

# PAH RUMP VALLEY 9 BALL LEAGUE

## **Rules and Responsibilities**

**Revised August 26, 2018**

### **League Goals:**

Promote sportsmanship and skills development in an environment of common rules, with a set of willing teams with one thing in mind – **HAVE FUN!** (Too bad we can't always win, it's always more fun.)

### **League Structure:**

A President, Vice-President and Secretary-Treasurer, will be nominated and elected at the Post Season meeting (see Post Season meeting agenda). Transfer of monies and other responsibilities of the League Officers should take place as soon as possible after the League Banquet.

### **President Responsibilities:**

The President is responsible for all aspects of the administration of the League and to preside over all meetings and the League Banquet. The President is responsible for assuring that the League rules and goals are met.

### **Vice-President Responsibilities:**

The Vice-President is responsible, in the absence of the President, for all aspects of the administration of the League and to preside over all meetings. The Vice-President is also responsible for assuring that all League rules and goals are met.

### **Secretary-Treasurer Responsibilities:**

The Secretary-Treasurer is responsible for recording and reporting all League finances, collecting team rosters and contact information, defining and publishing an approved League schedule, collecting and reporting all League, team and player statistics and keeping and publishing minutes of all League meetings. The Secretary is also responsible for providing accurate information to League sponsors and players concerning anything relating to schedule, statistics and/or team finances and for assuring the confidentiality of sensitive and privileged information.

The Secretary shall deposit all money collected into the League savings account, withholding only that amount needed for the beginning supplies (approx. \$300). No withdrawal shall be made from the account until the end of the season. This withdrawal shall be to purchase trophies, distribute sponsor refunds, banquet cost, turkey shoot cost and player point payback.

The Secretary shall prepare folders for each team sponsored at the first per-season meeting. Upon approval by the League Officers and such other persons as they request, these folders shall be delivered to the sponsors before the first scheduled match. These folders shall include the season schedule, roster forms, rules (including changes from the per-season meeting), score sheets, envelopes, a list of phone numbers for sponsors and a map of the sponsor locations.

The Secretary shall prepare and present a financial statement two (2) times per season. The first statement shall report the initial deposit of sponsor fees and previous season balances. The should be made available for any team captain or sponsor who wishes to see it by after the first scheduled match of the season. The second statement should publish the allocation of funds for remaining season events and supplies, and the balances

forwarded to the next season. This should be made available to team captains and sponsors prior to the first Turkey Shoot.

The Secretary shall prepare, for approval of the League Officers and sponsors, a separate accounting of monies allocated for each Turkey Shoot. This shall be due one (1) week prior to the scheduled shoot.

At the end of the season the Secretary shall have a payout sheet at the League banquet and anyone receiving money for their team shall print and sign the payout sheet. The Secretary shall provide weekly updates on Team Standings and individual statistics. This shall be done on the internet web site, but paper copies shall be available upon request.

The Secretary shall schedule all matches based on the team and sponsor sign-ups at the first per-season meeting and present the schedule, for approval, at the second per-season meeting or one week prior to the first match if no second meeting is held. The schedule should reflect one (1) sponsor table for every two (2) sponsored teams and should, as closely as possible, provide for a "Home-Away" scenario for all teams. No sponsor should be scheduled with two (2) teams at home on the same day unless that sponsor has three (3) or more teams and two (2) or more tables. If possible, teams under the same sponsorship should not be scheduled in the same division except when the League has two divisions and a sponsor has three or more teams.

The Secretary shall prepare separate envelopes for each sponsor containing the sponsor refunds and present these at the League banquet. The Secretary shall also prepare a payout sheet for sponsor refunds and anyone receiving the envelope shall print and sign the payout sheet.

The Secretary shall prepare envelopes for each team captain containing Banquet Tickets and Player Point Money. These shall be distributed at the League banquet and the person receiving the envelope shall print and sign the payout sheet. Team captains will also receive Banquet tickets for player and player's guest, maximum ten (10) per team.

The Secretary Fee is based on the following formula:

Number of teams paying/playing times five (5) members per team times seventy five cents (\$.75) per week. This fee will be paid to the Secretary/Treasurer when their responsibilities have been fulfilled or withheld each week from the player fees collected. In the event a new Secretary must be elected during a season, the outgoing Secretary shall be paid for their services according to the same formula.

