2026-2027
Kiski Valley Pool League
Wednesday Night 7:00 PM

BASIC LEAGUE RULES

1. No one under 21 can play.
2. Each team is responsible for their own finances.
3. Entry fee is $60.00 dollars for each team.
4. No more than 20 people on each roster.
5. Home team to pay for all match games, but not for practice or warmups.
6. Owners have the right to bar any member of any team from their establishment.
7. The league consists of a President and Vice President.
8. All rosters are to be turned into the President by the 4th match. However, after the first half captains will can add players up until the 4th match of the second half. If any player is added, a new roster must be turned in to the President by that day.
9. Players can switch teams up to the 4th week of play but not after that.
10. The loser of each weekly match will give the winner of the match $20.00 dollars for winning the match.
11. Please make sure all scores are texted into the captain chat that night, but no later than noon the following day. (Both teams must report.)

President- Jessica Ehlinger, 412-897-0711

PLAY OFF FORMAT

1. The play offs will consist of the top four teams at the end of the season.
2. The total wins and losses for the entire season will determine the top four teams.
3. In the case of any ties the total points for the season will be counted to determine the top four teams. Points will be counted only to break ties that may exist.
4. Team No.1 will play team No.4 and team No.2 will play team No.3.
5. Team No.1 and team No.2 will be at home for the first round and team with the highest standing will be at home for the second and last round.
6. Each round will be a complete match (4 doubles and 2 singles) with all league rules in effect.
7. Again, in the play offs the home team will pay for all match games.
8. The losers of the play off matches will not have to pay the winners the $20.00 dollars as in the weekly play.

MATCH LINEUP ORDER

1. Doubles
2. Doubles
3. Singles
4. Doubles
5. Doubles
6. Singles
7. Tie Breaker: 1 Singles set

MATCH RULES AND FORMAT

1. All matches start at 7:00 PM.
2. All Teams: The Cue ball must be a red dot and the same size as the object balls (2 ¼ in.) The rest of the balls should be the standard colors.

***A red dot and league balls must be on the table for warmups. ***

3. Visiting team will have the table at 6:30 PM for warmups.
4. All matches will consist of 6 sets (4 double sets and 2 single sets) each set will consist of 3 games. Each game will be awarded 1 point. If any single or double team wins the first 2 games of a set, they will be awarded all 3 points of that set.
5. Each set will start with a flip of a coin. The home team is always heads.
6. The winner of the first game of any set will break for the second game of the set and the winner of that game will break for the next game if there is one.
7. BREAKS: If the player breaking makes any balls in on the break and scratches, the table will be open for the next shooter. If the player breaks and scratches with or without hitting any balls, the table will go to the next shooter and will be an open table until a legal shot is made and a suit is claimed. **Scratch on a break is behind the line for the next shooter.** If they do not scratch on the break and make any number of balls, no matter what suit or both suits the table is still open. **You may not use opposite suits to make a combination shot on an open table.**
8. If the player breaking miss cues on the break and hits the racked balls, the balls will be re-racked and the other team will break. The other team can choose to let the player that miss cued on the break to re-break if he/she wants to.
9. If the cue ball leaves the table at any time during the game that is a scratch.

Intentional jumping of the cue ball is not allowed. Meaning no jump shots, even if the home bar allows.

10. 8 BALL: If the player breaking makes the 8 ball in on the break and does not scratch, they will win that game. If they do scratch, they will lose that game. The 8 ball does not have to be called on the break.

