

HARTFORD AREA WOMEN'S POOL LEAGUE RULES
FOR THE YEAR 2025-2026

AWARDS NIGHT April 8th 2026 at Raceway
Fall Meeting Erin Inn August 19

I. ESTABLISHING MEMBERSHIP:

- A. A sponsor may have a maximum of three (3) teams providing said sponsor has two tables. Any new teams must also make a commitment and pay the sponsor fee by the **ANNUAL FALL MEETING**. Acceptance of new teams and League structure will be done by officers and rules/protest committee, with the assistance of two (2) elected sponsors. Any rules voted in will become effective immediately. Amended rules will be sent before the first league game. The Hartford Area Women's Pool League has no territorial boundaries.
- B. Sponsors must have a pool table on the premises. The pool light must be centered over the pool table. The table must be clean and level and supplied with the proper number of cues, chalk, and a bridge and adequate space to shoot. Live music will be permitted providing the games are shot in reasonably remote areas. This will require approval of officers and rules/protest committee. Failure to comply with this result in forfeiture of nine (9) games. **Other music must be kept at a reasonable level. Players need to hear called shots.**
- C. All sponsors shall become liable for a \$50.00 payment for a team franchise. This nonrefundable payment must be paid each year by the date established in Section A. A team that drops from League play after the start of League schedule forfeits all rights to team and individual prizes and trophies.
- D. If the team fails to appear and forfeits nine (9) games TWICE during the season, with or without notification and without good cause for doing so, to be determined by the League Officers, all games played between that team and other teams in the League shall be null and void and not considered in the win-loss column. If a change of ownership takes place, the Secretary shall be notified, in writing, who shall receive a trophy, if any shall be won, and where it shall be kept.
- E. Any team that forfeits in the last three weeks of the final round, and that forfeit affects the standing in any way, will forfeit fifty percent (50%) of their prize money and fifty percent (50%) of their wins.
- F. If a tavern sponsor goes out of business, or is in the process of going out of business without a new owner who is willing to allow the team to play, or if a tavern is inoperable because of circumstances beyond their control, then, and only then, the sponsors and team can mutually agree where the team will shoot during the "crisis", providing the new sponsor is in the League and has one open table.
- G. All team members shall be of legal drinking age and female. However, if a member will be of legal age prior to the end of the pool season and before the roster is closed, her name may be placed on the roster, and said member may shoot upon reaching legal drinking age.
- H. To keep team records as accurate as possible all players must list 1st and last names on the score sheets. No nicknames.

II. CONDUCT AND APPEARANCE OF PLAYERS:

- A. Unsportsmanlike conduct including taunting, or fighting **WILL NOT BE TOLERATED**.
- B. No destruction of sponsor's property.
- C. It is against league conduct to be kicked out of an establishment during league play. If player that is not allowed into an establishment will be able to play her three (3) games in a row and leave. The bartender may refuse service to this person.
- D. If any of the above should occur, a League Officer must be contacted immediately. First incident will result in a warning. A second will result in removal from the league for the season.

III. SCHEDULE:

- A. The League will be on a weekly schedule beginning the Wednesday after Labor Day, September 4, 2024.
- B. There will be no pool for Thanksgiving (11-27-2024), Christmas (12-25-2024) and New Years (1-1-25).
- C. There are 10 teams in the HAWPL for the season. Three full rounds will be played. There will be a first and second place at the end of the entire season.

