

Effective 3/1/2017

NORTHEAST AREA POOL LEAGUE--BYLAWS

1. The **NORTHEAST AREA POOL LEAGUE (NEAPL)** will be governed by a Board of Directors (The Board) consisting of the President, Vice-President and the Secretary/Treasurer. The Expanded Board shall consist of The Board plus the Team Captains. A General Membership meeting will be held after the end-of-season Awards Party for the purpose of formation of a new league for the next season, including: 1. election of officers to serve as the Board of Directors; 2. selection of teams to be accepted into the league; 3. collection of sponsorship fees from those selected; 4. a review of the league's finances; 5. selection of trophy and door prize chairpersons. Election of officials and rule changes will be voted upon by a show-of-hands majority vote of the general membership and Sponsors present at the meeting. If a Sponsor is unable to attend the meeting, s/he may send a representative to cast his/her vote. If a Sponsor has 2 or more teams in the league, s/he will be awarded 1 vote for each team sponsored in the new season. Rule changes and decisions on problems arising during the season will be voted on at a Team Captains' meeting to be called by the President as needed.
2. Each Sponsor will pay a \$35.00 entry fee for each team the Sponsor desires to have in the NEAPL each season. The home team's Sponsor will pay for the use of the pool table, make an effort to allow the visiting team a clear view of the pool table used for the match, and will be responsible to the league for collection of both team's dues. Sponsorship applicants are subject to approval by The Board.
3. A "Rolodex" system will be used by The Board to choose Sponsors for the All Star Match, League Championship Match and General Membership Meeting. The location of the end-of-season Awards Party will be decided by the Board. Once an event has been held the Sponsor's name will be placed at the bottom of the list.
4. A player must be of legal drinking age to participate in the NEAPL. All teams will abide by the rules of the home Sponsor. The NEAPL has no jurisdiction over any Sponsor's rules, such as dress code, age limits, closing time, or requirements involving individuals who may be barred from that particular establishment for any reason. If a player is barred from an establishment s/he cannot play pool that night unless the home Sponsor waives the barred status for that night. Decisions of the home team Sponsor are final.
5. Matches will be held on Wednesday nights at 7:30, unless otherwise mutually agreed upon by both Team Captains. Should a team wish to reschedule a match, they must notify the Team Captain of the other team no later than 7:30 p.m. on Monday of the week that match is scheduled to be played. If a team is notified later than that, it will be the option of the Captain of the team that was prepared to play, whether to reschedule the match or declare the match a forfeit. Rescheduled matches must be played prior to the next week's match unless other arrangements are approved by The Board.

6. All NEAPL matches will begin Wednesday nights at 7:30 p.m. actual time. A 15-minute grace period may be allowed if a request is received prior to the 7:30 start time. A minimum of 3 players must be present or the match may be declared a forfeit. The team that causes the forfeit will pay \$30. The team that wins by forfeit will also pay \$30. The Sponsor will be responsible for the match fee of \$30 should his/her team fail to play a match. The match fees will be paid to the Secretary/ Treasurer. Should a Sponsor fail to pay the forfeiture fee, or should a forfeiting team fail to attempt to schedule a postponement, within 2 weeks of the date of the scheduled match, the team may be dropped from the league for the remainder of the season. Should a team forfeit 3 matches during a season the team may be dropped for the remainder of the season.
7. Should a team have less than 5 players when the match begins, the score sheet may be left blank for the open positions, with players' names and blanks in any sequence. Only those present may be listed. A player may be added at any time during the match, provided the team does not exceed the 10-player roster limit. Listing a player on the score sheet adds them to the team roster. Individuals listed after the 10-player limit has been reached will forfeit all games played by that individual in that match. If a position on the score sheet is blank or there is no player present when the time comes to play the game, the score sheet will be marked "Forfeit" for that game and round number noted.
8. Once a player has been substituted s/he may not re-enter that match. Players may be substituted at any time during a match, provided the game has not begun. The game begins when the balls are broken and 2 object balls touch a rail.
9. If a player is not prepared to begin his/her game, a 5-minute grace period may be requested by the Team Captain. The opposing Team Captain will announce the time. If after the grace period has elapsed the player is still not prepared to play, the game will be awarded to the opponent. A loss will be recorded for the scheduled player should a game be played out of turn.
10. Should a team drop out of the NEAPL, the Sponsor will be responsible for fees of the matches not played until a League official has been notified that the team has been dropped from his/her establishment. Should a team drop out of the NEAPL during the last 2 regularly scheduled matches, the Sponsor will be liable for the match fees. If the Sponsor does not pay the match fees and desires to have teams in the next NEAPL season, the match fees for the previous season will be paid to the NEAPL, or the Sponsor will be denied participation in the next season.
11. A match fee of \$30 per team, a total of \$60 per match, will be paid to the League. The Captain of the visiting team will give their money to the home Team Captain, who is accountable for all match fees due to the League. Match fees must be paid within 2 weeks, or the team may be dropped from the League. Match fees will be split; \$45 to the NEAPL for trophies, awards party, door prizes, etc. and \$15 to the Secretary/Treasurer for secretarial fees.