*EXAMPLE:*

*If there are 20 teams in the League and the regular season last 20 weeks, the Secretary fee would be computed as follows; 20 teams x 5 players x \$.75 = \$75.00 per week x 20 weeks = \$1,500.00 per season.*

### **Joint Responsibilities:**

The President and Vice-President shall pick a team of two (2) persons (Audit Officers), to audit the Secretary's financial records. At least two (2) audits are required; one midway through the season and a final audit at the end of the season. All audit and financial information will be available to the sponsors and team captains by request.

Together they assume the responsibility to advertise all meetings and special events presented by the League.

Together they will determine the drop-off points for the next season and a fair deadline for the score sheet delivery, to be approved by the membership at the first per-season meeting.

Together with the Secretary-Treasurer, they will order, purchase and present at the League Banquet, all trophies and plaques listed below. In the event of a tie for individual trophies or plaques, **each player will receive a trophy or plaque.**

**Plaque: Division Winners (based on number of Divisions)**

**Plaque; Top Team Shooter (one for each team)**

**Plaque: Most 9-Balls on the break**

**Plaque: Most 5-0 matches**

**Trophy: League Champions (one each for 5 players)**

**Trophy: Top League Shooter**

**The traveling plaque will be picked up by a League Officer at the end of the season and presented to the new League Champion (after being updated) at the League banquet.**

#### **Sponsor Responsibilities:**

**All Sponsors** are responsible for providing a safe and accessible environment to promote the League goals of sportsmanship and skills development. Every effort should be made to provide facilities and equipment to meet these goals. Sponsors are also responsible for paying Fifty Dollars (\$50.00) deposit for each of the teams they sponsor. This sponsor fee is refundable at the end of the season for any teams that finish the season. Sponsor fees are due and payable at the first per-season meeting.

**Sponsors** are also responsible for maintaining their equipment in reasonable condition for league matches and for providing reasonable seating for both teams in an area adjacent to the pool table(s). Any protest concerning the equipment shall be handled as specified in Rule 8-1. It is encouraged and much appreciated that the players be given at least one (1) free drink and food.

#### **Team Captains Responsibilities:**

1. Turning in a Roster Sheet and contact info to the Secretary and keeping this info current.
2. Informing their team where and when to play.
3. Properly filling out the score sheet. (They must be legible)
4. Checking the opposing team's lineup for ineligible players **before the coin toss.**
5. Comparing their score sheet against the opposing team's, for accuracy before signing (including 9-ball on the break and 5-0 wins, **circled**).
6. Turning in their score sheet and money by 12:00 noon Tuesday. Drop-off places will be named prior to the first match of the season. A \$5.00 late fee will be assessed the team if the paperwork is not dropped off on time. **ALL INCOMPLETE PAPERWORK WILL HAVE A \$10.00 CHARGE ASSESSED WHICH MUST BE PAID BEFORE THE NEXT MATCH.**
7. Checking the weekly stats for accuracy and spelling, and reporting errors to the Secretary, either by e-mail (preferred method) or by phone or with their next score sheet.
8. Returning payback monies to the players at the end of the season.
9. Deliver information from the League to their team members.

## **Meetings:**

The Secretary will schedule two (2) annual meetings. One Post-season meeting and one Pre-season meeting. The post-season meeting will be held preceding the League Banquet and the pre-Season meeting will be held approximately two (2) weeks before the season begins. If a second per-season meeting is required due to rule changes or other business that can not be accomplished at the first meeting, it must be scheduled as a result of a motion voted on by those in attendance at the first meeting and scheduled accordingly.

### **Agenda for the Post-Season Meeting:**

Location: Same as the League Banquet  
Time: One hour before the Banquet  
Attendees: All League Officers, Sponsors, Players and Guests

1. Open the meeting and keep it orderly – President
2. Open forum – General Announcements only – Attendees
3. Nominations and Election of Officer of President
4. Nominations and Election of Office of Vice-President
5. Nomination and Election of Office of Secretary/Treasurer
6. Open forum – Suggestions for any proposed Rule changes. These changes will be considered for vote by the general membership at the first per-season meeting.
7. Close the meeting and let's eat!

