



San Francisco Tavern Pool League

Telephone:
LOG-POOL
(415) 564-7665
www.sfpool.com

Fall 2009

RULES

The non-profit San Francisco Tavern Pool League is dedicated to promoting the integrity of the sport of amateur pool in San Francisco. Paramount to that integrity is the practice by its membership of good sportsmanship and civility at all times toward opponents and host locations.

ALL BARS MUST POST THE RULES OF 8-BALL PLAY, PLAY SCHEDULE, AND ANY COMMUNICATION MAILED TO THE BAR ON THE WALL NEAR THE POOL TABLE. ALL BARS AND TEAM CAPTAINS MUST AGREE TO ADHERE TO THE TERMS AND CONDITIONS OF THE LEAGUE.

TERMS AND CONDITIONS OF MEMBERSHIP

A: TEAM MEMBERSHIP

1. **TEAM MEMBERSHIP DUES:** Dues are paid by the tavern for each team it sponsors.
2. **APPLICATION FOR TEAM MEMBERSHIP:** Must be completed and returned by deadline on form.
3. **TAVERN'S EQUIPMENT:** A pool table maintained in reasonably good condition for play, with adequate playing space; a bridge or "crutch;" a short cue stick, if play area has short spots; tip and hand chalk; and a cue ball about the same size as the object balls.
4. **OPEN POOL TABLE, or QUARTERS PROVIDED** by the tavern, for all League matches.
5. **PRACTICE TIME PROVIDED** for the 5 matches during the season, which are played at the home tavern. The table should be closed to the public at 6:30 P.M. if the home team players want to practice. Visiting team practices from 7:00 to 7:30 P.M. Players pay for their own practice time. Match play begins at 7:30 P.M.

B: DUTIES OF TEAM CAPTAINS

TEAM CAPTAINS ARE RESPONSIBLE FOR REVIEWING THE ACCURACY OF THEIR TEAMS' STATISTICS EACH WEEK, INCLUDING MATCHES WON AND LOST AND INDIVIDUAL PLAYER STATISTICS. CAPTAINS MUST NOTIFY THE BOARD

AS SOON AS POSSIBLE IF THEY SEE ANY ERRORS IN THE PRINTED STATISTICS.

1. **ATTEND GENERAL MEETING** as posted or notified or send a representative. All captains must attend the general meeting. There is usually one meeting per season.
2. **FILL OUT TEAM ROSTER FORM:** The captain must send the SFTPL the name, mailing address (including Zip code) and phone number of each player on the team with the first score sheet. As new players are added during the League season, the captain must write the name, address and phone for the new player(s) on the bottom of the score sheet. Player addresses and phone numbers are confidential. They are used only to make up a master roster of the membership to use for general mailings, allowing all players to receive notice of parties and events. If a player moves during the season, please note on the bottom of a weekly scoresheet the new address.
3. **SUBMITTING INFORMATION TO THE SFTPL:** Team rosters must be submitted at the beginning of the season and match scores must be submitted immediately after the match. Score sheets must be received by noon on Thursday. You can submit score sheets by any of the following methods:
 - (a) Score sheets can be mailed to SFTPL, P.O. Box 471732, San Francisco, CA 94147. Please see below for special procedures for submitting results by mail.
 - (b) Score sheets can be faxed to 415-346-9192
 - (c) You can email the results of a match to lowleft@comcast.net. If you are submitting results by email you must include all pertinent info including individual player results for both teams, table runs and 8 ball breaks, and any roster additions/changes. You are also required to maintain a copy of the signed score sheet in case a dispute should arise at a later date.
 - (d) In order to meet the deadline, teams who are submitting results by mail may call in match results only to (415) 346-9140 immediately following the match. Please make sure to identify yourself, your team, and the final score (Skip's 6, Expansion 9). You must also submit a copy of the score sheet by mail.
 - (e) All playoff results must be called in as soon as possible after the conclusion of the match (playoff results for the first week of a playoff series must be called in the first week, results from the second week of a