IV. GENERAL PLAYING RULES:

- A. General Rules of "8" ball with the following added rules:
 - 1. Player must **VERBALLY CALL BALL AND POCKET FOR EACH SHOT**. Any member of the opposing team can verbally acknowledge the call. If player fails to make the call, she loses her turn. The "8" ball may be played for any pocket. If pocket is not **VERBALLY** called for the "8", weather made or not, the player loses the game. A scratch shot while attempting the "8" ball is not a loss, unless both the "8" and the cue ball are pocketed.
 - 2. The "8" ball pocketed on the break is an automatic win, unless cue ball is also pocketed. In this case, the breaker is the loser.
 - 3. A **"table run"** occurs when the shooter pockets a ball during the break without scratching, then proceeds to pocket all of her balls during her first time at the table. However, if the shooter does not make a ball on the break, that is, if fifteen balls are on the table, not including the cue ball, the opponent shall take her turn and if she pockets all of her balls and the eight ball during her first time at the table, this will also constitute a "table run".
 - 4. When the shooter scratches, the other player must place the cue ball **COMPLETELY BEHIND** the headstring (kitchen boundary line) for her next shot. Do not grab any ball going into the pocket or on the table, whether the cue ball or any other ball. Grabbing or stopping a ball constitutes a foul and results in relinquishment of shot, excepts if it is the 8 ball that is grabbed, then it is a loss if you grab it.
 - 5. Combination shots are permissible, but shooter **must strike own ball first**. Opponent's ball and "8" ball **ARE NOT NEUTRAL**. Failure to strike own ball first results in relinquishing shot. Hitting more than one of your own balls on a shot is legal as long as you call your ball and the pocket.
 - 6. Neither the **TABLE** nor the **CUE BALL**, whether by hand, cue stick or chalk, may be marked in order to pocket a ball.
 - 7. The "8" ball is **NEVER NEUTRAL**. Shooting at the "8" ball first in order to make a combination shot is not allowed. Striking the "8" ball within a combination shot is allowed, but the player must hit her own ball first.
 - 8. Cue ball must hit the rack before hitting a rail in order to be considered a legal break. You have two chances to break: if you miss-cue or just miss the rack, it is up to the two shooters if they want to rerack if none or some of the balls hit the rail. No re-rack if a ball is pocketed.
 - 9. If the 8 is pocketed on the break and an object ball jumps off the table, player still wins the game as long as the cue ball stay on the table.
 - 10. If the shooter moves a ball at any point, it is up to the opponent to leave the ball where it sits or have the shooter move the ball to its original place. If the opposing player feels she must call a foul on the move, she is entitled to do so. Touching the ball will not constitute a foul. Player's hand may not rest on a ball while shooting.
 - 11. If a ball is pocketed but returns to the table, player's turn is relinquished. As long as the ball is on the table, it is not a pocketed ball and the ball stays where it lies.
- 12. If a player scratches and the object balls are within the head string (kitchen boundary line), the opponent, at her option, can order the other player to spot the object ball closest to the head string on the foot spot. If two balls are equal distance from the head string, the lowest numbered ball is placed on the foot spot. The same is done when the "8" ball is the object ball and lies within the head string. If a ball is on the foot spot, the spotted ball must be placed **DIRECTLY BEHIND** that ball. The player then plays the cue ball from any point within the head string. **Having the ball spotted means the player must shoot at that ball.**
- 13. **NO COACHING ALLOWED WHATSOEVER BY ANYONE.** If an opponent calls any player on coaching, player shooting loses her shot **EXCEPT** if such coaching occurs while shooting the "8" ball, in which case the player loses the game. **If a spectator coaches a player, it is the responsibility of the player or team captain to inform said spectator that coaching is not allowed.** Any harassment by a spectator will be dealt with by the bartender. Captain has the right to request that the spectator be removed from the premises. Do not discuss the game until it's over. The shooters can hear you. The game is between the two shooters only. Captains, you are the captain for a reason-uphold the rules. If any of the shooters have a question during the game, they can ask their opponent or opponents team, you cannot tell them what shot to take but you can tell them the rules.
- 14. If the object ball, excluding the "8" ball, is knocked off the table, it is to be spotted. If the cue ball is knocked off the table, it shall be considered a scratch shot and shooter loses her turn. If the "8" ball is knocked off the table, the player loses the game.
- 15. A player must have at least one foot touching the floor while shooting. (a) Player's failure to do so results in loss of game while shooting at the "8" ball, whether "8" ball is pocketed or not, and (b) Player's failure to do so at all other times during the game constitutes a foul and results in relinquishment of shot.
- 16. Team Captains shall prepare roster, then exchange them prior to start of first game. Any order is fine as long as each person shoots each person. Each match shall consist of nine (9) games. Home team breaks 1st and 3rd round. Round #1: #1 home player shoots opponent's #1 player, #2 home vs #2, #3 home vs #3. Round #2: #1 home player vs opponent's #2, #2 home vs #3, #3 home vs 1. Round #3: #1 home player vs opponent's #3, #2 home vs 1, #3 home vs #2. Each team can win
- 17. Racking of ball doesn't matter as long as the 8 ball is in the 3rd row middle.
- 18. OPEN TABLE: (defined) The table is "open" when the choice of groups (strips or solids) has not yet been determined. The choice of strips or solids is not determined on the break even if balls are made from only one or both groups, because the table is always open immediately after the break shot. The choice of group is determined only when a player legally pockets a called object ball after the break shot.
- 19. If a ball drops after a player has relinquished her turn, the next shooter is responsible for the table if she has touched the table for her shot. If the next shooter has not moved to or touched the table, the previous shooter then can reclaim the table.
- 20. If the player makes the "8" ball and her last ball at the same time, she loses the game.
- 21. If the player who is shooting the "8" ball strikes another ball first, she loses her shot, and if the "8" ball is pocketed she loses the game.
- 22. A player can play her 1st, 2nd and 3rd games in succession, subject to opponent's permission, or the games can be played on two tables subject to sponsor's permission. She must then leave the premises. Three games is one round. This is not to be done to delay the games for an arrival of another player. All 3 players need to be there at the end of the 2nd round or whoever is not there will forfeit their first games.
- 23. No jump shots permissible. If a jump shot is made, player loses her turn.
- 24. **Spot shots are not allowed. Shooter MUST hit own ball first.**
- 25. **Any part of the ball touching or hanging over the "head string" is in the kitchen.** Cue ball must be placed completely behind the head string after opponent scratches.
- 26. Player must make an honest attempt to pocket a ball. Safeties are not allowed.
- 27. Be a sportsman, if someone is shooting at a wrong ball- anyone can call it out- you don't have to wait for them to pocket your ball. If someone doesn't know to spot a ball- anyone can call it out.
- 28. Captain must play over 50% of the season, unless reason for absence is unforeseen extenuating circumstances. If the captain needs to change, the secretary needs to be notified of the new captain and their phone number. The secretary then must notify the rest of the captains of the change.

