

# WAL-MAC POOL LEAGUE 2011 – 2012

## League Rules, Guidelines & Rules Supplement

---

### LEAGUE OBJECTIVES

To promote sportsmanship, goodwill and unity among league members.

To offer rules, methods and procedures that enhance the sportsmanship of the game so it may be played in an organized, competitive and FUN manner.

League members and individuals shall be entitled to the rights of, and be subject to, League rules and regulations as established by the League. Any misuse or manipulation of any rule or procedure, unbecoming conduct or poor sportsmanship may result in disciplinary action, penalty or expulsion from the League.

---

### CAPTAIN'S RESPONSIBILITIES

Have the RULES BOOKLET at all League matches.

Make sure players are familiar with all League rules.

When 'Home' team, get and keep signed receipts from weekly collection envelope and FAX or DROP OFF signed white copy of score sheet.

Communicate with your League Representative and the League office on behalf of your players.

#### **Attend Captain's Meetings or send a team representative.**

ADMINISTRATIVE INFORMATION (scheduling, stats, player/team info)

Administrative information may be requested from the League office **TUESDAY OR THURSDAY between 9:00am and 2:00pm (466-1702).**

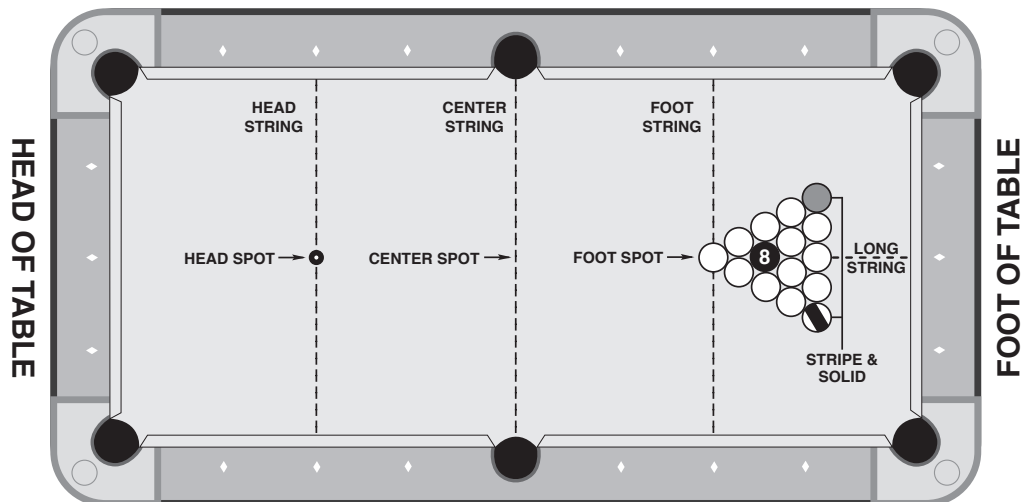
**League matches commence at 7:15pm and are played on ONE pool table**

---

### 8-Ball Official Rules of Play

#### A. BALLS AND RACKING

The Pocket Billiard Table



1. The game is played with one cue ball and 15 numbered object balls.
2. The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack in the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner, as the above illustration shows.
3. The object of the game is to make one group of numbered object balls, either stripes or solids, and then legally pocket the 8-ball which then wins the game.

## **B. BREAK SHOT**

1. Start of play-the home team breaks first and writes their line-up down first. The break will alternate thereafter.
2. If the breaker hits the racked balls with the cue ball driving four or more numbered balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls reracked and shooting the break himself or have original breaker rebreak.
3. Stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the headstring.
4. When positioning the cue ball for the break shot, the base of the ball must be behind the headstring (kitchen).
5. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball), (2) it is a foul, (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the headstring and may not shoot an object ball whose base is not outside the headstring, unless he/she first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent.
6. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he/she must then reposition the cue ball.
7. Making the 8-Ball On The Break: The breaker may ask for a rerack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8-ball and shooting from behind the headstring or reracking and assuming the break. The game cannot be won or lost with an 8-ball on the break, regardless of what is pocketed in the same shot.
8. If the player legally breaks the racked balls and does not make any balls, his opponent then shoots, having an open table.
9. If a player jumps an object ball off the table in the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the headstring and shooting. Any jumped balls are spotted in numerical order.

## **C. OPEN TABLE**

The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice versa. Note: The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid. On an open table, all pocketed balls remain pocketed. The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. 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.

