

**MINUTES FOR PLAYERS MEETING
OPEN-MIX FALL SESSION
OCTOBER 21, 2008 (VINNIES-7:30 pm)**

Items to discuss:

1) The difference between 1st and last place for this last session was 90.5 rounds. The difference between 1st and 2nd was 19.0 rounds. Handicap issues any one?

Handicap to go to 1.40

2) We no longer have a cap for handicap given

3) DVPL fees will remain: \$7/play, \$20 score keeper fee, \$10 seasonal fee, \$10 BCA.

4) All fees to be paid from the first week of play, to the 4th week of play.

\$40/player to be paid by the 4th week

After half season we will take a round point for every \$14 owed.

4) Session for a **single round**

10/28/08 to 3/29/09

(includes one holiday and two position rounds.

(22 weeks—approx.)

5) Top 10 players to play 65% to qualify for prize money.

7) Forfeit Rule:

Team that shows up will be awarded their average plus one round. Both teams are responsible for fees. All efforts should be made to avoid forfeits.

8) For this **single round** the maximum amount of blinds will be 4 single & 1 double and No new players will be allowed after ½ of the season.

Unlimited blinds are not an option in any of DVPL leagues. This is a team competition of 4 players minimum, it's not fair most teams to make an effort to have a full team and a few others don't, therefore we allow blinds.

If a team uses the maximum amount of blinds allowed a 1 round penalty will apply every time they use a blind.

DVPL will offer and alternate if a team loses a player after half session, if team rejects player all scores for missing player will turn in to ZERO and full fee of \$28 is expected

9) Roster sheets need to be submitted on the fourth week of league, so that we can sanction league faster than in the past.

10) DVPL reserves the right to refuse participation to anybody that we believe has a poor sportsmanlike behavior and owes money. Any player with warnings from last season will carry them for this final session of 2008.

From now on warnings will carry through the year.

(1st offense of unsportsmanlike behavior)
Verbal-and/or E-mail warning
(2ND offense of unsportsmanlike behavior) ½ round taken
(3rd offense of unsportsmanlike behavior) 1 round and \$100 towards the pot (captains will be notified via e-mail)
(4th and final offense of unsportsmanlike behavior) 2 rounds and \$200 towards the pot)

After this final and 4th warning player will be invited to join other leagues and any numbers he/she plays will turn into ZEROS.

DVPL would rather lose a few rude players and keep majority happy.

11) Players from other teams are not supposed to go to other teams matches to harass them. Stay away from the tables of teams competing.

12) Averages from the previous session will be carried through this season for the first 2 weeks of play.

Existing averages will carry through this session, new male players start with a 10 and new females with a 7 for the first two weeks of play.

13) Players are only allowed one lateral move per season from team to team. They will not be allowed after the second half of the season starts.

14) If a team drops out, the projected payout will be adjusted to all teams minus one and any money paid by team will be added to the over all pot unless we are able to assign a replacement team immediately as we did this session with Gary Marcus taking over Heather's team without affecting league. Fees will have to be paid up front.

If a team drops, any money paid goes towards the pot, and all matches played get erased from stats for all teams affected.

15) Sponsors only pay for one table; not two. It's nice when we are allowed to use two tables however that is not a requirement of the sponsor.

16) Matches played out of rack' em up are to be played on SMALL TABLES ONLY per captain's vote. If there is a cordial agreement between both captains using other tables is ok with us.

17) You MUST buy a drink in order to get your second drink from the sponsor bar.

Farrington's will ask you to pay for ½ drink
AJ's Bar will ask you to pay for ½ drink

18) The envelopes are due no later that Friday night at Vinnies bar, if late a half (1/2) a round point will be deducted. Worse case scenario please e-mails numbers. No exceptions. It is the visiting team's responsibility to deliver envelopes to Vinnie's Bar and make sure you hand it to bartenders.

19) A single time out per game allowed; the following guidelines MUST be followed:

- It shall not be longer than 30 seconds.
- Shooter should address opponent before consulting teammate.
- If any other player from the team of the shooter suggests a timeout it will be considered a coaching fault and a ball in hand shall be awarded to the other player.

Time out to be called by shooter only

20) Starting time for all matches
7:30 starts
7:45 blinds to be used

8:00 reschedule to be arranged as long as it is played the Monday before we issue numbers again.
Captains please work it out; we really don't want to give ANY TEAM free rounds, and forfeiting shall be the very last option.

21) We will continue to use position round extra 2 weeks. Handicap applies, fees apply and standings are affected.

22) New players start with 10 averages for first 2 weeks of play if male and 7 average if female players.

23) Blinds should always be on the last spot of score sheet.

24) New teams forming up:

Any group of new players will be assigned to veteran captains or distributed among existing teams. This is where DVPL gets hit with money owed.

Leslie Bernardi's team playing out of Farrington's,
Rick Matheny's team from Rack'em up taking a brake
Carlos Vilches's team playing out of Rack'em up. (sponsor will pay ½ DVPL will expense other 1/2)
Ray Vernard's team playing out of CJS'

25) Top 5 shooters will be paid and top single female.

