

Diablo Valley Pool League

MINUTES FOR PLAYERS MEETING
OPEN-MIX WINTER
SINGLE ROUND SESSION
JANUARY 10, 2012 (RACK EM UP-7:30 pm)
LEAGUE STARTS ON JANUARY 17, 2012

- 1) Handicap **to go back to 140% or stay at 150%? Stay at 150%.**
- 2) Cap rule – Keep no max ball cap on handicap. **Yes or No? Yes**
- 3) DVPL fees are: \$8/play, \$20 scorekeeper fee, \$10 seasonal fee, \$15 BCA all players. **All fees are to be paid by the 4th week of play (February 7, 2012).** We prefer Checks made out to DVPL. Starting on the 5th week of league we will penalize any team 1 round point for every week your team owes more than \$64.

"I would like to offer a change in league operation that would not only greatly reduce players' out-of-pocket expense but could quite likely stimulate new membership and still provide money for the league operator. I would like the membership to get this message long before the beginning of a new season, so that they all have time to think about it and discuss before beginning next season.

Along with this operational change would be the elimination of the handicapping system. Wins, losses and rankings would be computed on wins and losses alone. If you still wanted to maintain the 'points' aspect of scoring our games, so you could also rank players by how badly they beat their opponents, that could be a second column in the rankings data." (see attached from Lynn Westhoven)

- Yes or No? **No**

- 4) A suggestion was made to split this league into two divisions (A & B division). **Vote was to keep league as is (no split).**

Suggestion are as follow:

- We can have top 10 (Red division) and bottom 10 (Black division)
- We can do a double round for both groups so payouts won't be affected and both groups' payouts will be the same.
- As always all teams will get paid.

CONY M.
510-8610829
DiabloValleyPoolLeague@yahoo.com

TINA M
510-8610812
<http://dvpool.com/>

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- We can use handicap of 125% for each group.
- Top 2 teams from bottom group will move on to compete on top 10 for the next session.
- Bottom 2 teams of the Red division will move on to compete on Black division next session.

Suggestions.....

5) Team tourney is to be held on a Tuesday night at Rack 'em Up as we will hold the holiday party at Cue 'N Brew.

- Having players make a team from several teams is allowed.
- Have a team alternating their 5 players during a match is allowed (must recalculate handicap every time a new player comes in).
- Time outs are allowed.
- Tourney will be double elimination
- The race will be first team to win 2 rounds on the winner's side and first team to win 1 round on the loser's side.
- When there is a tie of 1 to 1 you flip for break and you alternate breaks for that final round.
- In the past when we run final tournament on Saturdays we had minimum participation. In the last 3 session we have gone from 14 teams to 18 teams showing up to participate only because we so many tables available to us.
- For our payout and final tournament do we want to do a race to 7 with 2 games handicap for the bottom group rather that the race to 2 rounds on winner side and race to 1 on the looser side as we just did? Yes or No? **Keep it as a double elimination tournament. First team to win 1 round wins the match on the winners side & "b" side. We will use two tables per teams. Set a definite time of when tournament will start and do not let late teams join in. It only holds up the tournament.**

6) Starting time for all matches is 7:30. If there is not a full team by 7:45 blinds are to be used. **If at 7:45 there is not enough players there even using a blind then the match is a forfeit. No more**

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waiting until 8:00 to call a forfeited match. 15 minutes is plenty of time to wait on players to arrive. Reschedules are allowed if they are planned at least 1 week in advance. You can not show up to the match and expect to try and get the other team to agree to a reschedule.

- We would like to suggest to change starting time for all matches at 6:45 pm. If there is not a full team by 7:00 blinds are to be used. If by 7:15 there still aren't enough players then the match is considered a forfeit. Yes or No? **No.**

7) Blinds – 6 singles only.

- We would like to bring back the double blind. We have some players who come from far away and would like to be able to use it as needed. Yes or No? **No**
- Players will not be allowed to show up to matches if their teams are playing a blind. Yes or No? **No**
- There is still a penalty of 1 round point for each and every time you go over the allowed number of blinds to use. No blinds allowed in position rounds. If you use one it is a 1 round penalty. (Team loses a point, but the point is not awarded to any other team)

Unlimited blinds are not an option in any of DVPL leagues. This is a team competition of 4 player's minimum. Most teams make an effort to have a full team every week. There are a few teams that struggle at times therefore, we allow limited blinds.

