

Veterans of Foreign Wars Auxiliary-Women's Division

UNWAVERING SUPPORT



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State Pool League Rules

(Updated March 16, 2018)

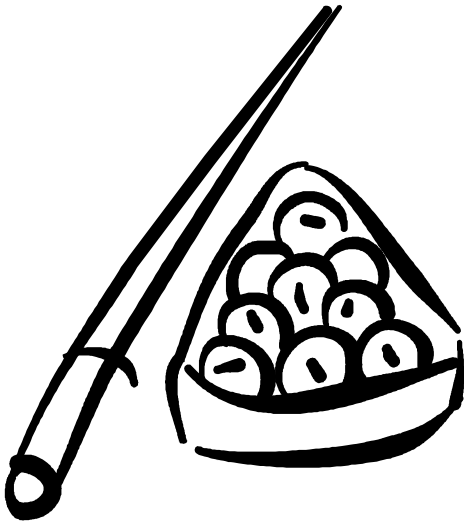
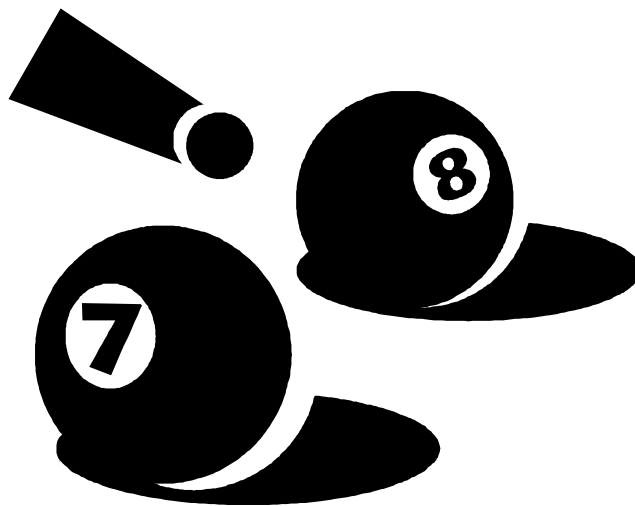


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STATE POOL LEAGUE BY-LAWS

1. Any member of the Veterans of Foreign Wars Auxiliary who is in good standing according to the By-laws of National, State, County Council, District and Auxiliary level is eligible to join the Pool League. There will be two divisions: A Women's Division and a Men's Division. These By-laws apply to the Women's Division only. The Men's Division will have their own By-laws.
2. Each player must be a member prior to January 1, in good standing in the Veterans of Foreign Wars Auxiliary in the State of Michigan. The State Pool League committee in special circumstances may waive the January 1 rule. The Auxiliary team captain must submit a letter through the District Pool Chairman, to the State Pool League committee requesting the January 1 rule be waived.
3. It is the responsibility of each Auxiliary and District to be sure that each and every member on the team fulfills these requirements. Fraudulence would automatically disqualify the team involved from participating in the State Pool Tournament for that year. This also applies to the Singles and Doubles entries.
4. Your valid VFW Auxiliary dues card must be presented at the start of each tournament. You will be unable to participate without your dues card. **NO EXCEPTIONS.**
5. An Auxiliary that cannot form a team will be allowed to be absorbed into another Auxiliary. They must decide which Auxiliary number they will shoot for. Minimum members for a team are six (6). In case of an emergency, at the tournament, an alternate from the alternate's list, submitted prior to shooting each event, can be used.
6. Each District is permitted to form a team of elected/appointed District League and/or playoffs and if such team, singles, or doubles qualifies for the State Tournament they will be allowed to participate. The District Officers cannot be a member of another team in their respective district. The member would either shoot with the District Officers or an Auxiliary team.

VOTING RIGHTS

1. The Department President shall appoint the State Pool League Chairman.
2. No person shall cast more than one (1) vote.
3. Each District that participates in the State Pool League has one (1) vote each for District Chairman and Captains.
4. The State Chairman is the only Staff member to vote.
5. The immediate past State Pool Chairman has one (1) vote.
6. Voting on all items before the State Pool League body may be decided by a roll call vote.
7. Members or guests attending our meetings may speak on any item but first must obtain permission from their District Pool Chairman.