### **Agenda for the First Pre-Season Meeting:**

Location: League Official's choice  
Time: Appropriate to accommodate the attendees  
Attendees: All League Officials, Players and Sponsors

1. Pre-meeting sponsor sign-up and payment of sponsor fees – Secretary
2. Open the meeting and keep it orderly – President
3. Introduction of the League Officers and Audit Officers – President
4. Discussion of League and Player Etiquette – President
5. Proposed rule changes from Post-Season Meeting – Secretary
6. Open forum – proposed rule changes – Attendees
7. Open forum – General Discussion – Attendees
8. Close Meeting – President

### **Agenda for the second Pr-Season Meeting:**

If a second pre-season meeting is required as a result of unfinished business at the first per-season meeting, it will be conducted in the following manner;

Location: Determined at the first per-season meetings  
Time: Determined at the first per-season meetings  
Attendees: All League Officials, Players and Sponsors

1. Open the meeting and keep it orderly – President
2. Discussion of unfinished business – As Appropriate
3. Close the meeting – President

## **THE RULES**

### **Rule #1:**

If both captains agree, any rule can be over ridden and the game will continue. Rules apply if Team Captains can not agree as far as roster is concerned. (Remember that the goal of the League is **HAVE FUN**)

### **Rule #2: The Match:**

**2-1:** The starting time of a match will be 1:00 PM, with a half hour grace period. (Courtesy dictates a phone call to the opposing Captain or Sponsor is appropriate)

**2-2:** A match will consist of 25 games

**2-3:** A team will consist of 5 adults, 21 years of age or older. A team must have a minimum of three (3) players present to play a match.

**2-4: The Break** – The opening break of the match will be decided by a coin toss. The home team flips the coin and visiting team calls heads or tails. Winner breaks. The winning team of the previous game will break the next game

**2-5: The Rack** – The team not breaking will rack the balls in a manner subject to the approval of the player who is going to break. The only requirements to racking the balls, are that the # 1 – ball is on the spot, the # 9 – ball is in the center of the rack and the remaining balls are reasonably tight.

**2-6: Shooting Out of Turn** – If a player shoots out of turn, the following applies:

- a. If the two players have not played each other, but will do so later in the match, the game will stand and the results will be applied to the appropriate frame on the score sheet.
- b. If the two players have already played, the correct player will play with no penalty to either team.
- c. If wrong player makes the break, re-rack and start over.

**2-7: Late Players** – Players who are late for the match will forfeit the game(s) they missed – BUT may play their remaining games. IF THE CAPTAINS AGREE, the player can make up the games missed (during the first half hour only) after the match starts. The League does not endorse letting players make up games for arriving late, but if both captains agree to let the player(s) do so, the following rules apply;

- a. Players arriving late must rack all games they have missed. For play prior to the arrival of the missing player, the break will be determined by the outcome (won or lost) of the game played immediately prior to the game the late arriving player was to have played.
- b. When playing out, leaving the match early, that player will rack all games which he or she plays out of turn and leave immediately following their last game. The break for those games immediately following that player who shoots out will be determined by the outcome (won or lost) of that player's last game.

### **Rule #3 Eligibility:**

**3-1:** A player must be 21 years of age or older. If a player is not at least 21, and this fact is brought to the attention of the League Officers, all games played by the ineligible player will be forfeited to the opposing team or teams. Any person of questionable age, or any person who is suspected of playing under an assumed name, can be asked for a picture identification card.

**3-2:** A team who knowingly lets a player participate under an assumed name, will automatically forfeit the match when knowledge of this is made available to any League Officer.

**3-3:** If a team drops out of the League and another team wishes to assume that position in the League, the new team will also assume the won-lost record of the team it replaces.

**3-4:** A team must play the last three scheduled matches to be eligible for any prize money or parties. All players playing in the playoffs and in year-end Turkey Shoots, must have been on the team roster prior to the last four (4) weeks of the regular season.

#### **Rule #4 Rosters:**

**4-1:** A roster sheet will be provided with each team's folder. This roster sheet must be turned in to the League Secretary no later than after the fourth week of play.

**4-2:** Teams may carry NO more than ten (10) players on their active roster.

**4-3:** If a team has a full roster, a player may be added only by dropping a player off the roster. Roster changes must be kept up to date, using the weekly score sheet.

