



# Midwest Tournament Association

## 2011–2012 Captain's Guide

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Midwest Dart Association

# \$18,000\* MIDWEST DART CHAMPIONSHIPS

## February 10-12, 2012

\* Based on 2011 Tourney Entries

**Sioux City Convention Center - Sioux City, IA**  
Host Motel: Sioux City Hotel 707 Fourth St. 712-277-4101

- **Friday, February 10, 2012** Doors open at 6:00 PM

### MIDWEST MIXED TRIPS CHAMPIONSHIP - "701" OI/DO

Check In: 6:30-7:00 p.m.      Tourney Begins: 7:30 p.m.      (Advance registration required)  
At Least A & B Skill Levels      Must have at least 1 male and 1 female on a team.      All Matches: Race to 2  
Entry Fee: \$60/Team      **DEADLINE: January 28**      Late entry accepted for this event (\$90/Team) until 7:00 p.m.; February 10.

- **Saturday, February 11, 2012** Doors open at 8:00 AM

### MIDWEST TEAM CHAMPIONSHIPS - -01/Cricket Combo      **Late Entries Not Accepted For Team!**

Check In: 9:00-9:30 a.m.      Tourney Begins: 10:00 a.m.  
4 Player Open Teams      At least 4 Skill Levels - Based on MPR  
Entry Fee: \$105/Team      **DEADLINE: January 28**

### LUCK OF THE DRAW DOUBLES - Cricket

Sign Up: 6:30-7:00 p.m.      Tourney Begins: 7:30 p.m.      This event only is open to any interested darter, not just Midwest members.  
Entry Fee: \$10/Player      (Can sign up the night of the tourney for this event only)      Double Elimination. Race: 2 / 1

- **Sunday, February 12, 2012** Doors open at 8:00 AM  
All Doubles and Singles Are Open \* At Least 4 Skill Levels \* All Matches: Race to 2

### MIDWEST DOUBLES CHAMPIONSHIPS - BRING YOUR PARTNER

Players Choice: Cricket, 501 OI-OO, 301 DI-DO  
Check In: 8:00-8:30 a.m.      Tourney Begins: 9:00 a.m.      (Advance registration required)  
Entry Fee: \$50/Team      **DEADLINE: January 28**      Late entry accepted for this event (\$80/Team) until 8:30 a.m.; February 12.

### MIDWEST SINGLES CHAMPIONSHIPS

Players Choice: Cricket, 501 OI-OO, 301 DI-DO  
Check In: 1:00-1:30 p.m.      Tourney Begins: 2:00 p.m.      (Advance registration required)  
Entry Fee: \$25/Player      **DEADLINE: January 28**      Late entry accepted for this event (\$40/Player) until 1:30 p.m.; February 12.

**ALL PLAYERS MUST BE AT LEAST 21 YEARS OF AGE.**

***Cost of Dart Games Is Pre-Paid!***

A "Board Fee" of \$6 / Player / Event is included in each entry.  
An Administration Fee of \$5 / Team is included in each 4 Player Team Entry to help offset tournament expense.

**ALL ENTRY FEE MONEY RETURNED TO THE PLAYERS AS PRIZE MONEY!!! (Less Board Fee)**

**Eligibility For Team, Singles, Mixed Trips and Bring Your Partner Doubles:** Advance registration required for these events!

All players must have played a minimum of six league nights since January 1, 2011 in a Midwest Association sanctioned league with the stipulation that at least one of those league nights was played after September 1, 2011 in that charter system.

**Team, Mixed Trips and Doubles:** All players must be from the same Midwest Charter System.

**REGISTRATION FORMS MUST BE TURNED IN BY JANUARY 28 TO YOUR MIDWEST OPERATOR**

**CONTACT YOUR LOCAL MIDWEST COIN OPERATOR FOR MORE INFORMATION**

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Midwest Association

## Pool Rules – Effective September 1, 2011

### 1. Midwest 8-Ball Championships

- All registered players must be at least 21 years of age.**
- Tournament players will be required to show proper I.D. upon request.
- At no time will a player be allowed to compete on more than one team at any given team tournament, regardless of division separations.**
- In order to promote the integrity of the sport of pool, Prize Money for the Top Two Places will not be paid out until the Finals Match is played out to the fullest ability of the players. Any player who is deemed by a Midwest observer to have sand-bagged in the Finals will be suspended from Midwest for one year. Any participant whose second loss in the tournament comes by forfeit will not receive prize money. Midwest decision is final.

**Team:** Each Midwest Charter Holder League will be allowed to purchase spots at the ratio of one spot for every two teams in their Midwest-sanctioned league. All players in the league must pay a **\$2.00** sanction fee to the Midwest Pool Association to offset tournament expense.

**Tournament Entry Fees: Pool tables are set on Free Play.** A "Greens" fee of \$10/Player is included in each Team and 8-Ball Singles entry. An Administration Fee of \$5 is included in each Team entry to help offset tournament expense.

- Open Regular Team – \$130.00
- Open Intermediate Team – \$155.00
- Open Masters Team – \$180.00
- Women's Regular Team – \$108.00
- Women's Intermediate Team – \$128.00
- Women's Masters Team – \$148.00

**Player Eligibility:** Each match Open teams must consist of at least three original players from their league team. Each match Women's teams must consist of at least two original players from their league team. Remaining players may come from any team within that particular Midwest members' league system. **All of your team's players for this tournament (subs included) must be listed on the "white" copy of the official Midwest Registration Certificate before your team plays a match in the tournament.**

**Minimum League Nights:** The tournament registration form has room to list a maximum of seven players. All but one member listed on the form must have played a minimum of 12 league nights and the final member listed must have played a minimum of six league nights since June 1, 2011. Illegal players who get caught will forfeit games 10-0.

**Match Formats:** (All Team Events are Double Elim.)

- Team: Open Masters – 25 Game
- Open Intermediate – 20 Game
- Open Regular – 15 Game
- Women's Masters – 16 Game

Women's Intermediate – 16 Game

Women's Regular – 12 Game

### 8-Ball Singles Entry Fees:

- Regular – Open and Women's – \$40.00
- Intermediate – Open and Women's – \$50.00
- Masters – Open and Women's – \$65.00
- Seniors – Open and Women's – \$50.00

**Eligibility:** Sanctioned league players must have played **twelve** league nights since June 1, 2011 (**proof required**).

Entry permitted in only one 8-Ball Singles Division: Open, Women's or Seniors. Singles Master players are not allowed in Seniors.

- Open Seniors – Age 50 and up;
- Women's Seniors – Age 45 and up.

### Singles Race:

- Regular – Race to 3 winners / Race to 2 Losers
- Intermediate – Race to 3 all matches
- Masters – Race to 4 all matches
- Seniors – Race to 3 all matches

### 2. TOURNAMENT LINE-UPS:

The opposing team captains will determine home and visitor by toss of a coin. Each captain shall have his own scoresheet and place his lineup without knowledge of the other team's lineup **except: When one team is short a player, they must notify the opposing team as to which position will be vacant.**

•When a team is short a player for a match, the team captain must declare before the match whether a player is "**absent**" or "**on the way.**" A player declared to be "absent" will receive six points for his games and is not allowed to play in any rounds of the match even if he arrives before the match is over. A player declared to be "on the way" will receive zero points for any games for which he is not present, but will be allowed to play after his arrival in any rounds where the last game of the round has not been completed.

Tournament Substitution:

- A team may use one substitute player during a match if the following criteria are met:
  - The opposing team captain must be notified before the start of the round in which the substitution is being made.
  - A substitute player will not be allowed to play any opposing player more than once.
  - Once a player has played, he/she must keep that same position unless removed for a round and reinstated in a later round.
- To be eligible to play in the finals a player must play in at least one match with that team prior to the 3rd Place Match on the Winners or Losers side of the Bracket.

# 8<sup>th</sup> Annual Great Plains 8-Ball Shootout Handicapped Team Tournament



**JANUARY 20-22, 2012**

**LOWER LEVEL – PERSHING CENTER - LINCOLN, NE**

**100% Payback! (Less Green Fees) + \$1,000 ADDED CASH**

At least 25% of the entries in each event will receive a cash payback!

**Pool tables will be on Free Play for Tournament and Practice!**

\$10 / Player / Event "Green Fees" is included in each Team and Singles Entry Fee.

**Advance Entry Required! DEADLINE: January 2, 2012**

**Singles Only:** Late entries will be accepted (with a \$20 Late Charge) until 1:00 PM on Friday.

**Team Championships (4 Player / 16 Game Format)**

- **Open:** Entry Fee - \$115 per team - Projected First Place: **\$1300** (based on 64 teams) – 16 places paid
  - **Women's:** Entry Fee - \$115 per team - Projected First Place: **\$500** (based on 16 teams) – 4 places paid
- ATTENTION: \$15 / Team Membership Fee is included in your Team Entry Fee. \*\***

**Singles Championships**

- **Open Masters:** Entry Fee - \$50 - Projected First Place: **\$450** (based on 32 players) – 8 places paid
- **Open Regular:** Entry Fee - \$30 - Projected First Place **\$350** (based on 128 players) – 32 places paid
- **Women's Masters:** Entry Fee - \$50 - Projected First Place **\$240** (based on 12 players) – 3 places paid
- **Women's Regular:** Entry Fee - \$30 - Projected First Place **\$200** (based on 32 players) – 8 places paid

Note: Womens Masters and Womens Regular will be combined into 1 Singles division with Masters Race (4 / 3) and Regular Race (3 / 2) if we don't get at least 8 entries for Womens Masters Singles.

**Singles players** who are not on a tournament team must add a \$5.00 Membership Fee to their Singles Entry. \*\*

All Masters Singles: Winners Bracket - Race to 4. Losers Bracket - Race to 3

All Regular Singles: Winners Bracket - Race to 3. Losers Bracket - Race to 2

\*\* VVS Great Plains 4 Player and VVS Hastings Teams and Singles are exempt from Membership Fees.

Those fees were included in your league sanctions.

**Attention:** VVS Great Plains 4 Player Leagues are the only Lincoln Leagues eligible for Great Plains 8-Ball Shootout.

**ELIGIBILITY (Proof Required): ALL PLAYERS MUST BE AT LEAST 21 YEARS OF AGE!**

Only players from league systems invited by Tournament Host, VVS, Inc. are allowed!

**Team:** All but one member listed on the form must have played a minimum of 6 league nights and the final member listed must have played a minimum of four league nights since April 1, 2011. Each match all teams must consist of at least two original players from their league team. Remaining players may come from any team within that particular Great Plains' invited league system.

A team may use the substitute player during a match if VVS tournament substitute criteria are met.

**Singles:** All players must have played a minimum of 6 regularly scheduled league matches in an "invited" league system.

**SCHEDULE OF EVENTS**

Friday, January 20, 2012		Saturday, January 21, 2012		Sunday, January 22, 2012	
12:30 PM	Doors Open	8:00 AM	Doors Open	8:00 AM	Doors Open
1:00 PM	<b>Deadline for Late Singles Entries</b> \$20 late charge for Friday Entries	9:00 AM	Open Team Begins	8:30 AM	Teams resume play
2:00 PM	<b>Singles Begin</b>	1:30 PM	Women's Team Begins	Noon	Last Chance 9-Ball
6:30 PM	Mini Tournaments for those eliminated from other events (no green fees) Must be registered for GP Team or Singles	9:30 PM	Singles Resume (if needed)		Entry - \$10 / player - No Green Fees Must have played GP team or singles
		9:30 PM	2 <sup>nd</sup> Chance Mini Tournaments for those eliminated from other events (no green fees) Must have played GP Team or Singles.	1:00 PM	Junior Singles Championships

Participating League Operators will donate \$15 / team from their system to help offset administrative expenses.

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Tournament Director: Marshall Kohtz



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**Wrong player(s) playing in a given game:**

If noticed before the game is completed, the game will be restarted with the correct players playing.

If the game has been completed and those two players are scheduled to play each other in a later game in the match, the result will be moved to the round where they correctly play each other.

If the game has been completed but those two players are not scheduled to play each other in the match, the result of the game that they played will be deleted and that game will be replayed with the correct players playing.

**3. CAPTAIN'S DUTIES:****A. Coaching:**

1. Coaching will not be allowed around the table. Conversation is allowed away from the table when it is **not your turn**. Any violation of this rule will be treated as a foul.

2. It is considered to be your turn as soon as your opponent has completed his turn!

**B. Tournament Protest Procedure**

In the event a person or team wishes to protest a player's or a team eligibility, the protesting team or person will be required to deposit \$100 with tournament officials. If protesters are correct in their protest, they will be refunded their deposit and the tournament officials will take proper measures in dealing with the situation. If protesters are incorrect in their protest, they will forfeit their deposit.

**C. Officiating:**

1. Only the players involved may call an infraction! A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing player may protest.

2. All fouls must be called and acknowledged before the next shot is taken (exception: scratching). If your opponent commits a foul and you did not receive his/her acknowledgment of such foul prior to touching the cue ball, you have committed a foul (exception: scratching).

3. An "Official Referee" can (and should) be called by any player to judge a potentially controversial shot before the shot is taken! When called, the referee is in complete charge of the game. He makes all decisions, and they are final; unless the penalized player cites rules that substantiate a protest, in which case, the referee may reverse his decision. A judgment call cannot be protested!

4. The captains should try to settle any dispute that arises, however, a referee should immediately be called if a settlement is not quickly attained!

**4. MATCH SCHEDULES:**

Teams should check in 30 minutes prior to match time to formulate the lineups on the score sheet. **Slow play will not be tolerated.**

**TEAM FORFEIT RULE:**

All matches begin at the scheduled match time. The minimum amount of players needed to begin at the scheduled match time is three in the Open and two in the Women's division. If you do not have the minimum needed to begin at the scheduled match time, you will forfeit. A "legal team" consists of at least four players shooting in the Open division and at least three players shooting in the Women's division. It is a forfeit if a "legal team" is not present at 30 minutes after the scheduled match time even if the players present are not finished shooting. It is a forfeit if the players present finish their first round match and the player needed to make a "legal team" has not arrived, even if it is not yet 30 minutes past the scheduled match time.