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- playoff series must be called in the second week).
IF NO RESULT IS CALLED IN BY 10:00am ON THE THURSDAY OF A PLAYOFF MATCH, NEITHER TEAM WILL ADVANCE.
4. CALLING IN SCORES: If a team has to call in a match score, they should just call the match results only then mail or fax the complete score sheet.
 5. PENALTIES FOR MISSING SCORESHEETS: Players who play for any team with one or more missing score sheets will not be eligible to play in mid or end of season tournaments until the score sheets have been received. Missing score sheets can be submitted at the time of the tournament to allow players to participate. Players from teams with missing scoresheets will not be eligible for top ten consideration at the end of the season.
 6. A PLAYER IS LIMITED TO ONE TEAM (ONE DIVISION) PER NIGHT PER SEASON, either as regular or substitute. For example, if you play for any Monday team one week, you may not play for any other Monday team for the remainder of that season. ANY PLAYER WHO VIOLATES THIS CONDITION OF SFTPL MEMBERSHIP WILL BE SUSPENDED FROM LEAGUE PLAY FOR THE REMAINDER OF THE SEASON ON ALL NIGHTS, ALL DIVISIONS AND ANY PLAYOFF MATCHES, AND ANY GAMES WON AFTER THE VIOLATION MAY BE FORFEITED.
 7. PLAYER MUST BE 21 YEARS OLD and carry proof of age while in the tavern.
 8. TAVERN OWNER AND/OR TEAM CAPTAIN DECIDES WHO PLAYS ON THE TEAM. This is an amateur league, and players are not allowed to be financially compensated for playing. Any player or tavern that participates in this practice may be suspended or banned from the league.
 9. ALTERNATES PERMITTED: An unlimited number of players may be members of your team.
 10. FORFEITED MATCHES: If you know that you cannot play a match, you should try and reschedule the match with the captain of the opposing team. The captain of the opposing team is not obligated to agree to a request to reschedule. If no prior arrangement to reschedule is made and your team does not show up, you forfeit the match. If your team forfeits an "away" match, you will have to play the opposing team "away" the next time you are scheduled to play them. TEAMS THAT FORFEIT A MATCH WILL BE GIVEN 15 LOSSES FOR THE FORFEIT. THE TEAM THAT WINS BY FORFEIT WILL RECEIVE A FORFEIT WIN FOR THE MATCH BUT WILL NOT BE CREDITED FOR WINNING ANY GAMES FOR THAT MATCH.
 - (a) Any team determined by the Board of Directors to forfeit a match to try to affect the final standings and/or playoff eligibility within their division will be assessed a fine by the Board. Failure to pay this fine will render the team ineligible for the playoffs, and the team may face further sanctions, including suspension from the league in the following season.
 - (b) If a given bar cannot host a scheduled match for any reason (such as the bar is closed), it is the home team captain's responsibility to find a replacement host bar. We require the home team to find a bar that is a member in good standing with the SFTPL. When this is not possible, another bar can be chosen at the captain's discretion, and approval must be given by the SFTPL Board. The remaining home matches of the season must be played at this bar until such time that the home bar is reopened.
 - (c) Any match that needs to be re-scheduled from Weeks 1-5 must be played and reported before the start of Week 6 play. Any match that needs to be re-scheduled from Weeks 6-10 must be played and reported by the Sunday at the end of week 10. Captains should notify the league by leaving a message on LOG-POOL the fact that a match has been re-scheduled and the date and time that the match will be played. All re-scheduled matches will be played at the bar that was originally scheduled to host the match.
 - (d) IF A MATCH HAS BEEN RE-SCHEDULED TO A SPECIFIC DATE AND TIME, IT MUST BE PLAYED OR THE TEAM THAT FAILS TO PLAY AT THE RE-SCHEDULE TIME AND PLACE WILL SUFFER A FORFEIT LOSS.
 - (e) Playoff matches may only be rescheduled with the consent of the SFTPL Board.
11. CAPTAIN'S PACKAGE: Captains will receive a package at the beginning of each season which will contain all necessary information and forms, i.e. schedules, score sheets.
 12. INFORMATION FROM THE SFTPL IS POSTED TO THE LEAGUE WEBSITE (www.sfpool.com) WEEKLY, including:
 - (a) Statistics: results of matches, ranking of teams by win/loss, and player averages.
 - (b) Captains and/or bars may receive announcements about upcoming events, League schedules and other League news by mail throughout the season in newsletter format.
 - (c) Sponsor bars should show their team players the information they get in the mail from the league. CAPTAINS SHOULD REVIEW THE RESULTS AND STATISTICS TO ENSURE THEY ARE ACCURATE AND MUST REPORT ANY INACCURACIES TO THE LEAGUE AT THE EARLIEST POSSIBLE TIME. IT IS THE CAPTAIN'S DUTY TO ENSURE THAT HIS OR HER TEAMS' STATISTICS ARE ACCURATE.