**4-4:** After the fourth (4<sup>th</sup>) week of play, only those players listed on the roster are eligible to play.

**4-5:** A new player must be on the roster one full week in advance of the match to be played or **both captains must initial both score sheets by the player name to signify agreement. THIS DOES NOT APPLY TO THE LAST FOUR (4) WEEKS.**

**4-6:** A player not on the roster one full week in advance of the match to be played, may play the match providing the captain of the opposing team agrees before the match begins. Both captains must initial next to the player's name on both score sheets in order for the player to be eligible to play that match. Players who have been initialed by both captains will be added to the roster.

**4-7:** **No player listed on the roster for one team may play for a different team or sponsor.** Subs may play for a team from another sponsor provided the above rule is met. Unless that player has been dropped or their name appears in **RED**. This means inactive! If both Captains do not sign the score sheet to show acceptance of new player or sub, all games played by new player or sub maybe forfeited.

**4-8:** A sponsor need not be listed on the roster to be eligible to play. They may play on any of their teams at any time, including in the playoffs. **For those teams sponsored by a private clubs, such as the Elk's or the VFW, team rosters may include one person for each team sponsored who is an officer or official in the organization but who is not listed on the roster of any team as a player or sub.**

**4-9:** No player shall be eligible to play the last four weeks unless that player is on the team's roster prior to the final four weeks of play. (see rule 4-6)

#### **Rule #5 The Play:**

**5-1:** All balls pocketed legally or illegally will remain down, as well as all balls leaving the playing surface. The only exception to this rule is the 9-Ball. Should the 9-Ball be pocketed illegally or leave the playing surface, it will be spotted and the game will continue. This will be considered one foul.

**5-2:** Any ball that appears to be stopped on the lip of a pocket and then falls in a few seconds later, shall be credited to the person who has possession of the table.

#### **Rule #6 The Spot:**

**6-1:** When two balls are spotted at the same time, the lowest numbered ball goes first. Any time one or more balls are spotted, they must be frozen to each other. If this is impossible due to the layout of the table, they must be as close as possible. The only exception is you can never freeze a ball to the cue ball. The only time this situation would arise is if the 9-Ball is pocketed illegally or knocked off the table and the cue ball is in the area of the spot. At no time will a ball be spotted in front of the foot spot.

**6-2:** Should the next object ball to be shot lie behind the string-line after a scratch, that object ball will be spotted on the spot at the foot of the table, or as near to the spot as possible. The only exception to this rule is in the case of a double foul. If a player double fouls, the incoming player will have the cue ball in hand and can place the cue ball anywhere on the table.

**6-3:** Should ANY part of the next object ball break the plane of the string line and a player is shooting after a scratch, the object ball will not be spotted and the player may shoot the object ball where it lays.

### **Rule #7 Fouls:**

**7-1:** There can be no foul called before there has been an attempt to break balls. This means that at the beginning of each game, if a player sets the cue ball over the string line, the opponent must simply tell them to move it back behind the line. If you are worried about where the opponent is setting the cue ball down, check it when they set it down, not while they are about to break the balls. If a player breaks with the cue ball touching the line, you can not call a foul after the break.

**7-2:** Scratch: A scratch shot is a foul.

**7-3:** After a Scratch:

a. When shooting after a scratch or with the cue ball in-hand after a double foul, once a player sets the cue ball down, removes his or her hand, and assumes a shooting stance, he or she can move the cue ball again, as long as the cue does not make contact with a ball. **REMEMBER: DO NOT TOUCH OR MOVE THE CUE BALL WITH THE CUE AS IT WILL BE A FOUL AND THE OTHER PLAYER WILL HAVE CONTROL OF THE TABLE.**

b. When shooting after a scratch, no part of the cue ball may break the plane of the string line. It is a foul if a shot is made with any part of the cue ball breaking the plane of the string line. If the cue ball is spotted in front of the string line with no part of the cue ball touching the plane of the string line, a foul may be called before the shot and the opposing player may shoot from that spot. This is a two (2) shot foul, ball in hand league and all players should be aware of the number of fouls. **As a concession to sportsmanship, a player may be warned that the cue ball is over the line without a foul being called for coaching so long as a part of the cue ball is touching the string line. If the ball is spotted over the string line a second time at any time during the match by the same player, a foul should be called by the opposing referee.** Naturally, after a double foul, the string line does not come into play as the incoming player may set the cue ball anywhere on the playing surface.