**5. TOURNAMENT SCORING:**

Each player receives one point for each of his group of balls (stripes or solids) legally pocketed, plus three points when the 8-ball is legally pocketed. A player is always credited with ten points when he wins a game. If the shooter pockets the 8-ball before it is legal to do so or if he scratches on the 8-ball, the opponent receives ten points. The loser cannot score more than seven points.

**The team with the highest point total at the end of the match is the winner. When the match is mathematically impossible for a team to win, the match is over** and the winning team captain should immediately report the result to the tournament director's table. Check the match score each game because if a dispute in scoring should arise, the **Home Sheet will be considered official!**

•**Ties:** If total points are tied at the end of the regulation match, **the team that has won the most 8-Ball Games** shall be the winner. If 8-Ball Games are also tied, One game will be played between a player selected from each team (Break will be determined by coin toss).

•**Team Match Point:** (Midwest Sanctioned Tournaments only): **A match cannot be won or tied by a player pocketing the match point (ball) for his team on an illegal shot or a shot resulting in a ball in hand or loss of game foul.** If the point (ball) to tie or win is pocketed on an illegal shot or a shot resulting in a ball in hand, the point (ball) will be spotted and the opponent will receive "Ball in Hand." If the point (ball) to tie or win is pocketed on a shot resulting in a loss of game foul (example: kicking the 8-Ball in early or scratching on the 8-Ball) that shooter will lose the game but not be given credit for that point (ball) that won or tied the match. These special rules apply only to points (balls) that win or tie a match.

**Both Team Captains will sign the scoresheet before it is turned in!**

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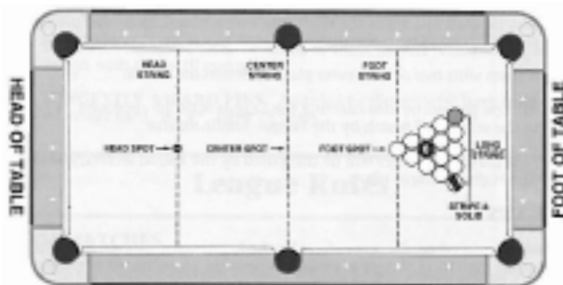
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## 6. 8-BALL RULES OF PLAY

### 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 on the footspot, 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 – All games are “Rack Your Own Breaks.”**
1. Teams will flip a coin to determine home team. Start of play, order of play, and breaker is determined by score sheet. Singles: First game “break” determined by coin toss. The break alternates 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 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 position 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 must then reposition the cue ball.

7. 8-Ball made on the break will not determine the outcome (win or loss) of the game. With an 8-ball pocketed 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 or having the opponent re-rack and assuming the break. Should the incoming player decide to spot the 8, he must shoot from behind the headstring.

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 on 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 choice of group is determined only when a player legally pockets a called object ball after the break shot.

**Note:** The score of a game will automatically be 10-0 if the outcome is decided before the groups of balls have been determined!

### D. GAME

In Call Pocket, obvious balls and pockets do not have to be indicated. It is the opponent’s 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 ball 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 the 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



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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.

### Marking the pocket on the 8-Ball:

- The Official 8-Ball Pocket marker will be the **Midwest Disc!** Disc placement is the responsibility of the player shooting the 8-Ball.

If a dispute arises and a ruling from the stage is requested, substitute markers will not be considered!

The marker is to be placed on the table **completely within the first two diamonds on either side of the pocket.** The area between the diamonds included. You do not have to touch or move the marker if it is already at your intended pocket.

- It is not a loss of game if you do **not pocket** the 8-Ball, even if the pocket was not marked (playing safe or simply missing the shot) assuming that it was not a cue ball scratch.

### E. PLAY

1. If a shooter inadvertently pockets his opponent's 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, referee's judgment will prevail and both players will be timed.

7. STALEMATED GAME: If in three consecutive turns at the table by each player (six turns 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 reracked 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. Scratching while pocketing the 8-ball is a loss of game.

4. Jumping or knocking the 8-ball off the table at any time.

5. Pocketing the 8-ball in a pocket other than the one designated.

6. Fouling while (pocketing) the 8-ball in the designated pocket.

7. Third infraction of the slow play rule.

8. **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).

**Once the groups of balls have been determined, players cannot change their group of balls at anytime during a game.**

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 or verbally declare a pocket other than the one in which he intends to shoot the ball.** If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

### H. FOULING

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

The following results in fouls:

1. Failure to make a legal shot as noted above.

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2. Shooting the cue ball into a 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 the players involved 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 off the table 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.

- a. If you accidentally move an object ball during a shot and it moves into the path of the cue ball, it is a foul if those balls collide.
  - b. If you accidentally touch and move a ball and it falls in a pocket, it is a foul. Your opponent has the choice of leaving the ball down or replacing it on the table as close as possible to its original position.
  - c. If you intentionally touch a ball, it is a foul. (Example: Intentionally resting your hand on a ball to stabilize your bridge.)
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. See General Definitions of Pocket Billiards.

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 did not receive his/her acknowledgment of such foul prior to touching the cue ball, you have committed a foul (exception: scratching).** Note: If neutral referees are making a call, the opponent acknowledgment is not necessary if the referee has called a foul.

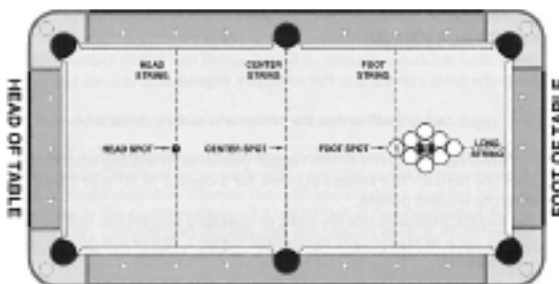
16. **Illegal jumping of ball.** (See General Definitions #9)

#### 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 player may protest.

### 7. 9-BALL RULES OF PLAY:



- A. **OBJECT OF THE GAME.** 9-Ball is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until he misses, fouls, or wins the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may place the cue



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ball anywhere on the table. Players are not required to call any shot.

- B. **RACKING THE BALLS.** The object balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot., the nine ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the headstring.
- C. **START OF PLAY.** Singles: First game “break” determined by coin toss. The break alternates thereafter. A game starts as soon as the cue ball crosses over the headstring on the opening break.
- D. **LEGAL BREAK SHOT.** The rules governing the break shot are the same as for other shots except:
1. The breaker must strike the one-ball first and either pocket a ball or drive at least four numbered balls to a rail, failure to do so is a foul. Incoming player accepts table the way it lies with ball in hand or requests a rereack with cue ball behind the headstring.
  2. If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
  3. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not respotted.
  4. Making the nine ball on the break is an automatic win for the player breaking. However, if the cue ball is scratched when making the nine ball, the nine ball is respotted (using another stripe from tray).
- E. **CONTINUING PLAY.** On the shot immediately following a legal break, the shooter may play a “push out.” If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins his turn and shoots until he misses, fouls, or wins. The game ends when the nine ball is pocketed on a legal shot.
- F. **PUSH OUT.** The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rails, but all other foul rules still apply. The player must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed, except for the nine ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule is violated. An illegal push out is penalized according to the type of foul committed.

G. **FOULS.** When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are spotted, except the nine ball. The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

1. All fouls must be called and acknowledged before the next shot is taken.
2. Touching or moving the cue ball is a foul.
3. Coaching is a foul.
4. Shooting the cue ball into a pocket or off the table is a foul.
5. If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is a foul.
6. If no object ball is pocketed, failure to drive the cue ball or some object ball to a rail after the cue ball contacts the object ball is a foul.
7. Pocketing the nine ball and the cue ball with the same stroke is a foul.
8. Shooting without at least one foot on the floor is a foul.
9. An unpocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not spotted and play continues.

When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. He may continue to adjust the position of the cue ball until he takes a shot.

H. **NOTES:** A player’s turn begins when it is legal for him to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.

When there are only two object balls on the table and a player scratches while pocketing the ball before the nine, it shall be brought up and placed on the footspot (using another ball from the tray).

I. **END OF GAME.** The game ends at the end of a legal shot which pockets the nine ball; or when a player forfeits the game as the result of a foul.

- **Good sportsmanship will prevail at all times to assure fun and a pleasant time for all.**
- **UNSPORTSMANLIKE CONDUCT**
  1. Unsportsmanlike conduct is cause for automatic disqualification.
  2. Two basic types: a) one warning before disqualification; and b) immediate disqualification.

# FORMAL PETITION FOR REMOVAL OF NAME FROM MIDWEST POOL TOURNAMENT MASTERS / INTERMEDIATE LIST

(OFFICIAL DEADLINE IS DECEMBER 31, 2011)

DATE: \_\_\_\_\_

PLEASE PRINT

TO: MIDWEST POOL TOURNAMENT COMMITTEE

FROM: Player Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 Phone \_\_\_\_\_  
 Email Address \_\_\_\_\_  
 Midwest Operator Member \_\_\_\_\_

**Circle the Midwest List(s) from which you are requesting to be removed:**

- |                             |                          |
|-----------------------------|--------------------------|
| Masters Open Singles        | Masters Open Team        |
| Intermediate Open Singles   | Intermediate Open Team   |
| Masters Womens Singles      | Masters Womens Team      |
| Intermediate Womens Singles | Intermediate Womens Team |

**I HAVE ACTIVELY COMPETED AT THE DESIGNATED RATING FOR 3 OR MORE YEARS AND HAVE NOT PLACED IN THE MONEY IN ANY EVENT AT A HIGH ENOUGH LEVEL TO MAINTAIN THAT RATING DURING ANY OF THOSE YEARS.**

\_\_\_\_\_  
 Player Signature

\_\_\_\_\_  
 Date

**Participating below your correct rating could result in you and / or your team being disqualified from the tournament and forfeiture of Entry Fees and Prize Money.**

(Office Use Only)

Midwest List:			Midwest List:		
Year Placed On List:			Year Placed On List:		
Participation Years	Yes	No	Participation Years	Yes	No
1			1		
2			2		
3			3		
4			4		
5			5		
6			6		
7			7		
8			8		
9			9		
10			10		

## 2012 MIDWEST 8-BALL CHAMPIONSHIPS OPEN & WOMENS MASTERS / INTERMEDIATE LISTS

### **MOS Master Open Singles**

Players listed as MOS will automatically be placed in the Open Singles Masters Division.

### **MOT Master Open Team**

Any Open Team registered for the 2012 Midwest 8-Ball Championships that has three players listed on their roster as either or both MOS or MOT will automatically be placed in the Open Masters Team Division.

### **IOS Intermediate Open Singles**

Players listed as IOS are allowed to play Open Singles Intermediate or Masters Division.

### **IOT Intermediate Open Team**

Any Open Regular Team registered for the 2012 Midwest 8-Ball Championships that has three players listed on their roster as either or both IOS or IOT will automatically be placed in the Open Intermediate Team Division.

Players listed as either MOS or MOT **will not be allowed to play** in the Open Regular Team division.

### **WMS Women's Master Singles**

Players listed as WMS will automatically be placed in the Women's Singles Masters Division.

### **WMT Women's Master Team**

Any Women's Team registered for the 2012 Midwest 8-Ball Championships that has two players listed on their roster as either or both WMS or WMT will automatically be placed in the Women's Masters Team Division.

### **WIS Women's Intermediate Singles**

Players listed as WIS are allowed to play Women's Singles Intermediate or Masters Division.

### **WIT Women's Intermediate Team**

Any Women's Regular Team registered for the 2012 Midwest 8-Ball Championships that has two players listed on their roster as either or both WIS or WIT will automatically be placed in the Women's Intermediate Team Division. Players listed as either WMS or WMT **will not be allowed to play** in the Women's Regular Team division.

Note: Rated Women playing in the Open Division will be handled on a case by case basis unless they also have an Open Rating.

1. Player Names will be listed until a **Formal Petition for Removal of Name from Midwest Pool Tournament Masters and / or Intermediate List** is submitted by the player and reviewed by the Midwest Pool Association. (At least three years of participation) Petition forms are available from any Midwest Operator Member and must be filed with the Midwest Association by December 31 prior to the tournament.
2. These Player Lists are not all inclusive as the Midwest Pool Association retains final discretion, in all cases, in placement of individuals of known ability into Masters and Intermediate Divisions.
3. A player who is named on the Open Team or Womens Team Masters / Intermediate List or is playing in either Team Masters / Intermediate Division **will not automatically be placed** in Master / Intermediate Singles (unless they qualify as a player of known ability).
4. Players listed as Intermediate Singles can volunteer to play Masters but cannot play Regular singles division. Players not named on Masters or Intermediate Singles List can voluntarily play any level, unless they are considered "players of known ability."

