



**BUSTING BALLS
SINCE 1982.**

METRO EAST BILLIARD LEAGUE

MASTER RULE BOOK FOR ALL DIVISIONS

Reviewed/Revised September 2022

Changes include:

All Divisions: You may use your shaft or ferrule to reposition your cue ball on ball in hand (no tip).

Round Robin: For bye weeks and opponent forfeits, teams will now receive 120 score (increased from 110 due to 144 max score in Round Robin)

No marking the table added to the fouls section.

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Good sportsmanship and respect for all shooters, sponsoring bar owners and establishments is required. Complaints against you can lead to a loss of points for that night, suspension, or being banned as a player dependent on severity and/or number of occurrences. Physical contact issues are an automatic suspension. It will be at the league operator's discretion to act in the best interest of the league in any events of verbal abuse of other players, league disruption, player disagreements regarding rules and any form of what could be determined as cheating. MEBL strives to represent the bar owners, captains, and players equally and fairly to make pool league a fun and competitive sport.

GENERAL RULES

1. All players in this league must be 21 years old or older. If a team is caught playing a player under a different name or is underage, that player will lose their points for all 3 games. If other team knowingly allows this to happen they could be penalized also. A photo ID may be asked for to verify age or name of player.
2. A team is allowed 10 active players on their roster at any one time with the exception of the Round Robin Division, which is limited to 7 active players. If you add a new player after that you must remove a player by writing on bottom of score sheet which player you want to drop. Players added to a roster must play the week they are added to establish active status. You can add a dropped player back on the roster with MEBL approval. Once a player has played for a team they cannot switch teams that session without MEBL approval. MEBL can authorize any adjustment to any roster at any time if it feels it is in the best interest of a team or the league. No new players after week 10 of summer or week 15 of winter sessions. SURVIVAL RULE: After the cutoff for new players, you may add a new player but will cost your team a 10 point penalty. This must be approved by MEBL.
3. If you are a solid "A" division player, make sure you find an "A" division team to play on. If a player is not on your original roster turned in at sign up, the team captain must call to see if it is ok to add that player to your team. MEBL will not allow you to turn in a roster of lower division players and get placed in a lower division, then add "A" division players to your team that were not on your original roster. This could result in a penalty or not allowing this player on your team. MEBL reserves the right to not allow or to restrict certain players in the league if they are considered pro status.
4. There is no rule or mandate by MEBL about your bar giving team drinks or T-shirts. This is at the bar's discretion. MEBL's only requirement is that the home team assures that away team has adequate seating.
5. Teams must use same cue ball during league play as the away team was allowed to practice with. Any legal regulation or house ball is ok, but no novelty balls. Away team should be allowed from 6:30-7:00 for team practice. If they are late for their team practice time, it's totally up to the home team to allow them extra time or go ahead and start league on time at 7pm.
6. Breaking/Racking
 - a. Opponent will rack. If breaker feels rack is not centered, on the spot, or loose, they can request opponent to re-rack. On the break, 4 object balls must contact a rail to be a legal break and you must hit any ball in the rack first before cue ball goes off a rail. Failure to do so is a re-rack, same player will re-break. If a legal break hasn't been made on 3rd attempt, the opponent will break.
 - b. The 8 ball must be in the center when you rack.
 - c. Break Rotation for Men's, Women's, Coed and Metro Divisions: 1st round: Visiting team breaks. 2nd round: Home team breaks, 3rd round: The break goes to the home team on games 1, 3 and 5. There will be no coin flip. Break Rotation for Round Robin: Away team breaks round 1 and round 3. Home team breaks round 2 and round 4.
 - d. If table is not open, players must split quarters for all league games.
7. League play is played by a 5-person rotation for Men's, Women's, Coed and Metro Divisions, not shooting all 3 in a row unless both captains agree to it. If other captain or player doesn't want to, they don't have to. The opposing team will need to get another player to shoot or get a 0 for each game missed. Round Robin is played by a 4- person rotation in the order shown on the scoresheet.
8. MEBL reserves the right to switch captains on any team if there are issues with that captain as far as being accountable for the teams money, getting weekly envelope in on time every week, has sat out most the year, another player has played captain most the year and signed sheets, etc. The listed captain on record is always listed as the top player of the standings sheet.
9. A player cannot use or wear ear/headphones, Ipods, Bluetooth phones, cell phone, etc., while shooting a league match. This avoids any unauthorized coaching through electronics. The player can also hear opponent if they dispute a foul before they take the next shot and it becomes too late.
10. Player must keep a minimum of one foot on floor when taking a shot.
11. Player may not mark the table or rail with chalk or any other marker to line up a shot.

