LOKO YOKO POOL LEAGUE RULES

#### SUBS

Four subs per team are allowed.  
Subs may only play for one team.  
If a team loses a player/sub due to a reasonable excuse or extenuating circumstances, the team captain must contact an officer before adding any additional players to the team once they have reached the four sub limit. This rule will be enforced.  
Any team going over four subs will forfeit the games any additional sub has played. ZERO EXCEPTIONS!   
If a player is not allowed to enter one of our sponsor's establishments, it is up to the booted player to find a sub.

#### SPONSOR FEES & PLAYER DUES

Sponsor fees remain at $25.00 per team for the entire pool season.  
Individual player dues will be $25 per half and are based on a 11 team league at $2.50 per week. Four players x $25 = $100 per half.   
  
All fees are the responsibility of the sponsoring tavern. ONE CHECK PER SPONSOR. Checks should be made out to: Loko Yoko Pool Leage. Drop off is at Generations or mail to Kate Nelson W7402 Fish Drive Oxford 53952.  
  
Sponsor fees & first half player dues are due on the 2nd week of the first half of the season.  
Second half player dues are due on the 2nd week of the second half of the season.  
  
If your player dues & sponsor fees are not paid by Friday at midnight of the 2nd week - you WILL NOT play on week 3 and all wins will go to your opponent. This also applies to the second half. Player fees are due by midnight on Friday of the 2nd night of pool or you WILL NOT play on week 3 and all wins go to your opponent.   
  
All monies paid are non-refundable. If either a team or player drops out, no money will be refunded. All games will be void.

#### SCORES

Deadline for entering scores is Thursday at 6pm. A $10 fine will be deducted from the responsible team’s winnings for every week the scores are not entered.   
  
SCORE SHEETS - The captain of the home team is responsible for entering the scores for both teams on the website.  
The captain of the home team is responsible for keeping a copy of the score sheet in case there is a dispute.  
Print each player's first and last name in the first four rows that are designated for the first four games.  
At the end of the game, place a W or L in the column after the player's name.  
When the match is complete, put each player's total wins in the box that is located to the right of their name.  
The scores will then be entered on the website by the captain of the HOME team.  
  
TO ENTER SCORES ON THE WEBSITE - go to lokoyoko.coffeecup.com. Click on "Enter Scores", choose team, choose player, enter games won.  
Enter scores for all eight players EVEN IF A PLAYER DOES NOT WIN ANY GAMES.  
FIRST & LAST NAMES are mandatory ... seriously folks, we are a small league, but not that small.

#### START TIME, CANCELLATIONS & MAKE UP GAMES

Nightly start time is 6:30 p.m. and at least one player from each team must be present by 6:45 p.m. or all games will be forfeited.  
If due to extenuating circumstances a team will be late, the captains can arrange to reschedule the match.  
If weather, team captains are requested to contact opposing captain/tavern AT LEAST two hours in advance to cancel.   
Make up games no longer have to be made up with in two weeks. The captains should come to an agreement on when the match will be made up.

#### LEGAL SHOTS

ANY DISPUTE not covered within these posted rules, BCA rules will apply.  
  
ON AN OPEN TABLE, a player may take either solids or stripes after the break. What is made on the break, doesn't matter. Until one player establishes what they are, a player may use either to pocket the ball of their choice. For example, a solid can be hit into a stripe into the pocket. If successful, that player is now stripes. The 8 ball cannot be the first ball contact is made with. If the breaker fails to make a legal shot after the break, the table is still open and the same rules continue to apply to both shooters until a ball is legally pocketed.  
  
LEGAL BREAK = 3 balls to the rail or a ball is pocketed. If a player does not make a legal break, it is the opponents choice on if the balls should be reracked and who will break.  
  
ON A MISCUE BREAK (no balls in the rack move), the player is allowed to retry the break once.  
  
IF A PLAYER COMMITS AN ILLEGAL BREAK (or miscues on the break) and pockets all the balls after breaking again, a table run will not be rewarded.  
  
AFTER THE BREAK THE TABLE IS OPEN, regardless of whether or not any balls have been pocketed. Who has stripes or solids is determined when a player pockets a called ball following the break.  
  
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YOU MUST verbally call every shot.  
IF a player does not call their shot, the opposing player could call a foul and you could lose your turn if that is the case.  
  
YOU MUST hit your own ball(s) first for a legal shot.  
  
YOU DO NOT HAVE TO call cushions, kisses, or caroms, only the ball number and pocket need to be called.  
  
IF the object ball or any ball goes off the table the ball is pocketed and the player loses their turn.  
  
IF the 8 ball goes off the table, the game is over and the shooter loses.  
  
AFTER A SCRATCH, the cue ball has to be completely in the kitchen and the object ball must be completely out of the kitchen.  
  
IT IS A FOUL if any part of the cue ball is out of the kitchen after a scratch shot.  
  
IF the 8 ball is in the kitchen for the last shot after a scratch, the 8 ball cannot be spotted.  
  
When on the 8 ball, any scratch is a loss regardless of whether the 8 ball is pocketed or missed.  
  
If the 8 ball is made in an unintended pocket, it is a loss.  
  
There is no intended jump shots allowed.  
A masse' shot is allowed BUT the cue stick cannot go above the shoulder or a 45 degree angle.  
  
Any ball movement is a foul. ONLY the opposing player in the game can call a foul. NO ONE ELSE!  
  
MUST BE 21 YEARS OLD TO PLAY  
  
NO COACHING by teammates is allowed.  
There is no table talk.  
  
Any rule conflicts should be settled by opposing captains. If an agreement cannot be reached between the captains, the game should be replayed.

#### PARTY & FALL MEETING

The end of the year party is always two weeks after the last night of pool starting at 6:30pm. Each team should bring a dish to pass. Meat, buns, silverware, ect. is provided by the host tavern & remimbursed by the league.   
The fall meeting is always on the first Tuesday after Labor Day starting at 6:30 pm.   
The party and the fall meeting sites are luck of the draw. Each sponsor will be included with one chance per sponsor in each drawing. This drawing will take place on the first night of the second half at the bar that the secretary is playing that night.  
  
1ST PLACE TEAM will be added to the "traveling" plaque, which will then be given to the winning tavern for display.  
TOP MALE & FEMALE PLAYERS will receive $50.00 cash.

#### OFFICERS

Officers do not pay dues.  
The Secretary fee is $200.  
Cost of the website is $25 per season.  
PRESIDENT - Dusty Grant  
VICE PRESIDENT - Lance Achterberg  
SECRETARY/TREASURER - Kate Nelson