## MIDWEST OPEN RATING LIST FOR 2012 TOURNEY

Jamie Ackerly	IOT	Jose Bautista	IOS	Duane Boerboom	IOT	Glen Byous	IOS
Larry Ackerman	IOS	Greg Bean	IOS	Rick Boggy	IOS	Dan Cade	IOT
Roger Adams	IOS	Brian Beck	IOS MOT	Doug Bolton	IOS	Matt Cady	IOS MOT
Jeremy Albright	IOS	Mark Becker	IOT	Ryan Bonsack	IOS	Kirk Cairney	IOS
Dave Allen	MOT	Marv Becker	IOT	Kyle Bonstead	IOS	Richard Callahan	IOT
Gary Allen	IOT	Steve Beckler	IOT	Eric Book	IOT	Louis Campagnone	IOT
Brian Alloway	IOS MOT	Stephen Bekish	IOS	Wes Booth	IOT	Robert Campbell	IOT
Martin Almazon	IOS	Chris Belding	IOT	Kurt Bord	IOT	Timothy Campbell	IOT
Jeremy Ames	IOS MOT	Ron Belding	IOT	John Borden	IOS	Chris Campos	MOS
Mike Ancell	IOT	Damian Bell	IOT	Rich Borrego	IOT	Nick Campos	IOT
Bill Anderson	IOS	Jamie Bender	IOT	Henry Bot	IOT	Cirino Caniglia	IOS MOT
Bob Anderson	IOS	Tom Bender	IOS MOT	John Bot	MOS	Steve Caporale	IOS
Chris Anderson	IOT	Dallas Benjamin	MOS	Dan Bower	IOT	Roger Carlson	IOT
Dave Anderson	IOT	Jamie Bennett	IOS	Tommy Bower	MOS	Adam Carman	MOT
Joe Anderson	IOT	Mike Bennett	MOS	Dan Box	IOT	Roger Carnes	IOT
Phil Anderson	IOS	Dave Benning	IOT	Dustin Boyle	MOS	Greg Carr	IOT
Ryan Anderson	MOT	Jerry Benning	IOT	Justin Brannan	IOS	Alfredo Carrillo	MOS
Tom Anderson	MOT	Dixon Benschhof	IOT	Dustin Branster	IOT	Ed Carroll	MOS
Ed Andresen	IOS	Derek Benson	IOS MOT	Virgil Bray	IOT	Ryan Carter	MOT
Mike Andresen	IOT	Scott Benson	IOT	Jason Brehmer	IOT	William Carver	IOT
Bob Andrews	MOS	Andy Bent	IOS MOT	Tami Brinkhoff	IOT	Pat Casey	IOT
Rich Andrews	IOS MOT	Brad Bent	MOS	Bob Brinkhuis	IOS	Pedro Castro	MOS
Dan Angstead	IOS MOT	Brian Bent	MOT	Randy Brinkman	IOT	Tony Castro	IOS
Craig Ansbach	IOT	Rick Bent	IOT	Kyle Britton	IOT	Rusty Caudell	IOT
Larry Anseeuw	IOT	David Bentler	IOT	Robert Broderick	MOT	Shawn Cepurnieks	IOS
Roger Arnburg	IOT	Bruce Berg	IOT	Joe Bronson	MOS	Frank Certa	MOS
Bill Arndt	IOT	John Berg	IOT	Zach Bronson	IOT	Rick Cessna	IOS
Greg Arndt	IOS	Dave Berger	IOT	Joel Brott	IOT	Jason Chance	MOT
Paul Ashmore	IOS	Brian Berke	IOT	Buck Brouwer	IOS MOT	Jim Chapman	IOS
Walter Aude	IOS	Mike Berschorner	IOT	Mark Brower	MOS	Chad Chaput	IOS
Joe Audino	MOS	Dudley Beyer	IOS	Barry Brown	IOT	Mike Chase	IOT
Jamie Augustine	IOS	Julio Bibian	IOT	Bob Brown	IOS MOT	Steph Chase	IOT
Doug Austin	IOS	Matt Bieberly	IOS	Dave Brown	IOT	Jimmy Cheng	IOT
Ron Avery	IOT	Don Bieghler	IOS	Jon C Brown	MOS	Pete Cherrier	IOS MOT
John Aymar	MOT	Bill Biggerstaff	IOT	Mike Brown	IOS	Steve Chester	IOT
Butch Bade	IOT	Jeff Biggerstaff	IOT	Pat Brown	MOT	Nick Chleborad	IOS
Brad Baker	IOS	Rob Bish	IOS	Robin Bruck	IOS	Max Christensen	IOS MOT
Jeff Baker	IOS	Brett Bishop	IOT	Kyle Brunick	IOS	J.D. Christian	IOS
Paul Baker	IOT	John Bishop	IOT	Todd Brunken	IOT	Terry Christian	IOT
Steve Bales	IOS	Stuart Bishop	IOS	Dan Brunton	IOT	Tim Christiansen	IOT
Dave Ballard	IOS	Trinity Bishop	IOT	John Buche	IOS	Bob Christianson	IOS MOT
Larry Bamsey	IOT	Bill Blacketer	IOS MOT	Jeff Buckmaster	MOT	Rick Christianson	IOS
Kevin Barnes	IOS	Kevin Blackford	IOT	Clark Budahl	MOT	Tom Clarey	IOS
Nick Barnes	MOT	Tim Blair	IOT	Alan Burbach	MOS	Brian Clausen	IOT
Ken Barnhart	IOT	Randy Blazek	MOS	Mike Burcham	IOT	Shon Clausen	IOT
Scott Barnhill	IOT	Dean Bleil	IOS	Bob Burger	IOS	Stef Clausen	IOT
Dave Bart	IOT	Randy Block	IOT	Dave Burke	IOS	Chase Clauss	IOT
Chuck Bates	IOT	Alan Bloodgood	IOS	Steve Burnham	IOS	Joe Clemons	IOT
Jeremy Bates	IOT	Mike Bloomberg	MOS	Danny Burns	IOT	Ward Cline	MOT
Lyle Bates	IOT	Terry Bloomquist	IOT	Todd Burns	IOS MOT	Tim Cloyd	IOS
Randy Bates	IOS	Mike Bock	MOS	Josh Burtzel	IOS	Ryan Cobb	MOS
Josh Bauer	IOT	Preston Boeh	IOS	John Bussey	MOS	Chuck Compton	IOT
Gregg Baumbach	IOS	Rick Boehrns	IOS MOT	Dave Buth	IOT	Bob Conklin	MOT

John Conover	MOT	Kent Dinkelman	IOS	Bob Finke	IOS	Jason Graham	MOT
Dick Cook	IOS	Rick Dodge	IOT	Jeff Finke	IOS	Victor Grandstaff	IOS
Cecil Coombs	IOT	Sam Donahoo	IOS	Rob Firchow	IOS	Jay Green	IOS
Jerry Cooper	IOT	Jeff Donnelly	IOT	Bryan Fisher	MOS	Terry Greske	IOT
Kevin Cople	IOT	Dave Dorpat	IOS	Larry Fisher	IOS MOT	Dan Groenwold	IOT
Dave Corcoran	IOT	Joe Dorpinghouse	MOT	Allie Fitzgerald	IOT	Justin Grosnickle	IOS
Jamie Courtney	IOT	Bob Down	IOT	Jeff Flanagan	IOS	Craig Grothen	MOT
Mike Coyle	MOT	Norm Downing	IOS MOT	Brian Fleshman	IOT	Rob Groves	IOS
Roland Craig	IOS	Reid Downing	MOS	James Fletcher	IOS	Darin Grummett	IOS
Scott Crees	IOT	Mike Dreyer	IOT	Brad Florian	MOS	Aaron Guenther	IOT
Frank Cretsinger	IOT	Chris Driskell	IOT	Gene Flynn	IOS MOT	Terry Guess	IOS
Jason Crisp	IOT	Bill Duncan	IOS	Jim Foarde	IOT	Dustin Gunia	MOS
Jeb Crom	IOT	Doug Duncan	IOS MOT	Mike Foor	IOT	Dan Guzman	IOS
Earl Crouch	IOT	Brett Dutton	IOS	Joel Ford	IOS	Damian Haddock	MOT
Ron Culwell	MOS	Bryon Dutton	IOT	Cole Foster	MOS	Ron Hagberg	IOS
Larry Cummings	IOT	Jay Dvorak	IOS	Mark Fouraker	IOS	Shane Hagen	IOT
Kelly Cyr	IOS	Shandy Dvorak	MOT	John Fox	MOS	Matt Hage	IOT
Dave Czerwony	IOS	Roger Edgar	MOS	Frank Francis	IOS MOT	Eric Hagood	IOT
Chris Daffer	IOT	Ryan Edmiston	IOT	Steve Franks	IOT	Sam Hahn	IOT
Chad Dahlke	IOT	Jeremy Ehlers	IOS	Wes Franks	IOT	Dennis Hale	IOT
Dave Damman	MOS	Larry Ehlers	IOT	Jon Freemont	IOS	Allen Hall	IOS
Al Daugherty	IOT	Jeff Eichmann	MOS	Lee French	IOS	Ralph Hamm	IOT
Tod Davenport	IOS	Kim Elder	IOS	Randy Frerking	IOT	Randy Hamm	IOS MOT
Cary Davis	IOS	Hank Eldrington	IOS	Travis Freyberg	IOS MOT	Pat Hampe	IOS
Denny Davis	IOS	Jeff Ellsworth	IOS	Jerrold Frideres	MOS	Art Handy	IOT
Don Davis	IOS	Jim Eneix	IOT	Jessica Frideres	MOT	Keith Hannsen	IOS MOT
Garrett Davis	IOS MOT	Gail Engelman	IOS	Jason Froehling	MOS	Todd Hansen (mm)	IOT
James Davis	IOS	Steve Engeman	MOT	Marvin Fuller	IOT	Luvern Hanson	IOS
Jordan Davis	MOS	Gordy Engesmoe	IOT	Ryan Fulton	IOS MOT	Dave Hantz	IOT
Larry Davis	IOT	Tony Epperson	IOS	Ron Gadeken	IOT	Chris Harbaugh	IOT
Paul Davis	IOT	Paul Ererski	IOT	Travis Gallup	MOT	Gary Harders	IOS
Steven Davis	IOS	Mark Erickson	MOT	Tracy Galter	IOT	Rich Harding	IOT
Troy Deboer	IOS	Mike Erickson	IOT	John Gantt	IOT	Brad Harris	MOS
Sean DeClue	IOT	Rich Erickson	IOT	Santiago Garcia	IOT	Don Harris	IOS
Derek Deger	IOS	Tom Erickson	IOS	Mark Garrow	IOS	Chris Harrison	IOT
Ryan Deighton	IOT	Tracy Ernst	MOT	Pat Garry	IOT	Jerry Harrison	IOS MOT
Jim Denelsbeck	IOT	Oscar Escobar	MOS	Reggie Gay	IOS MOT	Shane Harrison	MOT
Ron Denny	IOS	Roger Evert	IOT	Jim Genrich	IOT	Dave Hartman	IOT
Tom Dentlinger	MOS	Bob Eyer	IOT	Mike Gerkin	IOT	Dave Hartz	IOS
Fred Detrixhe	IOS	Brad Facile	IOT MOS	Larry Gilleland	MOS	Mike Harvey	MOS
Scott Deutschman	MOT	Dennis Famestad	IOS	Dana Gillotte	IOS	Larry Hatton	IOS
Gary Dewaele	IOS	Todd Farah	MOT	Kenneth Girard	IOS	Bruce Hausman	IOS
Mark Dewitt	IOT	Tom Fassett	MOS	Dean Gjertson	IOS MOT	Jim Havelaar	IOT
Jason Diaz	IOT	Chuck Fattig	IOS	Kirk Glass	IOT MOT	Ron Hawes	IOS
Dave Dicus	IOS	Nick Faulk	MOS	Walt Gnat	IOT	Bill Hawks	IOS
Todd Diekman	IOT	Dennis Favero	MOS	Charles "Godfrey, Jr."	IOT	Lanny Hayes	IOS MOT
Dennis Diemer	MOT	David Feerick	IOT	Denny Golden	IOT	Dan Hein	IOS MOT
Al Dietrech	IOT	Joe Feerick	IOT	Jaime Gonzales	IOT	Jerry Heinen	IOS
Brandon Dietrich	IOS MOT	Jamie Fenton	MOS	Allan Good	IOT	David Heinonen	IOS
Ben Diggs	IOS MOT	Bob Ferguson	IOS MOT	Pat Good	IOS	Bob Heinz	MOT
Rich Dike	IOT	Jamie Ferguson	MOT	Jeremy Goodner	IOS MOT	Steve Heirigs	IOT
Jim Diller	IOS	Kenny Ferguson	IOT	Angie Goodon	IOT	Ron Heistuman	IOS
Tim Diller	IOT	Todd Filipi	IOT	Matt Goodwin	IOS	Marty Heldenbrand	MOS
Todd Dilley	IOS	Stan Fimple	MOT	Rick Goulden	MOS	Harvey Helm	IOS