8) Averages from the previous session will be carried through this season for the first 2 weeks of play. Once you play 2 weeks you then have established a new average for this season. **No, we are starting this session with a 2 session long average. No more establishing a new average during the first 2 weeks of play. It's like one big long season is being used to calculate the averages now.**

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Any new male players start with a 9 and new females with a 7 for the first 2 weeks of play. **Yes, this is still in effect.**

- Change how average is calculated. Averages should not reset each season. To make it fair, it should be based on players' accumulative lifetime average. This should eliminate sand bagging as a players average won't be affected by just a couple of weeks. This will also eliminate giving someone a much higher avg than they deserve because they played a much weaker team or a 9+ player a 6-7 avg because they played the best teams first. You can start by including this season. **Using a form of this suggestion. See answer to question #8 above.**
- For top 10, establish a separate avg for that season. No more first two weeks avg. Yes or No? **No**
- Make it where nobody can drop more than a whole ball point in average from their highest established average (unless they had a known medical issue causing it). Yes or No? **No**
- Players should carry the same average on yearly basis. Yes or No? **Yes**

9) Position Rounds - We will continue to use the 2 position rounds. The team LEADING in the standings will get the home bar advantage. Handicap applies, fees apply and standings are affected. When there are an odd number of teams there is always a team that does not have an opponent for position rounds. This team will be awarded their team round point average plus one round (max 5 rounds) and the \$32 weekly fee is owed. No blinds to be used in position rounds, 1 round point penalty if you do.

(Team loses a point which is taken out of the overall count of team round, but the point is not awarded to any other team)

- I have suggestions to get rid of the position round at the end of session. Yes or No? **No**
- Some players feel it's not fair for a team to loose it all on one night after holding a spot for most of the session.

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10) It is the non shooting players responsibility to have a hit be watched to avoid controversies. If you are going to have a hit watched you need to notify your opponent (the shooter) before they are down on their shot getting ready to shoot. It is suggested that a player from each team watches the hit.

11) Repercussions to intentionally pocketing the 8-ball out of turn due to trying to lower ones average or unsportsmanlike conduct. **The score is not a 0-15, it will be a 7-8 so that the non-offending player's average doesn't get affected. Plus the offending player's team loses the round that the incident happened in no matter what the numbers add up to.**

12) There is now a time limit on slow players.

- If a player is playing slow the captain of the opposing team is to go to the captain of the slow player and notify them.
- The captain of the slow player is to tell his/her player to speed up his/her play or a shot clock of 45-60 seconds will be placed on him/her.
- The time limit should not exceed 60 sec totals and should be agreed upon by the captains.

13) It is NOT ok to practice during a match on an open table that is next to the table that the match is being played on.

14) A single time out per game is allowed; the following are the guidelines for this:

- It shall not be longer than 45 seconds.
- Shooter should address opponent before consulting team mate.
- 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. Please share this with friends as they will cost you a fault if not aware of rule.
- When you call for a time out only ONE single player is allowed to exchange information, not an entire team.
- The opponent player is allowed to engage in conversation with team mates while opponent's time out is in progress.

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- If a full team of 5 shows up to the match and a time out is called even though only 4 players are playing the match any of the 5 players that are there can be called upon to for the time out.
- Time out to be called by shooter only.
- Opponent can/will be timing your time out and will give you a 10 second warning. If you do not complete your time out within the 30 second rule it is now a ball in hand foul to your opponent.

15) You are no longer allowed to wear headphones/ear buds or text on your phone while playing your game. It is a ball in hand foul to your opponent.

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

17) Top Shooter's List - To qualify and receive prize money for the top shooter's list you need to play a minimum of 75% of the weeks. Top 5 shooters and top two females will be paid (\$50/\$25). Women players will now be able to qualify for top shooter's list as long as they meet the requirement of 75% shooting.

18) Forfeit Rule: Team that shows up will be awarded 5 round points. Team that did not show up gets 0 round points. Both teams are responsible for their \$32 fees. All efforts should be made to avoid forfeits.

19) We would really appreciate the envelopes to be turned in to Vinnie's by Wednesday night. If they are not turned in by Friday night your team will be penalized a half (1/2) round point. Worse case scenario please e-mails the numbers. The visiting team is responsible for taking the envelope and putting it in the black box at Vinnie's Bar.

20) DVPL reserves the right to refuse participation to anybody that we believe has a poor sportsman like behavior or owes money. Warnings will remain in effect for 1 year from warning date.

1st offense – Verbal and/or E-mail warning

2ND offense – Kicked out of league

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After a player is kicked out and if he/she continues to show up and play all scores he/she gets will become ZEROS.

21) Keep alternate/floater list? No, each team is responsible for having their own alternates.

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

23) No new players after $\frac{1}{2}$ of the season unless they are approved by DVPL. Use your blinds.

DVPL will offer an 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 \$32 is expected.

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

25) 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.

26) Players are not to go to other teams matches to harass, shark, distract, etc. Stay away from the tables of teams competing.

27) If a player walks out on a team and a first round has been played, we will keep the score and the remaining matches will be played as a blind.

