

# Diablo Valley Pool League

## MINUTES FOR CAPTAINS MEETING FOR THE 2010 SUMMER SESSION

Items to be discussed:

- 1) Handicap to stay 135%-**Yes**  
-Keep the cap for handicap off-**Yes**
- 2) We will be using a template for **12** teams.

WEEK	DATE							
1	6/9	1 at 2	4 at 3	6 at 5	7 at 8	10 at 9	12 at 11	
2	6/16	11 at 10	9 at 8	1 at 12	5 at 4	6 at 7	3 at 2	
3	6/23	3 at 5	2 at 12	10 at 8	7 at 9	1 at 11	4 at 6	
4	6/30	4 at 7	5 at 1	6 at 3	10 at 2	12 at 9	8 at 11	
5	7/7	8 at 6	12 at 10	11 at 9	3 at 1	2 at 4	7 at 5	
6	7/14	12 at 3	9 at 4	2 at 7	11 at 6	5 at 8	1 at 10	
7	7/21	<b>FIRST POSITION ROUND</b>						
8	7/28	2 at 8	10 at 6	1 at 4	9 at 5	3 at 11	7 at 12	
9	8/4	9 at 1	11 at 7	3 at 10	6 at 12	5 at 2	8 at 4	
10	8/11	4 at 11	6 at 2	12 at 5	8 at 1	10 at 7	3 at 9	
11	8/18	6 at 9	7 at 1	11 at 2	4 at 12	8 at 3	5 at 10	
12	8/25	12 at 8	11 at 5	4 at 10	7 at 3	1 at 6	2 at 9	
13	9/1	<b>SECOND POSITION ROUND</b>						
14	9/4	<b>FINAL TOURNAMENT AND PAYOUT</b>						

TEAMS	BAR PHONE#	ADDRESS
1) Barbara - Diablo Lanes	671-0913	1500 MONUMENT BLVD. #G, CONCORD CA 94520
2) Jenny - Cue N Brew	370-1282	1029 ARNOLD DR, MARTINEZ CA 94553
3) Tina - Office	685-9955	1796 WILLOW PASS ROAD, CONCORD CA 94520
4) Cony - Farringtons	687-2259	1938 CONTRA COSTA BLVD, PLEASANT HILL, 94523
5) Heather - 1220	938-4550	1250 PINE ST, WALNUT CREEK, CA 94596
6) Brenda - Cue N Brew	370-1282	1029 ARNOLD DR, MARTINEZ CA 94553
7) Jess - Scores	677-5070	1907 SALVIO STREET, CONCORD CA 94520
8) Leilani - Diablo Lanes	671-0913	1500 MONUMENT BLVD. #G, CONCORD CA 94520
9) Carmen - Farringtons	687-2259	1938 CONTRA COSTA BLVD, PLEASANT HILL, 94523
10) Erin - Vinnies	685-9515	2045 MOUNT DIABLO BLVD, CONCORD, 94520
11) Sally - Vinnies	685-9515	2045 MOUNT DIABLO BLVD, CONCORD CA 94520
12) Laura - Rack em Up	798-6404	2395 MONUMENT BLVD STE K CONCORD, CA 94520

- 3) Take blinds back to 1 double-5 single **Yes**  
-If a team uses the maximum amount of blinds allowed a 1 round penalty will apply every time a blind is used thereafter.  
-One double blind per season allowed (Penalty=lose 2 rounds)

-Five single blinds per season allowed (Penalty= lose 1 round)  
A team can use a single blind in lieu of using a double blind.

**4) RE-schedules:** 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. **Yes**

**5) Forfeit rule: Team that shows up will be awarded 5 round points. Team that did not show up gets 0 round points. Yes**

Both teams are responsible for their \$32 fees. All efforts should be made to avoid forfeits.

**6) Roster sheets** need to be submitted by the fourth week of league, so that we can sanction league on time. **MUST BE ON TIME.**

**7) Alternates** are allowed to play with no league fees due for 3 weeks; they are only expected to pay the **\$8** fee towards the envelope whenever they play.

**- Once any player crosses the 4<sup>th</sup> week she is responsible for the \$45 fee (\$30 if she is already sanctioned by Open league or other league System)**

**8) Players** are only allowed one lateral move per season from team to team.

-Lateral moves to another team not allowed during the last week 4 weeks of play.

**9) All new players** will start with 7.0 until their averages are established.

-We will play with the same average from the summer session for the first two weeks of play, until we get established.

**-Known Top players joining DVPL women's league ARE WELCOMED. Their average will start as a 9.00 +/- as per DVPL discretion.**

**10) Sponsors** only pays for one table; not two.

**11) You will get** your second drink free at play night. That means you BUY first one. There are two bars that do not follow this format.

Farrington's and Cue n Brew.

We will continue to use form which will be distributed with stats every week for Farrington's bar.

Here are the guidelines:

- 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 continuously try to get a drink they have not bought one of.

