



Midwest Players League

MASTER RULE BOOK FOR COED, MEN'S, WOMEN'S, MIXED
NORTH & 4-MAN ROUND ROBIN DIVISIONS

September 2024

Additions/Revisions Include:

- **NEW** - Change of age requirements for league participation – page 1
- REVISION - Men's A Division will no longer call their pocket. This will apply only to Mixed North A Division – page 2
- **NEW** - All divisions go to open after the break – page 2
- REVISION - Clarification on runs from the break and after the break – page 3
- REVISION - Fouls – Update on disturbed balls – page 4
- **NEW** - Fouls – Addition of rule requiring shooter to take all shot using the tip of their stick. You may not shoot or break with the butt of you stick.

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Midwest Players League's mission is to represent the bar owners, captains, and players equally and fairly to make pool league fun and competitive. Good sportsmanship and respect for all shooters, sponsoring bar owners and establishments is required. Win with grace, lose with dignity. Complaints against you can lead to a loss of points for that night, suspension, or being banned as a player dependent on severity and/or number of occurrences. It will be at the league operator's discretion to act in the best interest of the league in any events of verbal abuse of others. Physical contact issues are automatic suspension.

GENERAL RULES

1. A team is allowed 10 active players on their roster at any one time. If you add a new player after that you must remove a player by writing which player you want to drop, on the bottom of score sheet. Players added to a roster must play the week they are added to establish active status. You can add a dropped player back on the roster with Midwest Players League approval. Once a player has played for a team, they cannot switch teams that session, within the same league division, without Midwest Players League approval. Midwest Players League can authorize any adjustment a roster at any time it is determined to be in the best interest of a team or the league. No new players after week 10 of summer or week 15 of winter sessions. SURVIVAL RULE: After the cutoff for new players, you may add a new player but this will cost your team a 10-point penalty. This must be approved by Midwest Players League.
2. Effective Winter 2024, players in this league must be 18 years old or older. (Changed from 21 to 18). Knowing that some of our sponsor bars WILL ALLOW this age to be in the bar to play and some will NOT, it will be the captains' responsibility to confirm if this is or isn't allowed, prior to scheduling a player between 18-21 for a week of league play. PLEASE RESPECTFULLY FOLLOW EACH INDIVIDUAL BAR'S PROTOCOL FOR THIS. Any alcohol related issues or gaming issues for players under the age of 21, will be an immediate suspension for the remaining session.
3. If a player is not on your original roster turned in at sign up, the team captain must call to see if it is ok to add that player to your team. Teams will not be permitted to turn in a roster of lower division players and get placed in a lower division, then add "A" division players to your team that were not on your original roster. This could result in a penalty or not allowing this player on your team. Midwest Players League reserves the right to not allow or to restrict certain players in the league if they are considered pro status.
4. Teams must use same cue ball during league play as the away team was allowed to practice with. Any legal regulation or house ball is ok. No novelty cue ball or rack balls allowed. The home team will have practice time from 6:00 p.m. to 6:30 p.m. Away team should be allowed from 6:30-7:00 for team practice. (Afternoon in-house will adjust accordingly) If they are late for their team practice time, it's at the home team's discretion to allow them extra time or go ahead and start league on time at 7pm. Afternoon in-house leagues are set to begin at 2:00, but this time is currently subject to change dependent on players majority preference.
5. Breaking/Racking
 - a. Opponent will rack. If breaker feels rack is not centered, on the spot, or loose, they can request opponent to re-rack. On the break, 4 object balls must contact a rail to be a legal break and you must hit any ball in the rack first before cue ball goes off a rail. Failure to do so is a re-rack, same player will re-break. If a legal break hasn't been made on 3rd attempt, the opponent will break.
 - b. The 8 ball must be in the center when you rack.
 - c. Break Rotation for Men's, Women's, Coed and Mixed North Divisions: 1st round: Visiting team breaks. 2nd round: Home team breaks, 3rd round: Players of the first game flips for the rotation of break for round 3, then each game in the match, thereafter, will alternate rack and break. Break Rotation for Round Robin: Away team breaks round 1 and round 3. Home team breaks round 2 and round 4.
 - d. If table is not open, players must split quarters for all league games.
6. There is no rule or mandate by Midwest Players League about your bar giving team drinks. This is at the bar's discretion. Midwest Players League's only request is that the home team assures visiting team has appropriate space for their team.
7. A player cannot use or wear ear/headphones, Ipods, Bluetooth phones, cell phone, etc., while shooting a league match. This avoids any unauthorized coaching through electronics. The player can also hear opponent if they dispute a foul before they take the next shot and it becomes too late.
8. League play is played by a 5-person rotation for Men's, Women's, Coed and Wednesday Mixed North Divisions, not shooting all 3 in a row unless both captains agree to it. Shooting out is discouraged, but we ask for leniency for uncontrollable circumstances. If both captains are not in agreement, the opposing team will need to get another player to shoot, or they will receive a 0 for each game missed. Round Robin is played by a 4- person rotation in the order shown on the scoresheet.
9. Midwest Players League reserves the right to switch captains on any team if there are issues with that captain as far as being accountable for the team's money, getting weekly envelope in on time every week, has sat out most the year or another player has played captain most the year and signed sheets, etc.
10. The listed captain on record is always listed as the top player of the standings sheet.
11. Player must keep a minimum of one foot on floor when taking a shot.