## **D. GAME**

In Call Pocket, obvious balls and pockets do not have to be indicated. It is the opponents right to ask which ball and pocket if he is unsure of the shot. Banks and combinations are not considered obvious and both the object balls and the pocket must be called or it is a loss of turn. When calling the shot, it is never necessary to indicate details such as number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

The opening break is not a “called pocket.” Any player performing a break shot in 8-ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.

When a player has pocketed all of the balls in his group, he then shoots at the 8-ball, physically designating his pocket with a pocket marker. The marker is to be placed on the table completely within the first **two diamonds** on either side of the pocket. The entire area between the diamonds included. You do not have to touch or move the marker if it is already at your intended pocket.

#### **E. PLAY**

1. If a shooter inadvertently pockets his opponents ball, it remains down, however, if the shooter does not legally pocket one of his own group, he loses his turn.
2. Each player continues to shoot so long as he legally pockets any of his object balls (Exception: calling a safety). Should a player fail to pocket his designated group ball, he shall lose his turn.
3. If a player fails to hit the 8-ball while shooting at it, it is a foul and the game continues. When the 8-ball is the legal object ball, a scratch or foul is not a loss of game if the 8-ball is not pocketed or jumped off the table. Incoming player has cue ball in hand.
4. In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.
5. If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are spotted in numerical order.
6. **SLOW PLAY RULE:** Exaggerated slow play will be penalized. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in loss of game. During National competition, referees judgment will prevail and both players will be timed.
7. **STALEMATED GAME:** If in 3 consecutive turns at the table by each player (6 turns in total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked and the breaker of the stalemated game will break again. **PLEASE NOTE:** Three consecutive fouls by one player is not a loss of game.

#### **F. LOSS OF GAME**

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.
2. Pocketing the 8-ball on the same stroke as the last of his group of balls.
3. Jumping or knocking the 8-ball off the table at any time.
4. Pocketing the 8-ball in a pocket other than the one designated.
5. Fouling while (pocketing) the 8-ball in the designated pocket.
6. Third infraction of the slow play rule.
7. Not correctly marking the pocket while pocketing the 8-ball. Note: All infractions above must be called before the next shot is taken. Only the players involved may call an infraction.

#### **G. LEGAL SHOTS**

On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket any group ball, or (2) cause the cue ball or any other ball to contact a rail.  
(There are two groups of balls : stripes and solids)

**PLEASE NOTE:** It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, any group ball must be pocketed, or the cue ball or any other ball must contact a rail.

“SAFETY” SHOT: For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring “safety” in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a safety to his opponent. If this is NOT done, and one of the shooter’s object balls is pocketed, the shooter will be required to shoot again. Any balls pocketed on a safety shot remain pocketed.

## H. FOULING

All fouls must be called and acknowledged before next shot is taken. (exception: scratching)

The following results in fouls:

1. Failure to make a legal shot as noted above.
2. Shooting the cue ball into the pocket or off table.
3. It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls. The incoming player receives (cue ball in hand behind the headstring).
4. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
5. Shooting without at least one foot touching the floor.
6. Coaching is a foul. Any member of a team called for coaching will result in a foul on the team member shooting.
7. Object Ball Frozen To Cushion Or Cue Ball. This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either:
  - A) A ball being pocketed, or;
  - B) The cue ball contacting a cushion, or;
  - C) The frozen ball being caused to contact a cushion attached to a separate rail, or;
  - D) Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of those four requirements is a foul.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

8. ACCIDENTALLY moving or touching any ball is not a foul unless: 1) the moved ball is the cue ball or 2) a moved ball makes contact with the cue ball or 3) a moved ball that is jumped off the table or pocketed or causes any ball to be jumped or pocketed. (exception to #3: If the 8-ball is jumped off the table or pocketed it is loss of game if called by the opponent before the next shot is taken). Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul.
9. Picking up or shooting the cue ball while any balls are still in motion is a foul.
10. Push shots and or double hits will be considered fouls.
11. With cue ball in hand, touching any object ball with the cue ball is a foul or touching any object ball with your hand while touching the cue ball is a foul.
12. When the slow play rule is enforced taking longer than ONE MINUTE between shots is a foul.
13. Jumping object balls off the table.
14. After a scratch on a legal break, if a player positions the cue ball completely and obviously outside the kitchen and shoots it is a foul.
15. If your opponent commits a foul and you do not receive his/her acknowledgement of such foul prior to touching the cue ball you have committed a foul. (exception: scratching)
16. Illegal jumping of ball.