**7-4:** Foreign Objects: Should a player touch any ball with any foreign object, (elbow, sleeve, necklace, etc.) it is a single foul.

**7-5:** Sportsmanship Foul: If a player deliberately throws, slaps, or grabs any ball or any of the equipment in an unsportsmanlike manner, it is an automatic loss of the game. This would be at the discretion of the referee, but enforcement of the rule is intended to discourage poor sportsmanship.

**7-6:** Ball-In-Hand (Double Foul): When a shooter single fouls, the opposing player has the option of shooting or passing the shot back to the player who fouled and making that player shoot again. If the shooter who fouled is forced to shoot again and commits a "double foul" and the opposing player has option of taking the cue ball and

placing it anywhere on the table. On a "double foul", if the incoming player so chooses, he may pass the shot back to the player a second time but it can not be taken back after he does so. If the incoming player passes the shot, the player who originally fouled twice, must take the cue ball and place it anywhere on the table and shoot a third time. If this player fouls again (third foul, same player), it is only a "single foul" and the incoming player has the option of shooting or passing, as in any "single foul" situation.

**7-7: Double Foul Spotting:** Balls are NEVER spotted after a "Double Foul". The only exception is when the 9-Ball is pocketed or knocked off the playing surface during the second foul.

**7-8: Deliberate Foul:** If the 9-Ball is deliberately shot into the pocket out of rotation, it is a SINGLE FOUL. This is not poor sportsmanship, it is good strategy, just like winning with a "lucky shot". Strategy is part of the game. Shooting any ball other than the cue ball with the cue stick will be considered deliberate and will be charged as a DOUBLE FOUL.

**7-9: Follow Through:** After contacting the object ball, the cue ball or any object ball must contact a rail, or an object ball must be pocketed. If contact with a rail is not made, it is considered a single foul. A "safety shot" is legal as long as the "Follow through" requirement has been met, but it is a single foul if the cue ball does not contact the object ball.

**7-10: Frozen Object Ball:** If the object ball is frozen to a rail, it must be called frozen by the referee or either of the players before the shot is made, or it will not be considered frozen. If the ball is called "frozen", in order to make a legal shot the player must:

- a. Hit the object ball and drive the cue ball to the rail after the hit.
- b. Hit the object ball and have either the object ball or the cue ball drive another ball to the rail.
- c. Drive the object ball to a rail other than the one to which it is frozen.

Remember that if any ball is frozen to a rail, including the cue ball, the rail to which the ball is frozen is a dead rail for the object ball and can not be used to constitute a legal shot.

**7-11: Floor Contact:** One foot must remain in contact with the floor when shooting. Failure to do so constitutes a single foul.

**7-12: Jump Shot:** Jump shots are illegal if the cue strikes the cue ball below the center of the ball. If struck at or above center of the cue ball, they are legal. If a player miscues and jumps the ball, it is not a foul. Masse shots are legal as long as the butt of the cue stick is not elevated above the player's ear.

**7-13: Misplaced Cue Ball:** If the cue ball is picked up accidentally by one of the two players, it is a: DOUBLE FOUL". If the referee accidentally picks up the cue ball while the game is in progress, the cue ball will be put back as near as possible to the original spot and play will continue. If an object ball is picked up accidentally by one of the two players, it is a SINGLE FOUL and the opposing player will place the object ball back as close as possible to its original position.

**7-14: Coaching:** Coaching by team members is not allowed. The referee must warn the offending team one (1) time. If it continues, it is a single foul.

**7-15: Referees:** Both teams should supply a referee. It is mandatory that the referee be one of the team members or team sponsor, unless otherwise agreed upon by team captains. The League recommends using a referee, but if you do not use a referee, the two players, playing each game will call fouls on each other and themselves. If no referees are assigned and an upcoming shot looks like it could be a questionable hit, the players should have one individual from each team watch and make the call. If there is a disagreement between the referees or assigned players about this questionable shot, then that shot was "too close to call" and it will be accepted as a legal shot. If the cue ball strikes the object ball and another ball at the same time, it will be considered too close to call and will be considered a legal shot.