BASIC GAME RULES

1. The 8 ball may not be made on the same shot with a player's own object ball.
2. All divisions call pocket on 8 ball.
3. For all divisions, pocket, kisses, caroms, or number of rails are not called on any shot, excluding the 8 ball. When shooting the 8 ball, you must call the pocket that you are playing the 8 ball in. You do not have to call kisses, caroms or number of rails on the 8 ball. Make sure to get acknowledgement from the opposing shooter or team first. **During winter sessions WEDNESDAY MIXED NORTH A DIVISION will call their pocket for each shot. Kisses, caroms or rails do not have to be called. Pocket only. If your object ball falls into a pocket other than what the shooter called, it is a foul and loss of turn. If a different ball other than the shooters object ball falls, by chance, into a different pocket during the shot, it will stay pocketed. Wednesday Mixed North A Division will not have to call the pocket during summer sessions.**
4. Failure to hit the 8 ball is a foul, not a loss of game.
5. Entire cue ball must be behind headstring when breaking.
6. **Effective Winter 2024, the table will be open after the break. For example, if the shooter breaking makes a solid, they may choose to continue with solids or choose to pocket a stripe. If the player makes either a stripe or solid on the second shot, the table is then closed and a group is established. If a player makes a ball or multiple balls on one group on the break and the player either scratches on the the first shot after the break or misses their first shot after the break, the table is still open, because a group has not been established on an open after the break. When any mixture of both groups of balls are made on the break (you make both a solid and a stripe), the table is still open until a player legally pockets a ball or balls from only one group, then the table is considered a closed table.**
7. All balls are neutral, including the 8 ball, when the table is open.
8. On a closed table, the 8 ball is not neutral.
9. When player scratches on break, opponents next shot is behind the headstring (in the kitchen). After the break, on a foul, player has cue ball in hand anywhere on table.
10. Base of object ball must be at least 50% or more past the headstring line if shooting at it from a scratch on the break with cue ball in the kitchen.

HANDICAP (Starts in week 3 for all divisions)

1. Handicap is for the lower place team only. A lower team cannot give a higher place team a handicap. Either the lower place team receives the handicap or there is no handicap that night. If both teams are tied in the standings, there is no handicap.
2. The first 2 weeks are scratch for all divisions. No handicap.
3. After a player's first week of play, they will have a game average by dividing their total points made by three. After that, it will be total points made, divided by the total number of games played. (This will be rounded off to the nearest whole number.)
4. The minimum average a player can hold is a 3 average for handicap. A player's average is still computed the same way by dividing total points by times played by 3 games. If their average divides out to be a 0, 1, or 2, they will be a 3 for handicap purposes.
5. A player's average is not counted when matched against a blind.
6. Total score cannot exceed a perfect score of 135 points because of handicap in Coed Divisions, Women's, Men's and Wednesday Mixed North divisions. Write down the total score with handicap added to it regardless of what it is and Midwest Players League will adjust the handicap, if needed, so score does not exceed the 135 max. Round Robin leagues score will not exceed 144.
7. To determine the team handicap, add the five player's averages, or in the case of the Round Robin League's, add the four player's averages, that are playing that night on each team. The difference times 3 will be given to the lower average team in all leagues other than Round Robin. For Round Robin it will be the difference times 4.
8. **DOUBLE HANDICAP –DOUBLE HANDICAP APPLIES TO ALL DIVISIONS. - If the lower place team you are playing is 50 balls or more behind you in the standings, they will receive double handicap. THIS DOES NOT APPLY TO POSITION WEEKS. REGULAR HANDICAP ONLY DURING POSITION WEEKS.**

