

Diablo Valley Pool League

MINUTES FROM CAPTAINS MEETING OPEN-MIX FALL SESSION April 20, 2010 (VINNIES-7:00 pm)

1) Handicap to stay to 140%.

2) Cap rule – No max ball cap on handicap.

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.** We prefer Checks made out to DVPL.

Starting on the 5th week of league we will penalize your team 1 round point for every week your team owes more than \$32.

4) Session will be a single round (4/27/10 to 10/12)

5) 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.

6) 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.

7) 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.

8) Blinds - **For single round the max blinds will be 6 single & 1 double for a total of 7 blinds.** A team can use an extra single blind in lieu of using their double blind. However, a double blind CAN'T ever be used twice.

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.

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If a team uses the maximum amount of blinds allowed a 1 round penalty will apply every time they use an additional single blind and a 2 round penalty every time they use an additional double blind.

Open League

Blinds Tally for Season Ending 03/30/10

Ruling – 4 singles & 1 double blind

Team #	Single Blinds	Double Blinds
#1 – Leslie	2	0
#2 – Claudia	4	0
#3 – Haythem	6	0
#4 – Ray	3	1
#5 – Bernie	2	0
#7 – Bill	4	0
#8 – Dan	1	0
#9 – Fred	1	0
#10 – Jeff	4	0
#11 – Tom	4	1
#12 – John Z.	3	0
#13 – Kristin	5	0
#14 – Jim	5	0
#15 – Robert	3	0
#16 – Shawn	1	0
#17 – Carmen	4	0
#18 – John H.	4	0
#19 - Jess	4	1
#20 - Holly	2	0
#21 - Aljoe	1	0
#22 - Annette	5	0

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9) Roster sheets need to be submitted by 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 sportsman like behavior or owes money. From now on warnings will carry through the year.

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

2ND offense – Kicked out of league

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

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

12) Alternates - We will continue to have a floating alternate list, which will allow a player to help teams in need, carrying his average and paying the \$8 to play. Once any player on this list crosses the 4th week he/she is responsible for fees.

13) 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.

Any new male players start with a 9 and new females with a 7 for the first 2 weeks of play.

14) 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.

15) No new players after ½ of the season unless they are approved by DVPL. Use your blinds.

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 \$32 is expected.

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

17) 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.

18) DVPL will allow use of any size table as long as there is a CORDIAL AGREEMENT between captains.

a. Rack 'em UP

1. Match to be played on the small tables if they are available unless both captains agree to play on the big tables.

2. If there are 2 matches scheduled at this bar on the same night and if the captain's can not come to an agreement as to who plays on the small tables and who plays on the big tables then please FLIP A COIN and go with it.

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.

19) 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.

Please be kind to the sponsors and purchase a drink while at their bar.

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

Here are the guidelines for the ½ time drinks from Farrington's & Cue 'n Brew:

- 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.

21) The envelopes are due no later than Friday night at Vinnie's bar. If late a half (1/2) round point will be deducted. Worse case scenario please e-mail the numbers. The visiting team is responsible for taking the envelope and putting it in the black box at Vinnie's Bar.

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

- It shall not be longer than 30 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.
- **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**

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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.

23) Starting time for all matches is 7:30. If there is not a full team by 7:45 blinds are to be used. At 8:00 if there still are not enough players to play the match then the match is considered a forfeit.

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.

24) We will continue to use the 2 position rounds. 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. **Team leading ahead will play at home both position rounds.**

25) 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.

26) 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 ($35.00 - 31.50 = 3.50 \times 140\% = 4.90$, which rounds up to 5)).

27) 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

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will be 0. (8 points made by winner +7 balls left on the table by your opponent).

28) New teams will have to pay all fees on within first 4 weeks.

29) An incident came up this past season where a game was accidently played out of turn (it was a game that should've been played in one of the later rounds but was accidently played in an early round). One captain wanted to just use the score from the game and put it where it belonged on the score sheet. The other captain did not want to do this, thought the game should be played over again at the correct time in the match. The game counts and you put the score where it belongs on the score sheet if the correct player racked/broke. If the correct player did not rack/break then the game does not count and must be played over.

30) Payouts - will continued to be paid by check or money order.

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.

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) 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

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- 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.

35) We will take May 18th off for VEGAS tournament. No matches will be scheduled for this week.

36) 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.

37) Team tourney was held at several bars and finalized at Vinnie's bar home of the Champion team. It showed to be successful as we were able to gather 13 teams for the final competition. 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. Team tourney will be played on Tuesday night. We will continue to use several bars for early round matches and the final matches to be played at the home bar of the league champions. First team that reaches 3 rounds gets the win.

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

Captains please confirm your participation so we don't give your home bars to others and we can start to plan the summer schedule.

Teams

- 1) Leslie - Diablo Lanes
- 2) Robert – CJ's
- 3) Rich – Bar None
- 4) Kristen – Vinnie's
- 5) Aljoe – Bar None
- 6) Carmen – Vinnie's
- 7) Jared – Farrington's
- 8) Chuck - Cue N Brew
- 9) Rick – Rack 'em Up
- 10) Ray – CJ's
- 11) Haythem – Clayton Bowl
- 12) Jim – The Office
- 13) Bill – Score's
- 14) John Z. – Rack 'em Up
- 15) Jeff – Vinnie's
- 16) John – The Office
- 17) Bernie – Farrington's
- 18) Jess - Diablo Lanes
- 19) Mike – Bar None
- 20) Claudia – Farrington's
- 21) Gary-WPLJ's
- 22) Fred – Cue "n Brew
- 23) Annette – Farrington's
- 24) Holly – Vinnie's

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