

THUNDER BAY MEN'S POOL LEAGUE RULE 2026-2027

Sections 1: League Board and Voting

1. The TBPL Board consists of the President, Vice-President, **Secretary**, Treasurer and team Captains.
2. Treasurer collects all moneys records income and expenses. Secretary records minutes of meetings and produces all statistics. Vice president runs all tournaments and assist the President in over sight and scheduling. The President assists all other Board members as necessary, works on banquet arrangements, and produces a league schedule.
3. The officers shall not pay dues.
4. Officers shall receive \$150.00 each for running the league. The present officers will reserve the banquet hall for the following years banquet.
5. Captains will vote on all league decisions.
6. The President may only vote to break ties.
7. Conflicts of interest will go to the deciding vote will go to Vise President, then Secretary and then to the treasurer.
8. The elections of officers will be held at the annual banquet.
9. A ballot system may be used during the year to save time.
10. The Treasurer's books will be turned over to the treasurer-elect and copy to President elect within a two week period after the banquet.

Section2: League Requirements

1. Players must be of legal drinking age.
2. Each team will have at least 7 players and not more than 13.
3. Annual dues are \$50.00 per man.
4. The Sponsor's fees will be \$100.00.
5. Each team is required to have one man present when work is to be done, This includes the banquet.

6. A final roster must be turned in by the 4th week of playing. If a team roster is not turned in the team will forfeit all games until the roster is turned in.
7. A player can be added after the 5th week of play. Three Captains in the team's division must agree upon the addition. Players. Added after January 1st of the season requires permission from the Board. The Board is President, Vice- president, secretary and treasurer, The new player must pay his full \$50.00 dues before participating in play If a player is added to the roster after the 2nd half his dues are still at \$50.00.
8. A picture of the score must be sent by text message to the Secretary by phone number directly after the match by both team captains.
9. Scores will be posted on the Thunder Bay Men's Pool League's webpage tbm8bll.com. If the sheet is not sent within two weeks of the conclusion of match play zeros will be given.
10. A team is required to have one man present when work is to be done. This includes the banquet.

Section 2: Match Rules

1. A match will consist of 17 games of partners.
2. At the start of the match: players from both teams must present.
3. If a man is barred from the bar, he cannot assume he may shoot that night. To participate in the match, arrangements with the bar owner must be made prior to the match. If the owner lets him shoot that evening he must play his five games and then leave.
4. Match start time will be 7 PM actual time. If a team does not show by 7:30 the match will be considered forfeit.
5. Team mates must rotate shooting order during match.
6. A team player shoots last in previous match CANNOT be the first player to shoot for the team in the next match
7. A single player can only play a maximum of 5 games.
8. If a team is short players they will play as many games as possible. Forfeits in matches will be awarded to the team that has enough players to finish the match.

9. If both teams do not have enough players, then the team that has more players will be awarded the win for each match they could have presented players.
10. Any matches where both teams do not have enough players to put forth will be decided evenly between the two teams. In the event of an uneven number of matches to be divided, the team with the most players in attendance will be awarded the odd match.
11. can be played out if both Captains agree. Every player in attendance must play their maximum number of games before a teammate can play 6 or more games. Then, all possible players must play their 6th match before another player can play his 7th and so on. The opposing Captain chooses which players on the opposing team will play each match.
12. A team will get one point for each win or forfeited game.

Section 3: Section Rules of Play

1. Full ball-in-hand to opponent on all fouls.
2. Foul: Ball-in-hand is defined as: after legal contact and ball must hit a rail or pocketed to be considered a good hit. The cue ball scratching, not contacting any of the players balls, or ball not striking a rail will be considered a foul and ball in hand is giving to opponent.
3. On a break 4 balls must strike a rail. Cue ball counts. Failed break is re-racked and re-broke a failed second break attempt turns break over to opponents.
4. Jump shots are not allowed.
5. PUSH rule: If the cue ball and object ball are touching the player must shoot at a 45-degree angle. If the player fails to do so it will be considered a foul and the opposing team will receive ball-in-hand.
6. Bad Hit Rule: When a shot hit foul possibility is questioned before the shot. Captains must agree on who will referee the shot. If it is not questioned before hand shooter has the call no arguments.
7. If a shot is in question it is between both Captains to decide the outcome. If a player miscues without hitting the rack while breaking he will be allowed to shoot until he breaks the rack.

8. All games will be played as straight 8-Ball.
9. Players shall call their ball and pocket on all shots. the break, if both and solid(s) and stripe(s) fall, the first legally pocketed ball after the break decides possession.
10. A player must hit he's ball first when making a combination shot.
11. The shooter has one minute from when the ball stops moving to shoot the next shot. This includes any coaching time. If one minute is exceed, its a foul ball-in-hand.
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13. Unlimited coaching during regular season matches. Play off matches allow one coach per player per match. The player may call any member of his team to the table as a coach.
14. If any ball is moved unintentionally by the player or his cue: the Captain of the opposing team has the choice of either leaving the ball as it lies or returning it to it's original position, If the player replaces the ball (without consent) it will be considered a ball in hand foul.
15. All league disputes will be put in writing and turned into the President of the League by the protesting Captain within 48 hours. Failure to do so will result in the matter being dropped

Section 4: Tournaments

1. Teammates must shoot in 50% of the matches to date to be eligible for league sponsored tournaments.
2. The 1st thru 4th places teams will play to determine the City Championship.
3. City Championship matches will consist of 18 games at the first bar and 17 games at the second bar.
4. Round Robin will be played by all but the top 4 teams who pay for the City Championship.
5. Round Robin matches are a race to nine wins.
6. All players on teams must play 1 match before any player can play 2 matches. All players must play 2 before any player can play 3 matches. And so on.