COACHING

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

BASIC GAME RULES

1. All divisions call pocket on 8 ball. Kisses, caroms, or number of rails are not called on any shot, including the 8 ball. When shooting the 8 ball, you must call the pocket that you are playing the 8 ball in. Make sure to get acknowledgement from other shooter or team first. **MEN'S A SOUTH: Effective Summer 2022 Men's A will call their pocket for each shot. Kisses, caroms or rails do not have to be called. Pocket only.**
2. The 8 ball may not be made on the same shot with a player's own object ball.
3. Failure to hit the 8 ball is a foul, not a loss of game.
4. Entire cue ball must be behind headstring when breaking.
5. If the player makes one group of balls, the table is closed. (The table is not open.) When any mixture of both groups of balls are made on the break (you make both a solid and a stripe), the table is still open until a player legally pockets a ball or balls from only one group, then the table is considered a closed table.
6. When table is open, all balls are neutral, including the 8 ball
7. The 8 ball is not neutral on a closed table
8. After the break, on a foul, player has cue ball in hand anywhere on table. (Exception: When player scratches on break, next shot is behind the headstring.)
9. Base of object ball must be at least 50% or more past the headstring line if shooting at it from a scratch on the break with cue ball in kitchen.

LINE UP

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

HANDICAP (Starts in week 3 for all divisions)

1. **Handicap is for the lower place team only. A lower team cannot give a higher place team a handicap. Either the lower place team receives the handicap or there is no handicap that night. If both teams are tied in the standings, there is no handicap.
2. The first 2 weeks are scratch for all divisions but Round Robin South. No handicap.
3. After a player's first week of play, they will have a game average by dividing their total points made by three. After that, it will be total points made, divided by the total number of games played. (This will be rounded off to the nearest whole number.)
4. The minimum average a player can hold is a 3 average for handicap. A player's average is still computed the same way by dividing total points by times played by 3 games. If their average divides out to be a 0, 1, or 2, they will be a 3 for handicap purposes.
5. A player's average is not counted when matched against a blind.
6. Total score cannot exceed a perfect score of 135 points because of handicap in Coed Divisions, Women's, Men's and Metro divisions. Go ahead and write down the total score with handicap added to it regardless of what it is and MEBL will adjust the handicap, if needed, so score does not exceed the 135 max. **Round Robin North, South, and In-House leagues score will not exceed 144.**
7. To determine the team handicap, add the five player's averages, or in the case of the Round Robin League's, add the four player's averages, that are playing that night on each team. The difference times 3 will be given to the lower average team.
8. **DOUBLE HANDICAP – EFFECTIVE SEPTEMBER 23, 2020 DOUBLE HANDICAP APPLIES TO ALL DIVISIONS.** - If the lower place team you are playing is 50 balls or more behind you in the standings, they will receive double handicap.