To be kind to the environment, the league aims to reduce paper waste in every way possible. It is hoped that all captains can easily find access to the Internet. Most branches of the San Francisco Public Library provide free access to the Internet. The league will strive to provide statistics in formats friendly to cell phones, PDAs, and delivery via email to addresses provided by captains. Any captain who wishes to

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receive paper stats via US mail must pay a fee determined by the Board at the Captains' meeting at the beginning of the season.

C: SCHEDULING OF LEAGUE MATCHES

1. Teams consist of five (5) players, and can choose among the following nights to play:
 - a. Monday (Men or Women or Both)
 - b. Tuesday (Men or Women or Both)
 - c. Wednesday (Mixed - 3 Men/2 Women or 3 Women/2 Men)
2. A sponsoring tavern may enter one or two teams on any night (a tavern with two pool tables may have up to four teams on one night). No tavern can have two teams on the same night in the same division.
3. Spring season begins in March, and the Fall season begins approximately the first week in September. All seasons run 10 weeks, followed by playoffs between the top teams in each Division and the Master's Cup, President's Cup, and Player's Cup Challenges. Mid-season tournaments are held after the first five weeks of play. Each season ends with tournaments for League members, a party, awards presentation, and other events.
4. Each team plays 5 matches at the home tavern and 5 matches away. In certain scheduling situations this may not be the case and will be explained by the SFTPL Board of Directors at the Captain's Meeting before the start of the season.
5. Teams are placed in divisions according to their anticipated strength. The "A" Division is intended to be the strongest division. The primary factor in seeding is a team's prior season record. New teams will be seeded based on their anticipated strength. Teams will also have the opportunity to move up to a higher division if they played well in their division in the prior season. Likewise, the teams with poor records in their division will move down to a lower division.
6. Each match is 15 games using 5 players (or 25 games in 9-ball). A team may make a maximum of two substitutions during the match. Substitutions must be made prior to the beginning of the next set of 5 games and may not be made during the set. Once a player has been removed, he/she may not re-enter the match. The home team plays in the same order each round, and the visiting team rotates the players each round, so that no player plays against the same position twice per evening. If a player can't finish the match his unplayed game(s) are forfeited to the other team. If a player is not ready to play when it is his turn, he must forfeit that game. However, if a player comes in late and misses the first and/or second round, so his game was forfeited, it is OK for him to play the remaining game(s) that night. Wednesday teams must still have a 3/2 mix of players as described in item C.1 above.
7. Completed rosters are exchanged just before the match starts. Following the match, the white copy goes to the statistician, the other copy to be retained by the captain. The captain MUST list players' names in full at least first 5

games. It is frustrating for the Statistician to try to identify a player by "Joe" or "Shorty" or other nicknames. We have over 400 members.