## I. PENALTY FOR FOULING

1. Only the players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the headstring except on opening break or immediately after a foul on the break).
2. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.

## **J. PROTEST PROCEDURE**

1. Only the team captain has the authority to protest.
2. A protest must be given to the League president in writing within 48 hours after the match. It must be handwritten and placed in the envelope with the score sheet including a \$20 protest fee.
3. The League president has the right to disregard any protest not properly presented, such as phone call or personal contact, before the protest is presented in writing.
4. A game may be played and finished under protest, which may alleviate the original protest.

## **K. FORFEITS**

1. There will be a 15 minute grace period allowed after which there must be 3 players present to start a league match. This may be extended ONLY if both team captains are in agreement. IMPORTANT: Random forfeits will not be awarded full points for the team in attendance. Should a team random forfeit a match, that team will receive 0 points for the match and the attending players/team will receive their average points for the forfeit match (as done in folded team adjustments). Estimates will be sent out regularly in the weekly packages.

## **UNSPORTSMANLIKE CONDUCT**

1. Unsportsmanlike conduct is automatic disqualification.
2. Two basic types:
  - A. One warning before disqualification.
  - B. Immediate disqualification.

---

## **GENERAL DEFINITIONS OF POCKET BILLIARDS**

**STRIKING CUE BALL.** Legal shots require that the cue ball be struck only with the cue tip.

**POCKETED BALLS.** A ball is considered as a pocketed ball if, as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains there. A ball that rebounds from a pocket back onto the table is not a pocketed ball.

**POSITION OF BALLS.** The position of a ball is judged where its base (or center) rests.

**FOOT ON THE FLOOR.** It is a foul if a player shoots when at least one foot is not in contact with the floor. Foot attire must be normal in regard to size, shape and the manner in which it is worn.

**KITCHEN DEFINED.** The headstring is part of the kitchen. If the base of an object ball is dead center on the headstring, the ball is not playable. This will apply on a scratched cue ball on the break. Likewise, the cue ball when being put on the headstring; it must be behind it.

**FOULS BY DOUBLE HITS.** It is a foul if the cue ball is struck more than once on a shot by the cue tip (such shots are usually referred to as double hits). If, in the referee's judgment, the cue ball has left initial contact with the cue tip and then is struck a second time in the course of the same shot, it shall be a foul. (note: this can be a difficult call in officiating, because on shots where the distance between the cue ball and the object ball is very short, the referee must judge whether the cue ball had time to move out of contact with the cue tip prior to being impeded and then propelled again by the follow through of the stroke. Nonetheless, if it is judged by virtue of sound, ball position and action and stroke used that there were two separate contacts of the cue ball by the cue tip on the stroke, the stroke is a foul and must be so called.

**PUSH SHOT FOULS.** It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such shots are usually referred to as push shots). With a cue ball and object ball frozen, shooting the shot from any angle other than at least 45 degrees above, or at least 45 degrees to the right or at least 45 degrees to the left of center from the straight line of the frozen balls is a foul and must be so called.

**JUMPED CUE BALL.** When a stroke results in the cue ball being a jumped ball, meaning jumped completely off the pool table on the floor, the stroke is a foul. The cue ball may leave the playing surface and return, which is not considered a foul.

**ILLEGAL JUMPING OF BALL.** It is a foul if a player strikes the cue ball below center ("digs under" it) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such "jumps" are not considered fouls on their face; they may still be ruled foul strokes, if for example the ferrule or cue shaft makes contact with the cue ball in the course of the shot.

**PLAYER RESPONSIBILITY FOULS.** The player is responsible for chalk, bridges, files and any other item or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such item make contact with a cue ball.

**BALLS JUMPED OFF THE TABLE.** Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rail surface, floor, etc.) are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped ball if they return to the bed of the table under their own power and without touching anything not a part of the table. The table shall consist of the permanent part of the table proper. (Balls that strike or touch anything not a part of the table, such as the light fixture, call pocket disc, chalk on the rails and chalk on the wood cushions tops, shall be considered jumped balls even though they might return to the bed of the table after contacting items which are not parts of the table proper).

**BALLS MOVING SPONTANEOUSLY.** If a ball shifts, settles, turns or otherwise moves "by itself" the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket "by itself" after being motionless for three seconds or longer shall be placed as closely as possible to its position prior to falling and play shall continue.