FORFEITS AND BLINDS

1. A match is forfeited when a team does not have at least 4 players to play by 7:30 p.m. (Match should start at 7:00 p.m.) unless agreed on by both captains. If a team does not have lineup filled out and ready to play the 1st match by 7:10pm, opposing team can request a -10 point penalty for starting late. (They must call or text MEBL to verify time and situation before we enforce penalty.)
2. If a team forfeits twice, it is at MEBL's discretion to either forfeit them out or let them finish the season. If the team forfeits out they are dropped from the league with no compensation.
3. Any team forfeiting in either of the last 2 weeks of the session forfeits out completely, even if it is their first forfeit. For any team that forfeits on the 1st week, it is at MEBL's discretion to either forfeit them out or let them continue with the season. forfeits are a loss; 0 points. Opposing team gets 110 points for forfeit or bye, **except for the Round Robin League's, where 120 points will be awarded to compensate for the 144 maximum score.**
4. If a player is late, or leaves, they will forfeit each game absent, unless agreed to by each team captain before the match begins. (In case of emergency, team captains decide or call MEBL to make a ruling or offer suggestions captains can use).
5. A player matched with a blind gets 9 points per game, (27-0 for night). This is for the team score only, and will not affect that player's average or TP. The blind gets 0 points per game.
6. We do not pay in money for a scheduled bye, only blinds. Blinds or forfeits not paid for that night, will be subtracted from the team's payback at the end of the season

RUN FROM BREAK OR AFTER & 8 ON BREAK

1. 1. To qualify for a 9-0 run, two things must apply: Both players will have had only one shot and the table must be open before shooting. (Open table means neither player has established a group of balls). If either player gets a second shot at the table, i.e., player 1 breaks and makes one stripe and one solid, the table is open. Player one (the player that broke) then takes their second shot and no ball drops, leaving the table still technically open. When shooter two comes to the table, player 1 has technically had two shots so no run can occur from that point on, even if player two runs the table at their first time to the table. For a run, score keeper puts 9 with X over top of it in scoring blank and writes players name at bottom of sheet in the Run section.

2. If a player makes the 8 on the break without a foul, or completes a run from the break, game is scored 9-0. For an 8 on the break, write 9 in scoring blank and circle it along with writing players name at bottom of the scoresheet in the 8 on the break section. If a player has an 8 on the break with a foul, he loses 0-9. For a run from the break, write a 9 in scoring blank and put an X through it, along with writing players name and at bottom of the sheet in the runs section.

SCORING

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

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

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

FOULS

1. Touching or moving the cue ball in any manner. (With tip of stick, hands, clothing, etc.) Also, when placing the cue ball on any ball in hand shot, your hand is considered part of the cue ball. If you bump or move a ball with the hand the cue ball is in, it is a foul.
2. Scratching or knocking the cue ball off the table.
3. Any ball other than the 8 ball is knocked off the table, the ball will be spotted and it is a foul with ball in hand. If the 8 ball is knocked off table, it is a loss.
4. Masse shots are ok, **if the bar allows them** and as long as the stick stays below the shoulder. No jump shots allowed. Some bars prohibit it due to possible table damage.
5. Failure to hit one of your own balls first, when shooting.
6. Failure to drive a ball to a rail after contact with your object ball.
7. Fouls can be called by the shooter or the captain unless the captain is unavailable. In that case the captain or co-captain should designate another person to watch the table to let the shooter know if a foul occurs. The foul must be called when it happens, not after game is over.
8. Penalties for fouls: opponent can place cue ball anywhere on the table.
9. **On ball in hand, the shooter may not touch the cue ball with any part of the TIP on their stick. This is a foul. NOTE: EFFECTIVE WINTER 2022-23 – All divisions are permitted to reposition the cue ball with their stick (including the ferrule) on ball in hand. You may also use your stick (including the ferrule) to move the cue ball on your break shot.**

10. If it is a simultaneous hit of two balls and neither team can honestly tell which ball was hit first, the tie will go to the offensive shooter like in any other sport.
11. It is the SHOOTER's responsibility to verify a ball is not froze to rail to opponent BEFORE they shoot a "soft tap" safety on that ball. Verify it before you shoot so it's not an argument after.
12. **No shooter or spectator may mark the table or rail with chalk or any other marker to line up a shot. THIS CAN BE CALLED AS A FOUL IF A FRIENDLY REMINDER DOES NOT WORK. BE NICE TO EACH OTHER. WE KNOW THIS CAN BE CONFUSING BECAUSE IT IS ALLOWED IN OTHER LEAGUES. WE ALSO HAVE A LOT OF NEW TEAMS.**
13. During a coach, neither player, nor coach, can touch table, chalk, balls, bridge, or anything at table while being coached. It is for advice only not to place the cue ball, put chalk on a special spot on rail, or to line up shot with stick. Keep your stick off table while being coached and no pointing at any ball or any area on table. **THIS CAN BE CALLED AS A FOUL IF A FRIENDLY REMINDER DOES NOT WORK. BE NICE TO EACH OTHER. WE KNOW THIS CAN BE CONFUSING BECAUSE IT IS ALLOWED IN OTHER LEAGUES. WE ALSO HAVE A LOT OF NEW TEAMS.**