Women players are able to qualify for top 10 as long as they meet the requirement of 65% shooting. At the end a single female player will be recognized as top female.

26) All 119 memberships between men and women's leagues need to be renewed for next year 2009.

27) Maggo's Bar will no longer sponsor teams.

We only want committed players please, don't waste your time or our time.

28) Guide lines for unsportsman and faults:

Players/Team responsibility and conduct:

- a. It is the player's responsibility to be aware of all rules, the schedule of team play, maintain their dues with their captain and conduct her/him self in a sportsman like manner.
- b. Call shots to insure communication between players.
- c. Maintain a steady game (do not disappear or slow down the game).
- d. Do not stand in the line of an opponent's line of shooting.
- e. No threats or derogatory remarks, touching, or moving any ball or equipment in an offensive manner.
- f. Calling out faults, no rails, time outs it's only up to the PLAYERS in match.
- g. Talking to others about match being played.

Fouls:

- A foul must be called by the opponent and acknowledged by the other player. If a player picks up the ball without calling a foul, it is a foul on that player. A player may place the cue ball anywhere on the table (except on the break).
- It is a foul to strike, touch or in any way make contact with the cue ball in play. ie; while picking up or placing the cue ball, if you touch another ball on the table with the cue ball, that is a foul.
- It is a foul to place equipment on the table (ie, bridge, pool cue) and take your hands off of it - it can be construed as an aiming device. When using a bridge the bridge can rest on the table or table rail as long as your hand is not taken off the bridge.
- You can't use anything to measure except your eyes. For example if you have ball in hand you are not sure if a ball will clear another ball that is sitting close to a pocket you can't use the cue ball to measure this. You might see players trying to fit the cue ball by the ball sitting next to the pocket to see if there is enough room for a ball to go pass, this is a foul.

- Anytime the shooter scratches the cue ball.
- Coaching from another teammate or from a spectator. The person should be warned once of this rule, then a foul can be called.
- Moving a ball back to its former position without permission from the opponent is a foul. Let your opponent replace the ball to its former position.
- Shooting the wrong object ball or suit out of turn.

- **Jumped balls:** Balls jumped off the table are placed on the center spot with a consensus of both players. Anytime an eight ball is jumped off the table, it is a loss of game.
- **Frozen ball rule:** If a ball is frozen on a rail the opponent must declare it. The shooter must hit the object ball, then get the object ball to a different rail or get the cue ball or any other ball to a rail. (The object ball can come off the rail, hit another ball, and re-hit the same rail). (3.37)
- One foot must be on the floor at all times. The player will receive one warning then a foul can be called. (3.12)

- **Time-out:** Each player can call one time-out per game. The shooter who is at the table is the only person that can call a time-out and it should last no longer than 30 seconds. Friends, teammates, and supporters of the team cannot call a timeout or insinuate to the shooter in any way shape or form for them to take a timeout. (Each case needs to be evaluated individually.)

Any behavior that distracts or irritates your opponent can be considered un-sportsperson like behavior.

Teams for Winter 2008/09 session:

Teams

- | | | |
|-----|----------------------|---------------------|
| 1) | Kristen-Vinnie's | (CONFIRMED-4 teams) |
| 2) | Lauren-CJ's | (CONFIRMED-2 teams) |
| 3) | Carlos-Rack'em up | (CONFIRMED-3 teams) |
| 4) | Claudia-Farrington's | (CONFIRMED-3 teams) |
| 5) | Gary-AJ's | (CONFIRMED-2 teams) |
| 6) | Holly-Vinnie's | (CONFIRMED-3 teams) |
| 7) | Bill-Score's | (CONFIRMED-1 team) |
| 8) | John-Rack'em up | (CONFIRMED-3 teams) |
| 9) | Kacie-Diablo Lanes | (CONFIRMED-2 teams) |
| 10) | Fred-AJ's | (CONFIRMED-2 teams) |
| 11) | Leslie-Farrington's | (CONFIRMED-3 teams) |
| 12) | Coach John-Office | (CONFIRMED-2 teams) |
| 13) | Jeff-Vinnie's | (CONFIRMED-4 teams) |
| 14) | Frankie-Rack'em up | (CONFIRMED-3 teams) |
| 15) | Annette-Farrington's | (CONFIRMED-3 teams) |
| 16) | Jim-Office | (CONFIRMED-2 teams) |
| 17) | Paul-Diablo Lanes | (CONFIRMED-2 team) |
| 18) | Carmen-Vinnie's | (CONFIRMED-4 teams) |
| 19) | Ray's-CJ's | (CONFIRMED-2 teams) |
| 20) | BLIND | |

Matches for this first week:

1@2
3@4
5@6
7@8
9@10
11@12
13@14
16@15
17@18
19@20

Captains' folders will be distributed after second week of play.