LINE UP

1. Visiting team has line up choice of all players.
2. Week 1&2, everyone will be a 0 average as there is no handicap until week 3.
3. When a new player comes in after week 2, they will automatically come in as a 7 average for that one night until they establish an average after shooting once. On your lineup, write down a 7 average in the average column and circle it so your opposing team realizes it's a new player with a temporary average.
4. Captains please double check the other team's handicap listed (player's averages). *(Continued on page 3)*
5. **SUGGESTION but not required;** When doing the lineup, try and match players with similar skill levels.
6. If you purposely line up against the weakest player each week trying to pad your average, Midwest Players League reserves the right to rule you ineligible for MVP, and give it to next highest average. Win with grace. Lose with dignity.

FORFEITS AND BLINDS

1. A match is forfeited when a team playing Men's, Women's, Mixed North or Coed does not have at least 4 players to play by 7:30 p.m. (Match should start at 7:00 p.m.) unless agreed on by both captains. 4-man round robin must have 3 players to play by 7:30. If a team does not have lineup filled out and ready to play the 1st match by 7:10pm, opposing team can request a 10 point penalty for starting late. (They must call or text Midwest Players League to verify the time and situation before a penalty is enforced.) Afternoon leagues will adjust these times accordingly.
2. Forfeits are a loss; 0 points for the forfeiting team. For a forfeit or bye in all leagues but Round Robin, the opposing team receives either 110 points **OR** the teams average score for current session play, **whichever is highest**. The opposing team in Round Robin receives 120 points **OR** the teams average score for current session play, **whichever is highest**. This compensates for the 144 max score possible in Round Robin
3. Any team forfeiting in either of the last 2 weeks of the session forfeits out completely, even if it is their first forfeit. For any team that forfeits on the 1st week, it is at the league operator's discretion to either forfeit them out or let them continue with the season. Forfeits are a loss with 0 points.
4. If a team forfeits twice, it is at Midwest Players League's discretion to either forfeit them out or let them finish the season. If the team forfeits out they are dropped from the league with no compensation.
5. If a player is late, or leaves, they will forfeit each game absent, unless agreed to by each team captain before the match begins. (In case of emergency, team captains decide or call Midwest Players League to make a ruling or offer suggestions captains can use).
6. A player matched with a blind gets 9 points per game, (27-0 for night). This is for the team score only, and will not affect that player's average or TP. The blind gets 0 points per game.
7. Teams do not pay in money for a scheduled bye, only blinds or last-minute forfeits where a team does not show up or does not have enough players. In the event of a last-minute forfeit the team present will place their \$35.00 and a scoresheet indicating the other team as a no-show or bye in a packet and drop it at a drop box as usual. Blinds or last-minute forfeits not paid for that night, will be subtracted from the team's payback at the end of the season.

DROPS

1. A drop is when a team request to completely pull their team from the session and they will no longer be participating. If a team requests to drop their team from the session and cannot continue, that place in the schedule will become a bye immediately and a new schedule reflecting the bye will be posted. Dropped teams forfeit any end of session payouts. It will be distributed to remaining teams.

RUN FROM BREAK OR AFTER & 8 ON BREAK –

1. To qualify for a 9-0 run, two things must apply: Both players will have had only one shot and the table must be open before shooting. **For this rule, the break is considered your first shot.** (Open table means neither player has established a group of balls). If either player gets a second shot at the table, i.e., player 1 breaks and makes one stripe and one solid, the table is open. Player one (the player that broke) then takes their second shot and no ball drops, leaving the table still technically open. When shooter two comes to the table, player 1 has technically had two shots so no run can occur from that point on, even if player two runs the table at their first time to the table. For a run, score keeper puts 9 with X over top of it in scoring blank and writes players name at bottom of sheet in the Run section.
2. If a player makes the 8 on the break without a foul, or completes a run from the break, game is scored 9-0. For an 8 on the break, write 9 in scoring blank and circle it along with writing players name at bottom of the scoresheet in the 8 on the break section. If a player has an 8 on the break with a foul, he loses 0-9. For a run from the break, write a 9 in scoring blank and put an X through it, along with writing players name and at bottom of the sheet in the runs section.