PROCEDURE

1. The newly appointed Chairman takes office after the newly elected State Officers are installed at the State Convention. The Chairman is given the power to select the State Pool Staff.
2. The Chairman and the Staff are given the power to enforce the rulings and requirements submitted and voted in by the body of the pool league.
3. The Chairman and Staff are given the power to make a ruling that is not covered in our State Rules & By-Laws.
4. Your present District Pool Chairman and present State Pool Staff must submit new rules, changes or amendments. Any shooter wishing to submit changes must first have such proposals approved at the District pool meeting and submitted through the District Pool Chairman. The State Pool Committee must receive all changes at least thirty (30) days before the State Pool Tournament. Any changes received less than thirty (30) days prior to this meeting will be held until the next meeting.
5. Any Auxiliary or District that is participating in the Pool League may submit a bid to host the State Pool Tournament and Banquet. Bids must be approved on the Post Floor and

Auxiliary floor and, submitted in writing on Post stationary, signed by the present Commander and Auxiliary President.

6. All bids must be submitted two (2) years prior to the year desired to host the event. All bids must be received before the Friday meeting at the State Tournament where the body will decide which bid to accept.
7. Entry fees will be submitted by each District for every team, double's, and single's entry sent to the State Tournament.
8. Current entry fees for all events remain in effect until any changes for the following year are approved at the meeting.
9. All entry fees must be submitted no later than three (3) weeks prior to the State Tournament.
10. Failure to comply with the required entry fees will eliminate that District from participating in the State Pool Tournament.
11. All Districts are to have their Auxiliary team rosters and names of entries submitted no later than three (3) weeks prior to the State Tournament. A team roster is to be submitted for each team that participates in District play as well as the District representatives to the State Tournament. Failure to do so will eliminate that District from the State Tournament.

SINGLES TOURNAMENT

1. The Singles Tournament will be held on Thursday of the weekend selected.
2. The defending Singles Champion may return to defend their title as long as they are representing the same District and Auxiliary. There is no substitution of the returning champion if member cannot participate.
3. The returning Champion does not affect the number of entries allowed from that District.
4. Alternates may be sent for regular entries. If a regular entry does not show up, the District Pool Chairman will decide who will take that position.

DOUBLES TOURNAMENT

1. The doubles tournament will be held on Friday of the weekend selected.
2. The defending Doubles Champions may return to defend their title as long as they are representing the same District and Auxiliary. One substitution may be made. The doubles partners must be from the same Auxiliary, but they do not have to be from the same team.
3. The returning Champions do not affect the number of entries allowed from their District.
4. Alternates may be sent for regular entries. If one partner of the double's entry cannot attend, a substitute may be made from their team roster. If both of the partners cannot attend, two shooters may be substituted. The substitutions must be from the same Auxiliary and team roster. They do not have to be from the Auxiliary and team roster of the shooters they are replacing. The District Pool chairman will decide who that substitute will be.

TEAM TOURNAMENT

1. The Team Tournament will be held on Saturday of the weekend selected.
2. Team alternates may be sent for regular entries. The District Pool Chairman will decide which team will fill any vacancy.
3. Auxiliaries with more than one (1) team: If an Auxiliary has more than one (1) team participating in District League and/or playoffs, and one (1) or more of these teams qualify to participate in the State Tournament, players from the various teams cannot be mixed with each other. If substitutes are needed, they may be added from other Auxiliary members that are not listed on other team rosters. Subject to change with State Chairman Approval.

MISCELLANEOUS TOURNAMENT INFORMATION

1. The current number of entries in the singles, doubles and team events are as follows:
Each District may send up to 4 Teams, 3 singles and 3 sets of Doubles for the first team entered and an additional Single and one set of Doubles for each additional team entered.
Each District can also send 2 Male Teams, 2 Doubles, and 4 Singles.
2. Every District will determine who will represent them at the State Tournament.
3. The number of games per set is approved by the State Pool body.
4. All participants are expected to be on time and ready to shoot. Each player/team has a ten (10) minute grace period from the time their first match is called. After that, it is expected all participants will be ready to shoot when called.
5. The State Pool League committee will, upon receipt of submitted names of entries, proceed to set up the tournament details including order of play.
6. If anyone not participating in the match offers comments and/or advice to pool player(s) in the match, the referee will issue one warning, to STOP. If it happens a second time, it will be considered a ball in hand foul.
7. The VFW Auxiliary State pool league will reimburse the Host (Post/Aux.) $\frac{1}{2}$ the cost of the pool tables, if they incur cost to furnish tables, not to exceed eight (8) tables.
8. A minimum of eight (8) tables is required at the State Pool Tournament. No more than two (2) tables may be placed in another room,
9. If you do not attend the awards ceremony you will not receive your award unless someone is appointed to pick up the award. District Chairman must attend to receive their Chairman gift.