STALEMATE RULE

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

SPOTTING OF BALLS

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

MOVEMENT OF BALLS

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

PROTEST

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

PAYMENT OF GAMES & POSSIBLE FINES

2. Cost for Coed, Men's, Women's and Metro is \$7 per player (\$35 per team) per night. Round Robin is \$7 per player (\$28.00 per team) per night. Team captains are in charge of their team's money. The visiting team captain is in charge of both teams' money at the end of the evening. Do not depend on other people to turn the money and sheets in. This is the away team's responsibility for the night.
3. Visiting team captain is in charge of both teams money, and score sheets, to be turned in at one of the drop off places by no later than 11 a.m. the next day (10:30am for Bridge Inn or Trackage drop offs). Failure to get it there on time will result in a 10 point penalty for the visiting team that is responsible of the drop off and a \$10 late fee penalty for us having to do a 2nd pick up for your sheet. This will be strictly enforced. Sheets not turned in on time hold up the stats getting done for that entire division. MEBL has drop offs in Alton, Wood River, Granite City, Collinsville and Caseyville; we can't make 2 trips for 1 sheet. In this case, we usually don't call you but will give both teams a temporary score of 110, until we get the sheet on next pickup. If money is more than a week late, MEBL reserves the right to suspend your team.

4. Teams that are short part of their team's money at drop off may be charged a \$10 accounting fee each time short.
5. Special times of having money in the same night after play may be listed for any week at bottom of sheets due to a vacation or holiday schedule. 10 point penalty will apply here also.
6. Both teams' money must be turned in weekly at the same time as the sheets. This will be enforced with no exceptions.
7. Byes and blinds will be deducted from the team's payback at the end of the season

END OF SEASON

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

MONDAY & WEDNESDAY NIGHT COED ONLY

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

BOARD MEMBERS

MEBL Board members do not participate in everyday operations or any of the financials of the league. Please direct any related questions or concerns to MEBL. MEBL board members are available to provide unbiased second opinions on rulings or other situations during the season, as needed. Board members also participate in discussion related to possible changes and/or wording in the rule book, as well as assessing players or teams skill levels for placement into a division. If a board member is present during any MEBL match or tournament, they can determine any sportsmanship violations or the need to call a game if the overall conduct of a player or team is unruly.

TROPHY INFORMATION AND OPTIONS

1. MEBL provides trophies for the most runs, 8's on break, MVP's, and a 1st place bar plaque. See details below:
 - a. 1st PLACE BAR PLAQUE: It has all the players' names on it and is awarded to the bar.
 - b. MOST RUNS: One presented for each division. The player with the most runs receives the most runs trophy. If there are multiple players tied for lead, there is no trophy.
 - c. MOST 8's ON BREAK: One presented for each division. The player with the most 8's on the break receives the most 8OB trophy. If there are multiple players tied for lead, there is no trophy.
 - d. MVP: The player with the highest average with the minimum times played to qualify receives this trophy. Minimum times played is determined by season length. Current minimum times played are as follows: Summer League – 12 and Winter League – 17, with the exception of Round Robin Leagues. Round Robin League minimum times played will be announced at the beginning of each session. COED league will have 2 MVP'S; one for highest female average and one for highest male average.
2. ADDITIONAL PLAYER TROPHIES: Individual trophies can be ordered for any player or team, at cost. This cost will be rounded up or down to the nearest even dollar and be subtracted from your team payback.
3. DECLINED TROPHIES: If any player wishes to decline their run, 8 on the break or MVP trophy; MEBL will give your team a \$25 cash credit to your team payout.