COACHING

1. Any player on team can tell their shooter which group of balls they have (stripes or solids), tell them they have ball in hand, or tell them to call the 8 ball. Those are not considered a coach.
2. The player may request the coach or a member of the shooters team may offer a coach and approach the table only if the shooter agrees. No coaching from table or audience.
3. Only the ONE selected coach from that team's roster can come to table to offer advice.
4. The player or coach may touch the table and pointing is allowed. Neither player, nor coach, can touch chalk, balls, bridge during the coach. The coach may not hold or touch the shooters cue during the coach.
5. Keep your stick off table while being coached.
6. After coaching is done, coach must leave table area before player shoots, unless they are asked to watch a close hit.
7. **ONE** coach per game limit.
8. Time limit: A 1 minute 30 second time limit on anyone coaching. If opponent feels the need to keep time on this: At the 1 minute mark, tell your opponent "ONE MINUTE" and then at the 1:30 mark, kindly tell them the coach is over. Be respectful.
9. If Midwest Players League feels you are testing the limit on ANY part of the coaching limitations or rules, Midwest Players League may penalize you with a ball in hand, refer to any part of sportsmanship rules, or suspend any more coaching for remainder of match.

SCORING

10. Each player gets 1 point for each ball made of their group, and 2 points for the 8 ball. If you make an opponent's ball, you have made a point for them. (Exception: Runs or 8 on break are automatic 9 points to 0.)
11. If the 8 ball is made by a player before their group of balls are all made, the 4-point penalty rule applies.
12. FOUR POINT PENALTY RULE: If a player scratches when shooting the 8 ball, makes it in the wrong pocket, or knocks it in in the middle of the game they lose 4 points off the points they have already made. (If you are shooting the 8 ball and scratch or knock it in the wrong pocket, you lose 3-9, you don't get credit for pocketing the 8 in this case). Their opponent gets an automatic 9 points.
13. The winner of any game is scored as a 9 regardless of how they won unless a special ruling has been made by Midwest Players League if certain circumstances arise due to conduct or emergencies.

FOULS

1. Penalties for fouls: opponent can place cue ball anywhere on the table.
2. Fouls can be called by the shooter, the captain or any rostered player present. Do not wait until the game is over to call the foul. The foul must be called when it happens.
3. **Disturbed Balls** – During a game, it is not a foul if you accidentally touch or disturb a single stationary object ball with any part of your body, clothing or equipment, **UNLESS the disturbed ball has an effect on the outcome of the shot.** If there is **no effect on the outcome of the shot**, your opponent has the option to leave the disturbed ball where it came to rest or restore it to its original position. This is not a foul.
4. **Effect on the outcome of the shot** means that either the disturbed ball makes contact with any ball set in motion as a result of the shot, or that the base of any ball set in motion, as a result of the shot, passes through the area originally occupied by the disturbed ball. This is considered a foul and will result in ball in hand. **If it is a simultaneous hit of two balls and neither team can honestly tell which ball was hit first, the tie will go to the offensive shooter like in any other sport.**
5. It is the SHOOTER's responsibility to verify a ball is not froze to rail to opponent BEFORE they shoot a "soft tap" safety on that ball. Verify it before you shoot so it's not an argument after.
6. If a shooter inadvertently hits the opponent's ball with any part of their body, clothing, or cue while making their shot AND the opponents ball interferes with the cue balls natural roll, this will be a foul and ball in hand. THIS FOUL ONLY APPLIES IF IT AFFECTS THE NATURAL TRAVEL OF THE **CUE BALL**.
7. No shooter or spectator may mark the table or rail with chalk or any other marker to line up a shot. This can be called as a foul if a friendly reminder does not work.
8. During a coach, neither player, nor coach, can touch chalk, balls, bridge, or anything other than the table itself while being coached. The coach may not touch or hold the players cue during the coach. Players will keep your stick off table while being coached. Pointing IS ALLOWED.

9. Scratching or knocking the cue ball off the table.
10. Any ball other than the 8 ball is knocked off the table, the ball will be spotted and it is a foul with ball in hand. If the 8 ball is knocked off table, it is a loss.
11. Masse shots are ok **ONLY IF THE BAR ALLOWS THEM** and as long as the stick stays below the shoulder.
12. No jump shots allowed. Some bars prohibit it due to possible table damage.
13. Failure to hit one of your own balls first when shooting.
14. Failure to drive a ball to a rail after contact with your object ball.
15. On ball in hand, the shooter may not touch the cue ball with the TIP of their stick. This is a foul. All divisions are permitted to reposition the cue ball with their stick (including the ferrule) on ball in hand. You may also use your stick (including the ferrule) to move the cue ball on your break shot.
16. Any shots (including the brake) taken using the butt end of your stick will be a foul and ball in hand. Your shots must be taken using the tip of your stick.

