

## 2025–2026 ADI Pool League Rules

### Sportsmanship and Common Sense

- All players are expected to use good judgment and respectful behavior.
- If a rule doesn't address an issue, use common sense to find a fair solution.

### Resolving Disputes

- Team captains should attempt to resolve conflicts immediately.
- For unresolved issues, call the league line at **920-422-1612** on the night of the dispute *before* sending the score sheet. Otherwise, grievances won't be accepted.
- Non-grievable matters will be settled by ADI, and their decisions are final.
- ADI may amend any rule due to extenuating circumstances.

### Scorekeeping and Payments

- The **home team** is responsible for:
  - Providing the scoresheet and payment envelope.
  - Photographing the completed scoresheet and sending it to Karen via:
    - **Email:** [klehrer@adigames.com](mailto:klehrer@adigames.com)
    - **Text:** 920-422-1612
  - Submitting \$18.00 in an envelope to venue staff.
- The **visiting team** should also photograph the scoresheet for backup.
- Please ensure all photos are clear and complete.
- If there's a payment discrepancy, it will be credited or deducted from the home team unless noted.

### Rescheduling Matches

- Matches will not be cancelled.
- If rescheduling is needed:
  - Captains must speak directly and agree on a new date.
  - Matches must be played at the originally scheduled location.
  - They can be rescheduled for any night with a free table.
  - Rescheduled matches must be completed **within 14 days**, or wins will be split at ADI's discretion.

- No rescheduling is allowed during the last two weeks of either half of the season.
- Both captains must contact the league office to confirm changes.
- This situation does *not* qualify as a grievance.

### Team Contact Information

- Team captains' names and cell/home numbers are provided with the schedule.
- Bar phone numbers are not accepted.
- If a team fails to provide proper contact info, they may lose the right to request a forfeit or refuse a rescheduled match.

### Table Prep

- The home team must brush the pool table before play begins.

### Missing Scoresheets

- The league department will try to retrieve lost scoresheets.
- If unresolved within 14 days, ADI will take appropriate action.
- This issue is **not** handled through the grievance procedure.

### Table Standards and Practice Time

- Home team must designate the ADI or WAMO-sanctioned table and allow the visiting team 30 minutes of practice before the match.
- Matches not played on a sanctioned table are forfeited.
- Teams playing on non-sanctioned tables may not qualify for the WAMO State Pool Tournament.

### Match Start and Player Minimums

- A 20-minute grace period is allowed (based on regular time, not bar time).
- A team must have **at least 2 players** to start.
- If short, one substitute may be picked up from the bar.

### Roster Changes

- Players cannot be added once play begins unless both captains agree.

- Agreement is assumed if both captains sign the scoresheet.

### Playing Area Etiquette

- All players must have adequate space to shoot.
- Only the shooting player may be near the table.
- Shooters must keep **one foot on the ground** during shots.

### Scorekeeping Standards

- Achievements must be recorded immediately during play.
- Once the captains sign the scoresheet, no changes can be made.

### Player Eligibility

- Eligibility can be challenged anytime during league play.
- When adding a player not listed on the stats:
  - A full first and last name **must** be used.
  - Nicknames, "sub," or partial names are not allowed.
  - "Sub/subs" numbers shown in stats are used by the league department only.

### Additional League Rules

### Player Skill Restrictions

- High-skilled players may be limited to select leagues based on competitive balance decisions by ADI.
- Playing in a lower-skilled league when prohibited will result in forfeiture of that player's games.

### Tavern Environment Issues

- ADI will not address concerns like noise, crowding, or drink policies.
- Teams must resolve these matters independently, recognizing that conditions affect both sides equally.

### Online Resources

- Schedules and player statistics are available at [adigames.com](http://adigames.com).

## Venue Restrictions

- If a player cannot enter the opposing team's location:
- A substitute or alternate regular player must be used.
- The match must still be played at the originally scheduled bar.

## Coaching & Pace of Play

- Singles coaching is **discouraged**, but no longer enforceable.
- Captains are encouraged to discuss acceptable coaching and timing before matches begin.

## Changing Home Locations

- Teams must obtain approval from their original sponsor bar to switch venues.
- If denied, the team must remain at the original location.
- Exception: If the sponsoring location closes permanently.
  - If a move is permitted, ADI will select the new home bar based on logistics and equipment needs.

## League Structure

- ADI may divide seasons into halves, group teams by skill, and assign venues to maintain fair competition.

## Late Fines

| Situation                         | Fine                         |
|-----------------------------------|------------------------------|
| Scoresheet photo not sent on time | \$10.00 charged to home team |

- All fines will be strictly enforced.

## Playoff Eligibility

- A player must have participated in **at least 1 match week** before the final 3 weeks of the season to qualify for playoffs.