12. The home Team Captain will provide the official score sheet for the match.
13. Should a team drop out of NEAPL, a replacement team may take over for the remainder of the season. The win/loss record of the team that dropped out of the NEAPL will be assumed by the replacement team. Until the replacement team is found, the teams scheduled to play the team that dropped out will be awarded a BYE.
14. Should a Sponsor close or withdraw sponsorship, the team may play for a new Sponsor, or individual team members may play for any other team in the NEAPL for the balance of the season. Win/loss records of individuals may carry forward to the new team.
15. Any player that has been dropped by the Team Captain from the team roster can be added to the roster of another team, in the same season, provided there is an agreement between both Team Captains. The individual's win/loss record will not carry forward to the new team. A player may move one time only within a season. Reinstatement of a player to the same team must be approved by The Board. Players who wish to be dropped from a team are responsible for confirming that they have been dropped before they play for another team. Players who play for a team while on the roster of another team will forfeit the games they played.
16. Trophies will be awarded at the end of the season to the 1st through 4th place team members in each division. Individual trophies will be awarded to all members who play in the All-Star Match. In addition, trophies will be presented to the player in each division with the best win/loss record. Awards will be presented to the players with the most 8-ball breaks and table runs, minimum 3. Championship trophies will be awarded to the Sponsor and team members who win the End-of-Season competition. Other trophies and awards may be presented at the discretion of The Board. Players must qualify for the play-offs to receive these trophies and awards.
17. Eligibility requirements: Total individual games required for a player to qualify for Place Trophies, End-of-Season Playoffs, and High Average Awards will be determined by the number of teams upon which the schedule is based at the beginning of the season:

	10 Teams	12 Teams	14 Teams	16 Teams	18 Teams
A. Team Place Trophies	35	40	45	50	55
B. End-of-Season Competition	35	40	45	50	55
C. High Average Trophy	40	50	60	70	75

Eligibility requirements for each player on a team will be reduced by 3 for each match the team won by a forfeit or BYE prior to the event. (Example: Season schedule is based on 10 teams per division. Team X has 1 bye and 1 forfeit. Each player needs 35 games for a place trophy, minus 3 for a bye and minus 3 for a forfeit = 29.) Averages will be calculated using actual games played by an individual.