8. **CHANGES TO MATCH ROSTERS AFTER EXCHANGE:** Once rosters have been completely filled out by both teams, it is not allowed to change the lineup, except under the following circumstances:
 - (a) The captains mutually agree that a change may be made.
 - (b) A mistake is noted in the rotation, as where the same position on one team is playing the same position on the other team twice, requiring changing the rotation of the away team. It is the responsibility of both captains to carefully review the rosters before play begins so that corrections can be made immediately.
 - (c) Substitutions as outlined in Section C, item 6.
9. The match can be played so long as 3 of the 5 team players arrive on time (7:30 P.M.) to start. Please allow teams up to 15 minutes to find parking, etc. However, the match should begin as soon as at least three players from each team are present. Play all 15 games of the match each night.
10. The Master's Cup, Player's Cup, and President's Cup matches between the Division Winners are the last matches of the season, held on Saturday, at the last season's championship tavern, to determine the championship between the Monday, Tuesday, or Wednesday teams for the league season. If a Cup match is scheduled to be played by a team that won a previous season's cup match, the location of the Cup match will be moved to a neutral match location, which will be decided upon by the Board of Directors.

D: TROPHY QUALIFICATIONS

1. The first and second place teams from each division will receive five individual player trophies at no charge. Additional individual player trophies can be purchased at a cost to be determined at the end of the season. Each team may determine for themselves the manner in which to allocate to team members the cost of additional trophies purchased.

E: PLAYOFF QUALIFICATIONS

1. Players must have played in at least nine games in the 8-ball division, or 15 games in the 9-ball division, ACCORDING TO THE PUBLISHED STATISTICS, to qualify to play in any playoff match for that team. CAPTAINS OF TEAMS GOING TO THE PLAYOFFS SHOULD REVIEW WEEK 10 DRAFT STATS FOR ACCURACY IMMEDIATELY AFTER THEY HAVE BEEN POSTED TO THE LEAGUE'S WEB SITE (www.sfpool.com) THE SUNDAY AFTER WEEK 10. ANY INACCURACIES MUST BE REPORTED TO THE BOARD PRIOR TO THE POSTING OF THE FINAL WEEK 10 STATISTICS ONE WEEK AFTER POSTING OF THE WEEK 10 DRAFT STATS.
 - A. Exceptions to the 9-game requirement are rarely granted

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but the board will consider requests for exceptions due to unusual circumstances before the final 10th week stats have been published to the web site. There will be no exceptions granted after the final 10th week stats have been published to the web site.

B. If one tavern has two teams competing against each other in the Master's, Player's or President's Cup, each team must have 5 unique and qualified players. If this cannot occur then the duplicate team from the night with the higher seed will advance to the Cup finals and the second place overall team from the competing night will advance in place of the lower ranked duplicate team. If both teams are the same seed, the team with the better record as determined by the Week 10 standings, will be the team that advances to the Cup finals.

2. The teams that qualify for the playoffs will be determined by the divisional standings at the conclusion of the final regular season match.
3. Divisional standings will be determined in the following order:
 - (a) Matches won.
 - (b) Percentage of games won.
 - (c) Matches won in head-to-head play.
 - (d) Total games won in head-to-head play.
 - (e) Coin flip.
 - a. A team will receive 1 match win and 0 games won for a forfeit win. A TEAM WILL RECEIVE 1 MATCH LOSS AND 15 GAMES LOST FOR A FORFEIT LOSS.

4. Playoff procedures

Each round of the playoffs (except the Master's, President's, and Player's Cups) consists of two matches, one home, one away. The first match is played at the home bar of the lower seeded team (with some exceptions when a bar has more than one team on a night advancing to the playoffs, sometimes a lower division high seed will play at home the first week.). The first week of each round of playoff play consists of a regular match except play ends when one team reaches 8 games (there is no need to play all fifteen games). The second week, at the home bar of the higher seeded team, is same as the first except if the teams are tied one match each at the end of the match, the teams immediately play one set of five games that ends when one team wins three games (race to three). Playoff scores must be reported by both teams immediately after each week's play. If playoff match results are not reported by the Thursday 10 AM deadline each week of the playoffs, neither team will advance.