**SPOTTING BALLS.** A single ball is placed on the foot spot; if more than one ball is spotted, they are placed on the long string beginning on the foot spot and advancing toward the foot rail.

**JAWED BALLS.** If two or more balls are locked between the jaws or side of the pocket, with one or more suspended in air, the referee shall inspect the balls in position and follow this procedure; he shall visually (or physically if he desires) project each ball directly downward from its locked position; any ball that, in his judgment, would fall in the pocket if so moved directly downward is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed. The balls are then placed according to the referee's assessment, and play continues according to specific game rules as if no locking or jawing of balls had occurred.

**NON-PLAYER INTERFERENCE.** If the balls are moved (or a player is bumped such that play is directly affected) by a non-player during a match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. If the match is officiated, referee shall replace the balls. This rule shall also apply to "act of God" interference, such as earthquake, hurricane, light fixture falling, power failure, etc.

**PLAY BY INNINGS.** Players alternate turns (innings) at the table, with a player's inning ending when he either fails to legally pocket a ball, or fouls. When an inning ends free of foul, the incoming player accepts the table in position.

**OBJECT BALL FROZEN TO CUSHION OR CUE BALL.** This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either:

- A ball being pocketed, or;
  - The cue ball contacting a cushion, or;
  - The frozen ball being caused to contact a cushion attached to a separate rail, or;
  - Another object ball being caused to contact a cushion with which it was not already in contact.
- Failure to satisfy one of those four requirements is a foul.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

**PLAYING FROM BEHIND THE STRING.** When a player has the cue ball in hand behind the string (in the kitchen), he must drive the cue ball to a point outside the kitchen before it contacts either a cushion or an object ball. Failure to do so is a foul.

**SLOW PLAY RULE.** Exaggerated slow play will be penalized. Certain moments during a game or type of game may require extra thought or concentration. However, continuously taking 1 to 3 minutes between shots is not acceptable. When your opponent abuses this rule, stop play. The team captains will assign a player to time your opponent for the rest of the match. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in a loss of game.

**SCRATCH.** Cue ball pocketed or knocked off the table.

**EIGHT BALL RUN OUT.** The ONLY time a player may achieve an ERO is in his FIRST approach, with ALL 15 balls on the table. If the breaker runs out and wins the game from the break, it is an ERO. If the breaker does NOT make any balls, his opponent will have a shot at an ERO. He MUST pocket his 7 object balls and the 8-ball WITHOUT a miss.

---

## WAL-MAC VNEA LEAGUE RULES SUPPLEMENT

**NEW PLAYERS** may be registered any time prior to the match starting. Send NEW PLAYER SIGN UP FORM with your score sheet. List player's full name on score sheet. Send registration fee (No cheques) in money envelope with player's name & amount paid on the back flap of the money envelope. After the 1st night of league play (week #1), new players will use the team average for their first match. **Players may be deleted for non-payment of fees.**

**SUBSTITUTIONS** are not allowed in regular league play. Substitution rule only applies in Championship Tournament play when no averages or feat tracking are used.

**WEEKLY FEES** for all players - including forfeits - must be paid for by at least the following week of play. If dues are not paid, penalties against the team may be charged. The weekly collection envelope always stays at the bar where you are playing. Home team captain is responsible for getting and keeping the signed receipt for every match until after the prize envelope has been picked up at the end of the season. The league CANNOT ACCEPT CHEQUES.

**REFEREE** Team Captains act as referee only when asked by the competing players. The opposing team captain will make a ruling only after the player calls a foul. *ONLY the players involved may call foul.* It is the opposing player's responsibility to call a referee to witness any shot that he/she thinks is questionable before the shot is made. Play must stop until a referee arrives when called.

**QUALIFYING WEEKS** A minimum 8 weeks of play with a team is required to compete with that team at the Wal-Mac Championships. Shorter season leagues may have different qualifying requirements. There will be NO EXCEPTIONS to the qualifying weeks rule. MAKE SURE all of your players have the required weeks and know when the league championships are so you can field a full and qualified team. Your teams share of the prize fund is based on your tournament result so it is critical that you participate. *NOTE: VNEA International Championships in Las Vegas requires 12 weeks of league play; WCVNEA Championships and BCA Championships requires 8 weeks of league play.* **YOU MUST SHOW UP AND PLAY ALL YOUR MATCHES FOR THE NIGHT TO QUALIFY FOR A WEEK OF PLAY. YOU WILL NOT GET CREDIT FOR A WEEK IF YOUR NAME IS ON THE SCORE SHEET BUT DO NOT PLAY!**