BJ Helmstadter	IOT	Dennis Isaacson	IOT	Joe Kidd	IOS	Ted Lane (DM)	IOT
Jim Hemmer	MOT	Jerry Ivey	IOT	Kevin Kidd	MOT	Richard Lang	MOT
Don Henderson	MOS	Scott Iwen	IOS MOT	Bill Kieser	IOT	Ryan Lange	IOS
Mike Henderson	MOS	Nick Izzo	IOT	Ron Kiner	IOS MOT	Dave Langford	IOT
Will Henderson	MOT	Barry Jack	IOS	Denny King	IOS	Billy "Lansdowne, III"	MOT
Al Hensley	IOT	Mark Jackson	IOT	Jim King	IOS	Bill "Lansdowne, Jr."	IOS MOT
Ed Hepburn	IOS	Jake Jacobsen	IOT	Matt King	IOT	Dave Larson	IOS
Kelly Heptig	IOT	Scott Jacobson	IOT	Rick King	IOT	Nick Larson	IOT
Wayne Hergott	IOT	Matt Jaminet	IOT	Lloyd Kinnan	IOT	Sue Larson	IOT
Keith Herndon	IOS	Brian Jasper	IOT	Brian Kirchmeier	IOS	Troy Lawrence	IOS
Lonny Hertel	IOT	Dave Jennings	IOS MOT	Matt Kizzier	MOT	Ron Leach	IOT
John Hetherington	IOT	Larry Jensen	IOS	Jesse Kleinhesselink	MOS	Brad Leckband	IOS
Dave Hexamer	MOS	Stan Jensen	MOS	Gary Kluck	IOT	Doug LeClair	IOS
Dan Hickman	IOS	Shane Johanning	IOT	Gary Kludt	IOS	Mark LeClair	IOS
Hal Hickman	IOT	Brent Johnson	IOS	Leonard Klug	IOS	Keith Lee	IOT
Alan Hightree	IOS	Dave Johnson	IOT	Drew Knudsen	IOT	Matt Lee	IOT
Rich Hildreth	IOT	James K Johnson	IOT	Rod Knudsen	IOT	Rick Lee	IOT
Craig Himmelberg	IOT	Maurey Johnson	IOS MOT	Dave Knupp	IOT	Tanner Lee	IOT
James Hines	IOT	Mike Johnson	IOS	Jamie Kobylasz	MOT	Theo Lee	IOS MOT
Keith Hinzman	IOS	Paul Johnson	IOS	Jerry Kockelman	IOS	Jeff Leidy	IOS
John Hipes	IOS MOT	Terry Johnson	IOS	Jamie Kockler	IOS	Brian Leisure	MOS
Troy Hirachita	IOS	Tracy Johnson	IOS	Al Koekkoek	IOT	Rick Lemke	MOT
Brian Hobbs	IOT	Jim Johnson (D & D)	MOS	Josh Kohout	IOS	John Lentis	IOT
Cody Hodgins	IOS	T J Jolliffe	IOT	Denny Kohrt	IOT	Mike Lenz	IOT
Randy Hodgins	IOS	Clayton Jones	IOT	Terry Kohrt	MOT	Herb Lichtenberger	IOS
Tyson Hodgins	MOS	Glenna Jones	IOT	Jim Kohtz	IOS	Vince Lieb	IOS
Dave Hoff	MOS	Pat Jones	IOS	Dennis Kolarik	IOS	Dan Lieder	IOT
Scott Holloway	MOS	Rex Jones	IOS	Arnie Koopman	IOS	Russ Liggett	IOS
Walter Holloway	IOS	Scott Jones	IOS	Jeff Koppenheffer	IOS	Rod Liles	IOS
Troy Honeycutt	MOS	Jeff Jorgensen	IOS	Tom Kotas	IOT	Chuck Limoges	IOT
Jason Honig	IOS	Loren "Jorgensen, Jr"	MOS	Chris Kowal	IOS	Karen Lincoln	IOT
Steve Hoover	IOS	Derald Judson	IOS	Pat Kowalski	MOT	Dan Lingle	IOT
Dave Hopkins	IOT	Steve Juhl	IOT	Kevin Kramer	IOS	George Lingo	IOT
Jim Hopkins	IOS	Steve Junck	IOS	Jim Kreikemeier	IOT	Ly Lo	MOS
Todd Hoppe	IOS MOT	Jerry Junker	IOT	Corey Kremer	IOT	Chris Loew	IOS
Larry Horacek	IOS	Alan Jurgens	IOS	Lou Krohn	IOT	Al Logeman	IOS
Brian Horner	IOT	Jason Kampas	MOS	Bob Krueger	IOT	Angel Lopez	IOS
Gordon Hough	IOS	Butch Karnof	IOT	Bruce Krueger	IOT	Lou Lopez	IOT
Roger Housman	MOT	David Karnof	IOT	Shad Kruger	IOS	Chase Lottman	IOT
Bart Howard	IOT	Randy Kaufman	MOS	Wayne Krumpus	IOS MOT	Chris Love	IOT
Jeff Hudson	MOS	Evan Keithley	IOT	Chris Kuehl	IOT	Bill Lowe	IOS MOT
Kent Huemoeller	IOS MOT	Rod Keithley	IOS	Rick Kuhnert	MOT	Michael Lowe	IOS
Brad Huffman	IOS	Bobby Kelley	IOT	Joey Kuhns	IOT	Keith Luedke	IOT
Fred Huffman	IOT	Dallas Kelliker	IOS	Pat Kurtenbach	IOT	Kevin Lundgren	IOS
Mike Hughes	MOS	Greg Kellogg	IOS MOT	Jason Kurvink	IOT	Bill Maas	IOT
Bruce Huisman	IOT	Courtney Kelly	IOT	Eric Kyle	IOT	Leon Mace	IOT
Brian Huls	IOS	Jim Kelly	IOS	Tim Lahood	IOS	Dean Madsen	IOT
Mark Hunt	IOS	Ken Kendall	IOS	Dan Lamkins	IOS MOT	Dean Maeyaert	IOT
Shawn Huntington	IOS	Bill Kennedy	IOT	Lanny Lammers	IOT	Tony Majerus	MOT
Jason Husted	IOS	Orville Kenowith	IOS	Jeff Lamontagne	IOS MOT	Rod Mallison	IOS MOT
Robert Hyatte	IOT	Dan Kerkaert	IOT	Ernie Lance	IOT	Brad March	MOS
Mike Hyland	MOS	Dan Kern	IOS	Ben Landis	MOT	Brandon J. March	IOS
Brian Iron Whiteman	IOS	Rick Kerner	IOT	Bill Lane	MOS	Merv March	IOT
Bruce Irons	IOT	Tom Kibler	IOS	John Lane	IOT	Terry Markhardt	IOS

James Markley	IOT	Larry Mitchener	IOT	Lee Norton	MOS	Brad Poulson	IOT
Bruce Marks	MOS	Steve Miteff	IOS	Jimmy Nosavan	MOS	Jeff Powell	IOS
Dana Marquardt	IOT	John Mize	MOS	Don Novak	IOS	John Powers	IOS
Dick Marsack	IOT	Dave Molberg	IOT	Ricky Nowak	IOS	Mike Powers	IOS
Gregg Marsh	IOS	Bob Monlux	IOS	Mike Nowatzke	IOS	Pat Powers	IOS MOT
Mel Marsh	IOS	Jan Monroe	IOT	Paul Nutsch	IOS	Richard Powers	IOT
Richard Marshall	IOT	Jeff Montgomery	IOT	Roger O'Banion	IOS	Dave Pownell	MOT
Rick Marshall	IOT	Jerry Montgomery	MOT	Troy Oberembt	MOS	Jim Prchal	MOS
Brent Martin	IOS MOT	Matt Montgomery	MOT	Eric Obermier	MOS	Mike Premer	MOT
Greg Martin	IOT	Rob Montgomery	MOS	Rick Ochs	MOT	Jason Preul	IOS MOT
Julian Martinez	IOT	Bill Moon	IOS	Mark O'Connor	IOS MOT	Roger Preul	IOT
Scott Mass	IOT	Ed Moore	IOT	Gary Oldfield	IOT	Steve Prins	IOS
Marty Mattison	IOT	Eddie Moore	IOS	Jim Olejniczak	IOS MOT	Roger Pruel	IOT
Dale Maurer	IOS MOT	Heath Moore	IOS MOT	Dave Olson	MOS	Shawn Purvis	IOS
Phillip Mays	IOT	Jack Morgan	MOS	Devin Olson	MOS	Fred Putman	IOS MOT
Tony McCallen	IOT	Brad Mork	MOT	Damon Ooten	IOS	Cory Putzier	IOS
Claud McClain	IOS	Tony Mork	MOT	Jim Orren	IOT	Steve Radigan	MOT
Andy McClure	IOS	Brian Morris	IOT	Daniel Ortego	IOT	Chris Radley	MOS
Nils McConnell	MOS	Jeff Morton	IOT	Mark Osborn	IOS	Dave Radley	IOT
Larry McCullough	IOT	Jason Moser	IOT	Kevin Oswald	IOT	Mark Rainey	IOS
Chris McDannel	IOS	Matt Mosher	MOT	Wayne O'Tool	MOT	Darren Rames	IOT
Chris McDonald	IOT	Sid Mosher	IOS MOT	Doug Otteman	IOS	Louie Ramos	IOT
Vernon McGee	IOS	Chuck Moss	IOS	Tony Ourada	IOT	Mark Randall	IOT
Butch McGinnis	MOT	John Mossman	IOT	Gene Outland	IOS	Dusty Rardin	IOS
Ryan McGinnis	IOT	Mike Mulligan	IOT	Mark Packard	IOT	Randy Rasmussen	IOS
Jeremy McHugh	MOS	Bill Mulloy	MOS	Paul Paden	IOT	Gary Ratkovec	MOS
Brian McKaig	IOS	Daniel Murphy	IOS	Dan Parker	IOS	Chad Ray	IOS MOT
Matt McKain	IOT	Todd Murra	MOT	Dave Parks	MOS	John Ray	IOT
Matt McKenna	IOS	Bill Myers	IOS MOT	Ryan Parks	IOT	Jon Ray	IOT
Rob McKinley	IOS	Vern Nadrchal	MOT	Steve Peck	IOT	Randy Rector	IOS MOT
John McMillin	IOS	Jason Naglestad	MOT	Al Pederson	IOS	Aidan Reed	IOS
Eric McMurry	IOT	Greg Narke	IOS MOT	Larry Perera	MOS	Bart Reed	IOT
Bruce Mead	IOT	Terry Narum	MOT	Tim Perera	IOS	Eric Reed	IOS
Vic Mears	IOT	Gary Nath	IOT	Bill Peters	IOS	Jim Reed	MOT
Brian Meehan	IOT	Mel Nededog	IOS	Randy Peters	MOS	Izzy Reedy	IOT
Gary Meggs	IOS	Rod Neiss	IOS	Chris Petersen	IOS	Ed Reeves	IOS MOT
Erin Menking	IOT	Steve Nelson	MOS	Gordy Peterson	MOS	Monte Reeves	IOS
Donnie Meyer	IOT	Chris Neppel	IOS	Kurt Peterson	IOT	Mike Reidel	MOT
Meryl Meyer	IOT	Brad Nerverve	MOS	Matt Peterson	IOT	Micky Reinking	MOT
Rick Meyer	IOT	Loyall Newell	IOT	Ryan Peterson	MOT	Robert Reis	IOS
Bill Miller	IOS	Larry Newman	IOS	Willis Peterson	IOS	Ron Reis	IOT
Jeff Miller	IOS	Richard Newman	IOS	Chad Pew	MOT	Trent Reis	IOT
Kevin Miller	IOS	Isaac Newton	IOS	Adam Pfeifer	IOT	Nick Restau	IOT
Kyle Miller	IOT	Chuck Nielsen	IOS	Paul Pfundt	IOT	Rich Reuwsaat	MOT
Matt Miller	IOT	Randy Nielson	IOS	Dave Pickett	IOT	Paul Revord	IOT
Rocky Miller	MOT	Shane Nielson	IOT	Dave Pinkerton	IOT	Dan Reynolds	IOT
Ron Miller	IOS MOT	Loren Niemand	IOS	Tony Pisci	IOS	Ron Reynoldson	MOS
Ronnie Miller	MOT	John Nisbet	IOS	Richard Pitcher	IOS	Randy Rezny	IOS
Troy Miller	IOS	Dave Noell	IOT	Jeff Pittenger	IOT	Andre Rhodes	IOS
Rick Milleson	MOS	Ed Noland	IOS	Mike Plambeck	IOT	Art Rhodes	IOT
Rick Millzgo	IOS	Steve Nooum	IOS	Don Plymell	IOS	David Rhoten	MOS
David Mindham	IOT	Joe Northup	MOT	Steve Poe	MOS	Geoff Rice	MOS
Becky Minshall	IOT	Tim Northup	IOS MOT	Andy Pomerson	MOS	Robert Rice	IOS
Dave Mitchell	IOS	Tom Northup	IOT	Chad Porter	IOS	Chris Rich	IOT