18. All protests will be submitted in writing by the Team Captain, to the league Secretary within 48 hours (7:30 Friday night) after the disputed match has been played. The protest will be submitted along with a \$20 protest fee, which, if the protest is won, will be returned to the individual who submitted the protest. If the protest is lost, the \$20 fee will go to the NEAPL trophy fund. A protest committee will be selected by the President and will consist of 3 Team Captains (voting members), and The Board (nonvoting members). None of the voting members may be from a team that could benefit from the outcome of the protest. The decision of the protest committee will be final.
19. Should a sponsor have a table that normally uses an oversize cue ball and the table will accommodate a regular size cue ball, a regular size cue ball will be provided by the sponsor for use in NEAPL play.
20. For all matches, a bar size pool table will be used. Should a sponsor have 2 pool tables within an average cue's length from each other, rim to rim, one of the tables will be closed for the match. Should a movable object be positioned within an average cue's length from the pool table the object will be moved.
21. ALL STAR MATCH: An All Star Match between divisions will be held on the first Wednesday following the first half of the season. Two weeks prior to the event, team captains will submit the names of one primary and one alternate player to represent their team in the match. Roll call will begin at 7:30 with primary candidates. Alternates will be chosen should no primary player answer roll call for their team. Remaining alternates will be called starting with the highest average until there are 16 players present who will represent their division in the match. All players will be in the lineup from start to finish with no subs. If you do not answer roll call for any reason you will not play. The match will be played on four tables in a "Race to 45" format.
22. FINAL PLACES: At the end of the regular season, final division places will be determined before playoffs by the win/loss records of the teams. Ties in win/loss record will be broken by calculating team averages, with the highest place for the season going to the team with the highest team average.
23. PLAYOFFS: The teams in the top 4 places in each division will conduct a single elimination, 2-round playoff tournament to choose the team that will have the privilege of representing their division in competition for the League Championship. Division Playoffs Round #1: the 4th place team will visit the 1st place team and the 3rd place team will visit the 2nd place team. The losers of these matches will retire and the winners will advance. Division Playoffs #2: the lower place team will visit the higher place team. The losers will retire and the winners will advance to the League Championship Match, which will be played on neutral ground with the Team Captains flipping for home table. The winner of this match will be League Champion. The home team Sponsor will pay for the use of the pool table.

RULES OF THE GAME

THE BREAK

- A. The home team player will flip a coin with the winner of the flip having the option of breaking or racking the balls. If there is no opponent there can be no game...no "8" ball break, no table run.
- B. The balls must be racked in a triangle with the "8" ball in the center of the triangle the other balls alternating around the edges, and the first ball positioned on the foot spot.
- C. The game begins when at least 2 object balls hit a rail after the break. If not, the balls will be re-racked, and broken over again by the player who broke the balls the first time.
- D. If a solid or stripe ball is the only ball made on the break, the player who broke the balls will have the solids or stripes, provided the player did not commit a foul on the break. If one solid and one stripe, or a combination of solids and stripes, are made on the break, then the player has his/her choice. If a combination of solids and stripes are made on the break and the player who broke the balls makes no balls on his next shot, the table is open and the next player will have his/her choice. If no object balls are made on the break, or a foul is committed, the table is open and the next player has his/her choice. If the table is open a shooter may hit a solid to make a stripe or vice versa.

COMBINATIONS

Combination shots are valid as long as the shooter hits one of his/her balls first. (Example: A shooter has stripes and hits a striped ball into any other ball or combination of balls and a stripe is pocketed. A shooter has stripes and hits a stripe into the "8" ball into another stripe, with the stripe being pocketed.) The "8" ball is not a neutral ball and can never be used as the first part of a combination.

BALL JUMPS THE TABLE (OVER THE EDGE)

Should the cue ball leave the table, the shooter has committed a foul and will relinquish his turn. The next shooter has the cue ball in hand and may place the cue ball any place in back of the foul line. Should an object ball leave the table it will be placed on the foot spot and the shooter will lose his turn unless another of his object balls is pocketed. Anytime the "8" ball leaves the table the game is over and the player who caused the "8" ball to leave the table will lose the game.

TABLE RUN

A player pockets all of his/her balls and the "8" ball in his/her first turn at play, regardless of whether the opponent made a ball or not.

FOUL

A foul is an infraction. Should a player cause a ball to move with anything other than the cue ball, a foul may be called by the opponent. Should a player hit the cue ball twice in rapid succession (double hit) a foul may be called. At least one foot must be touching the floor when a shot is made. The player committing the foul will lose his/her turn. A foul must be called immediately after the occurrence and cannot be called after the game is over. Should a player foul and is allowed to shoot again, the foul can no longer be called for that infraction. A player who is currently active in the game is the only individual who may call a foul.

TWO MISSES IN A ROW RULE

Should an opponent fail to hit one of his/her object balls two times in a row, a player has the option of taking the cue ball in hand behind the foul line, provided the player, after the first miss, indicates to the opponent that there was a first miss (e.g.: after the first miss the player says, "that's one").