LOSS OF GAME – 4-point penalty applies to all items listed in this section

1. Knocking the 8 ball off the table at any time during the game.
2. Pocketing the 8 ball before your own group of balls are made, by any means.
3. Failure to call the pocket that you are shooting the 8 ball in. (If 8 ball falls.)
4. Pocketing the 8 ball in the wrong pocket.
5. Scratch while shooting the 8 ball.
6. Knocking the 8 ball or cue ball off the table while shooting at the 8 ball.
7. Pocketing the 8 ball with a foul.
8. Purposely stopping the 8 ball or cue ball from falling with hand or stick.
9. Do not “concede” game by dropping 8 ball with hand or stick, other team could call the 4-point penalty on you if they choose to.
10. Midwest Players League has the right to give any player a zero for any game if it is determined that it was played unfairly, deceptively, or with extreme unsportsmanlike conduct. This may happen on the spot, or be changed the next day when the facts of the circumstance are known.

SPOTTING OF BALLS

1. If shooter knocks any ball off table, it is spotted and it is a foul. It is a loss if the 8 ball is knocked off the table.
2. If shooter accidentally knocks in a ball with hand or stick that is not related to the actual shot made with the cue ball, opponent has the option to spot that ball to the same position it was located prior to opponent’s mishap, or leave it pocketed. This is not a foul unless it is the cue ball or the eight ball.
3. On a rare occasion, a ball may stop at the edge of a pocket and not fall in. If it falls in later by itself without being hit by another ball or player while match is going on, it will be spotted as closely as possible to original position at edge of pocket.
4. If the shooter knocks the ball in the pocket and the ball bounces out, the ball does not stay pocketed. It will remain where it lies after bouncing back out.

MOVEMENT OF BALLS

1. If while shooting, a player touches or moves any object balls with their hand, clothing, etc., the opponent has the option to leave ball, or balls where they stop, or replace to original position. (This is not a foul. Player continues shooting)
2. Stopping or touching any ball, set in motion, with stick or hands is a foul. Penalties apply.
3. If an object ball stops on the edge of a pocket momentarily, then falls in without outside interference, it stays pocketed. (Call if special circumstances arise.)
4. If a ball falls in a pocket because of outside interference, i.e., stomping of feet, bumping the table, etc., it will be a foul, and the ball will be spotted at nearest location the ball was prior to falling. Four-point penalty may apply if on the 8 ball.

POSITION WEEKS SCHEDULED FOR BOTH DURING SESSION AND END OF SESSION

At times, a position week will be scheduled during the regular session. This may be done to keep all teams playing each other the same number of times during the session. Position weeks are scheduled as following: 2nd place @ 1st place, 4th place @ 3rd place, etc. **THERE WILL BE NO DOUBLE HANDICAP FOR POSITION WEEK MATCHES.** REGULAR HANDICAP APPLIES.

STALEMATE RULE

1. Occasionally the 8 ball may lodge in a position where it may fall in if either player shoots near it or both players refuse to break it out after numerous shots. If both players or captains agree, you can call game a stalemate and may rerack and play game over. A tournament director can make the same call.

PROTEST

1. A match may be protested by writing "PROTEST" on the scoresheet where it reads: "Team captain's signature", before the last game ends. The match must be completed even if being protested. If both captains sign both scoresheets, the match will be considered correct. Regardless of protesting, money and sheets for both teams still will be turned in like usual.

SPECIAL SCHEDULING CIRCUMSTANCES

1. We understand that we have teams that are also active in other leagues. In the event that there is a possibility of your team needing to travel for other league events, we ask that you have your roster prepared to provide coverage for any part of your team's absence should the need arise. If your scheduled opposing team is open to rescheduling, that will be allowed and the game must be played before your next scheduled game. It is at the opposing team's discretion to allow the reschedule or not. *(Continued on page 6)*
2. In the event of a team emergency due to unforeseen circumstances, if your scheduled opposing team is open to rescheduling, the game must be played before your next scheduled game. It is at the opposing team's discretion to allow the reschedule or not. We do ask for consideration on part of the opposing team in the event of a true emergency.