Gene Richardson	IOT	MOS	Robb Schenk	MOS	Austin Sissel	MOS	Mike Stinger	IOS		
Jamie Richardson	IOS	MOT	Mike Schiefelbein	IOT	Virgil Skala	MOS	Phil Stinger	IOT		
Jason Richardson	MOS		Roger Schlechta	IOS	Glade Skinner	IOT	Ralph Stirrett	IOS		
Justin Richardson	MOT		Travis Schleuter	MOT	Joe Skluzacek	IOS	MOT	Mike Stoakes	IOT	
Doug Richey	MOS		Stan Schloer	MOT	Jon Skogen	IOS	Ron Stoddard	IOS		
Cory Richmond	IOS		Chad Schlumbaum	MOS	Steve Sladek	IOT	Gary Stokes	IOS		
Greg Ridenour	MOS		Aaron Schmadke	IOT	Josh Slater	IOT	Matt Stoner	IOT		
Dale Riedel	IOS		Chad Schmadke	IOT	Mark Sloppy	MOT	Kelly Stoutenberg	IOT		
Jim Rigney	MOT		Dan Schneider	MOT	Chris Slotten	IOT	MOT	Jim Stoutland	IOT	
J.D. Riley	IOS	MOT	Tommy Schmeiding	IOT	Orv Slotten	IOS	MOT	Todd Strain	IOS	
Joe Ritonya	IOT		Dan Schmieder	IOS	Ron Smart	IOS	Curtis Strampe	IOT		
Jim Ritzman	MOT		Eric Schnuerle	IOS	Darryl Smith	MOS	Robin Stratton	IOT		
Danny Roach	MOS		Todd Schreier	IOS	Jason Smith	MOS	John Street	MOS		
Terry Roach	IOT		Jerry Schroeder	MOT	Paul Smith	IOT	Norm Strehlow	MOT		
Donny Robbins	IOS		Matt Schroeder	IOT	Todd Smith	IOS	Carl Strutzenberg	IOT		
Stacy Roberts	IOT		Brian Schubert	IOS	MOT	Bryan Smolik	IOT	Daryl Strutzenberg	IOS	
Travis Roberts	IOS		Randy Schuldeis	IOS	Billy Snell	IOS	Brandon Sturges	IOS		
Bob Roberts Jr.	IOT		Joe Schulte	IOT	Scott Snoozy	IOS	Mick Sturges	IOT		
Bob Robinett	IOT		Tony Schultes	IOS	John Snyder	MOT	Reggie Suess	IOS	MOT	
Tom Robinett	IOT		Bob Schultz	IOT	Gary Sockel	IOT	Adam Suhrbier	IOS		
Eddie Robinson	IOT		Doug Schultz	IOS	Chuck Sohm	IOT	Eric Sullivan	MOT		
Martin Rodriguez	IOT		Steve Schultz	IOT	Carlos Solis	IOT	Kevin Sullivan	MOS		
Paul Rodriguez	IOS		Scott Schurman	IOS	MOT	Noe Solis	IOS	MOT	Mike Sullivan	IOT
Jeff Roemeling	IOT		Rick Schutt	IOT	Marvin Sollars	IOS	Ron Sully	MOS		
Aaron Roesler	IOS	MOT	Marty Schuttpeltz	IOT	Bob Solverson	MOS	Jon Sunderman	IOT		
Mark Rogers	IOT		Wade Scott	IOS	MOT	Damian Solverson	IOT	Rob Sunderman	IOT	
Don Roggane	IOS		Carl Seelye	MOS	Karl Sontheimer	IOS	Ika Svintadze	IOS		
Mark Rogge	IOS	MOT	Jason Seemen	MOT	Randy Soper	IOT	Irakli Svintradze	IOT		
Tom Rokes	IOT		Curtis Sellers	IOS	MOT	Dan Sorenson	IOS	Craig Swanson	IOS	
Larry Roland	IOS		Justin Sellhorn	IOT	Kyle Sorenson	IOT	Israel Swanson	IOS		
Tom Ronk	IOS		Brant Setterholm	IOT	Scott Sorenson	IOT	Mitch Swanson	IOT		
Ryan Root	IOS		Joe Shanks	MOS	Josh Soupir	IOS	Mark Swedzinski	IOS		
Kendal Roper	IOT		Jim Shannon	IOS	Troy Sowers	IOT	Chris Sweet	IOT		
David Rosalez	IOS		Brian Sharp	IOS	Greg Spence	IOT	Jeremy Sweet	IOT		
J.R. Rosenbaugh	IOS		Barry Shaw	IOS	Eric Spencer	IOS	MOT	Roland Sweet	IOS	
Lyle Roucka	IOS		Ray Sheibal	MOS	Kenny Spicer	IOS	MOT	Stan Sweisberger	IOS	
P.B. (Butch) Rudshagen	IOS		Mark Sheldon	IOS	Paul Spicer	IOS	Jason Swords	IOT		
Phil Runyan	IOS		Don Shelton	IOS	Eric Spilker	IOT	Chris Talbot	IOS		
Mike Ruppert	IOS		Glenn Shepherd	IOS	Roger Spooner	IOT	Dan Tanner	IOT		
Dave Russell	IOT		Ralph Shepherd	IOT	Dick Sporven	IOT	Davey Taylor	IOT		
Brian Ruth	IOT		Zeb Sheppard	IOS	Ken Squires	MOT	David Taylor	IOS		
Bill Rutt	IOT		Doug Sherrill	MOS	Duane Starner	IOS	Kirk Taylor	IOS		
Kurt Sabin	MOS		Mark Sherry	IOS	Ron Stegemann	IOT	Tim Taylor	IOS	MOT	
Tracy Salisbury	IOS		John Shifflet	MOT	Phil Steiger	MOS	Mike Teddar	MOT		
Bill Sample	IOS		Allyn Shively	IOS	Eldon Steinfort	IOT	Dave Teed	IOS	MOT	
Wayne Sanders	IOT		David Shupe	MOT	Josh Stern	IOS	Mark Teel	IOS		
Bud Sandin	IOT		Larry Shupe	MOS	Kirk Stevens	MOT	Greg Teet	IOS	MOT	
Chris Sandin	IOS		Ron Sibbel	IOS	Dave Stevenson	IOT	Tim Temme	IOS		
Bryan Sandquist	IOS		Chris Siefken	MOS	Jack Stevenson	IOS	Steve Thomas	IOS		
Don Sauers	IOT		Jerry Siefken	IOT	Mike Stevenson	IOT	Bill Thompson	IOS		
Troy Sauers	MOT		Aaron Sieve	IOS	Roger Stevenson	IOS	Brian Thompson	MOT		
Troy Schafer	MOS		Randy Sigler	IOS	John Stewart	IOT	Dan Thompson	IOS	MOT	
Mike Schatzke	IOT		John Signor	IOS	Keith Stewart	MOT	Jeff Thompson	IOS		
Claire Scheideler	MOS		Greg Sill	IOS	MOT	Curt Stierler	IOS	MOT	Paul Thompson	IOS

Randy Thompson	IOS	MOT	Jeremy Urwin	IOT	Tony Weidenfeller	IOS	Matt Wilson	IOS		
Scott Thompson	IOS		Deon Utterback	IOS	George Weiland	IOT	Gail (Gator) Wilwerding	IOS		
Ted Thompson	IOT		Ron Utterback	IOS	Rod Weisbeck	IOT	Steven Wilwerding	IOS		
Terry Thompson	IOS	MOT	Thomas Vanik	IOS	Mike Welborn	IOS	Jeromie Wiskus	IOS		
Somphet Thongsouk	IOS	MOT	Jason Vanis	IOT	Lee Welch	IOT	Scott Witte	IOT		
Dean Thooff	IOT		Kurt Vanourney	IOS	Gary Wells	IOS	Shane Woehler	IOS		
Greg Thornes	IOS	MOT	Scott Vanoverbeke	IOT	Lee Welsh	IOS	Jeff Wolfe	IOS		
Jason Thornton	IOS		Dick Varilek	IOS	MOT	Ryan Wendel	IOT	Keith Wolfe	IOT	
Chad Thorton	IOT		Jesse Verdeck	IOS		Greg Wendland	IOS	Rowdy Woodard	IOT	
Bob Tiefenthaler	IOS		Josh Vermule	IOS		Shane Wendland	IOS	Dave Woodle	MOT	
Randy Tilk	IOS		Jason Vidlak	IOT		Wally Wendland	IOS	Mike Woodson	IOT	
Phil Tindrell	IOS		Rick Vierstaete	IOT		Chuck Wenther	IOS	Kyle Wooten	IOT	
Ismael Tirado	IOT		Pete Vigants	IOT		James Werner	IOS	Aaron Wulf	IOT	
John Todd	IOT		Bill Vollmer	IOS		Tom Westaby	IOT	Cory Wulf	IOS	
Kevin Totman	IOT		Cody Vollmer	IOT		Daniel Weyer	IOS	Dave Wulf	IOS	
John Towns	IOT		Chans Vongphasouk	IOS		Bill Wheeler	MOT	Keith Wyatt	IOT	
Ha Tran	IOS	MOT	Todd Voss	MOS		Daniel Wheeler	IOS	Charles Wykert	IOS	
Greg Travis	IOS		Larry Waddell	IOS		Brian Whisler	IOS	MOT	David Wykert	IOT
Chris True	IOT		Jeff Wagner	IOS		Kevin Whisman	IOT		Rex Yoder	IOT
Jason Truett	MOT		Tom Walewski	IOS		Denny White	IOS		Coby Young	IOS
Jim Tucker	MOT		Larry Walker	MOS		Brian Whiteman	MOT		Larry Youngmon	IOT
Tim Tucknott	MOT		Pat Wancewicz	MOS		Jeff Whitmore	IOS		Richard Zahnow	IOS
Robert Tully	IOS		Vince Warner	IOS		Ray Whitten	IOT		Ken Zale	IOS
Brian Turk	IOS		Rob Waterbury	MOT		Brent Widtfeldt	IOS		Todd Zehr	IOS
Harold Turner	MOT		Kevin Waterman	IOT		Terry Wiebke	IOT		Jay Zender	IOT
Jeff Turner	IOS		Jason Wathor	IOS		Keven Willard	IOS	MOT	Tristin Zenor	IOS
John Turner	IOT		Bruce Watson	IOT		Danny Williams	IOT		Tony Zezulka	IOS
Steve Uchtyl	MOT		Larry Weddell	IOT		Roger Williams	MOS		Steve Zimmell	IOT
Ken Uhlenkamp	IOT		Charlie Weeks	IOT		Henry Williford	MOT		Shawn Zimmerman	IOT
Josh Underwood	IOT		Matt Weida	IOT		Zack Willis	MOS		Todd Zimmerman	IOT
Rick Underwood	IOS		Tom Weidenfeller	IOS	MOT	Bill Wilson	IOS	MOT	Doug Zuraff	IOT

## MIDWEST WOMEN'S RATING LIST FOR 2012 TOURNEY

Kirsten Adams (Bandow)	WIS	Terri Beek	WIS	WMT	Bonnie Buthman	WIS	Becky Dick	WIS		
Sarah Allard	WIT	Tammy Beltz	WIS	WMT	Su Campagnone	WIS	Carrie Diemer	WIS		
Nichole Allen	WIT	Jamie Bender	WIS		Kim Carnes	WMS	Karla Dowding	WIS	WMT	
Debra Allender	WIS	Julie Benson	WIS		Kris Carrillo	WIS	WMT	Lucy Down	WMT	
Becky Anderson	WMS	Amy Bent	WIT		Gabby Cervantes	WIS		Carrie Drummond	WIS	
Melissa Anderson	WIS	Rachel Bicego	WIS	WMT	Tammy Chalup	WMS		Lynn Dubray	WIT	
Vonda Apking	WMT	Kim Blecha	WIS		Laurie Chandler	WIS		Rochelle Ehlers	WMT	
Barb Arens	WMS	Janelle Boeding	WIS		Diane Colborn	WIS		Cindy Eustice	WMS	
Lisa Aude	WMS	Nic Borzekorski	WIT		Amy Combs	WIT		Nancy Evans	WMT	
Barb Avery	WMS	Jeri Bouvette	WIS		Athena Combs	WMT		Melissa Fawley	WIS	
Laura Baker	WMS	Keri Boyle	WIS		Jennifer Combs	WMS		Lynn Ferguson	WMT	
Stephanie Baker	WIS	Jann Brakke	WIS		Renee Cook	WIT		Kelli Finke	WIS	WMT
Sarah Baltzer	WIT	Peggy Breit-Matlock	WIS		Carolyn Coordsen	WIS		Connie Fletcher	WIT	
Christi Barber	WIS	Pam Brinkman	WIS		Clancy Cox	WIT		Stephanie Flynn	WIS	WMT
Joan Barber	WMT	Cheryl Bronson	WIS	WMT	Dot Cyr	WMS		Bobbie Ford	WMS	
Heidi Barck	WIT	Linda Brown	WMS		Abby Davidson	WIS		Chris Foster	WMT	
Andrea Bean	WIT	Tina Burkhead	WIS	WMT	Lisa Davis	WIS		Jan Foster	WMS	
Missy Beck	WMS	Becky Busboom	WIS		Jami Decker	WIS		Linda Fotinos	WIS	
Christina Becker	WIS	Modusti Bushbaum	WMS		Beth DeVries	WIT		Jessica Frideres	WMS	

