SEPSA – Pool Athletic Code

Ratified 12/7/24

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Mission Statement

1. Sioux Empire Pride Sports Association - Pool (SEPSA - Pool) is a non-profit adult community-based sports organization created to support the bonds of Lesbian, Gay, Bisexual, and Transgendered (LGBT) fellowship and allies to play pool in a safe environment of friendly competition; free of discrimination based on age, race, creed, religion, sex, national origin, sexual orientation, gender identity or playing ability.

2. SEPSA - Pool also fosters knowledge and training in pool-playing to educate the community it serves, as to the physical, social, psychological, and intellectual benefits of athletics.

League Structure

1. The structure of SEPSA - Pool for the Winter / Fall seasons shall be determined by the Winter / Fall team manager meeting. In this meeting, Pool League Commissioners and Team Managers will determine:

    1.1. Dates and Times for each season.

    1.2. Structure of each Season. Example: to add variants to the game for either or both seasons.

    1.3. Determine team fees.

    1.4. Announce any changes that the pool venue has passed along.

2. Manager Meeting will be held once a month during league play at the pool venue prior to that evening's matches.

3. This league does not fully comply with APA rules for ranking. This is a non-ranked pool league. Addenda to the APA rules are listed in the "Pool Gameplay" section of this document.

4. Cash betting on pool is prohibited.

Team Manager Responsibilities

1. Represent their team at the manager meetings (They may designate a proxy in their absence).

2. Report the results of the manager meetings back to their team.

3. Collect and submit to the Pool League Commissioners:

    3.1.   Team Rosters

    3.2.   Sponsor Contributions

    3.3.   Team Fee along with player fees from their team, if player fees are required.

4. Maintain team sportsmanship at all SEPSA games and events.

5. Remind players of pool etiquette.

6. Organize their team in the pool venue and order their team and set absentees.

7. Collect table money from their team and coordinate with managers of opposing teams regarding payment for the table -if applicable.

    7.1.   Payment for the table should be split equally between teams during a match. Quarters will be available at the pool venue.

    7.2.   Payment for table may be covered by SEPSA fundraising.

New Player Recruits

1. Each year SEPSA - Pool shall recruit free agents.

2. New Players that have been recruited may join a team of their choice, be placed on a team needing players to fill their roster, form a new team, or be a whole league substitute.

3. Teams needing players shall inform the Pool League Commissioners of the desired number of players needed. The recruitment list will be provided to any Team manager requesting it.

4. Teams may form with players of all playing abilities.

5. Player participation in SEPSA - Pool is voluntary.

6. Players may be requested to be just a substitute player and do not belong to a team and be requested to play on any team while the player sees fit to play.

7. All-League Substitutes are allowed to join the league up to the last week of regular league play. All-League Substitutes will not be allowed to join for the tournament.

Team Rosters

1. A team must consist of a minimum of two (2) players with a maximum of six (6) players. It is highly recommended that teams have at least three (3) players.

2. Players have until the third event of the season to move teams.

    2.1. Players leaving teams need to notify the current team manager and team manager of the new team, along with informing Pool League Commissioners.

Match and Game Structure

1. Every bi-weekly event in the season will consist of two (2) matches of two (2) games.

    1.1. The event will consist of four total games.

2. Each game, two (2) designated players from each team will alternate playing during their team's turn at the table.

    2.1. Visiting teams will switch tables after the first match of two (2) games to play a second match of two (2) games against a different home team.

    2.2. Home teams will stay at their table the entire event and play two (2) matches of two (2) games against two (2) visiting teams.

    2.3. Table placement with visiting/home team designations will be assigned on the schedule.

        i   Home team breaking advantage will be evenly distributed amongst the teams throughout the season.

        ii   Schedule will be setup by the commissioner and co-commissioner at the beginning of the season.

3. Every match, a maximum of four (4) players may play with their team, with only two (2) players playing during any given game.

    3.1. No subbing in the middle of games, though subbing between games in a match and between matches is allowed.

    3.2. A maximum of six (6) players may play for a team during the two (2) matches.

4.   If an insufficient number of players or a team is unable to compete in a match, a team has the following options:

    4.1.   Request a substitute from all the available league substitutes.

    4.2.   Request extra players from other teams that the team is not competing against. Maximum of two (2) players can be recruited from another team for a match and a maximum of one (1) player from another team for any particular game. At least one (1) registered member of the scheduled team must compete in each game.

    4.3.   Team can choose to use their average score minus seven (7) points for that week's score.

    4.4.   Makeup games are not allowed.

5.   A time limit of 45 minutes for each match of two games will be enforced, with both teams given points as losses (see Pool Scoring).

Pool Scoring

1.   Game wins are awarded ten (10) points always.

2.   Game losses are awarded points based on the number of the loser's balls pocketed during the game for a maximum of seven (7) points.

    2.1.   For example: if you lose a game and have two (2) of your balls remaining on the table, you are awarded five (5) points: the seven (7) total possible balls minus the number of your balls remaining on the table, two (2).

