

Diablo Valley Pool League

MINUTES FOR CAPTAINS MEETING 2011-2012 FALL SESSION

Items to be discussed:

1) Handicap to stay 135%- the cap for handicap off-

2) We will be using a template for 14 teams with a blind unless we can assemble another team with any loose players, for this double round session.

Start of the Vegas session will be on Wednesday, September 28, 2011

3) The following are the blind count allowed for this DOUBLE round:

-8 single blinds and 1 double blind

-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)

-8 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. (work it out please)

Reschedules are allowed if they are planned at least 1 week in Advance. You cannot show up to the match and expect to try and get the other team to agree to a reschedule.

5) 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.

The consequence/penalty for any team intentionally forfeiting a match is to lose the 5 rounds.

6) Roster sheets need to be submitted by the fourth week of league, so that we can sanction league 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 4th 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 three bars that do not follow this format. Farrington's, Cue n Brew and **Rack em up**.

We will continue to use same format 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 of second drink 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. Worse 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.

If you are visiting team and you allow home team to deliver envelope you are still held accountable for delivery.

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.

The once a month tournaments will begin once the TWCWT -Womens 9-Ball – season ends or next year.

**If less that 8 teams present the tournament will be ROUND ROBIN
If more that 8 teams tournament will be SINGLE ELIMINATION
regular format and every team will pay \$32 to add to the pot.
Determination of format will be at beginning of tournament, once
count of teams is finalized.**

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 for an entire year.**

This is 1 year from warning date.

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

2ND offense – Kicked out of league

Rulebook from BCA.

**“You must not commit any act that is unsportsmanlike in nature.
This includes, but is not limited to, actions that are embarrassing,
disruptive, or detrimental to other players, spectators, referees,
event officials, or the sport in general.**

**You are responsible for your actions at all times while you are
present at the event venue, whether playing or not.**

**You may be penalized for unsportsmanlike conduct with or without
warning. Penalties for unsportsmanlike conduct are at the discretion
of the referee or other designated event officials, and may vary
based upon the referee’s or event official’s judgment of the severity
and nature of the unsportsmanlike act.**

Unsportsmanlike conduct warnings and penalties carry forward and are cumulative during the entire event.

Disqualification from any BCAPL event for unsportsmanlike conduct will result in forfeiture of any prize money, trophy, or award won by that player or team. In addition, any championship recognition will not be entered in the official records of the event.

Keep in mind that as a league you can make those rules how you see fit, but I think yours are already good." Bill Stock

Rulebook from BCA. – EDITED TO FIT LEAGUE

"You must not commit any act that is unsportsmanlike in nature. This includes, but is not limited to, actions that are embarrassing, disruptive, or detrimental to other players, spectators, referees, event officials, League Operators, or the sport in general.

You are responsible for your actions at all times while you are present at the event venue, whether playing or not.

You may be penalized for unsportsmanlike conduct with or without warning. Penalties for unsportsmanlike conduct are at the discretion of the referee, League Operators or other designated event officials, and may vary based upon the referee's or event official's judgment of the severity and nature of the unsportsmanlike act.

Unsportsmanlike conduct warnings and penalties carry forward for one year.

Disqualification from any DVPL event or DVPL sponsored event for unsportsmanlike conduct will result in forfeiture of any prize money, trophy, or award won by that player or team. In addition, any championship recognition will not be entered in the official records of the event.

In addition to this BCA guidelines we will add these ones which apply to all the participants of all DVPL leagues, tournaments, events etc.

1-Respect ones space and boundaries.

2-Refrain from going behind players while they are down on shots and making any disrespectful motions.

3-Keep any ongoing-pending personal business with other players away from any activities we are part of. (All leagues, Friday Night tournaments, Women tournaments, TWCWT 9 ball, Christmas party, etc).

4-Make sure that when you choose to participate in any of the many activities we do, your behavior always sets an example of good sportsmanship rather than not.

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

“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:

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. **Clean up your mess, do not leave stats or copies of score-sheets laying around.** When you are at your home bar or away, you represent your host club or bar and DVPL.

f. Keep your hands to yourself, respect ones space and boundaries. 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."

15) Top shooters must play 75% to qualify for top 10

16) We will pay the top 10 shooters.

17) We will have trophy price \$35/plaque for the Most Improved player.

- We will follow numbers and will have the same qualifications as top shooters list in regards to minimum percentage of play required.