**7-16: Equipment:** As a courtesy to opposing players, all equipment used for practice prior to a match shall remain available during the match. No team or sponsor may substitute the cue ball, object balls or other equipment to be used during a match within one hour of the start of the match. Where a sponsor has more than one table available for play, the opposing team shall have the opportunity to practice on the table to be used during the match.

**Rule #8: Protests:**

**8.1:** The referee's decision will be final in all matters as noted in Rule 7-15. If a team will not accept a referee's decision as final, a protest must be filed before another shot is made. In this case, the referee's decision still stands and the match will continue, even though under protest. Naturally, if the protesting team wins, the protest will not be taken before the protest committee. If the protesting team loses the match, the protest committee (consisting of 2 tavern owners, 2 League members and a League Officer) will convene and make a decision that will be binding. If a referee is not used, protests will not be allowed.

**8-2:** To file a protest, the team captain must notify the opposing team captain immediately. This means if a captain decides to protest a referee's decision at any point in the match, he or she must do so before the next shot is made. The League President must also be notified of the protest as soon as possible. A detailed description of reason for the protest must be written on back of the score sheet, and signed by both captains before the match continues.

**Rule #9: Forfeits:**

**9-1:** Matches won by forfeit will count on individual and team records and the team will be credited with a 20-5 win. Each player on the team will be credited with a 4-1. If a forfeit occurs during the last three (3) weeks of the season, the forfeiting team will also forfeit the right to all post-season activities, including payback (point) monies and all plaques and trophies. (see Rule 3-4)

**9-2:** Teams winning by forfeit are still required to turn in their score sheet and pay the match dues. The losing team will be credited with a 5-20 loss and each of the 5 players who have played the most matches for the team will be credited with a 1-4, unless the team captain turns in a score sheet with other names.

**9-3:** When teams are involved in a forfeit, the winning team must turn in a score sheet as described in Rule 6 and in the Captains Responsibilities and a League Officer must be informed as soon as the forfeit occurs.

**Rule #10: Rescheduling Matches:**

All matches not played on the originally scheduled dates must be rescheduled within two (2) weeks and must be played at least three (3) weeks prior to the last scheduled week of the season. The match does not have to be played within two(2) weeks, but the rescheduled date must be agreed upon within the two (2) weeks and a League Officer must be informed of the date. During the last three (3) weeks of the season, a League Officer must approve the rescheduling of any matches not played on the scheduled date prior to the match being rescheduled.

**Rule#11: Standings:**

Player standings will be based on an "Adjusted Average". A player's "average" is calculated by dividing the number of games won by the number of games played. A player's "Adjusted Average" is calculated by dividing the number of games won by the number of matches that player's team has played, times five (5).

Examples:

Average: Player has played 95 games, missed one match, of the 100 games his team has played and has won 75 games. His average is.. .7895, 75 divided by 95.

Adjusted Average: Since this player missed one match, a 0-5 is added to his totals. He has won 75 games of 100 the team has played. His adjusted average is.. .7500, 75 divided by 100.

This method will assure that the player who wins the most games for his team, will be the Team Top Shooter. It will also prevent negative adjusted averages.

### **Rule#12: The Championship:**

**The Division Championship will be awarded to the team with the highest of Matches won, then if tie, Games won, after the regular season.**

#### **12.1: League Champions:**

##### a. Two Divisions:

To determine the League Champions when there are two (2) divisions in the League, the top four (4) teams in each division, will be seeded according to their win-loss records (first by matches and second by games won if there is a tie) and the first place team will play the fourth place team. The second team will play the third place team. These matches will be at the home of the first and second placed teams. The second week of the playoffs, the two winners in each division will play each other at the home of the higher seed. The winners in each division will play each other at the home of the team with the best record for the League Championship.