Shelley Fulton	WIS	Shelley Kelly	WIS	Kori Oberembt	WIS	Laurie Silcott	WMS
Peggy Fusselman	WMT	Billie Kephart	WMS	Sue Oberle	WIS WMT	Jodee Skala	WMS
Garnet Gabriel	WMT	Mandy King	WIT	Johnna Obermier	WIS	Lynn Skogen	WIS
Sherrie Gillan	WMS	Angie Klinnert	WIT	Paula Oldenkamp	WMT	Lois Slechta	WIT
Paula Gloe	WMT	Amy Knowles	WIS	Amber Olson	WMS	Heidi Slonka	WMS
Brenda Goodner	WIT	Calli Kohl	WIT	Pam Oltman	WIS	Crystal Smith	WIS
Shannon Green	WIT	Stacey Kommers	WIS WMT	Ann Oren	WIT	Debbie Smith	WIS
Brenda Greenwood	WIS	Paula Kontz	WIS WMT	Jane Ormseth	WMT	Marilyn Smith	WIS WMT
Leslie Groendyke	WMT	Jen Krant	WMT	Sarah Pagel	WMS	Chrissie Smith	WMS
Stacy Grover	WMT	Ame Kunkel	WIT	April Parlet	WIS	Sheila Smith-Hahn	WMS
Amy Gunn	WIS	Carrie Kusy	WIS	Jeanie Parratt	WIT	Lisa Snyders	WMT
Julie Guzman	WMS	Brenda Laffin	WIT	Chris Patterson	WIT	Kelly Spangenburg	WMS
Shelly Gylling	WIT	Sheri Lampe	WIT	Tenaha Patterson	WIS	Patsy Stanton	WIS
Jackie Haase	WIT	Nancy Lane	WIS	Leanne Paulson	WMS	Sara Stevens	WIS WMT
Shelly Hagen	WIT	Terri Lang	WMS	Jodi Peckham	WMT	Dian Stoakes	WIS
Michelle Hagge	WIS	Lorrie Lanham	WIS WMT	Michal Peltier	WIS	Mary Stoltenberg	WIS
Sheresa Hampton	WIS	Sue Larson	WIS	Vickie Perera	WIS	Myrna Stuefen	WIS
Ashlie Hanson	WIT	Jodie Lee	WIT	Sue Pew	WMT	Tami Swanson	WIT
Shelly Hanson	WMT	Karen Lincoln	WMS	Debra Pieper	WIS	Lisa Sypersma	WIS
Tammy Hardenberger	WIS WMT	Julie Luedtke	WIS WMT	Cindy Pinter	WMS	Carol Talkington	WIT
Kelly Harper	WIS WMT	Brenda Lundgren	WMT	Tracey Pomerson	WMT	Shawn Talley	WIS
Amber Harrison	WMS	Kia Lundgren	WIS	Rita Powell	WIS	Kelli Tech	WIS
Patty Haselhorst	WMT	Lynn Lux	WIT	Sue Raine	WMT	Ronda Tietjen	WIS
Karen Hashimoto	WIS WMT	Clare Marsh	WIS WMT	Rebecca Ramos	WIS	Sandy Travis	WIS
Christina Hauck	WIS WMT	Nicole Martin	WIS WMT	Mindy Randeris	WIT	Kim Trouten	WMT
Dawn Hauptmeier	WIS	Sue Martin	WMT	Dianne Rankin	WMS	Connie Tyler	WIS
Abby Hausmann	WMT	Kathy Mathiesen	WIT	Paula Reeder	WMS	Stephanie Utterbeck	WIS
Kelley Hayes	WMT	Shelli Mayer	WIS	Cindy Reedy	WIT	Judy Vance	WIT
Kristy Hein	WIS	Pam McClaren	WIS	Lori Reinert	WIS	Dawn VanEgmond	WMS
Amy Heinen	WIS WMT	Sabrina McCormick	WMS	Shari Rice	WMT	Sharen Vermule	WMS
Emmy Heltzel	WMT	Kristy McCown	WIS	Lori Richards	WIS	Trish Vermule	WIS WMT
Donna Hensel	WMT	Deb McKenzie	WMT	Pearl Richey	WIS	Katie Vongphasouk	WIS
Cindy Hess	WIS	Peggy McKenzie	WIS WMT	Christine Riedel	WMS	Cris Vorwerk	WMT
Melissa Hills	WMS	Julie Meints	WIS	Sharon Rinkert	WMS	Diane Walke	WIT
Donnetta Hoffman	WIT	Janelle Melohn	WIS WMT	Laura Ritonya	WIT	Jane Warne	WIT
Mikki Hoffman	WIT	Shelby Mertens	WIS	Deb Roberts	WIT	LeeAnn Weidenfeller	WIS WMT
Tonja Hoffman	WIS	Carolyn Meyer	WIT	Marla Ronk	WIT	Connie Westcott	WIS
Dawn Honeycutt	WIT	Aimee Meyerink	WIS	Christine Rosenbaugh	WMS	Sis Whipple	WMS
Amy Hughes	WMS	Lu Mick	WIS WMT	Sheila Rozeboom	WIS	Chris Williams	WIS WMT
Nicole Hughes	WMT	Sandy Milius	WIT	Missy Ruch	WMT	Sheila Williams	WIS
Tinna Hung	WIS WMT	Becky Minshall	WIS	Kathy Rupe	WMS	Shannon Wingrove	WMT
Karen Huth	WMT	Monica Mohlman	WIS	Tami Ryder	WIS		
Bert Jahn	WMT	Jamie Monson	WMT	Mindy Sasse	WIS		
Shantel Jennings	WMS	Angie Montgomery	WMT	Butch Sathoff	WMT		
Tammy Jepson	WIS	Michelle Moore	WIS	Brandy Scheer	WIS		
Angie Johnson	WIT	Kathleen Morast	WMS	Deb Schneider	WIS WMT		
Charlie Jones	WIS	Christine Mulhair	WIS	Stacy Schubert	WIS		
Sue Jones	WIS	Jill Nagel	WMS	Deanna Schuldeis	WMT		
Donna Jurgens	WIS	Bobbi Namanny	WIS WMT	Lisa Schumacher	WIT		
Micki Kain	WIS WMT	Sandy Neal	WMS	Jessica Seelye	WMS		
Shelley Kampfe	WIS	Debi Nicotero	WIS WMT	Renae Sell	WMT		
Brenda Kellen	WIT	Cindy Norman	WIS	Cara Shelley	WIS WMT		
Elece Kellerman	WMT	Dee Northup	WIS WMT	Klori Sheppard	WIS		
Judy Kelling	WMT	Deb Novak	WMS	Sharon Shook	WIS WMT		

# General Definitions of Pocket Billiards

## CUE SPECIFICATIONS:

**WIDTH OF TIP:** Not to exceed 15 mm.

**LENGTH OF CUE:** 40 inches minimum

1. **STRIKING CUE BALL.** Legal shots require that the cue ball be struck only with the cue tip. Failure to meet this requirement is a foul.
2. **POCKETED BALLS.** A ball is considered 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.
3. **POSITION OF BALLS.** The position of a ball is judged where its base (or center) rests.
4. **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. Junior League exception.
5. **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 in play from the kitchen (cue ball behind the string), may not be placed directly on the headstring; it must be behind it.
6. **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 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 a stroke, the stroke is a foul and must be so called.
7. **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 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.
8. **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 to be considered a foul.
9. **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 to be 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.
10. **PLAYER RESPONSIBILITY FOULS.** The player is responsible for chalk, bridge, files, and any other items 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.
11. **BALLS JUMPED OFF THE TABLE.** Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rails surface, floor, etc.) are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls 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, chalk on the rails and cushion tops, etc., 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.)  
When a stroke results in the cue ball or any object balls being a jumped ball off the table, the stroke is a foul. All jumped object balls are spotted (except in 9-Ball) when all balls have stopped moving.
12. **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.
13. **SPOTTING BALLS.** A single ball is placed on the foot spot; if more than one ball is to be spotted, they are placed on the long string beginning on the foot spot and advancing towards the foot rail.
14. **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.
15. **NON-PLAYER INTERFERENCE.** If the balls are moved (or a player is



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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.

16. **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 a foul, the incoming player accepts the table in position.

17. **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 the players involved prior to that object ball being involved in a shot.

18. **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.
19. **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.
20. **SCRATCH.** Cue ball pocketed or knocked off the table.

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# Dart Rules – Effective September 1, 2011

ALL PLAYERS MUST BE AT LEAST 21 YEARS OF AGE.

**Eligibility for Team, Singles, Mixed Trips and Bring Your Partner Doubles: Advance registration required for these events!** All players must have played a minimum of six league nights since January 1, 2011 in a Midwest Association sanctioned league with the stipulation that at least one of those league nights was played after September 1, 2011 in that charter system. **Team, Mixed Trips and Doubles:** All players must be from the same Midwest Charter system.

## Based on NDA Rules of Play

### DART MACHINE SPECIFICATIONS:

8 ft. (96") from Face of Target to Front Edge of Foul Line  
5 ft., 8 in. (68") from Floor to Center of Bull's Eye

### THROWING AREA

The area that is directly in front of the assigned dartboard, not to exceed either dart board on the left or right of the assigned board, is considered the official "throw area." Up until the time a player has thrown a dart, he/she is allowed to leave the throw area. Once a dart has been thrown, a player is not allowed to completely leave the throw area to the rear or the side. Partially stepping on or placing one foot over the back or the side does NOT constitute a foul. The "players box" located directly behind the foul line has been reserved for the players competing in the match. This area is considered part of the throw area. The only player allowed in the box is the one that is currently shooting. Any player who completely removes himself from the throw area has indicated that their turn is complete. For wheelchair bound participants, the torso can be on but not across the foul line.

### GENERAL RULES OF PLAY

1. Players stand at the "throw" line, 96 inches horizontally from the face of the dart board. It is legal to lean over the line. They may step on, but not across, the line.
2. Players may use their own darts if they meet the following specifications:
  - A. They must be plastic-tip darts.
  - B. Flights may be any length as long as they do not exceed 8" in total length.
  - C. Flights may be no wider than 3/4", as measured from shaft to flight edge, and may not have more than four wings.
  - D. Complete darts may not exceed 18 grams in weight.
  - E. Darts may not have broken or cut off tips.
  - F. Darts will be inspected upon request.
3. Each player throws a maximum of three darts per turn. Darts must be thrown only when the machine instructs to "Throw Darts" and the proper player's number is lit.
4. It is not required for a player to throw all three darts on every turn. A player may pass or throw fewer than three darts. A player will always

be allowed to throw all three darts unless a foul occurs.

5. Any dart throw counts as a throw, whether or not it is registered on the machine. A throw counts if it misses the board and bounces out, or if it misses the board completely. A player may not throw any darts over again. Dropped darts may be thrown again.

6. Darts on the board may not be touched until the turn is over, the "Player Change" is activated, and the machine recognizes the end of the turn. Exception: When a dart is in the board and machine reads "Stuck Segment," that dart must be removed by opposing team captain before other darts are thrown.

7. A round is defined as the period of time from the end of a player's turn to the start of their next turn. On games with stacked teams (players on one score), a round is defined as the end of the player's turn to the start of their partner's turn.

### RULES OF PLAY - 301/501

1. The game is 301/501 Any In-Any Out. The Bull's Eye will count 50 points.
2. All players start with 301/501 points and attempt to reach zero. If a player scores more than the total required to reach zero, the player "busts" and the score returns to the score that was existing at the start of the turn.
3. When a player reaches zero, the game is over. The winning team is the team with the lowest combined score (both team members). If the game score ends in a tie, the player/team that reaches zero wins. If a player reaches zero when they are "blocked" or "frozen", the win will be credited to the opposing team as a team win only.
4. All general rules of play will apply.

### RULES OF PLAY - CRICKET

1. The game of Cricket will be played with a double Bull's Eye.
2. The object will be to close the numbers 20, 19, 18, 17, 16, 15 and Bull's Eye in any order before your opponent(s). The player/team that closes all numbers and the Bull's Eye first, and has a greater or equal point score, wins.
3. An outer Bull's Eye will count 25 points and an inner Bull's Eye will count 50 points.
4. All general rules of play will apply.



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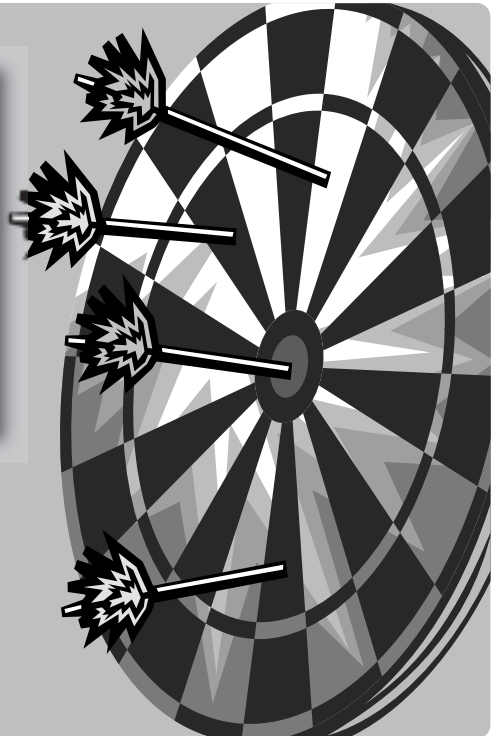
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## FOULS

The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, expulsion from tournament or league, expulsion from site, expulsion from future leagues or tournaments. The tournament officials identified by official Midwest credentials will make all decisions concerning fouls without specific penalties. The penalty for fouling, unless otherwise stated, is loss of turn for the fouling player.

1. Adherence to all general foul rules is required.
2. Fouls must be called within the round in which the foul was committed.
3. Distracting behavior by opponents while a player is throwing is not allowed, and constitutes a foul. Throwing on a non-coined machine is considered a distraction.
4. On a thrown dart, the dart must make contact with the board before the player's foot makes contact with the floor in front of the throw line or a foul has been committed. A player must receive a warning from the opposing captain. If the problem continues, a referee must be called to witness the foul. If the referee determines that there is a foul, the player will lose their next three darts.
5. It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.

If the game starts and ends in the same order, the game stands as played. If the wrong player shoots in a game and the infraction is noticed before that player has started his/her second round, the game will be started over with the offending team being responsible for coining the machine. **If the infraction is noticed after the second round, it will be a loss of game for the offending team.** If the infraction is noticed after the start of the next game, the preceding game will stand.

If the player throws while the machine is displaying an opponent's number, this constitutes a foul.

- a) If the player has thrown fewer than three darts, the machine is advanced to their correct position by use of the "Player Change" button, and they are allowed to throw their remaining darts. The game then proceeds normally with the opponent shooting next and so on.
- b) If the player throws all three darts on the opponent's number before the infraction is noticed, the player has completed their turn and the machine is returned to the proper order (the opponent's number) and the game proceeds normally.
- c) If a player throws out of turn and ends the game on that turn, their team loses that game.

If a player throws when the machine is displaying the number of that player's partner, it constitutes a foul.

- a) If the player has thrown all three darts, their turn is completed. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn.
- b) If a player has thrown less than three darts when the infraction is no-

ticed, the machine is advanced to their correct player position, and they are allowed to throw the remainder of their three darts. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn.

### 6. Manually scored points

- a) on opponents score constitutes a foul. Advance player change button to the correct player position and continue play, except that the player that committed the foul loses their next turn.
- b) on players own score constitutes a foul. Advance player change button to the correct player position and continue play, except that both players from that team lose their next turn.
7. If a machine resets due to power failure or other reason beyond control, the game will be started over (replayed from the start).
8. If a player reaches zero in a round in which that player or that player's partner committed a foul, that player/team loses the game.
9. Any machine reset, tilt, or malfunction due to intentional or non-intentional player action shall result in loss of game for the team committing the action.
10. Abuse of equipment, poor sportsmanship, or unethical conduct as judged by a league director or tournament official may constitute a foul.
11. Any player/team that commits three fouls in one game will forfeit that game.
12. Any player found to be using overweight darts or otherwise illegal darts shall cause the team to forfeit all games in the match that player has played. The match will then continue with all players using legal darts. Any protest about weight of darts must be made before completion of the 3rd game, and will not be allowed once a match has been concluded.
13. Disregard of any rules may constitute a foul.
14. All decisions by referees of tournament committee will be final.

## SCORING ON THE ELECTRONIC DART MACHINE

1. The score recorded by the machine is the score that the player receives. The players accept that the machine is always right. The only exception will be on the "Last Dart-Winning Dart" that meets the following criteria:

- A. The "Last Dart-Winning Dart" must stick.
  - B. If the dart does not stick and the machine awards the win, the machine is right and the game is over.
  - C. The machine was displaying the "Throw Darts" message and all other rules were followed. Then, no matter if the machine fails to score, or scores incorrectly, the player/team will be credited with the win in that game. Example: Player's score is 24 at the beginning of their turn. Their first dart hits and sticks in the single 9 but does not register or score. Their second dart scores a single 15, leaving the player on 9. The third dart is then thrown in the single 9, but does not register or score. Since it was the "Last Dart-Winning Dart," that player/team wins the game.
2. A dart that sticks in the board but does not activate the electronic scoring may not be manually scored.