The Master's, President's, and Player's Cups are played at the bars that won the respective Cups the previous season. The Cup matches are played on the Saturday immediately after the final round of playoffs. All matches begin play at 3:00p.m., with the home team practice starting at 2:00p.m. and the away team practice starting at 2:30. The team who had the better regular season record is considered

the home team. Please note that you cannot change the day or time of Cup play without Board approval and that the Board will only approve of changes in the schedule under rare circumstances. The Player's Cup will consist of the Wednesday overall winner and either the Monday A/B overall runner-up or the Tuesday A/B overall runner-up, to be determined based on the regular season statistics as outlined in section E.3. The Monday or Tuesday team may not be similar to any other team vying for another cup. Should this situation arise, the board reserves the right to select an alternate team.

Cup play proceeds like a regular playoff match except that it is one race to 13 games. Each team must fill out and exchange line-ups for 25 total possible games (5 sets of 5 games). Each team can make up to two substitutions of qualified players during the match. In the unlikely event that one of the Cup matches does not conclude on the scheduled Saturday afternoon/night, the two captains must decide on a mutually convenient time to continue the match. The only restriction is that the match must be completed no later than the following Sunday night. Should the captains not be able to decide on a mutually convenient time, a coin toss will decide the winner.

8 BALL RULES OF PLAY

SPORTSMANSHIP

Sportsmanship is simply treating your teammates and opponents with courtesy and respect. By following a few simple guidelines you can help ensure everyone gets the most out of their league experience:

1. Know the rules
2. No "Sharking". Sharking is any act designed to upset your opponent or disrupt their concentration at any time during the game. Examples of sharking are using profanity, sarcastic comments, refusing to acknowledge an obvious foul, standing close to your opponent's line of vision, unreasonable delays during shooting, or creating sudden noise.
3. Resolve disputes the right way. Refer to the rules whenever there is a dispute.
4. Respect your host and their equipment.

IF A SHOOTER BELIEVES A PLAYER IS ENGAGING IN UN-SPORTSMANLIKE CONDUCT, THE PLAYER SHOULD BE CAUTIONED AND A FOUL CAN BE CALLED FOR REPEATED CONDUCT. THE CAPTAINS OF BOTH TEAMS SHOULD BE NOTIFIED IF A WARNING HAS BEEN ISSUED.

The tavern owner or bartender has the right to remove from the premises any player whose conduct disturbs the peace of the premises. The offending player shall forfeit all games for that evening, which are not completed prior to their removal from the premises. Any player involved in illegal activities, such as

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gambling, is subject to suspension by the Board.

THE RACK: Head Ball on the foot spot, the eight ball in the middle, and a ball from each group on opposite foot corners.

OPENING BREAK: The home player flips a coin; the visiting player calls the flip. The winner of the flip has the option to break or rack. The 8-ball pocketed on the break is a win (including on a re-rack): The 8-ball pocketed with foul on break is a loss of game. Breaking shooter, with cue ball behind the head string, must either 1) pocket a ball, or 2) drive four numbered balls to a rail. If the shooter fails to make a legal break, the opposing player may either elect to shoot the balls as they are, or have the balls re-racked and break them themself.

OPENING BREAK/CHOICE OF GROUP: The choice of stripes or solids is not determined on the break even if only one ball is pocketed. The table remains open until a player legally pockets an object ball from one group. Any ball, including the 8-ball, may be used for a combination shot while the table is open. The player may ask captain or referee if table is open without using a time-out.

LEGAL SHOT: On all shots except the opening break, the shooter must hit a legal object ball (when the table is open any colored ball, including the 8-ball, is a legal object ball) and then 1) pocket a numbered ball, or 2) cause the cue ball or any other ball to contact a rail. If a ball balanced on the lip of a pocket falls into the pocket before the cue ball is struck by the next shooter's cue and assuming the table is not bumped or jostled by the incoming shooter, the first player may continue at the table, subject to rules concerning the 8-ball below.