**12) The envelopes** are due no later than Friday night at Vinnie's bar, if late a half a round point will be deducted. Worst case scenario please e-mails numbers. (diablovalleypoolleague@yahoo.com).

-It's the visiting team's responsibilities to take the envelopes with score sheet and fees to Vinnie's Bar.

**13) Team Captains** we would appreciate you encouraging your team members to attend tournaments and events. We will hold one tourney once a month and we would like all players to support your sponsors. We will throw \$50 at the end of the year to the captain that had most of her players show to the tournaments.

**14) Players need to** conduct themselves in proper manner at all times, be kind and treat others like you want to be treated. Unsportsmanlike behavior is not tolerated in our leagues.

**DVPL reserves the right to refuse participation to anybody who we believe has a poor sportsman like behavior or owes money. Warnings will carry through the year.**

**1<sup>st</sup> offense – Verbal and/or E-mail warning**

**2<sup>ND</sup> offense – Kicked out of league**

**15) Top shooters** must play 75% to qualify for top 10  
**Raise to 80%? No**

**16) We will pay** the top 10 shooters.

**17) We will** have trophy price/plaque for the Most Improved player. We will follow numbers.

- Most improved player must play 75% to qualify.
- It's okay to just give the most improved the value of plaque, if player chooses to. (\$30)

**18) DVPL to print** and distribute stats. **No**

-Each captain in charged of doing their own printing. On week 1 we will distribute score sheets, envelopes for use until the first position round.

**19) All fees (\$45)** to be paid by fourth week of play.

-If by position round any one is running behind we will start to take a round off for every \$32 owed. **Yes**

**20) Important issues** that come up during play which are related to any ruling already in place shall be shared with captains via an-e-mail.

If captains choose not to participate League Directors will exercise their right and issue the addendum to the ruling as they see fit.

**21) When teams tie** - changing the determining factor from total # of games won by the teams in the season to how the teams did when they played each other. If for some reason there is still a tie then the number of games won between the two teams from the match(es) played against each other and if still a tie then the number of games won for the season.

**22) We will allow** full teams to show up to others matches, as long as there is not unsportsmanlike or disruptive behavior.

**23) 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.

-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.

**24) 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 135%. 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 ( $35.00 - 31.50 = 3.50 \times 135\% = 4.72$ , which rounds up to 5)).

**25) 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).

## **26) Play out of turn:**

- Whenever a game is accidentally played out of turn, game counts and you put the score where it belongs on the score sheet.
- Under no circumstances a game must be played over. **Yes**

**27) DVPL will provide 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. **No**

**28) Racking** – Recently BCA changed their ruling when it comes to racking to a "rack your own break" rule. We will continue to rack our own breaks.

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

- Time out shall not be longer than 60 seconds.**
- A ball in hand fault will be awarded to the opposite team if the 60 seconds pass and players are still discussing.**
- Players, be kind to each other please.**
- 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 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. **Yes**

**30)** We will continue to use the 2 position rounds, (\$448 approximate added to the pot).

**-Position rounds will be played on regular league nights there is no DOUBLE BLINDS allowed.**

**-If you use one a 1 round point penalty will be deducted, if you did not have any more blinds to use then 2 round points will be deducted.**

**-One for using the double blind in a position round and one for going over the allowed number of blinds.**

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. **Yes**

**31) Timed shots.** Some players take too long to take a shot. Should we put a time clock of 30 seconds to 40 max? **Yes**

**-Captains are allowed to warn a player before the match starts of the new rules.**

**-Time shots shall not be longer than 60 seconds.**

**-A ball in hand fault will be awarded to the opposite player if the 60 seconds pass and no shot has been taken.**

32) Team tourney was held at several bars and finalized at Farrington's bar. It proved to be too long so we are going back to Payouts on Saturday at home bar of the session winner.

-Having players make a team from several teams is allowed.

-Have a team alternating their 5 players during a match is allowed.

-Time outs are allowed.

-We will run a VEGAS FORMAT tournament with 4 players as per BCA

-We will race to 9

-Bottom half of the teams will get 2 game handicap from top half of the teams.

33) Here is the list of teams confirmed.

- 1-BARBARA-DIABLO LANES**
- 2-JENNY'S MIX-CUE N BREW**
- 3-TINA'S MIX- THE OFFICE**
- 4-CONY'S MIX- FARRINGTON'S**
- 5-HEATHER-1220 PINE**
- 6-BRENDA'S MIX-CUE N BREW**
- 7-JESS'S MIX-SCORES**
- 8-LEILANIE-DIABLO LANES**
- 9-CARMEN'S-FARRINGTON'S**
- 10-ERIN'S-VINNIES**
- 11-SALLY'S VINNIES**
- 12-LAURA'S-RACK EM UP**

34) Here are the dates for the Fall-Winter Vegas Session:

**SEPT 29/10 PLAYERS MEETING-VINNIES BAR-7:30**

**OCT 6/10 START OF VEGAS DOUBLE ROUND SESSION**