PAYMENT OF GAMES & POSSIBLE FINES

1. Cost for all division \$7 per player (\$28 for 4-man Round Robin and \$35.00 for all other divisions per team) per night. All team captains are in charge of their team's money. The visiting team captain is in charge of both teams' money at the end of the evening. Do not depend on other people to turn the money and sheets in. This is the away team's responsibility for the night.
2. Visiting team captain is in charge of both teams money, and score sheets, to be turned in at one of the drop off places by no later than 11:30 the next day. Failure to get it there on time can result in a 10-point penalty for the visiting team that is responsible of the drop off. It can also result in a \$10.00 late fee penalty for us having to do a 2nd pick up for your sheet. This is at the league operators discretion. Sheets not turned in on time hold up the stats getting done for that entire division. Midwest Players League has drop offs in Alton, East Alton, Wood River, Granite City, Collinsville and Caseyville. It is unrealistic to make 2-trips for one sheet. In this case, if we are unable to reach the captains to obtain a digital copy of the scoresheet, we will give both teams a temporary score of 110, until we get the sheet on the next pickup. If a team's money is more than a week late, Midwest Players League reserves the right to suspend your team.
3. Teams that are short part of their team's money at drop off may be charged a \$10 accounting fee each time short.
4. Both teams' money must be turned in weekly at the same time as the sheets. This will be enforced with no exceptions.
5. Forfeits and unpaid blinds will be deducted from the team's payback at the end of the season.

END OF SEASON

1. POSITION WEEK EXPLANATION: Winter always has 24 even weeks but summer league may have an odd week scheduled. Ex: If there is a 17-week session and you see "Position Week" listed on your schedule for week 17 it is a normal week of play, except there will be NO DOUBLE HANDICAP DURING END OF SEASON POSITION WEEK. Regular handicap will apply. Week 17 schedule will be 2nd@1st, 4th@3rd, etc.
2. Each team's payout will be given by check to that team's captain. It is the team's captain's responsibility to split up their team's payback and give it to them.
3. After the last week, it takes approximately 4 weeks to get all awards ordered and done and to have the financial paperwork prepared. See page 10 for awards eligibility and options.
4. If no one from that team picks up the awards or check for that team on the scheduled handout days, that team's trophies will be dropped off at their bar and arrangements will be made for delivery of check.
5. **TIEBREAKER:** After last week is played, if 2 teams are tied in placing positions (1st-3rd), they will have a playoff game without handicap if they can agree to it. If 3 or more teams are tied for placing position, there will be no playoff game. Midwest Players League will review the total balls received in handicap during the season. The team that received the least amount of handicap balls will get the higher place. Any ties from 4th or lower do not playoff.

MONDAY & WEDNESDAY NIGHT COED ONLY

1. Coed must shoot the 3-2 ratio of men/women either way. If your coed team doesn't have the 3-2 ratio of players, you will have to "shoot a blind". You will not be allowed to shoot 4 guys or 4 girls in the same night.

TROPHY INFORMATION AND OPTIONS

1. Midwest Players League provides plaques for the most runs, 8's on break, MVP's, and a 1st place bar plaque. See details below:
 - a. 1st PLACE BAR PLAQUE: It has all the players' names on it and is awarded to the bar.
 - b. MOST RUNS: One presented for each division. The player with the most runs receives the most runs award. If there are multiple players tied for lead, there is no award.
 - c. MOST 8's ON BREAK: One presented for each division. The player with the most 8's on the break receives the most 8OB award. If there are multiple players tied for lead, there is no award.
 - d. MVP: The player with the highest average with the minimum times played to qualify receives this award. Minimum times played is determined by season length. Current minimum times played are as follows: Summer League – 12 and Winter League – 17. All mixed leagues will have 2 MVP'S; one for highest female average and one for highest male average.
 - e. One league member from both the North and South will receive sportsmanship awards. Near the end of the session league shooters will be able to nominate fellow shooters for this award. There will be a league-wide vote for this honor to two shooters who best exemplify the attributes of good character, integrity and sportsmanship, as well as demonstrate respect to opposing teams even in the face of adverse outcomes.
2. ADDITIONAL PLAYER AWARDS: Individual trophies or plaques can be ordered for any player or team, at cost. This cost will be rounded up to the nearest even dollar and be subtracted from your team payback.
3. DECLINED AWARDS: If any player wishes to decline their run, 8 on the break or MVP award; Midwest Players League will give your team a \$25 cash credit to your team payout.