##### b. Three Divisions:

To determine the League Champions when there are three divisions in the League, the top four teams in each division will be seeded according to their win-loss records (first by matches and second by games won and these teams will play each other as in a two division championship until there is one winner in each division. The third week of the playoffs, the team with the best win-loss record will play the loser from week two with the best win-loss and the other two winners will play each other, unless the two teams with the best win-loss record are in the same division, in which case the winner with the best win-loss record will play the team with the lowest win-loss record and the other winner will play the loser with the best win-loss record. The winners of these two matches will then play each other for the right to play for the League Championship. All games will be played at the home of the team with the best record (first by matches and second by games). This will take five (5) weeks for the playoffs.

### **Rule #13: Turkey Shoot:**

**13-1:** There will be two (2) Round Robin, Double Elimination Turkey Shoots scheduled for the post season. The buy-in for each player is \$10 and the League will match buy-ins up to \$320. If more than 32 players enter, the total will be divided into two divisions. Payouts will be based on the total number of players entered in the turkey shoot and approximately 25% of the players will receive prize moneys.

**13.2:** The location of the turkey shoots will be determined by the League Officers. Any sponsor is eligible to host a turkey shoot, provided they have two (2) or more pool tables available at the time of the turkey shoot. Food will be optional but they will be expected to offer reasonably priced drinks. (Domestic beer and well drinks equal to or below the average price of League Sponsors.

**13.3:** Only players from those teams with all fees current will be eligible for the turkey shoot. A player must have played a minimum of 30% of their teams scheduled regular season matches.

**13.4:** Check-in time for the Turkey Shoot will be from 11:30 am. until 12:45 pm. Matches will begin at 1 p.m.

**13.5: These turkey shoots will be played by the current league Rules, with no deviations.**

**Rule #14: League Banquet:**

**14.1: The League Banquet will be hosted by the team that wins the League Championship unless that team wishes to pass the banquet to another team. In the event the Sponsor for the League Champions is unable or unwilling to host the banquet, the League Champions may pass it to the loser of the League Championship game. If either of these teams don't want to hold the banquet, it will go out to bid to other League sponsors or outside locations that wish to bid.**

**14.2:** The Secretary-Treasurer or another League Officer will notify the hosting sponsor or location of the amount of money available for hosting the banquet. This shall be done as soon as possible after the hosting location is selected to provide them with reasonable amount of time to prepare for the banquet. Banquet location will receive \$1,000 when menu is known and accepted by League Officers.

**14.3: Eligible teams will receive up to ten (10) tickets for banquet meal and up to ten (10) tickets for a drink. The location hosting the banquet will be paid \$12.50 per meal ticket collected and turned in to the Secretary-Treasurer. Example: 100 tickets collected x \$12.50 = \$1250, minus the \$1000 shown in Rule 14.2, equals \$250.00 due host location.**

**14.4: Only those teams with all fees current will be eligible for the League Banquet providing they meet all other eligible requirements, see rules #3-4 and 9.1.**

**14.5:** The League sponsoring host for the banquet will provide one (1) free drink for each attendee at the banquet. Each team will be permitted to have a total of ten (10) attendees at the banquet. This number will include players and player's guest. (Drinks shall be limited to domestic beer or well drinks, at the discretion of the sponsor).

**Rule #15 Player Point Money:**

All money left after the Banquet, Sponsor Refunds, Turkey Shoots, Trophies and Plaques and other approved expenses for administration of the League, will be returned to the eligible teams and players based on the number of games each player has won. The Team Captains will be responsible for returning this money to the players. The League Secretary-Treasurer shall provide a list to each Team Capt aim at the time the point money is returned to provide a break down of number of games won by player. It is recommended by the League Officers that the Team Captain keep records for the season showing who did and who didn't pay the weekly fees. For those that didn't pay, the point money should be withheld. Someone who has paid for other players to shoot, should be entitled to the point money and they can do with the money as they see fit!

**Rule #16: Miscellaneous:**

Anyone who has questions concerning any part of these rules should bring it to the attention of a League Officer as soon as it is noticed for possible clarification or correction. These rules may only be changed by a vote of the membership at the per-season meetings. Anyone wishes to see a rule change or addition, may present the information to the League Officers at the Banquet or at the first Pre-season meeting.

PLEASE REMEMBER RULE # 1 AND LETS HAVE FUN!

Rules revised on August 26, 2018, Selling errors corrected Sept 18, 2021.

Bill Santoro  
Secretary-Treasurer

\*Any rules are shown are governed by Billiards: The Official Rules & Records Book.