DRESS CODE

1. Participants should be clean and neat in appearance. The committee can disqualify any shooter if proper attire is not worn.
2. If Auxiliary or team shirts are available, it is suggested they be worn. Be proud of your Auxiliary.

CONDUCT

1. Conduct unbecoming a VFW Auxiliary member or guest will not be tolerated. \$1.00 will be put into a jar if the "F" word is used.
2. Cell phones should be placed on vibrate or silent. \$1.00 will be put into a jar if a cell phone rings.
3. VFW Auxiliary members entered in the State Tournament should keep watch over the conduct of their members and guests.
4. The tournament master can disqualify any shooter, or team member who is unruly or fails to act in a proper manner.
5. No gambling will be allowed at any time.
6. No personal liquor containers or food will be brought into the post or tournament area.
7. The tournament will be non-smoking.

VFW AUXILIARY STATE POOL LEAGUE RULES

1. The game is Eight (8) - Ball, Last Pocket, played with a cue ball and fifteen (15) object balls numbered from one (1) to fifteen (15).
2. **UNIVERSAL RACK:** The number one ball is at the head of the rack and the second row has two stripes, the third row will have two solids, with the eight in the center, the fourth row will have two stripes, one at each outer edge and the last row will have one solid at one corner and one stripe at the other corner.

3. One player/team must pocket balls from one (1) to seven (7) and the other/team from nine (9) to fifteen (15). Player/team pocketing their numerical group and legally pocketing the 8-ball, in the pocket their last object ball went into, wins the game.

BREAK AND SCORING

1. The flip of a coin will determine who has the opening break. The loser of the game breaks thereafter.
2. **LEGAL BREAK SHOT:** The player breaking must strike the one (1) ball first and at least three (3) balls must go to a rail or they will be re-racked and the opponent will break.
3. If the opening player pockets one or more balls, they still have choice. If a shooter scratches while shooting at an open table, the table remains open until a group is legally pocketed.
4. If the 8-ball is made on the break, without scratching, the shooter wins the game. If the player makes the 8-ball on the break and the cue ball falls into a pocket, it is a loss of game.
5. **LOSS OF SHOT FOULS:** Each shooter must call the object ball into a called pocket. Doing the following is a *loss of shot* and is **not** cue ball in hand to opponent:
 - (a) Do not call your pocket.
 - (b) Call the wrong number ball.
 - (c) Call the wrong pocket.
 - (d) Make the called ball in other than the called pocket.
6. The shooter is entitled to all balls of the group legally pocketed. If a shooter pockets a ball of the opponent's group, without pocketing one their own, the shooter loses the shot and the opponent is credited with the pocketed ball.
7. **LOSS OF GAME FOULS:** If the following is committed while shooting at the 8-ball, it is a loss of game:
 - a) Scratching
 - b) The 8-ball jumps the table

c) Make the 8-ball in the wrong pocket

d) See Rule #8 and #9

8. After a player/team has pocketed all the balls of their group, they must legally pocket the 8-ball in the pocket their last object ball was pocketed, if 8-ball is pocketed and foul is committed it is loss of game.
9. **MASSE AND/OR JUMP SHOTS ARE NOT ALLOWED:** The cue stick must be under the shooter's shoulder. It is suggested the shooter check with the referee first. This is for the safety of the pool tables. An improper masse and/or jump shot is a loss of game.
10. If anytime during the game before either side pockets all of their object balls the 8-ball gets trapped in a neutral pocket both sides can mutually agree to re-rack and start over. The same rotation from the break must be followed. If both sides do not agree, the game continues. If the game continues and neither side is attempting to pocket any balls, the referee can call for a re-rack.
11. Combination shots are allowed at all times. The first ball struck in the combination shot, must be from the shooter's group. Players may carom or kiss off the opponent's ball or the 8-ball if they hit their own group first.
12. The table belongs to the shooter from the time the referee starts the clock. If an object ball, 8-ball or the cue ball falls into a pocket after the time is started for the next shooter and they have not touched the table, the ball will be re-spotted to its original position.
13. If a shooter pockets an opponent's last object ball, except on a legal hit, the opponent has ball in hand and the option of taking that last pocket or spotting the ball.
14. Any ball jumped off the table, except the 8-ball, is re-spotted. If the shooter makes a legal hit and pockets the called ball and an object ball jumps the table, the ball is spotted and the shooter continues. If the shooter makes a legal hit but does not pocket the called object ball and a ball jumps the table, it is a miss, not a foul.

