E. Order of play will be 1 against 2; 3 against 4; etc.
- F. Playing location will be the highest ranked team i.e. 1, 3, 5 etc.
- G. Any Division with a “BYE” when it’s time for “position round” the last place team will get its average wins and will NOT have to pay its weekly fees.

IX. AWARDS

- A. Players must play 65% of games to be eligible for awards.
- B. Available Awards are:
 - 1.) 8-Ball on the Break
 - 2.) Break and Runs
 - 3.) Most Valuable Player (MVP – Men’s and Women)

X. FUTURE RULES CHANGES

DATE: 7-9-26

Change: Players can only sub on one team

DATE: 7-9-26

Change: No headphones or ear buds while playing

DATE: _____

Change:

DATE: _____

Change:
