

Phillips Men's Pool League Rules 2026-2027 Season

1. SPORTSMANS LIKE CONDUCT SHALL PREVAIL AT ALL TIMES.
2. Each team member breaks two times. Away team 1st and 3rd game, home team 2nd and 4th game. Your opponent racks. You can ask for a rerack if you are not satisfied with the rack. After 2 times asking for a rerack you can ask for a rerack from one of your opponents team mates.

3. An 8 ball break is not a win.

If you pocket the 8-ball on the break and do not foul, you may:

- 1) Have the 8-ball spotted and accept the table in position -OR-
- 2) Rerack the balls and break again.

If you pocket the 8-ball on the break and scratch, it is a rerack.

Here is the basic rule on spotting the 8-ball after an 8-ball break. The 8-ball needs to be spotted and the foot spot (racking spot) is occupied, it should be placed directly behind the foot spot, as close to the foot spot as possible.

4. If a player miscues on the break the opponent has the option for a rebreak.
5. If a player fails to hit a ball on the break he will break again.
6. Once the rack is hit the game is considered started unless rule 3 applies.
7. You only have to call the ball you intend to make and not how it's going to get there. This is done to make it more enjoyable and stop conflicts.
8. Each player after the break must call the color or the number of the ball and into which pocket it will end up.
9. If you make a solid and a stripe on the break you have your choice to shoot either on the next shot, if you fail to make your called shot on

your next shot the table is considered open. If you call an object ball and make it and happen to make a ball that was opposite of what you made also, you have the ball's you called. If you make a solid and a stripe on the break or any open table you can use any ball but the 8 ball to make a shot. The EIGHT BALL IS NOT NEUTRAL. Once the table is no longer open you can only use your called balls to start a shot.

10. If you scratch while shooting your shot your opponent takes over shooting from anywhere inside the kitchen. If you scratch while shooting the 8-ball you lose. If while shooting at the 8-ball the eight ball or the cue ball leaves the table you lose.
11. If a player knocks an object ball off the table, that ball will be spotted on the spot or closest (behind) the spot as possible. The cue ball will remain where it ends up. If the cue leaves the table it's considered a scratch and your opponent shoots from anywhere in the kitchen.
12. If the cue ball jumps another ball the shooter loses his turn. NO JUMP SHOTS ALLOWED.
13. SAFETIES ARE NOT TOLERATED. A player MUST make an HONEST attempt to make a ball he is shooting at. If there are three complaints for different safe attempts about the same person on safe shooting, he will be out of the league for the rest of the season. If you have issues, have your team captain report it to the league President or league secretary.
14. THERE ARE NO FOULS. If a player accidentally moves a ball the opposing player has the option of putting it back where it was or leaving it as lies.
15. If ANY part of the ball is in the kitchen the ball is considered in the kitchen and can't be shot at. If a ball cannot be called out of the kitchen by reasonable means, it will be considered in the kitchen.

16. Make the 8-ball in the pocket you called without scratching or other violations you win.
17. League starts at 7 pm (unless mutually agreed upon) If the player or players scheduled to shoot do not show up on time, they will forfeit one game for every 15 minutes until he/they show up. If no members from the team shows up by 8 pm their team forfeits all 16 games. Each player also receives 4 wins.
18. If bad weather prevails, a 30 minute delay to start the first game will be allowed.
19. If a player does not show up in time for their turn to play they will forfeit that game. If they are still not there in time for their second game they will forfeit that one also etc. etc. They can make up the games if they do show up as long as agreed upon by both team captains. This also applies if a person needs to shoot early to leave.
20. Each team's roster will consist of 4 players and up to 4 subs. Team rosters must be turned in by the 3rd week of play. Please turn in your roster with your score sheet by the 3rd week. Subs can be added to your roster as long as the secretary is notified before they play their first game.
21. 18, 19. And 20 year old players can shoot as long as accompanied by a parent or legal guardian.
22. You may sub for more than one team during the year but only 1 team in the playoffs and that has to be the 1st team you shot for or the team you shot the most for if you shot for more than 1 team.
23. Score sheets MUST be filled out entirely and not just the first set. Score sheets must include full names on the first set of the match. (No nick names, no first names) First names ok on the final 3 rounds.