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3. If there is any question to whether the machine is scoring or working properly, STOP THE GAME. Do not remove darts or activate the "Player Change". The team captains must try to solve the problem. If they are unable to do so, they will need to call for service. If the situation cannot be resolved, play will need to be moved to an available board. Scores will be re-entered and play will continue. In tournament play, a referee must be called to resolve the problem.

4. If a dart bounces off the board it is considered a dart thrown even if it does not score. It may not be thrown again.

5. If a dart is thrown before the "Throw Darts" message lights, the dart will not score and is considered a dart thrown. It may not be thrown again.

### OFFICIAL SKILL RATING PROCEDURE

Marks Per Round (MPR) is the official means of classifying and ranking players.

- **MPR:** Marks Per Round is used for all Cricket games. To obtain a MPR, divide the total number of marks scored by the actual number of darts thrown then multiply by three (3). Example: Player #1 wins the game with their 46th dart. They have achieved a total of 59 marks. Their MPR is 3.85 ( $59 / 46 \times 3 = 3.85$ ). Handicap rounds do not count for the players without darts in that round. When two (2) players are partners on the same number, they record their results individually.

- **Cricket:** Standard scoring Cricket games with a split (25/50) Bull's Eye on a 15.5 inch target.

### PLAYER ACHIEVEMENTS

#### 301 FEATS

- 6, 7, 8 or 9 Dart Outs (Abbreviated 6DO, 7DO, etc.) A perfect game is accomplished with 6 darts. A 7 Dart Out occurs when you win the game while only throwing 7 darts. The same is true for 8 and 9 Dart Outs.
- 4th Round Out (Abbreviated 4RO) Winning the game on either your 10th, 11th or 12th dart.
- Low Ton (Abbreviated LT) A score of 100 to 150 points in one turn. (A Hat Trick is not counted as a Low Ton.)
- High Ton (Abbreviated HT) A score of 151 to 180 points in one turn.
- Ton Over Same as High Ton.
- Hat Trick (Abbreviated HAT) All three darts registering in either the inner or outer portion of the Bull's Eye on one turn.
- Assist (Abbreviated A) When a player receives credit for his/her partner winning the game.
- Win (Abbreviated W) What a player receives when he/she throws the winning dart.

#### 501 FEATS

- 9, 10, 11 or 12 Dart Outs (Abbreviated 9DO, 10DO, etc.) A perfect game is accomplished with 9 darts. A 10 Dart Out means that you won

the game while only throwing 10 darts. The same is true for 11 and 12 Dart Outs.

- 5th Round Out (Abbreviated 5RO) Winning the game on either your 13th, 14th or 15th dart.
- Low Ton - same as in 301
- High Ton - same as in 301
- Ton Over - same as in 301
- Hat Trick - same as in 301
- Assist - same as in 301
- Win - same as in 301

### CRICKET

- 8 Dart Out and 9 Dart Out (Abbreviated 8DO and 9DO) 8 Dart Out is a perfect game when there is a Double Bull's Eye. 9 Dart Out is a perfect game if there is not a Double Bull's Eye.

- White Horse (Abbreviated WH) 3 darts registering 3 different Cricket triples in 1 turn that have not previously been marked or scored upon by your team. (While there are 9 marks in a White Horse it is not scored as a 9 Mark. See: 9 Mark)

- 9 Mark (Abbreviated 9M) Registering 3 Cricket triples in one turn. This could be three different triples that have previously been scored upon by your team, 2 triples that are same and a different triple or the same 3 triples.

- 8 Mark (Abbreviated 8M) Registering 2 triples and 1 double (could be a double Bull's Eye) in one turn.

- 7 Mark (Abbreviated 7M) Registering 2 triples and 1 single. 1 triple and 2 doubles (could be two double Bull's Eye) in one turn.

- 6 Mark (Abbreviated 6M) Registering 2 triples, 1 triple and 1 double (could be a double Bull's Eye) and 1 single, or 3 doubles in one turn.

- 5 Mark (Abbreviated 5M) Registering 1 triple and 1 double (could be a double Bull's Eye), 1 triple and 2 singles, or 2 doubles (could be two double Bull's Eye) and 1 single in one turn.

- 4 Mark (Abbreviated 4M) Registering 1 triple and 1 single, 2 doubles (could be two double Bull's Eye), or 1 double (could be a double Bull's Eye) and 2 singles in one turn.

- Crick Hat (Abbreviated CHT) All three darts registering in either the inner or outer circle of the Bull's Eye in one turn. A Hat Trick in Cricket will register anywhere from 3 marks up to 6 marks depending on whether they land in the Bull's Eye's inner or outer circle.

- Assist - same as in 301

- Win - same as in 301

### SPECIALTY ACHIEVEMENTS

- Perfect Attendance Player participates/plays on every night of their scheduled league play.

- Captain Player who is Captain of their respective team.

- League Champion Player/team champion at the conclusion of the league season.

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League Coordinator

Cell (515) 971-0281

 Email: [melodeeleague@msn.com](mailto:melodeeleague@msn.com)

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Rod Harms  
So. Dak. Pool  
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- Very Improved Given to a player whose performance has improved greatly during the league season.
- Top Gun Player who is the top shooter.
- 5 Year Member Player who has been sanctioned for 5 consecutive years.
- Three In A Bed All three darts registering in the same triple in one turn.
- Top Hat Player who has registered the most Hat Tricks.
- Ton 80 Player registers 3 triple 20's in one turn.

## GLOSSARY OF TERMS

- Actual Darts Thrown: Counting the actual darts that are used, not passed, in a match. Only approved means of tracking feats for the NDA's Team Dart Tournament.
- Blocked: A player is BLOCKED when his or her partner's score is higher than the combined score of their opponents. The player may still throw to get his or her points lower but cannot go out without losing the game because of his or her partner's high score. The following will result in a loss: When a player reaches 0 but his or her partner's score is not equal to or lower than their opponents combined score. Remember you can go out on a tie.
- Classified League: Any league which consists of teams with similar or closely matched team averages.
- Closed: When a team has scored 3 Marks on the same number or Bull's Eye in Cricket.
- Feats: Various darting accomplishments. (See: 301, 501 & Cricket Feats)
- Frozen: A player is FROZEN when his or her score is at 1 point (2 points in "Double Out") and his or her partner's score is higher than the combined score of their opponents. The player may not get his score any lower without losing the game (See: BLOCKED)
- Games: The individual components of a dart match.
- Geographic League: Any league which consists of teams from the same area or location of town.
- Ladies: Teams consisting of only females.
- League: All teams that compete directly against each other in a season.
- League Division: Teams in a specified combination or skill level.
- League System: All of the Charter Holder's Leagues.
- MPR: Marks Per Round - The system for averaging the "marks" that a player throws each turn in a game of Cricket. The higher the MPR, the better the player.
- Mark: Any throw that registers on a number either to help close the number or score points. The Single segment portion of the Cricket number scores "1" mark. The Doubles segment scores 2 marks while the Triple segment scores 3 marks. The outer portion of the Bull's Eye scores 1 mark and the inner section scores 2 marks.
- Match: The sum total of games played per league night.
- Mixed Doubles: Teams made up of an equal number of males and females. In each game a female and male throw together.
- Open: Teams made up of any combination of males and/or females.
- PPD: Points Per Dart - The system for averaging the points that a player throws each dart in an '01 game. The higher the PPD the better the player.
- Passed Darts: Darts not thrown during a round or game for one reason or another.
- Round: This is defined as a player/team's turn during a game. Each player has the option of throwing 0, 1, 2 or 3 darts each round.
- Spot Darts: A way of handicapping players, teams and leagues. The better the player the fewer darts he/she would be permitted to throw at the beginning of the game.
- Spot Round(s): The first or opening rounds of a spot handicapped game.
- Turn: A player is entitled to a maximum of 3 darts per turn. A player may opt to throw 0, 1, 2 or 3 darts.
- Unclosed: When a team has 2 or less Marks on a number or Bull's Eye.

# MIDWEST DART TOURNAMENT RULES

## PROPER BEHAVIOR

Proper behavior, conduct and sportsmanship are required of players at all times. Decisions made by the tournament officials on disputes are FINAL. NO PHYSICAL CONTACT OR INTENT TO HARM OTHER PLAYERS IS ALLOWED ON THE TOURNAMENT FLOOR.

No flash photography is allowed during tournament play.

Cell phones must not have an audible ring during tournament play.

## CHEATING

Player(s) caught cheating in any way will be penalized, including, but not limited to, immediate ejection from the Tournament or suspension from all Midwest events for a length of time to be determined by the Tournament Committee. The Tournament Committee has full authority and the final determination as to the penalty issued.

## PLAYER IDENTIFICATION

Any player or team making unauthorized changes to their rosters or falsifying their identity(ies) may be disqualified by tournament management from this and all future Midwest Dart Association events. Players may be asked for picture identification at any time during the competition.

## DART BOARD ASSIGNMENTS

Once a match is called on a specific numbered board, that match must take place on that board unless moved by a tournament official. There are NO EXCEPTIONS. Failure to comply could result in loss of match.

## THE TOURNAMENT MATCH

1. Both players/teams pay equally for all games.
2. The player who throws the first dart in a game must announce to the opponent that he/she is starting the game. It is his/her responsibility to make sure the machine is set on the correct game.
3. If the machine is set on the incorrect game and play has begun, the game will be started over. The person who threw the first dart will be responsible for all quarters.

## DIDDLING

When diddling, the dart that is closest to the center will determine the winning dart. You may continue throwing until one dart sticks in the target. If the first player hits the center hole in the bull's-eye, the dart will be removed to allow the other player

the opportunity to tie.

In the event they are the same distance from the center of the bull's-eye, the players will continue diddling and reverse the order until a winner is determined. The darts will remain in the board.

The winner of the coin toss will have the option to "see or show" on the diddle.

## SCHEDULING CONFLICTS AND PROCEDURES

1. No-show player or team: If a player/team is not at the board ready to play 15 minutes after the official start of the event, it will be a loss of match. Scoresheets for no shows should be taken to your control station.

2. For singles and doubles: Five minutes after the official start of play, if a player's/team's opponent is not at the assigned board for that match, proceed to the control station handling that level for that event. The player/team MUST STAY at the control station until such time as a forfeit is called or play can begin. The tournament official in charge of that control station will begin making a series of two calls for the absent player/team. Each call will ask the player/team to meet their opponents at the control station to begin play. The first call will be made once the referee is notified; the second call will be made five minutes later and allow the player/team one minute.

The no-show player or team rule then takes effect (see 1. above).

If a player is late for reasons beyond his/her control but shows up before the start of the second round of play, he/she will be placed in the losers' bracket as space allows.

3. For team events:

### Team Substitution

All players in a given match must be listed on the official (white) Midwest Team Registration Form for your team.

Entire match must be played with the same players once the match begins.

To be eligible to play in the Final Bracket, a player must play in at least one match during the Round Robin Qualifier.

a. A team will be given a 15-minute grace period for first-round matches on the first day of the event. There will be no grace period after the first round.

b. If less than three players are present 15 minutes after the scheduled start time, that team will be forfeited from the event.

c. If a team is missing a player after the 15-minute grace period, it may begin the match with three players, and it must fin-

ish the entire round robin with those three players. The vacant spot is passed with no score during the entire game.

d. If a team is late for reasons beyond its control but shows up before the start of the second round of play, that match will be rescheduled for the end of the round robin set. This can only be done by a tournament official.

4. Incapacitated Player: Is defined as a player who is unable to compete. If a player is deemed incapacitated and no qualified substitute player is on that team's roster, that team will be forfeited from the event. It is the responsibility of the players and teams to prevent this from occurring, and NO EXCEPTIONS will be made.

5. Forfeiting Team: If a team should not finish a round robin for any reason, the following procedures will apply:

a. If the advancement of teams is affected, all wins obtained against the offending team will be subtracted from the win totals.

b. If no team advancement is affected, all win totals will stay intact.

c. Any team (all rostered players) not completing a round robin may be suspended from competition in all Midwest-sponsored events for a period of two calendar years.

6. The Tournament Committee has the discretion to expedite play as needed, including, but not limited to, having one team play on two boards. When starting on two boards, the home team starts on board one and the visitor team starts on board two as identified by the Referee.

### **TIE-BREAKER PROCEDURE FOR ADVANCING**

If two or more teams are tied in total games won at the end of a round robin that will advance the winner to the next level, the following procedures will apply:

\* The first team to win one game of "no score" cricket. (First team to close everything regardless of score.) All players will be on one score.

\* Starting Order: Flip for diddle; a diddle will determine who starts first, second, etc., in the game. After one team advances, the remaining teams will flip and diddle.

### **PLAYER CORRECTABLE FEATURES**

These rules apply only on machines that are set up with the "back up feature."

It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.

The backup feature should be used to correct the following player errors:

- \* Shooting out of turn.
- \* Wrong player shooting.
- \* Manually scored darts.

The correction must be made in the turn the error occurred, prior to the next player throwing a dart. Both team captains must agree the error falls within the above categories to use the backup feature. Otherwise, a referee must be called.

The backup feature can be used two times per game. If the backup button must be pushed more than one time consecutively to correct the error, this counts as only one use of the feature.

The referee may override the use of the backup feature at his/her discretion if deemed appropriate.

If a player has thrown no more than three darts during his/her turn, he/she will be allowed to make use of the backup feature per the following rules. The backup feature can be used no more than twice, by either team, during a game. AFTER THE SECOND USE OF THE BACKUP FEATURE, ANY INFRACTION WILL BE TREATED AS A FOUL AND A REFEREE MUST BE CALLED.