FOULS: After all fouls the player may take the cue ball in hand anywhere on the table to position it for the next shot, except after a foul or scratch on the opening break shot in which case the shot must be taken from behind the head string. The cue ball may be moved by hand, ferrule or shaft of the stick, but not the tip of the stick.

The following are fouls:

1. Failure to execute a legal shot as defined above.
2. A scratch shot: cue ball falling into a pocket or over the edge off the table.
3. Touching any ball with the cue ball during a time-out, or with ball in hand.
4. Shooting without at least one foot touching the floor, except where the tavern fails to provide a working bridge.
5. Moving or touching the cue ball by means other than a legal play. NOTE: (1) double hit on the cue ball is a foul. (2) touching the cue ball with the tip of the stick without executing a legal shot constitutes a foul.

Judging Double Hits. If the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball or a rail, the shot is a foul. When the distance between the

cue ball and the object ball is less than the width of a chalk cube, captains or other persons designated to watch the game should pay special attention. The following guidance may apply: if the cue ball follows through the object ball more than 1/2 ball, it is a foul.

If the cue ball is frozen to the object ball prior to the shot, the player may shoot toward it, providing that any normal stroke is employed.

6. Jumping the cue ball over another ball by striking the cue ball below its center.
7. Deliberately moving any ball that clearly may alter the game will be considered a concession of the game. (Examples include stopping the 8-ball from going into a pocket, stopping the cue ball from hitting a ball....).
8. Touching or interfering with any ball while it is moving on the table (see "Object balls accidentally moved" and "Loss of Game, item 7" below).
9. Coaching.
10. Unsportsmanlike conduct after a warning has been issued.

RULES CLARIFICATIONS: A rules clarification may be requested in the presence of both captains by a player during their game without using a time-out.

OBJECT BALLS ACCIDENTALLY MOVED: If an object ball is touched or accidentally moved during a player's turn, it is a foul if

- 1) the moved ball hits any other ball on the table
- 2) the moved ball, in its original position, would have been struck by a ball in play

In all cases of accidentally moved balls, the opposing player has the option (if he/she requests) to return the ball(s) to its original position. It is the responsibility of the opposing player to request that moved ball be addressed.

Also, if a ball other than the cue ball is touched or accidentally moved by any team member during a time out, the opposing player has the option to return the ball to its original position.

OUTSIDE INTERFERENCE WITH SHOOTER: It is the captain's and each player's responsibility to keep bystanders away from the playing area and otherwise protect the shooter from being bumped or jostled while shooting. However, when shooting the 8-ball, if the player is bumped during the stroke and this causes a foul, the balls shall be repositioned as they were and the shot taken over.

OBJECT BALLS JUMPED OFF TABLE: If an object ball is jumped off the table, it is a miss and loss of turn, not a foul. Balls jumped off the table from the opponent's group will be pocketed. Balls from the shooter's group will be spotted on the foot spot.

SPOTTING BALLS: Balls are spotted on the foot spot, as close as other balls permit, frozen to any object ball, but not the cue ball.

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FROZEN BALLS: When an object ball is frozen to the rail, or the cue ball, the cue ball must contact the frozen ball first and then 1) pocket the frozen ball or any other object ball, or 2) drive the cue ball or another object ball to a rail. It is the opposing player's responsibility prior to the shot being taken to call the intended ball frozen; if the opposing player fails to do so, the ball will be deemed not frozen. This rule applies only to the ball the shooter obviously intends to hit first; all other balls on the table are considered not frozen.

MARKING THE 8-BALL POCKET: The shooter must designate the intended pocket by placing a marker next to it. The marker does not have to be "moved" if it is already next to the pocket from a previous attempt. Caroms, kisses or banks do not need to be called. Pocketing the 8-ball in an unmarked pocket results in loss of the game. The shooter's team members, members of the opposing team, or bystanders, may remind the shooter to mark the pocket when they are shooting the 8 ball. Reminding the shooter to mark their pocket is not coaching. However, telling the shooter which pocket to mark is coaching.