V. SCORING:

- A. Scoring will be on a win and loss basis. (See Rule #16, General Playing Rules)
 - 1. Weekly team and individual totals will be kept. At the end of the season, the team with the best record will win first place, the team with the second-best record will win second place and will receive respective trophies, plaques, or money equivalent to the cost of trophies or plaques.
 - 2. At the end of each night of play, the team captains shall sign the original score sheets and take a pic. Team captains are to send a picture of both score sheets together to Heather 262-305-1983.

VI. PRIZE MONEY, TROPHIES, AND SPECIAL EVENTS:

- A. Each player shall contribute \$5.00 to the League for each night of pool played. If a player who is scheduled to shoot fails to show up for the game, she is liable for the \$5.00, unless she has made definite arrangements for a substitute, in which case the substitute becomes liable for payment. It is the team's responsibility to pay for any forfeits. **Total fee of \$15.00 must be turned in each week** with score sheets **regardless** of number of players. When a team forfeits, a forfeit fee of \$25.00 will be paid along with the weekly fee of \$15.00. Unpaid fees will be deducted from applicable year-end moneys. If a team forfeits twice, it will be removed from the League.
- B. \$30 per night will be kept by the home bar. ALL DUES FEES WILL BE PAID TO THE LEAGUE BY THE SPONSOR. DUE THE 2ND WEEK OF PLAY.
- C. Prize money checks will be a percentage of the games won, of the moneys in League Treasury after expenses. Prize money checks **must be cashed by June 1** in order that the checking account can be closed at the end of the season.
- D. Trophies or plaques will be awarded to the top teams. The number of trophies will be determined once the schedule has been finalized. See SCHEDULE section.
- E. Qualifications for trophies or plaques, prize money, etc, shall be governed by references thereto contained in these rules.
- F. There will be a **Trophy Awards Night** at the end of the season. Each team will bring a dish to pass or large trophy. **Trophy Awards Night** will be held within two weeks after the end of season, and will be held, providing there is a hall or lounge room, at a sponsor's establishment to be picked each year.
- G. Names of present sponsors will also be drawn for the **Annual Pre-League Fall Meeting**. Sponsors will not host either meeting two years in a row.

VIII. POSTPONEMENTS, FORFEITS, PROTEST:

- A. POSTPONEMENTS:
 - a. **Postponements or makeup games, before or after scheduled games, will be allowed due to any reason.** Both teams must agree to reschedule. Matches must be made up in 2 weeks from scheduled match. If the team that needed to reschedule cannot make up the match that team will take 9 forfeits. If both teams agree to postpone scheduled league match and then in turn 1 team cannot make up the match it is on the said team that cannot make up the match to forfeit 9 games. Substitute players are to be used so you don't have to reschedule.
- B. A game may be postponed for any legitimate reason. Sudden postponements due to weather or other uncontrollable situations will be accepted with notification of BOTH CAPTAINS and LEAGUE PRESIDENT by 4:00 pm the night of play. When one of the captains notifies the other, this will determine an automatic postponement. No further discussion between captains will be necessary. Failure to notify captain will result in the forfeiture of 9 (9) games. Games may be made up at the discretion of the two teams involved within two weeks of the postponement. If postponement occurs in the last week of the season, the games must be made up within one week of the postponement. The Secretary must be notified for all postponements on the night of play.
- C. If play for the entire League needs to be called off due to inclement weather, the games scheduled for that particular night **will be played at the end of the season**. The schedule should be followed as written. At the discretion of the two captains, the games may be played, anyway. If one of the captains does not want to play, there will be no penalty.
- D. Games will start at 7:00 pm (regular time, not bar time). If one or two players are present at starting time, 7:00 pm (regular time, not bar time), then start. After a courtesy time of ten (10) minutes, if no member of opposing team is present, the nine (9) game forfeiture becomes effective. Lineup must be completed by 7:15 pm and must be matched according to rules. Players will shoot in turn. If a member is not present by the end of the second round she will FORFEIT her games. One round consists of 3 games. Players will shoot in turn. If said member is not present by the end of the third round, said member will FORFEIT her third round. If a player leaves the premises between rounds, she must be present to shoot the next game by the end of the round or FORFEIT her turn and take a loss. Delay of game in order to allow absent player to arrive will not be allowed
- E. Be aware of when it's your turn to shoot or have teammates alert player when it is their turn. When a player's turn comes up and she is not in the area of the pool table by the time the balls are racked, she has 5 minutes to return to the table. If she does not return, the game is a forfeit.