TOURNAMENTS

1. MEBL pays a 30% match to all OPEN singles & OPEN partner tournaments that EVERYONE IS ELIGIBLE TO ENTER.
2. All single player tournaments ran by MEBL are a \$10 per person entry unless posted otherwise. Entry for COED scotch doubles or any partners tournament is \$10.00 per person, unless otherwise posted. This change was made in 2020 to increase tournament payout.
3. Unless otherwise announced, there are no early sign ups. First come, first serve. Max fields will be determined at the time of the tournament announcement.
4. SPECIAL VALENTINE'S DAY TOURNAMENT: It is \$35 a couple that includes a catered dinner, DJ, props, and coed scotch doubles tourney. This is the only tournament we opened up eligibility on to include true couples and spouses to play with one another and have a fun evening out with dinner, tournament, music, etc. The Valentine tournament does not count toward your total tournament wins limit as stated in Section U.1 below.
5. Unless listed otherwise, to enter any MEBL tournament, you must be on an active current team roster currently playing in that session.

TOURNAMENT LIMITS/RESTRICTIONS

1. TOURNAMENT WIN LIMITS: A player is limited to 2 tournament wins per session whether it be any combination of singles winner or couples winner. After 2 wins, they cannot enter any MEBL tournament the remainder of that session but will be eligible again on the next session.
2. COUPLES TOURNAMENT WINNERS: Once you become a 3-time coed scotch doubles winner, you cannot enter tournament with any other 3-time couples winner as your partner.
3. NEW WINNER TOURNAMENT: This is an open singles tournament for all MEBL players who have never won any singles tournament in MEBL.

COMMUNICATIONS:

4. MEBL has over 170 teams with all 8 leagues combined. Facebook is considered the main source for overall general notifications as it is the fastest and most efficient way to provide current and updated information you may need during your night of play. We will also attempt to reach teams captains with a general or group text or a phone call when necessary. The website is not the best source to obtain last minute information.
5. CONTACT INFORMATION
Captains: It is important to call us when you have an address or phone number change. We need two player's number for each team at all times. If something isn't right on the sheet or money isn't right and we don't have your contact information right or updated, all we can do is take the other team's word.
6. Like Metro East Billiard League on Facebook or visit our website at meblpool.com. The best media outlet to obtain last minute updates is the MEBL Facebook page.
7. DROP OFF ENVELOPES: PLEASE COMPLETE EACH LINE ON THE PRE-PRINTED DROP-OFF ENVELOPES. INFORMATION PROVIDED SHOULD BE:

- DATE
- LEAGUE/DIVISION
- WEEK NUMBER OF PLAY
- AMOUNT ENCLOSED
- BOTH TEAM NAMES

Envelopes not turned in on the night of play MUST be turned in by 11:00 a.m. the next day.

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

DROP OFF LOCATIONS

HOOCH & SIXTEEN'S 1511 PONTOON BEACH, GRANITE CITY, IL	11:00 A.M. PICK UP DEADLINE
KEN'S LOUNGE 1539 20 TH STREET, GRANITE CITY, IL	11:00 A.M. PICK UP DEADLINE
TOWN CLUB 2400 BROADWAY, ALTON, IL	11:00 A.M. PICK UP DEADLINE
BRIDGE INN 519 N MAIN STREET, CASEYVILLE, IL	10:30 A.M. PICK UP DEADLINE
TRACKSIDE 100 JOE STREET, COLLINSVILLE, IL	10:30 A.M. PICK UP DEADLINE
R & L SPORTS BAR 525 E. ST. LOUIS AVE, EAST ALTON, IL	11:00 A.M. PICK UP DEADLINE

TEAM PAYOUT EXAMPLE

NAME	TP	PAYOUT	
Mike	14	\$105.00	
Jason	15	\$112.50	
Jamie	19	\$142.50	
Diane	18	\$135.00	
Larry	17	\$127.50	
Michelle	11	\$82.50	
Roger	10	\$75.00	
Noel	8	\$60.00	
Rick	7	\$52.50	
Lisa	1	\$7.50	
	120	\$900.00	

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