28) Blinds should always be written on the last spot of score sheet. To figure out the blinds average, add the 3 existing players' averages and divide by 3.

29) Game played out of turn - The game counts and you put the score where it belongs on the score sheet.

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30) Racking – Recently BCA changed their ruling when it comes to racking to a “rack your own break” rule. We will now rack our own breaks in this league.

31) DVPL has provided cue balls to the captains at the beginning of the season to avoid “the mud ball syndrome”. We expect them back at end of session if you are not returning the following season. Captains that don't return Cue balls will be charged.

32) Captains folder with schedules, captains list, BCA forms, score sheets and minutes of captains meeting will be distributed on 2nd week.

33) Rule for sponsors applies as well, all fees to be paid by the 4th week. (\$100 per team)

34) Calculating handicap – Each team adds their 4 averages together to get a total team average. Subtract the lower team's average from the higher team's average. Take that number and multiply it by 140%. This result will give you how many balls handicap the team with the lower team average will be getting. (Example: Team #1 total team average is 35.00; Team #2 total team average is 31.50. Handicap will be 5 balls ($35.00 - 31.50 = 3.50 \times 140\% = 4.9$, which rounds down to 5)). After you multiply your team average difference by your handicap %, if that number has 3 digits after the decimal place you need to round to make it 2 digits. For example the number listed above of 5.475, the 5 would make the 7 go up to an 8. Which means the number becomes 5.48, which in turn rounds down to 5 balls handicap. I get a lot of questions of what to do when the number is “any number .495, .496, .497, .498 or .499.” Because you are trying to get to a 2 digit number after the decimal place the number you will be looking at is the 3 digit after the decimal place. If that number is 5 or higher you round the 2nd digit up to the next number. If the number is 4 or lower you leave the 2nd digit alone and drop off the 3rd digit. So, all of those numbers that end in .495-9 they will all be rounded up to .50 which in turn makes the handicap go up by 1 ball. If the number was 3.50 you would give up 4 balls handicap.

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35) Scoring - Every ball you make counts for your team or against your team. On a regular 8 ball game the winner is the one that pockets all his balls legally plus the 8 ball. We use a 15 point system for scoring. You get a point for every ball you make + if you win the game you get a point for every ball your opponent did not make. For example, you break and run leaving your opponent with all 7 of his/her balls on the table. Your score will be 15 and your opponents will be 0. (8 points made by winner + 7 balls left on the table by your opponent).

36) DVPL runs a small table league therefore we are to play on those tables. If the two captains would rather use the big tables on a MUTUAL and CORDIAL agreement, we have no problem with that.

a. Rack 'em UP-Small Tables

b. Cue 'n Brew

1. Small tables are not available to us at this location so the matches will be played on whatever tables are assigned to us by the bar. Usually it will be the 8 foot tables.

37) Table time of non-coin op tables - We will continue to deal with Cue N Brew the same way that we deal with Rack 'em up.

- Teams will pay \$3.00 per half an hour of warm up. If you go longer than that the clock will start again.
- Every team will pay the bar \$8.00 after the matches are played.
- Captains are responsible for making sure the sponsors get a total of \$16 a night for both teams.
- Cue 'n Brew will allow DVPL players to use 2 (8') tables. The coin tables will remain for the use of the patrons.

38) Half-time drinks - You MUST buy a drink in order to get your second drink from the sponsor bar free or ½ price. Whatever you bought is what you get for your ½ time drink...no switching drinks.

CONY M.
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Here are the guidelines for the ½ time drinks from Farrington's, Cue 'N Brew, WPLJ's Bar None and Rack em up:

- Captain must write all drinks to be bought (4) and give to bartender.
- List must state drinks and time of delivery expected for the half time drink.
- When the time for half time drink comes, bartender will serve a duplicate of list and will write the prices owed.
- Sponsor will pay for half of price only.
- According to Farrington's sponsor he wants to avoid the few players that continually try to get a free drink when they have not bought one. Or try to get a different drink free than what they did buy.

39) The following is the way ties between teams are resolved. Position round matches are not used in resolving ties.

- Tie breaker #1 - Whichever team won the most round points when they played against each other during the regularly scheduled match/matches.
- Tie breaker #2 – To only be used if Tie Breaker #1 didn't resolve the tie. Count the number of games won between the two teams from the match/matches when they played against each other
- Tie breaker #3 – To only be used if Tie Breaker #1 & #2 didn't resolve the tie. Count the total number of games won by the teams that are tied for the entire season.

40) We have noticed there is lots of unsportsmanlike like behavior that is either intentional or not. We are including this basic rule for sportsman like conduct while playing league.