- B. FORFEITURES:
 - 1. Violation of any Rule under Section II of League Rules.
 - 2. Violation of any Rule under Section VII is automatic individual forfeiture of all games played.
 - 3. Disputed forfeits will be handled by the League Officers and Rules/Protest Committee.

- C. PROTESTS:
 - 1. A game must be protested **on the night of play** and protest **must be called AT THE TIME OF THE INFRACTION** by the **PLAYER**, not after the games have been completed. A protest must be filed with the League board by email no later than the following day. If a player wants the board to address a matter an email to all the officers must be sent.
 - 2. A player should have at least one other team member near the area of play to witness her game. If there is no witness, it could result in no protest.
 - 3. A protested game should be circled on the score sheet with a brief explanation of the protest.
 - 4. A protested game should be played out in full.

IX. SUBSTITUTIONS:

- A. Common Subs may be used throughout the league. Players can only play for one team per night. League Sub Karen Maris 262-224-8607
- B. NO MORE THAN TEN (10) ACTIVE PLAYERS ON ROSTER AT ANY TIME. If the Secretary is not notified of a dropped player when score sheets are turned in, the Secretary has the discretion to remove the lowest player on that team's roster.
- C. Player substitutions will be allowed after any game if a player becomes ill or an emergency arises; however, a substitute may be added, and the player being taken from the game must leave the premises and cannot return to the contest. Substitutions must be agreed upon by both team captains.

X. LEAGUE OFFICERS:

- A. President: Karlie Lofy 262-305-9417 Karliekeith@gmail.com
- B. Vice President: Sarah Hauser 262-483-9713 Sarahbeth0582@yahoo.com
- C. Secretary-Treasurer: Heather Bartel 262-305-1983 Hketter08@yahoo.com
- D. Rules/Protest Committee: PJ Hoepfner 262-673-5000 Langeneckerconstructionllc@gmail.com
Cheryl Checolinski 262-224-9793 Cherylchecolinski@gmail.com
Jessi Seifert 262-305-2701 Lilschwartz_22@hotmail.com

- E. Advisors to Rules Committee: Bryan Morey 414-587-6362
Mike Checolinski 262-224-2092

XI. RULES-GOVERNING OFFICIALS:

- A. Any official may be removed by majority of sponsors and/or captains.
- B. Officials will normally serve, but not be limited to one year.
- C. Officials shall be elected by majority of sponsors and captains, or representative of captains, only at pre-league meeting. One vote for sponsor and one vote for captain.
- D. THE RULES COMMITTEE shall consist of the President, Vice President, Secretary-Treasurer, and three other persons elected at the annual fall meeting. The Rules/Protest Committee shall handle all protests, and will rule upon anything not covered in the existing Rules. If a member of the Committee is also a member of either team involved in a protest, she shall not have a vote in connection with said protest.
- E. Two (2) elected sponsors shall be advisers to Rules Committee, but not involved in Protest Committee. These selected sponsors shall be voted on by officers, sponsors, and captains. One vote for each officer, one vote for each sponsor, and one vote for each captain.
- F. Voting for rules at the annual meeting shall be limited to sponsors and captains, or representatives of captains only. One vote for sponsor and one vote for each captain.
- G. President, Secretary-Treasurer and advisors shall set up League. Secretary-Treasurer shall make schedules, update weekly standings (team and individual), receive and deposit all money, maintain books, acquire trophies, set up fall meetings. President will assist Secretary-Treasurer when needed. The Secretary-Treasurer will normally originate all money disbursements and any other such duties as may apply to an orderly run League. The Secretary-Treasurer shall be paid direct expenses and shall be compensated for such services at the rate of \$35.00 per team, per year. Team standings will be emailed or sent via text message to the team captains. Standings will be posted on the Pour House website: thepourhouse.net under billiards.
- H. No money shall be disbursed without at least one officer's signature.