1. Both team captains must agree to the use of the backup feature and the only uses for this feature are as follows.

2. If the player throws while the machine is displaying that player's partner or an opponent's number, this will not constitute a foul. If the player has thrown no more than three darts, the backup feature should be used in the presence of both team captains to remove the darts thrown by that player. The game then proceeds normally with the correct player shooting next.

3. If a player throws all three darts on his/her partner's score and the following opponent throws his/her darts before the infraction is noticed A REFEREE MUST BE CALLED. The backup feature will be used to remove all darts involved in the infraction. Play will restart with the correct player from the offending team. The following opponent would have the option of rethrowing or keeping his/her original score.

4. Manually scored points: On an opponent's score, player's own score or partner's score uses the backup feature to remove the manually scored points. Advance player change button to the correct player position and continue play.

### **APPROVED SCORE CORRECTIONS BY A REFEREE**

a) Any dart that sticks in the board and registers as a dart thrown but does not score will be corrected. However, a referee must be called to witness the situation and only a referee can make the necessary correction to the score using the back-up feature.

b) Any dart that sticks in the board and registers two or more times will be corrected by removing the extra points awarded by that one dart. However, a referee must be called to witness the situation and only a referee can make the necessary correction to the score using the back-up feature.

### **THERE IS NO RULE AGAINST COACHING.**



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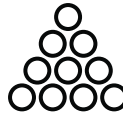
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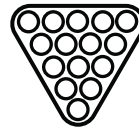
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# 2012 MIDWEST POOL HALL OF FAME OFFICIAL NOMINATION BALLOT

2012 MIDWEST HALL OF FAME NOMINEE:

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NOMINEE'S ASSOCIATION MEMBER

---

NOMINEE SUBMITTED BY

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SUBMITTERS TELEPHONE #

**PLEASE ATTACH A SEPARATE SHEET TO EXPLAIN IN DETAIL THE  
NOMINEE'S QUALIFICATIONS** (please type or print).

1. **A picture of the nominee must be enclosed.**
2. **Electronic nominations and pictures will be accepted by email to:  
marshall.kohtz@vvscafe.com**

Thousands of pool players and administrators from the Midwest have displayed their talents in the Midwest Tournament over the last 43 years. These people are all very important. However, not all of these people will ever join the ranks of Willie Mosconi, Johnny Archer or Efren Reyes but a handful of them possess an incomparable desire to accomplish goals that far exceed normal involvement in the Midwest Association. For these extraordinary players and those people with other special skills, the Midwest Hall of Fame was created in 2005.

Individuals, who stand out in their local area and have been associated with the Midwest Tournament for at least 10 years, will be eligible for Midwest Hall of Fame Induction. *An inductee does **not** have to be a current Midwest member. Deceased inductees will be honored posthumously.*

**Talent, good sportsmanship, longevity and/or hard work are qualities displayed by a Midwest Hall of Famer.**

If you believe that a player/person in your league system has been a positive Midwest influence and you feel is deserving of being titled a Midwest Hall of Famer, we encourage you to complete this Official Ballot and return it to your Midwest Operator by November 15, 2011.

The nominations will be reviewed by the existing Hall of Fame Members and The Midwest Association. The comments on your ballots and reviews from existing Hall of Fame Members will be factored in when deciding if your nominee is deserving of the honor.

The Midwest Association has final determination of who is inducted into the Midwest Hall of Fame.

# Midwest Pool Hall Of Fame

**Gary Andresen**  
WVS / NTS – NE

**Joe Audino**  
River City Amusement – IA

**Bob Bent**  
Ray's Music/Cardinal – NE

**David A. Bishop**  
NTS – NE

**John Bussey**  
WVS, Inc. – NE

**Frank Cretsinger**  
Kelly Coin – IA

**Ronald D. Culwell**  
WVS, Inc. – NE

**Ben Diggs**  
NTS – NE

**Stan Dinges**  
Stan's Music – NE

**Roger Edgar**  
NTS – NE

**Cole Foster**  
WVS, Inc. – NE

**Frank Francis**  
Green Amusement /  
Amuse-O-Matic – IA

**Kelly Goins**  
Kelly Coin – IA

**Jerry Harrison**  
Green Amusement /  
Amuse-O-Matic – IA

**Marty Heldenbrand**  
Acme Vending – MO

**Randy Kaufman**  
WVS, Inc. – NE

**Ginny Keeler**  
WVS, Inc. – NE

**Deb King**  
J & B Amusement – IA

**Marshall Kohtz**  
WVS, Inc. – NE

**Bill Lane**  
River City Amusement – IA

**Clare Marsh**  
NTS – NE

**Nils McConnell**  
WVS, Inc. – NE

**Deb Murray**  
WVS, Inc. – NE

**Jill Nagel**  
NTS – NE

**Carolyn Nelson**  
Cardinal Amusement – NE

**Loyall "Pappy"  
Newell**  
Newell Billiards – KS

**Dee Northup**  
WVS, Inc. – NE

**Deb Novak**  
Cardinal Amusement – NE

**Gordon Peterson**  
KD / Green Amusement /  
Amuse-O-Matic – IA

**J. L. and Rosella Ray**  
Ray's Music – NE

**Dave Remmers**  
Cardinal Amusement  
Crete, NE

**Ron Rich**  
Kelly Coin – IA

**Gene Richardson**  
Melodee Music – IA

**Kathy Rupe**  
NTS – NE

**Claire Scheideler**  
Cardinal Amusement – NE

**Larry Shupe**  
NTS – NE

**Larry Siebe**  
WVS/Cardinal – NE

**Adam H. Simonetti**  
A & W Amusement – NE

**Wanda L. Simonetti**  
A & W Amusement – IA/NE

**Jodee Skala**  
Cardinal Amusement – NE

**Virgil Skala**  
WVS / Cardinal – NE

**Marilyn M. Smith**  
NTS – NE

**Jerry Vanderwoude**  
NTS – NE

**Dick Varilek**  
WVS – NE

**Sharen Vermule**  
NTS – NE

**Tom Weidenfeller**  
NTS – NE

**Chris Wilken**  
WVS, Inc. – NE

**Rhea Williams**  
Melodee Music – IA

**Roger Williams**  
WVS, Inc. – NE

**Stan "Buffalo" Wilson**  
NTS – NE

**Jim Woodside**  
WVS, Inc. – NE

**Penny Woodside**  
WVS, Inc. – NE



\*Based on 2011 tourney entries

ALL ENTRY FEES RETURNED TO THE PLAYERS AS PRIZE MONEY!!! (LESS "ADMIN/GREENS FEE")

# The 46th Annual \$46,000\* Midwest 8-Ball Championships April 19-22, 2012

## Pershing Center – Lincoln, Nebraska

- Women's Intermediate Team Division
- Team "Hard Luck" Tournament for Open Regular, Open Intermediate, and Women's Regular Division
- Cost of Pool Games is Pre-Paid!

### NEW SCHEDULE OF EVENTS – ENTRY DEADLINE APRIL 2, 2012

Thursday, April 19, 2012	Friday, April 20, 2012	Saturday, April 21, 2012	Sunday, April 22, 2012
8:30 am ..... Midwest Referee Certification Class \$25 advance registration 3:00 pm ..... Doors Open in tournament room 4:00 pm ..... Open Masters Singles begin Open Intermediate Singles begin Open Senior Singles begin 7:00 pm ..... Open Regular Singles begin	7:00 am ..... Doors Open in Tournament Room 8:00 am ..... All Women Singles begin 9:00 am ..... Open Singles resume as needed 6:00 pm ..... All Open Teams begin Start of Team Play Takes Precedence Over Remaining Singles Matches	7:00 am ..... Doors Open in Tournament Room 8:00 am ..... All Womens Teams begin 6:30 pm ..... Hard Luck Team Tournament Open Regular, Open Intermediate, and Women's Regular divisions only. Teams will be determined by where they exit the tournament brackets. Play with same team members and match formats. Open Teams will check brackets. Attention: It will be Tournament Director's discretion to schedule matches on more than two tables if time is a factor.	7:30 am ..... Doors Open in Tournament Room 8:00 am ..... Teams resume play 10:00 am ..... Singles 9-Ball Open and Women's • 100% payback Tables Open. No "Greens Fee" for 9-Ball 9-Ball is handicapped in this manner: Masters: Race to 5; Intermediate: Race to 4; Regular: Race to 3. Sign-up is limited to players not currently playing in any other event. Midwest Sanctioned League players only (any Midwest Charter). Six league nights. Proof of eligibility required. \$10/Player • Single Elimination

#### TEAM CHAMPIONSHIPS

**Open "Masters":** Entry Fee – \$180 per team – 25 game match format  
First Place: **\$1000** (based on 16 teams) – 4 places paid

**Open "Intermediate":** Entry Fee – \$155 per team – 20 game match format  
First Place: **\$1200** (based on 64 teams) – 16 places paid

**Open "Regular":** Entry Fee – \$130 per team – 15 game match format  
First Place: **\$850** (based on 110 teams) – 32 places paid

**Women's "Masters":** Entry Fee – \$148 per team – 16 game match format  
First Place: **\$800** (based on 12 teams) – 4 places paid

**Women's "Intermediate":** Entry Fee \$128 per team – 16 game match format  
First Place: \$650 (based on 12 teams) – 4 places paid

**Women's "Regular":** Entry Fee – \$108 per team – 12 game match format  
First Place: **\$500** (based on 32 teams) – 12 places paid

**Open Regular Team & Open Intermediate Team Hard Luck:** Entry Fee – \$60/Team  
**Women's Regular Team Hard Luck:** Entry Fee – \$50/Team  
Entry Fee includes \$10/Team "Admin/Greens Fee"  
**100% Payback** (less Admin/Greens Fee). **Single Elimination**

(Team & Single payouts are **projected only**, based on number of teams shown!)  
A "Greens" Fee of \$10/Player is included in each Team and 8-Ball Singles entry.  
An Administration Fee of \$5 is included in each Team entry to help offset tournament expense.

#### SINGLES CHAMPIONSHIPS

**Open "Masters":** First Place: **\$700** (based on 50 players) – 16 places paid

**Open "Intermediate":** First Place: **\$500** (based on 150 players) – 48 places paid

**Open "Regular":** First Place: **\$500** (based on 240 players) – 64 places paid

**Open Seniors (Age 50 & Up):** First Place: **\$450** (based on 50 players) – 16 places paid

**Women's "Masters":** First Place: **\$500** (based on 24 players) – 8 places paid

**Women's "Intermediate":** First Place: **\$350** (based on 32 players) – 8 places paid

**Women's "Regular":** First Place: **\$350** (based on 80 players) – 24 places paid

**Women's Seniors (Age 45 & Up):** First Place: **\$200** (based on 12 players) – 4 places paid

**All "Masters" Singles:** Entry Fee – \$65. Race to 4 all matches.

**All "Intermediate" and "Seniors" Singles:** Entry Fee – \$50. Race to 3 all matches.

**All "Regular" Singles:** Entry Fee – \$40. Winner's Bracket: Race to 3. Loser's Bracket: Race to 2.

 **Midwest Association**

#### ELIGIBILITY (PROOF REQUIRED): ALL PLAYERS MUST BE AT LEAST 21 YEARS OF AGE

**TEAM:** Each match Open teams must consist of at least three original players from their league team. Each match Women's teams must consist of at least two original players from their league team. Remaining players may come from any team within that particular Midwest members' league system. The tournament registration form has room to list a maximum of seven players. All but one member listed on the form must have played a minimum of twelve league nights and the final member listed must have played a minimum of six league nights since June 1, 2011. **A team may use one substitute player during a match if the following criteria are met: a) The opposing team captain must be notified before the start of the round in which the substitution is being made; b) A substitute player will not be allowed to play any opposing player more than once; c) Once a player has played, he/she must keep that same position unless removed for a round and reinstated in a later round.**

**SINGLES:** All league players must have played in a minimum of 12 regularly scheduled league matches since June 1, 2011. **Entry permitted in only one 8-Ball Singles Division; Open, Women's or Seniors. Singles Master players are not allowed in Seniors.**

#### NOTE:

- 1) **EXACT TIME** of your team's first match will be available from www.vvsleagues.com by **APRIL 18, 2012.**
- 2) Official Midwest Registration certificate for all teams and singles players must be on file at the tournament. Players may be required to show proper I.D. or Registration Certificate if requested.
- 3) All of your team's players for this tournament (subs included) must be listed on the "white" copy of the certificate **before** your team plays a match in the tournament.

**MIDWEST RULES:** Cue ball fouls. 8 on break is not a win or loss.  
• 1099 Forms will be issued •

**Now:** In order to promote the integrity of the sport of pool, Prize Money for the Top 2 Places will not be paid out until the Finals Match is played out to the fullest ability of the players. Any player who is deemed by a Midwest observer to have sandbagged in the Finals will be suspended from Midwest for one year. Any participant whose second loss in the tournament comes by forfeit will not receive prize money. Midwest decision is final.

**MIDWEST POOL LEAGUES ARE PROMOTED LOCALLY BY:**

#### IMPORTANT DATES

**NOVEMBER 15, 2011: DEADLINE TO SUBMIT MIDWEST HALL OF FAME NOMINATIONS**  
**DECEMBER 31, 2011: DEADLINE TO SUBMIT FORM TO REQUEST NAME REMOVAL FROM MASTERS OR INTERMEDIATE LIST**  
**APRIL 1, 2012: MOTEL RESERVATION CUT-OFF DATE FOR MIDWEST POOL BLOCK OF ROOMS.**

All leagues must be sanctioned by the Midwest Pool Association. All matches played on Midwest member-owned tables only!!  
**CALL 1-800-662-2924 OR CONTACT YOUR LOCAL MIDWEST COIN OPERATOR FOR MORE INFORMATION!**