18) DVPL not to print and distribute stats. They will be e-mailed and posted on website.

19) All fees (\$45) to be paid by no later than middle of season. Most players were sanctioned during this summer, so fee is **\$30**

-If by middle of session anyone is running behind we will start to take a round off for every \$32 owed. **Amount due includes weekly fee of \$8.00 per player and any fees owed.**

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.

The captains list is not to be used for any personal inquire doubts, disagreements, arguments or spamming. All clarifications needed shall go to the league directors first and if they decide the issue needs to be dealt with, they will notify the captains. Creating and unrest and division amongst league players because of personal beliefs is not acceptable and it's considered unsportsmanlike.

21) When teams tie -If for some reason there is a tie then the number of games won between the two teams from the match(es) played against each other will determine who takes higher spot in standings and if still a tie then the number of games won for the season will be the determining factor.

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 and Farrington's Bar.

-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.

What if the wrong person rack/broke? Still do not play game over. It is all players' responsibility to know when they are breaking and who is their correct opponent.

27) DVPL will NOT provide with cue balls to captains.

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 foul will be awarded to the opposite team if the 60 seconds pass and players are still discussing after a courtesy warning of time has been given to player who has called the timeout.

-Players, be kind to each other please.

-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 foul and a ball in hand shall be awarded to the other player.

-Please share this with friends as they can cost you a ball in hand foul 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 opposing player is allowed to engage in conversation with teammates 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 for the time out.

-Can only use own teammates for a time out, not anyone from opposing team or anybody on sidelines observing.

-Time out to be called by shooter only.

30) We will only have **1 position round, which will occurred at the end of the session and the home advantage will go to the team ahead on standings.** 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.

-Position round will be played on regular league nights. To keep teams from taking advantage of the blinds there will be no blinds allowed.

-No blinds on position round.

-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.

For position round 13 teams X \$32 = \$416 added to the pot.

31) Timed shots. Some players take too long to take a shot. Time clock of 40 seconds max.

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

-Time shots shall not be longer than 60 seconds.

-At 40 sec, other player shall give a warning.

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

-Make sure you let your opponent know, you will be using this rule before match starts.

32) Team tourney to be held at champion's home bar of the current session on Saturday.

-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 7.

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

33) We will allow the use of headphones/ear buds while play however players will be held responsible for paying attention to their game. Players are not to ask teammates what happened or what the opponent call was during a game. They are only allowed to ask the opponent player who has NO obligation to share that information.

If anyone says anything then it is considered a coaching foul and it is ball in hand to your opponent.

Players pay attention to your games please.

34) 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 rule pertains to weekly matches and/or position round matches.

Captains:

We did not discuss this topic. Can we get some feed back please?

Item for discussion

"If you are sick and have 4 teammates at the match prior to the starting time then don't play, let the other 4 teammates play. If you chose to play sick then don't expect your opponent to allow you to play thru when you had the option of not playing. On the flip side of this, opponents if you are playing against a team that has a sick player and they did not have another teammates there to play for them prior to the start of league please be courteous and allow this player to play thru."

35) Here is the list of teams for this fall 2011:

- #1-Jenny - CUE N BREW
- #2-Jess - SCORES
- #3-Tonya-DIABLO LANES
- #4-Laura- RACK EM UP
- #5-Barbara - CJ'S
- #6-BLIND
- #7-Sally – VINNIES
- #8-Tina– OFFICE
- #9-Erin –VINNIES
- #10-Carmen - FARRINGTON'S
- #11-Denise - THE OFFICE
- #12-Leilani - DIABLO LANES
- #13-Kim-SCORES
- #14-Kristin – FARRINGTON'S

Week 1

- 2@1 Cue n Brew
- 4@3 Diablo Lanes
- 5@6 BLIND
- 8@7 Vinnies
- 9@10 Farrington's
- 12@11 The Office
- 14@13 Scores

Week 2

- 11@8 The Office
- 10@13 Scores
- 1@12 Diablo Lanes
- 3@14 Farrington's
- 5@2 Scores
- 7@4 Rack em up (to be played at Vinnies's due to bar being closed)
- 6@9 BLIND

Unsporstman Behaviors

-Jess Quinata will continue on probation until she completes the year.

-Captains have voted. Tammy Moreda is allowed on probation for the Fall 2011 session.

(5) NO, (6) YES (3 with probation), (2) NO VOTE