11. When shooting any object ball only the pocket has to be called. **You must make the pocket you are calling known. It is not up to the opponent to assume where you are aiming to pocket the ball.**
12. When shooting the 8 ball only the pocket has to be called. Kisses and rails do not have to be called. **Your object pocket must be announced to the other player(s).**
13. FOULS: Only moving the cue ball is a foul. Moving any object ball is not a foul. The player that moved the object ball must ask the opponent if they would like to leave it where it lies or move it back to where it was prior. Do not move balls without asking, and do not continue to shoot without asking.
14. FOULS: **Captains cannot call fouls, only the players shooting can call a foul**.
15. No coaching from the sidelines by any other players of either team or the captains.
16. COMBINATIONS: A good combination is for a player to hit his suit or the 8 ball first, optionally any combination of balls, finally the ball they called into the pocket they called. The 8 ball is neutral for the whole game and may be used in combinations or billiards at any time to make an object ball. If the table is open, the first ball hit must be either the 8 ball or the same suit as the object ball called.
17. Players on the doubles team may talk to each other and discuss shots.
18. SCRATCH SHOTS ON THE BREAK: On scratch shots on the break, the object ball or first ball hit must be completely in front of the diamonds and the cue ball completely behind the diamonds. When shooting at an object ball on a scratch shot that is behind the diamonds the cue ball must first hit in the
front of the diamonds as in a 1, 2 or 3 rail shot.
19. SCRATCH SHOTS NOT ON THE BREAK: Other scratch shots are cue ball in hand anywhere on the table. **With ball in hand, only the player currently at play may touch/place the cue on the table. Your partner should not be touching the ball for you. And only moving the cue ball with your hand is allowed.**
20. TIE MATCH: The tiebreaker will consist of 1 single set. The captains will pick one player to shoot this set, but it must not be anyone that has already shot twice during the match. The winning team of this set will win the match.
9 points will be awarded to each team.
21. DISPUTES: Disputes that can't be settled by the players shooting in a game will be settled by the captains or president and vice president.
22. MINIMUM PLAYERS: Minimum players for each match will be 5 players. Any team with less than 5 players must either reschedule or contact Jess. Teams with only 5 players must pull pills for all matches. Teams with 6 players will shoot 3 doubles, pull for 1 double for the 2 single games.
Teams with 7 players will shoot 3 doubles, pull pills for 1 double, play 1 single and draw 1 pill for the other single.
Teams with 8 players will play 4 doubles and draw 2 pills for the 2 single games.
Teams with 9 players will shoot 4 doubles, 1 single and draw one pill for the other single game.
Teams with 10 players will shoot 4 doubles, 2 singles and draw no pills.
If there are 10 players or less, all players present must play. The captain cannot choose to sit someone so that they can pull pills.
24. Any fighting or violent acts the perpetrator is suspended for the rest of the season and captains must vote on reinstatement the next season.
25. Nightly roster must be given to the other captain before the match starts.
26. No more than 10 players can play in any match. In case of a tie only one of the players that shot in the match can shoot the tiebreaker.
27. SAFE: Players must make an attempt to hit their balls, as there are no safes. If the player does not make an attempt to hit his ball the other player will have BALL IN HAND Anywhere On Table.
28. The team losing the match will give the other team $20.00 dollars for the match.
29. PROTEST: If a protest cannot be settled by the 2 captains of the teams involved, then a meeting will be called by the President and Vice President to get it settled.
30. The league is not responsible for any fines or legal matters that might occur due to fighting or drunkenness.
31. PLAY OFFS: Players must shoot 6 games before the 1st of the year and 6 games in the second half to be eligible to shoot in the play offs. If a player is added after the first half, he must shoot 8 games to be eligible. If players cannot due to work, illness, or other problems then a captains meeting will be called to determine if he is eligible or not to shoot in the play offs or the president and vice president can make the decision.
Please make sure all teams keep their score sheets from each week.
32. Additionally:
*If a player deemed to have not made an honest attempt/fair shot, the other player will be awarded ball in hand.
* You will be given a warning on the first two obvious defensive shots, after that you will lose your turn, and the other play will get ball in hand.
* Do not move the cue ball with your stick at anytime. Please only move it with your hand.

33. Singles Tournament: Two singles players from each team will be able to go. (2 people)
34. Doubles Tournament: Two sets of doubles per team will be able to go. (4 people)
35. WHEN VISITING TEAMS ARE PRACTICING, THE BALLS THEY ARE USING MUST BE THE SAME BALLS USED IN THE POOL MATCH. THERE WILL BE NO SWITCHING BALLS AT START OF GAME AND THAT INCLUDES CUE BALLS.
36. AT NO TIME CAN YOU PLAY IN BOTH TOURNAMENTS. THIS MEANS IF YOU PLAY IN THE SINGLES TOURNAMENT, YOU CANNOT PLAY IN THE DOUBLES TOURNAMENT. IF YOU PLAY IN THE DOUBLES TOURNAMENT, YOU CANNOT PLAY IN THE SINGLES TOURNAMENT.
PLEASE READ ALL RULES BEFORE SEASON BEGINS.

IF THERE ARE ANY
QUESTIONS, PLEASE CALL THE PRESIDENT.

Jessica Ehlinger, 412-897-0711