TOURNAMENTS

1. Midwest Players League pays a minimum of a 35% match to all OPEN singles & OPEN partner tournaments that EVERYONE IS ELIGIBLE TO ENTER.
2. All single player tournaments ran by Midwest Players League are a \$10 per person entry unless posted otherwise. Entry for coed jack and jill tournaments or any partners tournament is \$10.00 per person, unless otherwise posted.
3. Unless otherwise announced, there are no early sign ups. First come, first serve. Max fields will be determined at the time of the tournament announcement.
4. Unless listed otherwise, to enter any Midwest Players League tournament, you must be on an active current team roster currently playing in that session.
5. SPECIAL VALENTINE'S DAY TOURNAMENT: This tournament is for true couples. One of the two need to be on an existing Midwest Players Roster. It's a night to have fun and relax with dinner, a DJ and a friendly competition tournament. The cost is \$40 a couple.

TOURNAMENT LIMITS/RESTRICTIONS

1. COUPLES TOURNAMENT WINNERS: Once you become a 3-time coed Jack and Jill or Scotch Doubles tournament winner, you cannot enter tournament with any other 3-time Jack and Jill or Scotch Doubles winner as your partner.
2. TOURNAMENT WIN LIMITS: A player is limited to 2 tournament wins (1ST place finish) per session whether it be any combination of singles winner or couples winner. After two 1st place finishes, they cannot enter any Midwest Players League tournament the remainder of that session but will be eligible again on the next session.

COMMUNICATIONS

1. Please refer to Facebook for overall general notifications. We will also attempt to reach teams captains with a general or group text or a phone call when necessary. Follow Midwest Players League on Facebook. The best media outlet to obtain last minute updates is the Facebook page.
2. CONTACT INFORMATION: **Captains:** Please be sure to inform us if you or your co-captain have a phone number change in the event we need to contact you for anything league related, i.e., scoresheets, scheduling, weekly play questions.
3. Visit our website at mwplayers.com.
4. DROP OFF ENVELOPES: PLEASE COMPLETE EACH LINE ON THE PRE-PRINTED DROP-OFF ENVELOPES. INFORMATION PROVIDED SHOULD BE:
 - DATE
 - LEAGUE/DIVISION
 - WEEK NUMBER OF PLAY
 - AMOUNT ENCLOSED
 - BOTH TEAM NAMES
5. Envelopes not turned in on the night of play MUST be turned in by 11:30 a.m. the next day.

NOTE: A special drop off time may be listed at the bottom of sheet if that week's play is connected with a vacation, bye week, or holiday schedule.

DROP OFF LOCATIONS

HOOCH & SIXTEEN'S 1511 PONTOON BEACH, GRANITE CITY, IL	11:30 A.M. PICK UP DEADLINE
KEN'S LOUNGE 1539 20 TH STREET, GRANITE CITY, IL	11:30 A.M. PICK UP DEADLINE
SCHLEMERS 109 W MACARTHUR DR, COTTAGE HILLS, IL	11:30 A.M. PICK UP DEADLINE
TEN PIN 18 E BROADWAY, ALTON, IL	NO AM DROP. NIGHT OF PLAY ONLY UNTIL 2:00 A.M.
WOOD RIVER EAGLES 74 E. FERGUSON, WOOD RIVER, IL	NO AM DROP. NIGHT OF PLAY ONLY UNTIL 12:00 Midnight
TRACKSIDE 100 JOE STREET, COLLINSVILLE, IL	11:30 A.M. PICK UP DEADLINE
BRIDGE INN 519 N MAIN STREET, CASEYVILLE, IL	11:30 A.M. PICK UP DEADLINE

TEAM PAYOUT EXAMPLE

NAME	TP	PAYOUT	
Alice	14	\$105.00	
Jan	15	\$112.50	
Marsha	19	\$142.50	
Peter	18	\$135.00	
Greg	17	\$127.50	
Cindy	11	\$82.50	
Bobbie	10	\$75.00	
Carol	8	\$60.00	
Mike	7	\$52.50	
Howard Glass	1	\$7.50	
	120	\$900.00	

TEAM MONEY WAS:	\$900.00
DIVIDED BY TOTAL TP:	120
EQUALS AMT OF PAYOUT PER TP	<u> \$7.50</u>