

**METRO POOL LEAGUE**  
**REGULATIONS**  
Adopted 1991; Last amended 2025

**ROSTERS**

- The maximum number of players on a team roster shall be determined by the Board of Directors at the start of the league season.
- The final player roster for each team shall be submitted to the Statistician no later than a date to be set by the Board of Directors at the start of the league season. Players may be added or deleted before the cutoff date at the discretion of the individual team.
- Player's who leave one team to play for another before the roster cutoff date will have their individual player statistics carried with them.
- Players may only be added to the roster after the cutoff date by making formal application to, and receiving approval from, the Board of Directors at any league meeting.

**SCORESHEETS**

- The score sheets approved by the league shall be used to record the results of games played each week.
- Score sheets should be completed in full, with a copy forwarded to the league Statistician by text or email, and the original retained by the team for their own records.
- It will be deemed appropriate to text or email the score sheet to the Statistician without having to submit the original. However, the original score sheets will be used to settle any dispute that may arise from any night of play, and so should be kept by the team, or handed in to the Statistician at the next league meeting.
- Score sheets are in two sections - the top four players play for one point per game, while the bottom four players play for two points per game.
- Names entered on the score sheet are to be printed clearly, using full first names and surnames.
- Mark a "W" for a win and an "L" for a loss in the appropriate box corresponding to the game played.
- Points are totaled for each round, with the final total of all four rounds indicated at the bottom of the score sheet.
- Scores should be verified and score sheets signed by a representative of each team at the end of play each night, both at home and on the road.
- The combined total score from the home team and the away team is the team's overall score for that night of play.

**NIGHTLY PLAY**

- Each club shall have two sides to their team - one to host (home team) and one to visit (road team). A full team shall consist of sixteen players, eight to each side.
- Players may interchange between sides of their respective club, except on the same night of play.

**START OF PLAY**

- League play is scheduled for a 7:30pm start. A grace period of not longer than fifteen minutes may be requested by a representative of either team to ensure that all players are in attendance prior to commencement. It should be noted that the granting of the grace period is a courtesy, not a necessity. Regardless, play should commence on time, working around the late player as necessary.

**ORDER OF PLAY**

- The order of play shall follow rotation (round robin) within each of the 1-point and 2-point sections. Each player in the 1-point section will play each player on the opposing team's 1-point section one game. The same applies for the 2-point section. This applies regardless of full or partial teams.

**PLAYING SHORT**

- No forfeits are given for teams playing short as there is no minimum number of players required. If there are only three players in attendance, then the team plays five players short.
- If a team is playing short, player shortages must be taken from the 1-point section first. Only if the team is short five players can players be taken from the 2-point section.
- Teams have until the end of the first round for players to appear to fill their score sheet, or else all games for no-shows will be forfeited to the opposing team. Other arrangements for the late player(s) to play all four games may be made with the agreement of both team captains.

- Where a team is short one or more players, the team shall forfeit four points per 1-point player short and eight points per 2-point player short. Each player on the opposing team shall be credited with a win as those games come up.
- If a team has a 2-point player who is late in arriving for play, then a 1-point player should be held back until nearing the end of the first round. If by then it is determined that the 2-pointer will be a no-show, the 1-point player can be dropped into the 2-point slot. By doing so, the team will only lose four points for the shortage of a 1-point player. However, if all the 1-point games have been played, then the 2-point slot must remain empty and the team will lose eight points for the loss of those four games.
- Where both teams are short players, the captain of each team will designate one player who is on the score sheet that night, either a 1-point player or a 2-point player, to play off for the team points only. These extra games will not be credited to the player's individual statistics.

### **PLAYING OUT**

- Players who wish to play out all or some of their games must ask and receive permission from the opposing team to do so. This practice is occasionally necessary due to work scheduling or other commitments, and is generally allowed, especially if it keeps a team from having to play short. However, it should be noted that teams allowing players to play out their games do so out of courtesy, not necessity.
- Players can only play in one pool league on league night, including regular season and playoffs. If a player is not in the club to play their games for this reason when their name is called to play, the player will lose that game and any of their subsequent games yet to be played on that night.

### **RULES OF PLAY**

- The rules adopted for league play should be available to either team on any night of league play.
- If a question arises about any rule, then a representative from each team should be called to make a judgment or interpretation on the question. If the teams cannot agree, then a member of the Executive should be contacted for clarification.

### **LEAGUE DUES**

- Collecting dues is the responsibility of the individual teams. League dues shall be deposited or transferred from each individual team to the league bank account or Treasurer at intervals set by the Board of Directors at the start of the league season.

### **LEAGUE CHAMPIONSHIP**

- The league winners are determined to be the team with the best overall win/loss record at the end of regular season play. Teams are awarded two points for a win, one point for a tie, and no points for a loss. The team with the highest win/loss point total wins the league. If a tie occurs, it is broken thus – first by win/loss record; second by most team points; and third by head-to-head result.

### **PLAYOFF TIES**

- Playoffs are a two-night total point affair and can possibly end in a tie at the end of the second night of play. Should this occur, then an extra overtime round will be played. The teams will replay the first round of the second night with the same team breaking as what broke in the first round. If, after both the home and road teams have completed the first round of overtime the two teams are still tied, then a second overtime round will be played, and so on until a winner is determined.