3.   Each team is responsible for keeping their score during each game.

    3.1.   Upon completion of each game, each home team should review the table's score sheet with the visiting teams and once confirmed and signed by all three teams (home and two (2) visiting teams), give the completed score sheets to the commissioner or co-commissioner.

    3.2.   Results will be posted online.

Pool Gameplay

This section contains the non-ranked SEPSA Pool League rules that will be used for gameplay during regular biweekly matches. Our league will observe the APA rules for 8-Ball, excepting the addenda listed below. The APA rules for 8-Ball can be found: https://upatour.com/8-ball-rules/.
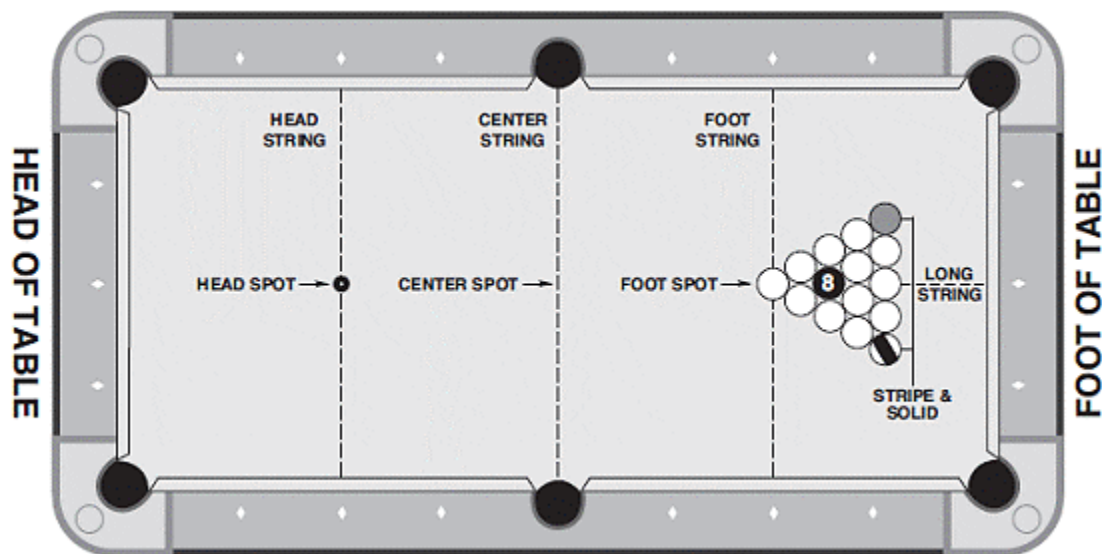

Figure 1

GAME BREAK is not decided by lag. The home team will always break the first game of the match and the visiting team the second game of the match. The table is OPEN after the break. A player must follow up with a called shot after the break to determine which balls belong to them, unless the shot is obviously intentional.

- NOTE: OPEN means the player can still choose which type of ball they would like to claim regardless of which type was pocketed during the break.
- In accordance with APA rules, breaking players will rack their own balls and must either pocket a number ball on the break or drive at least four (4) number balls to one or more rails for the break to be legal.
  - If the breaker fails to make the legal break requirement, the balls will be re-racked and the opponent shall have the option of breaking or requesting the offending player to break again.

BALL-IN-HAND (FOULS) If any of the fouls listed below are committed, the penalty is ball-in-hand for the opposing team. Make certain you have ball-in-hand before you touch the cue ball by confirming it with your opponent.

- Ball-in-hand is the advantage given to a player when their opponent scratches or otherwise fouls, wherein the player may place the cue ball anywhere on the playing surface.
  - EXCEPTION: A scratch on the break requires the ball-in-hand to be executed from behind the head string (see Figure 1) and contact made with a ball outside the head string.

Even after having addressed the cue ball with ball-in-hand, a player may, if not satisfied with the placement, make further adjustments with their hand, cue stick or any other reasonable piece of equipment.

- NOTE: A foul with ball-in-hand that is not called when it occurs cannot be called once the next shot has been taken.

The following is a clarified list of possible **FOULS** based on information from the APA rule book and agreed upon by the league:

- *CUE SCRATCH*: Player puts cue ball in a pocket / off table
- *CUE MISS*: Player's cue ball does not contact another ball
- *CUE IN MOTION*: Player double hits the cue ball or hits a cue ball in motion
- *WRONG BALL*: Player's cue ball makes first contact with any ball other than one of their own (i.e. opponents' ball, 8-ball)
    - NOTE: During an open table, a player can shoot a combination involving stripes and solids; the legally pocketed ball will determine their category of balls for the remainder of the game.
    - The 8-ball may not be used as the first ball in a combination shot and is a wrong ball foul.
- *RAIL CONTACT*: Player fails to contact a rail or a pocket after first contact
    - NOTE: ANY ball can contact a rail, including opponents' balls, the 8-ball or the cue ball
- *JUMP SHOT*: Player performs a jump shot or scoop shot
- *UNCONFIRMED BALL-IN-HAND*: Player moves / touches cue ball without confirming with their opponent that a foul was committed and that it is now their ball-in-hand

CALLING SHOTS is only required after the break to determine ball ownership (unless an obvious attempt at a pocket) and when legally pocketing the 8 ball.

