

Airdrie FIFO Singles Pool League

Match Rules, Guidelines & Bi-Laws

GENERAL RULES OF PLAY: Effective September 15th, 2020

The following guidelines provides league structure for the maximum enjoyment of All players. At times the league may need to modify these guidelines, but will communicate prior to session starting.

Sportsmanship Guide & Considerations:

Fair and Generous Behavior or Treatment of Others, Games give you a chance to excel, and if you're playing in good company you don't even mind if you lose because you had the enjoyment of the company during the course of the game.

“True sportsmanship is...Knowing that you need your opponent because without him or her, there is no game. Acknowledging that your opponent holds the same deep-rooted aspirations and expectations as you. Knowing that, win or lose, you will walk away with pride. Always taking the high road. And always, always, always being a good sport.”

In order to assure good sportsmanship, an individual may be expelled for poor sportsmanship or any good reason considered detrimental to the League. Any parties expelled may request a review from the League and findings shall be recognized as final.

Player Accountabilities:

A player should be knowledgeable, as to all play rules, league rules and league requirements.

Players will self referee and called in favor of the shooter as per guidelines in the official 8 ball rules of play. Any disputes will may be reviewed by the league and rulings will stand as final.

The player shall submit fees within the established time period.

Players are required to fill out entire scoresheet and submit using league established process.

Player must exercise good sportsmanship.

Player must notify opponent and league for any changes to scheduled matches.

Player disputes, changes, questions and other, should be communicated to the league designated representative.

Start of Play and Clarifying Rules:

All matches should be started as per league established times, unless arrangements are made with both players and/or league operators.

Players determine "Home" or "Away" by lagging or unless agreed to flip of coin.

Home Team player will start play by paying, racking their own and breaking.

Alternate break play is in affect, as per scoresheet.

All game rules will be played using the WPBA world rules.

Push Shot (See WPBA Rule •6.7 Double Hit / Frozen Balls -- If the Cue Ball is frozen with object ball, its legal to push through cue ball. If there is separation between the balls, Less Than Chalk Width, you must attempt to avoid the double hit foul. 1. 2. Shoot at an angle not in direct line of the two balls. Suggest calling for a Referee to watch! Doable Hit on the Cue Ball will be a Foul!

Failing to call the pocket for the 8 ball will be considered a loss of game if called by the opponent. Must clearly communicate to your opponent when pocketing ALL balls especially the 8 ball. (Patching is an option and should be established prior to starting the match)

Any side line coaching or interference: 1st a warning, 2nd a foul, 3rd loss of game.

Slow Play Rule: You have on average 45 seconds to complete your shot. If slow play is suspected, the opposing player should provide a warning and if it continues may be considered as unsportsmanlike and the league will investigate.

2. Divisions, Matches, Scoring and Standings:

League organizers will determine the division for each player, based on known ability and player input.

A Division match is race to 7. B Division match is race to 5. C Division match is race to 4. Rankings, Divisions & Match races may be changed by the league and communicated prior to start of each session.

Scoring --- 1 point for each game won, bonus points for a match win (A= 3.5, B=2.5 and C=2) and ½ point awarded for every FEAT. Feat's include (Break and Run/First Attempt/10-0)

League standings will be determined by total points accumulated and posted on the website.

If player's points are equal at the end of the session, winner of their match's will determine standing position, then total match wins and finally total game wins to break the tie.

Scheduling, Rescheduling and Forfeits.

Schedule is a Round Robin and will be posted on website or league established location.

League and opponent require 2-hour notice, if unable to make a match.

In an emergency, (less than 2 hours) players may also delay or reschedule their games by mutual consent. If players can't come to agreement, the league will determine the outcome as per rescheduling, forfeit or other.

League will provide 2 designated dates and times for makeup matches per session and then posted in the schedule.

Under extenuating circumstances, the league may need to schedule makeup matches. The matches may be scheduled in another week/day or added on at the end of the session. In the case those matches are not played, both players will be awarded a split determined by the league.

The League may select an alternate site to play any postponed, makeup or rescheduled matches.

If league determines a player has forfeited a match, then the opponent/player will receive the match win (3) and number of game wins (1 per game) as per division requirement.

If league determines that a player has 4 or more forfeited matches per session, all points awarded for and against are now void, as if the player didn't exist.

Prize Money and Fees

Fees are required prior to session starting and should be no later than the 2nd week play, alternative arrangements must be made with league operators.

Prize money will be split between the top half of each board with 1st, 2nd and 3rd receiving the highest percentages and so on. 100% of division fees will contribute to the prize fund, awards and any admin costs.

Payout Example per division pending number of players:

1st =35%, 2nd =25%, 3rd =15%, 4th =10%, 5th =6%, 6th =5%, 7th =4%