OPTION TO SPOT THE 8-BALL: If a player commits a foul and the opponent is then left with none of their group of balls on the table, the opponent has the option of either 1) taking the cue ball in hand anywhere on the table, or 2) spotting the 8-ball on the foot spot and taking the cue ball in hand behind the head string.

LOSS OF GAME: Any of the following results in loss of game:

1. Pocketing the 8-ball while committing a foul, or with cue ball scratch.
2. Pocketing the 8-ball when it is not the player's legal object ball, or on the same stroke as the player's last ball.
3. Jumping the 8-ball completely off the table.
4. Pocketing the 8-ball without marking the pocket.
5. Pocketing the 8-ball in a pocket other than the one marked.
6. When the 8-ball is the object ball, a cue ball scratch or jumping the cue ball off the table.
7. Deliberately moving any ball that clearly may alter the game will be considered a concession of the game. (Examples include stopping the 8-ball from going into a pocket, stopping the cue ball from hitting a ball...)
8. If a player concedes, he or she loses the game. If a player attempts to unscrew his jointed cue stick during the opponent's turn, it will be considered a concession of the game.

TIME-OUT: Each player is permitted one time-out per game, for a period not to exceed two minutes, in order to seek advice from team members. A time out may only be called by the player at the table, not the captain or other team member. All team members, whether playing or not, may talk to the player during a time-out. While we encourage all teams to allow their opponents some leeway, excessively long time-outs may be considered unsportsmanlike conduct.

NO COACHING: When the player's turn commences (and it does so immediately when the opponent's turn ends) team members, captain and spectators may not talk to, advise, or discuss the shot strategy. However, general words of encouragement such as "take your time," "run out," or "nice shot," do not constitute coaching. Please note, also, that a casual reference to the match by an unaware spectator or bystander does not constitute coaching. The captain should warn that person to refrain from making any further comments to the shooter at the table.

CALLING FOULS/REFEREES: The two captains referee the regular season matches. The job of watching the table may be delegated to anyone on that night's team roster, at any time (so that no person need watch all the games). The captain must let the opposing captain know who is assigned to watch the table. However, it is not coaching or interference if anyone else, including a bystander, calls a foul before either of the two players or captains (or designated referees). The shooter may ignore a foul called by anyone not entitled to call a foul unless it is subsequently called by someone who is entitled to call it. A foul must be called and resolved before play resumes. Ignoring a foul is unsportsmanlike conduct.

PROTESTED GAMES: Team captains are expected to resolve all disputes between the teams. The next shot should not be taken until a dispute has been resolved: if an agreement cannot be reached, the game should be stopped at that time and replayed immediately. If a captain refuses to replay the game, a formal protest must be noted on the score sheet with a complete statement concerning the protest submitted with the score sheet to the SFTPL. The opposing captain should furnish their viewpoint on the score sheet. However, if the two players involved agree to replay the game, the captains may not submit protests to the league. The SFTPL Board orders replays on any protested game except where 1) the facts surrounding the protest can be clearly supported in the Rules, 2) clearly unsportsmanlike conduct has occurred, or 3) where a team has created an argument solely to take advantage of replay. Protested games must be reported to the SFTPL Board within 24 hours of the match.

MARKING TABLE: It is not appropriate to use chalk, saliva or other markers to line up a shot. If this occurs, the opponent is free to pick up the chalk or erase any mark and caution the shooter that this constitutes unsportsmanlike conduct. If this action continues after warning, the opponent has the option of the remedies specified above.

FRAUD: If a member commits a fraud upon the SFTPL (such as playing under a false name or knowingly signing a score sheet containing a false name), the member shall be suspended for the remainder of the season, or longer, if appropriate.

STALEMATED GAME: If, after 3 consecutive turns at the table by each player (6 turns total), both players agree that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again.

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