NO COACHING RULE

Coaching is defined as advising an individual, who is currently playing a game, on anything that could affect the outcome of that game, such as how to shoot a ball, which ball to shoot, or when to call a foul. Advising a player to mark the pocket on an 8-ball shot is a reminder of a game rule and is not coaching. There will be no coaching of any player by another player during his/her game. Should a team member coach a player while he/she is shooting, the player shall lose his/her turn. Should a team member coach a player while he/she is not shooting, you have the option of calling a foul and taking the cue ball in hand behind the foul line. A player with a question should ask it of the opposing team's Captain.

JUMP SHOTS, MASSE SHOTS

Jump shots are not permitted in the NEAPL. If a jump shot is made by a shooter, a foul may be called and the shooter shall relinquish his/her turn. Masse and carom shots are legal.

FOUL LINE

If after a scratch, an object ball is behind the line or touching it in any way, the shooter must shoot over the foul line in order to make the shot. Each ball is considered as a cube, therefore, if any part of the cube is touching the foul line the ball is considered in back of the foul line. The cue ball must be placed completely behind the foul line after a scratch and on the break and may not be touching the foul line. Should an opponent appear to have placed the cue ball beyond the foul line and the player points out the error, but the opponent completes his shot without correcting it, the player may call a foul. Should a player foul while shooting a scratch shot, the scratch shot rules apply to the opponent for his next shot. Should all of a player's object balls be behind the foul line, and his opponent scratches without making contact with one of his own object balls, the player may remove any one ball from behind the line and place it on the spot.

STALEMATE

At anytime during a game, should both players clearly avoid hitting one of his/her object balls two times in a row, the game will be declared a stalemate, re-racked, and started over.

WINNING THE GAME

The game is won if the "8" ball is made on the break or if the "8" ball is made after all of the shooter's balls are pocketed and goes into the pocket marked by the shooter. The "8" ball may be shot straight in, banked in, or played off another ball. The "8" ball must be hit first and go into the pocket marked by the player before the shot is made. The player will mark the pocket by placing an item on the edge of the table that would not normally be seen there, to indicate that it is the pocket he intends to shoot the ball into. To be clear about his intentions, it is suggested that the shooter use something other than money or chalk, and that he place the item between the diamonds nearest his object pocket. Did the player mark his object pocket and then make the "8" ball in that pocket?

LOSING THE GAME

If a player causes any of the following to occur, the game is over and he has lost the game by rule regardless of actions taken by the opponent after the cue ball and the 8 ball are no longer moving on the table surface:

The "8" ball is made on the break and a scratch or foul is committed (examples are: the cue ball scratches, the cue ball leaves the table, the breaker touches an object ball causing it to move).

The "8" ball is made in a pocket that was not marked before the shot (except on the break).

The "8" ball is made in the pocket marked and a foul is committed.

The cue ball is pocketed (scratch) on an "8" ball shot.

The "8" ball leaves the table anytime during the game.

The "8" ball is pocketed before all of the shooter's balls are pocketed.

DISAGREEMENTS

In the event of a disagreement during a game that is not resolved by the players, the Team Captains will attempt a resolution. Should that fail, the game will be re-racked and played over.

TEAM CAPTAIN'S RESPONSIBILITIES

1. The Team Captain is a member of the Expanded Board and is the liaison to communicate information between the League, the Sponsor, and his/her players.
2. The Team Captain will decide who will shoot in each match and in which position.
3. The Team Captain will resolve all disagreements that cannot be settled by the players. (See the Disagreement Rule.)
4. The home Team Captain will be responsible for insuring that the official score sheet is turned in to the Sponsor (unless other arrangements have been made) where the match was played that night along with both team's match fees. The visiting team captain will review and sign the score sheet to verify that it is correct. If a team wins a match by forfeit, the Team Captain will list the players on his team who are present and mark the opposing team as forfeit.
5. The home Team Captain will make an effort to allow the visiting team a clear view of the table and ample practice time with the equipment that will be used for the match.
6. The Team Captain is responsible for avoiding the appearance of gambling by his players.
7. The Team Captain is responsible for the conduct of his/her players the night of the match.