24. A member for either team with a smart phone must take a photo of the score sheet at the end of the match or as soon as possible and send it to the League Secretary Chris Meyer at cjmichael1984@gmail.com or 715-820-3563. This speeds up the results being posted.
25. Score sheets and league fees need to be dropped off by the next evening no later than 5 pm after the match at Burgers or Phillips Lanes.
26. Each Player will pay a total of \$5 per night shooting. \$3 to the league and \$2 to the establishment you are shooting in for the pool table fees. If a team plays short they still are responsible for the \$12 league fee. THE HOME TEAM is responsible to collect and turn in the league fee and the score sheets. If money is short it is the HOME team that will be responsible for the shortage. Each team will also be responsible for the FIRST round in the playoffs.
27. Sponsor fees are \$40 a team this year. This needs to be paid for the first home match you have. Add it into the envelope with the score sheet and league weekly fees.
28. Any questions or issues please call the League President or League Secretary.
29. Pool League Meeting will be held 3 to 4 weeks prior to the start of the season (September 2027). Only one representative from each team will be allowed to vote on any matters concerning the league.

League President Joe Zajechowski 715-820-1905

League Secretary Chris Meyer 715-820-3563

Email

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Phillips Men's Pool League PLAYOFF Rules 2025-2026

1. In case of a tie during the regular season the head to head match during the regular season will determine the higher seed. In case of a regular season match tie of 8 and 8 then a coin toss will determine the higher seeded team.
2. Playoffs for the top 8 teams will be seeded by the final season records. 1st plays 8th, 4th plays 5th in the upper bracket. 2nd plays 7th and 3rd plays 6th in the lower bracket. The brackets will not be re-seeded. The remaining teams in the league will also have a playoff which will be determined based on the number of teams at a later time.
3. The match will consist of 16 games at each location with the first team to win 17 games being the winner. If there is a tie after 32 games, one round of one game per player will be played. (Use the same match-up as the 1st round that night) Alternate breaks, and if there is still a tie, each team will pick one player to play one deciding game. A coin toss determines choice of break.
4. The team with the better record will have a choice of where to start. If both teams have the same regular season record, a coin toss will decide.
5. If a location has 2 teams in the playoffs, the team with the better record will have a choice of where to start the playoffs.
6. One playoff match will be played each week.

7. To be eligible to play in team playoffs you must have been on the team roster turned in by the 3rd week, or if you subbed during the year the team you subbed the most for. If you subbed an even amount on teams, the team you subbed for 1st. If an individual has never subbed during the year they cannot play unless they were on the team's roster (turned in) by the end of the 3rd week. If you were on a roster and never played for that team but subbed for another team you are no longer on the original roster.
8. To qualify for individual play-offs you must have played at least 75% of the games scheduled for the year not including byes.
9. The top 8 individuals will be eligible for individual playoffs. Players will play 9 games at each location with the first individual to win 10 games being the winner. If a tie after 18 games only 1 game will be played with a coin toss deciding choice of break. Individual positions will be seeded by the final records. 1st plays 8th, 4th plays 5th in the upper bracket, 2nd plays 7th and 3rd plays 6th in the lower bracket. No re-seedings after 1st round.
10. If there is a tie record by % at the end of the regular season, the player with the most wins during the season will be seeded higher. If there is still a tied record, then head to head match during the regular season will determine higher seed. If still a tie, a race to 3 wins (best 3 out of 5) will determine the winner.
11. For deciding where individuals start see rule 4.

Any questions or issues please call the League President or League Secretary.

League President	Joe Zajechowski	715-820-1905
League Secretary	Chris Meyer	715-820-3563