"Sportsmanship is simply treating your teammates and opponents with courtesy and respect. While everyone wants to win, the purpose of league play is to have fun playing the great sport of billiards in the company of friends. By following a few simple guidelines, you can help ensure everyone gets the most out of their League experience:

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TINA M
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- a. Know the rules: Most disputes can be avoided if both players are knowledgeable about the rules of the game.
- b. Play to your potential: Being a good sport doesn't mean taking it easy on your opponent; quite the opposite. You'll be respected far more if you give it your best each turn at the table. If you're in a handicapped league, don't "sandbag" by keeping your wins as modest as possible. Handicaps are meant to be a genuine measure of your skill. It's poor sportsmanship to give anything but your best effort.
- c. No "Sharking": "Sharking" is any act designed to upset your opponent or disrupt their concentration at any time during the game. Examples are using profanity, making sarcastic comments, refusing to acknowledge an obvious foul, standing close to your opponent's line of vision or creating sudden noise. These rules apply not only to you, but also to any person who is in your "cheering squad".
- d. Resolve disputes the right way: Disputes will occasionally occur, and most will arise over a judgment call. Learn the procedures for settling disputes in your league and follow them religiously. This way, disputes can be resolved equitably and calmly.
- e. Respect your host and their equipment: Billiard rooms help sponsor your league and provide use of their facilities and equipment. When you are at your home bar or away, you represent your host club or bar and DVPL.

Sportsmanship is all about courtesy and respect. Be sure to shake the hand of your opponent before and after each game, acknowledge your opponent's good shots, and make sure that the trademark of you and your teammates is good sportsmanship. Win or lose, that's what league play is all about."

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Open League Blinds Tally for Season Ending 12/27/11 Ruling – 6 singles & 0 double blind

	1	2	3	4	5	6	TOTAL
#01 - Dave	12-Jul	26-Jul	18-Oct	8-Nov	15-Nov		5
#02 - Kristin	5-Jul	1-Nov					2
#03 - Holly	9-Aug	6-Sep	13-Sep	29-Nov	13-Dec		5
#04 - Frank	16-Aug						1
#05 - Gary	19-Jul	26-Jul	4-Oct	11-Oct	6-Dec	20-Dec	6
#06 - Blind							
#07 - John							
#08 - Jared	26-Jul	13-Sep	25-Oct	8-Nov	22-Nov	29-Nov	6
#09 - Jeff	26-Jul	9-Aug	30-Aug				3
#10 - Fred	26-Jul						1
#11 - Jess	2-Aug						1
#12 - Annette	12-Jul	22-Nov					2
#13 - Tom	16-Aug	4-Oct	15-Nov	22-Nov	13-Dec		5
#14 - Aljoe	12-Jul						1
#15 - Ray	22-Nov	29-Nov	6-Dec				3
#16 - Marcus	13-Sep	28-Sep					2
#17 - Erin	5-Jul	26-Jul	18-Oct	6-Dec			4
#18 - Joe							
#19 - Carmen	29-Nov						1
#20 - Jim	9-Aug	30-Aug	6-Sep	13-Sep	20-Sep	11-Oct	6
#21 - Rick	23-Aug	13-Sep	25-Oct	6-Dec			4
#22 - Leslie	8-Nov	15-Nov	22-Nov				3
#23 - Bill	5-Jul	19-Jul	23-Aug	30-Aug	1-Nov	29-Nov	6
#24 - Gary M.	20-Dec						1

Ruling - 6 singles NO double blinds allowed

CONY M.
510-8610829
DiabloValleyPoolLeague@yahoo.com

TINA M
510-8610812
<http://dvpool.com/>

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The following is the list of teams who will be participating this Fall 2012.

- 1) Bill – WPLJ'S
- 2) John Z. – Farrington's
- 3) Ramon – WPLJ'S
- 4) John - The Office
- 5) Leslie - Scores
- 6) BLIND
- 7) Jim - The Office
- 8) Kristen - Vinnies
- 9) Frank - Farringtons
- 10) Gary - CJ's
- 11) Marcus - Bar None
- 12) Luis - Bar None
- 13) Holly - Vinnies
- 14) Jeff - Vinnies
- 15) John - The Office
- 16) Annette - Farringtons
- 17) Tom - Cue N Brew
- 18) Rick - Scores
- 19) Jess - Diablo Lanes
- 20) Ray - CJ's
- 21) Carmen - Vinnies
- 22) Fred - Cue N Brew

DVPL RESERVES THE RIGHT TO MOVE ANY MATCHES TO A DIFFERENT LOCATION IN ORDER TO SPREAD MATCHES AS EVENLY AS POSSIBLE THROUGHOUT ALL SPONSORING BARS. THIS PERTAINS TO WEEKLY MATCHES AND/OR POSITION ROUND MATCHES.

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