**LATE / MISSING / INCOMPLETE SCORE SHEETS** Score sheets MUST be in a Wal-Mac Drop box on the night of play or FAXED to 466-2910 **BY NOON THE NEXT DAY.** Failure to comply will result in the following penalties against the home team or the team in attendance in case of a forfeit. 1st offence: written warning, 2nd offence: 1 round point penalty per week, 3rd offence: 40 or 50 points deducted (the equivalent to 1 round point), more than 3 offences could result in expulsion from the league or Championship Tournament.

**DIVISIONAL TRIPS** are awarded to the team with the MOST TOTAL POINTS (balls sunk) after final stats. All other awards/placements are based on ROUND POINTS after final stats.

**UNSPORTSMANLIKE CONDUCT & COACHING** are difficult to call. Avoid direct & indirect coaching (hand signals, body language etc.) chatting with team members during your game etc. Wal-Mac league play encourages FUN, competitive play and exemplifies good sportsmanship.

**TEAM ROSTERS** ALL Wal-Mac players are considered 'regular' players. There are no designated "subs". MAXIMUM 8 players per team roster. If more than 8 players are registered, a player must be deleted. Players will only be deleted by phone and by the team captain only. **If names are not given to the league office for deletion, the league will delete players at random to make room.** THINK before deleting a player. Once deleted, (this also applies to players from folded teams) that player CANNOT sign up with your team again, their stats are deleted and cannot be retrieved. Under special circumstances where a player has participated on a team for 3 or fewer weeks prior to December 31 and will no longer be used as a rostered player for this team, he/she can be deleted to play on another team. Team Captains must contact the league office for approval prior to adding this player to their roster, failure to do so could result in a penalty for an illegal player. Please note that this individual will start as a new player and prior averages or weeks of play will not be carried forward.

**Players may NOT play for more than one team in the SAME LEAGUE. Players who compete in different leagues can participate in more than one tournament draw at the Championship tournament. (see details regarding blocking games in your season-end tournament package)**

**REGISTRATION FEES** must be paid for all players BEFORE they play. Registration is to be paid for each player in each league they join. VNEA & BCA fees (depending on which league you play in) are paid once but the league registration portion **(\$10) must be paid for every League joined.**

**TEAM PACKAGES** are at the location of play every week with the HOME team's name on the front. It is the RESPONSIBILITY **of BOTH captains to READ all information in and on this package**, inform all players of this information and adhere to the League schedule and inform players of match locations.

**RULING PROCEDURE** During League play, a player may only ask his opponent for clarification. Should a dispute arise, the players may ask their respective opposing team captains for a ruling. Be advised that the onus is on the PLAYERS and CAPTAINS to settle disputes. TEAM CAPTAINS **MUST HAVE THEIR RULE BOOKS AT EVERY MATCH.**

**FORFEITS** There is a 15 minute 'grace period' after which there must be 3 players present to start a match. Captains may choose to waive the 15 minute grace period due to extenuating circumstances. Absent players receive 0 points for each game in which they are absent. FILL IN NAMES on score sheet (no blank name spaces) and award the players present with points EQUAL to their PLAYER AVERAGE and credit for each win against the absent player. The TEAM receives 10 points per game won on a forfeit (middle of the score sheet). If a scheduled player arrives late, they may play the games in the following rounds where their position has not been by-passed. IMPORTANT: Random forfeits will no longer be awarded full points for the team in attendance. Should a team random forfeit a match, that team will receive 0 points for the match and the attending team will receive their player/team average for the forfeit match, as done with folded teams. Estimates will be sent out in the packages regularly. The amount of cash prize awarded to each team is determined by their placement in the Championship Tournament for their league. Teams forfeiting part or all Championship Tournament matches will finish in the last place spot of their Tournament Draw and will forfeit ALL prize money. **Teams forfeiting more than 3 matches can/will be deleted from the league schedule. ALL PLAYERS registered on that team will be deleted from ALL TEAMS THEY PLAY ON.**

ADMINISTRATIVE INFORMATION (schedules, stats, team/player info) available **TUESDAY OR THURSDAY between 9am and 2:00pm from the league office.**

ANY abuse, profanity, derogatory comments and/or yelling at any League Representative may result in expulsion from the League and/or further penalties.