ILLEGALLY POCKETING 8-BALL is a loss.

- NOTE: It is illegal to pocket the 8-Ball with any shot including combination shots prior to having all your other balls pocketed.

A CUE SCRATCH SAME TURN 8-BALL HAS BEEN LEGALLY POCKETED is a loss.

- NOTE: A cue scratch is not a loss if the 8-Ball is not pocketed after an attempt. This is a foul with ball-in-hand for the opposing team.

JUMP SHOTS are not legal nor permissible in this league. This includes the "scoop" jump shot in bar pool or any other jump shot that is normally acceptable in other leagues. The intention is to avoid causing damage to the bar tables/felt

COACHING is allowed during season play, but should be quick, concise and complete before the player's shot. See tournament rules below for exceptions to this rule during tournament play.

Player Conduct

1. As SEPSA - Pool is hosted at a pool venue there is no outside food or drinks allowed from outside the facility. Water bottles are allowed.

2. Players are allowed to responsibly consume alcoholic beverages, purchased at the pool venue.

3. Players must always maintain pool etiquette (see below).

4. Conflicts or disagreements during gameplay regarding specific results of a shot are resolved between the two parties.

5. If they are unable to reach an agreement, the team captains should work together to resolve the dispute in a mutually amicable manner. If there is a dispute that cannot be resolved by the players or team captains, the captain or designated member of a bye team for that evening should be consulted as a mediator. Commissioner or co-commissioner can be consulted as a last resort.

Tournament Rules

1. The tournament shall be held at the end of each season of SEPSA - Pool using the same rules of gameplay for the season except for the following:

   a   All shots must be called if not an obvious direct attempt at a pocket.

   b   Any "slop shots" (pocketed balls in an uncalled pocket) are not a foul unless a foul by another cause but are the end of that player's turn at the table.

   c   Coaching is ONLY allowed when the player requests a timeout during their game.

      i   Two timeouts are allowed per game per team.

      ii   Coaching should not be offered / spoken without the player first voluntarily declaring a timeout.

      iii Only the player whose turn it is, can ask for a time out; no other player on either side can declare a time out.

      iv   Any player on their team can be asked to provide the coaching and it should be quick, concise and complete before the player's shot

2. Any league registered player who has completed at least one full match with their team or as a substitute player will be invited to participate.

3. The tournament will be double elimination with starting bracket placement determined by cumulative team points for the season.

Awards

1. Awards will be given to First, Second, and Third Place teams.

2. Additional awards may be established at the All-League Banquet. These awards will be determined by the Pool League Commissioners.

Pool Etiquette

The non-ranked SEPSA Pool League practices APA etiquette and expects this behavior from all participants (including league officers, team captains, league players, substitutes and all guests). The following are the etiquette guidelines for our league (as quoted from the APA Team Manual: http://media.poolplayers.com/TMRB/Team-Manual-English.pdf *See page number 5 for etiquette)

Many billiards enthusiasts are unfamiliar with the unwritten rules of pool etiquette. Breaking one of those rules can result in arguments and hard feelings between players and teams. Please show good sportsmanship and common courtesy to both your opponents and the Host Location by observing these basic etiquette guidelines:
• Treat your opponent as you would like to be treated.
• Wish your opponent good luck before the match begins.
• Stay away from the table and out of your opponent's line of sight when they are shooting.
• Do not engage your opponent in conversation while they are shooting.
• Call your own fouls – don't wait to be asked if you committed a foul. Players with integrity call their own fouls and tell their opponent when they have ball-in-hand or hand them the cue ball.
• Pay attention to your match.
• Be ready to shoot when it is your turn.
• Do not break down your cue until your match is over.
• If you are expected to play the next match, have your cue ready and enough quarters for the table (if needed).
• Begin your match as soon as the previous match is over.
• Observe all time guidelines.
• Shake your opponent's hand, win or lose!

Cheering for your teammate is part of the fun, but don't root against your opponent. A fun and competitive evening of League play is a goal that can be achieved by observing these guidelines and displaying good sportsmanship.

Host Locations have the right to refuse service to anyone, at any time. Remember we are their guests, and follow these basic guidelines:
• Be courteous and polite to the staff.
• Always respect the equipment – table, balls, cues, etc.
• Be knowledgeable of, and adhere to, House Rules.
• Take care not to dig the tip of your cue when breaking.
• Do not slam balls or bang cues on the floor or table.
• Do not set drinks on the pool tables.
• Never smoke or vape at the table.
• Do not sit on the rails.
• Be aware of your surroundings. If someone is in the way of a shot, wait for them to move or politely ask them to move.