## Playoffs & Tie Breakers

### First Half / Second Half Ties

- If there's a **tie for first place**, the **Head-to-Head record** between the tied teams decides the winner.
- If Head-to-Head is also a tie, a **playoff match** will determine the winner.

### Determining Overall Winners

- Both **first-place winners** from each half compete in a playoff to determine league champion.
- **Head-to-Head record** decides where the match will be played.
- If still tied, an **ADI representative** will conduct a **coin toss**.
- Playoff winner is the **first team to win 7 games** in a 12-game format.

### Match Timing

- Teams should aim to complete the playoff **within one week** of the final regular-season match, ideally on their standard league night.

### Shooting Order

### Break Order

- **Visiting team** breaks games: 1st and 3rd rounds.
- **Home team** breaks games: 2nd and 4th rounds.
- Specific fourth-round games:
  - Game 10: **Player 1** shoots first (both teams).
  - Game 11: **Player 3** shoots first.
  - Game 12: **Player 2** shoots first.

### Shooting Sequence

| Round        | Player Matchups           |
|--------------|---------------------------|
| First Round  | 1 vs. 1, 2 vs. 2, 3 vs. 3 |
| Second Round | 1 vs. 2, 2 vs. 3, 3 vs. 1 |
| Third Round  | 1 vs. 3, 2 vs. 1, 3 vs. 2 |

## Round                      Player Matchups

Fourth Round      1&2 vs. 1&2, 3&1 vs. 3&1, 2&3 vs. 2&3

- **Shooting out of turn** results in an automatic loss of that game.
- All players are responsible for knowing and following the correct order.

### Grievance Procedure

#### Filing Requirements

- If the **league line isn't called before play ends** and the **scoresheet is signed and submitted**, no grievance can be filed.
- The league line must be contacted *before* score submission.

### Resolution Process

- Unresolved problems may be reviewed by the **Grievance Committee**, made up of players from various leagues.

### Submission Details

- A **written or emailed protest** and a **\$25 fee** must be sent to:
  - **Karen** at [klehrer@adigames.com](mailto:klehrer@adigames.com), or
  - **Amusement Devices Inc., Attn: Karen**  
1219 Appleton Rd, Menasha, WI 54952
- Must be submitted **within 48 hours** of the match.
- **Late protests will not be accepted.**

### Grievance Decisions

- **Finality:** All decisions made by the grievance committee are final.
- **Protest Fee Refunds:**
  - If the protest is **upheld**, the \$25 fee is **returned**.
  - If the protest is **denied**, the fee is **added to the league fund** and distributed among other teams.

### Forfeit Rules

#### Penalties for Forfeiting Matches

| Offense        | Penalty                                                                                      |
|----------------|----------------------------------------------------------------------------------------------|
| First Offense  | \$25.00 fine                                                                                 |
| Second Offense | Half of team's prize money forfeited                                                         |
| Third Offense  | All prize money forfeited, ejection from league, and ineligibility for WAMO State Tournament |

- Forfeits in the **last 3 weeks** may result in **loss of all games** for that night and **half of prize money**.

#### Impact on Scoring

- **Winning team** receives their **average wins**.
- **Forfeiting team** receives **zero wins**.
- **First place cannot be achieved through forfeits**.

#### Reporting Forfeits

- Notify ADI by contacting **Karen**:
- **Email:** [klehrer@adigames.com](mailto:klehrer@adigames.com)
- **Phone:** 920-722-1233 ext. 101

#### Schedule Adjustment

- If your **home match** is forfeited, ADI will attempt to **reschedule the return match** at your home bar (if possible).

#### Players & Eligibility

- All players must be **21 years or older**, as verified by the **Tavern and Team Captain**.
- A **substitute player** used during the **last 3 weeks of league play** must have played **at least once earlier in the season** for that team.

#### Player Verification & Substitutes

#### ID Requirements

- Captains and ADI/WAMO reps may request player ID during matches.

- If a player refuses to show ID or uses another person's name:
  - All games played by that individual are forfeited.
  - The team becomes **ineligible** for the **WAMO State Pool Tournament**.
- If this occurs, **call the league line before play ends** — otherwise, results are final.
- If a sub's **full name** isn't listed on the score sheet:
- You must **email** the name to Karen ([klehrer@adigames.com](mailto:klehrer@adigames.com)) **by the end of match day**.
- Failure to report means no credit for that sub's games.

### Team Limits

- Three-player teams are limited to:
- **6 total players and 1 substitute line.**
- Players under the "sub" category won't be reclassified to qualify for tournaments.

### Bartenders as Players

- A bartender may participate in matches **but must not bartend during their scheduled game.**

### WAMO Qualification

- High-skilled players may only play in **high-skilled leagues**.
- All players must participate in **at least 9 weeks** with one team to qualify for WAMO.