FOULS THAT GIVE OPPONENT CUE BALL IN HAND

- CUE BALL IN HAND RULE:** If a player has cue ball in hand, they may place the cue ball anywhere on the table and then shoot. They may pick up the cue ball with their hand and place it on the table several times before shooting. The referee will retrieve the cue ball for any shooter that is entitled to cue ball in hand. If a shooter picks up the cue ball before the referee is able to retrieve it, it is a foul and opponent gets cue ball in hand.
- LEGAL HIT:** The cue ball must make contact with the player's group and a ball must be pocketed or contact a rail. If the cue ball contacts the rail first and then a ball in the player's group, an additional rail must also be contacted by any ball. Failure to make a legal hit is a ball in hand foul.
- FROZEN BALL-** Frozen ball rule: The cue ball or an object ball must make contact with a rail after contact with the object ball. The shooter or opponent can question if a ball is frozen. The referee will confirm or deny. The referee needs to pay attention to make sure the ball is frozen. If the referee needs time to confirm they will stop time. The shooter needs to go to their corner immediately. The opponent cannot approach the table. Referees do not volunteer information unless asked. If the shooter does not ask and shoots the shot improperly it will be a ball in hand foul. If 15 seconds has been called, the shot cannot be questioned.
- Touching any ball with your stick, shirt, hand or anything else gives cue ball in hand to opponent.
- A scratch gives opponent cue ball in hand anywhere on the table, except on the break, where it is placed behind the line.
- Dropping the cue ball in a pocket is a ball in hand foul. On the 8-ball, it is loss of game.
- One foot must be on the floor to make a legal shot, otherwise it is a ball in hand foul.
- APPEALS: THE SHOOTER MUST APPEAL A REFEREE'S DECISION BEFORE THE SHOT IS TAKEN. ONCE ANOTHER SHOT IS TAKEN, NO APPEAL CAN BE MADE. A REFEREE'S DECISION ON A SHOT IS FINAL. ONLY AN APPEAL ON RULES IS ALLOWED.**

CONSULTATION

1. Team partners may consult their captain/coach at will. Double's partners may consult each other. There is no consultation in singles.
2. No more than three (3) people are allowed at the table at one time for consultation. The two players and the team captain/coach. The captain/coach must leave the playing area before the next shot.
3. There is a forty-five (45) second time limit between shots, and any consultation is part of that forty-five (45) seconds. The referee will give a fifteen (15) second warning before the time elapses.
4. The referee has the power to call time when deemed necessary. Time at this point is at a stand still until the referee resumes the game. During timeout you cannot discuss shot when you have control of table.
5. Whenever a critical situation occurs on the table, where it could be a difference of opinion, before you shoot: **ASK THE REFEREE FOR A DECISION.** A referee can give advice, only when you ask, concerning a situation or rule. A referee cannot advise you how to shoot your game.
6. You may specify a designated coach for team events. This coach must be a member in good standing and must be a member of the Auxiliary of the team(s) participating in the State Pool Tournament.

GUIDELINES FOR REFEREES

1. All teams will need to have one person available who can referee if/when we need them.
2. Do not leave the cue ball on the table when you are racking. Shooter may break before you are ready to proceed.
3. Start time when you place the cue ball on the table.
4. On the break, position yourself so you can see if the cue ball is over the foul line.
5. After the break, position yourself on each shot so you can see the shot and also watch the shooter's sleeve, shirt, stick or any other article that may cause a foul. Be careful not to position yourself so you interfere with the shooter while they are shooting.
6. Time is started for the next shooter once every ball on the table comes to a complete stop or when the cue ball is placed on the table after a scratch or a foul.
7. Do not talk to the players during a game. Do not volunteer any information to them.
8. When a shooter calls their shot, repeat it back in a loud clear voice.
9. Any consultation between the players with the captain/coach is part of the forty-five (45) second time limit. The captain/coach must leave the table area before the next shot.
10. You can stop time whenever you deem it necessary. If a shooter has a question concerning a rule or ruling, stop the clock while answering it.
11. Game Fouls - Use caution and discretion when calling "game fouls."
12. Call fouls in a loud and clear voice, and tell the shooter what the foul was.
13. Mark the last pocket as soon as possible after the last object ball is pocketed.
14. Call the fifteen (15) second warning in a loud clear voice even if shooter is stroking.
15. If any situation or problem arises stop the game and talk to the Tournament Master. Get assistance before an argument is started.