### ⑧ Gameplay Mechanics

#### Breaking & Racking

- Breaking player may **rack their own balls**.
- After **2 failed break attempts**, the break is forfeited to the opponent.

#### Break Shot Requirements

- At least **one ball must hit a rail or drop into a pocket**.

- If not:
- Re-rack the balls.
- Opponent takes the break.

## ✕ Break Fouls

- If the shooter scratches or commits a foul:
- Table becomes **open**.
- If the **eight ball drops** on the break: **game is won**.
- If the **eight ball drops** during a scratch/foul: **game is lost**.

## ● Open Table Rules

- Making **any ball** on break (solid/stripe or combo) keeps the table open.
- If the breaker misses their first called shot, the opponent inherits an **open table**.
- Once a **called ball is legally pocketed**, sides (solids/stripes) are determined.

## 🎯 Calling Shots

- On an open table, you can use a solid to pocket a stripe (and vice versa).
- All shots must be **called verbally** or by **pointing to the pocket**.
- • If the called ball lands in the called pocket — no matter how — the player continues shooting.

## ▲ Fouls, Scratches & Special Shots

### ⑧ Table Violations

- If the **cue ball** is shot off the table → it's considered a **scratch**.
- If a **solid or stripe** ball goes off → it's **spotted** at the rack location.

### 🔑 Positioning After Scratch

- After a scratch, the **object ball must be entirely out of the kitchen** (not touching the line).
- When breaking or placing the cue ball:
- It must be **completely behind the head string**.
- Incorrect placement results in **loss of turn**.

## Legal Contact

- Players must **hit their own designated ball first**.
- Hitting an opponent's ball first:
  - Counts as a **foul and loss of turn**.
  - If it causes the **8 ball to be pocketed** → **loss of game**.
  - The 8 ball can be used as a **middle ball** in a combo, but not struck first.

## Ball Movement

- Moving any ball while shooting, setting up, or finishing → **foul and loss of turn**.
- Balls moved stay where they land—**no repositioning allowed**.

## Foul Calls

- Fouls must be **called immediately by the player's playing the match before the next shot**.

## Specific Shot Restrictions

- Scratching on the **8 ball** = **loss of game**.
- **Jump shots** = not allowed.
- **Safeties and push shots** = prohibited. All shots must show a legitimate attempt.

## Special Plays & Racking

### Eight-Ball Run

- An **eight-ball run** occurs when a player pockets **8 balls in a row** during a single turn.

### Ball Racking

- Rack the **15 object balls tightly in a triangle**.
- Placement:
  - **Apex ball** on the foot spot.

- **8 ball** placed directly **below the apex ball**.
- Lower corners: One solid and one stripe.
- Remaining balls: Placed randomly without intentional patterns.

### Eight Ball Shot

- The **8 ball must be called and pocketed on its own individual shot**.
- If not → **loss of game**.

### Ball Spotting After Scratch

### Special Kitchen Rule

- If all of an opponent's balls are **in the kitchen** and a scratch occurs:
- Opponent may **spot the ball** closest to leaving the kitchen.
- Includes the 8 ball if it's their last.
- If spot is taken, ball is placed **behind the occupying ball**.
- If a ball is spotted, it **must be shot at**.
- **Both players must agree** on proper ball placement.

### Player Costs

- Each player pays:
  - **\$3.00** for league fees
  - **\$2.50** for games played
  - **Total: \$5.50 per player per night**
- Each team pays:
  - **\$18.00 total per night** (based on 3 players)
  - **\$9.00 goes toward league fees**
- **Prize money checks** will be distributed to team captains at season's end for team sharing.

### League Start Time

- Most matches begin at **7:30 PM**.

## Position Rounds

- Matchups:
  - 2nd place plays **at** 1st place's venue
  - 4th plays at 3rd, 6th at 5th, and so on
- If teams are **tied** and Head-to-Head can't determine position:
- An **ADI representative** will **flip a coin** to decide home team.

## Trophies & Awards

- **Plaques** awarded to:
  - 1st, 2nd, and 3rd place teams (in a 14-team league)
- **Top shooter trophies** ordered for each league.
- Optional trophies/plaques (e.g. 8-Ball Break Run, 8-Ball Break)
- Available **at the team's expense**
- Contact **Karen** at [klehrer@adigames.com](mailto:klehrer@adigames.com)

## Contact Info

- **Daytime inquiries:**
  - Email: [klehrer@adigames.com](mailto:klehrer@adigames.com)
  - Phone: **920-722-1233 ext. 101**
- **During league play:**
  - Call the league line: **920-422-1612**
- Visit: [www.adigames.com](http://www.adigames.com) or connect via Facebook