

# Diablo Valley Pool League

## MINUTES FROM PLAYERS MEETING OCT 1/14 2014-15 FALL-WINTER SESSION

1) When players have to leave in the middle of a match handicap has to be recalculated.

2) Cap on handicap: No

3) Players disappearing in the middle of matches:

A player shall have 5 minutes maximum until the next match is called and the score for that game will be 15-0. Please stay in touch with the opposite captain to avoid misunderstandings.

4) Averages:

We will continue to carry our average from this summer. Yes

5) Timeouts:

Players on competition are not to take time outs. Use the rest of the players. If players ignore this rule the opposite player can call a fault-ball in hand.

6) Teams MUST go to Vegas to qualify for the \$1000 pot, from this session. If we don't have 4 teams participating in the nationals, the rest of money will go towards the general pot.

No Vegas money, set aside. All moneys will go to all participating teams.

7) The allowed amount you can owe up is \$64 due at end of 1<sup>st</sup> position round

8) Handicap used in summer was 135%, Keep it? Yes

9) We will play 4 rounds, with positions rounds and a week break after first two rounds.

10) The team in the lead in the standings will have the home bar advantage for both position rounds.

DVPL reserves the right to move any match to another bar in order to have maximum sponsor coverage.

# Diablo Valley Pool League

## MINUTES FOR PLAYERS MEETING OCTOBER 19/2016 WINTER SESSION

1. Handicap stays at 135%
2. Position Rounds to be played with regular handicap.
3. Only established players with minimum of 2 weeks played are allowed to come in on position rounds.
4. When a ball goes off the table, the ball gets spotted, it is a loss of turn and it is not a ball in hand. **Excluding the 8 ball.**
5. 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 the match is considered a forfeit unless there has been any kind of communication with the other team or league representatives. If there has been communication please try to work it out and avoid the forfeit. Remember we all come from work and are trying to make it to pool and sometimes life happens.
6. Captains will be allowed to pay their players on their own, however if they choose not to use the suggested guidelines provided by DVPL they must make team participants aware of how payout will be done.
7. **For the session 2016-2017, we will not have a limit on singles blinds but we will keep 2 double blinds allowed only.**
8. Fee for non – sanctioned player is \$45 (\$10 towards the pot and \$20 for score keeper, \$15 BCA). This amount must be paid in full by end **of half point**. Anyone who wants to be ACS sanctioned needs to let us know. That fee is \$10.
9. We will sanction this league for 2017 Vegas Nationals in May – ACS and July - BCA
10. All teams will be charged fees for a minimum of 4 players whether they all have 4 weeks played or not. We want to avoid teams having large rosters and not paying fees.
11. **We will play 3 rounds, with 2 position rounds**
12. For the end of the league tourney we will do a Vegas format, race to 5 and 1 game handicap to the half of teams that are at the bottom. **We will do a blind draw for this final event.**
13. **We were not able to complete a team out of Rack em up.**
14. The placement of teams is based on what position your team ended up on previous session.
15. Folders will be distributed on second week, October 19
16. **We were not able to complete a team out of JAGUAR KARAOKE LOUNGE**
17. CJ's will not be adding a team
18. We promote league playing, new players, new sponsors, new clinics, new leagues, new Tours etc.  
We **do NOT** promise the same sponsors to any one especially if you take a break during the year and other teams do not. Teams that play all year long will get priority over those that do not.

19. We **reserve** the right to move your matches as needed to cover our sponsors.

The following are the teams that have confirmed this session:

- 1-Cue n Brew – (Holly) Confirmed
- 2-Vinnie's Bar – (Erin) Confirmed
- 3-WPLJ – (Laura) Confirmed
- 4-Vinnie's Bar – (Fawn) Confirmed
- 5-The Office – (Tina) Confirmed
- 6-Farrington's Bar – (Carmen) Confirmed
- 7-Shannon – Office Confirmed

**We are definitely going with template of 8 teams with a blind.**

# Diablo Valley Pool League

## MINUTES FROM PLAYERS MEETING JANUARY/04 2016 FALL SESSION

1. Handicap 135%
2. Position Rounds to be played with regular handicap.
3. Only established players with minimum of 2 weeks played are allowed to come in on position rounds.
4. When a ball goes off the table, the ball gets spotted, it is a loss of turn and it is not a ball in hand.
5. 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 the match is considered a forfeit unless there has been any kind of communication with the other team or league representatives. If there has been communication please try to work it out and avoid the forfeit. Remember we all come from work and are trying to make it to pool and sometimes life happens.
6. Captains will be allowed to pay their players on their own, however if they choose not to use the suggested guidelines provided by DVPL they must make team participants aware of how payout will be done.
7. For the Fall session 2016, We will have 10 singles blinds and 2 double.
8. Fee for non – sanctioned player is \$45 (\$10 towards the pot and \$20 for score keeper, \$15 BCA).
9. For Sanctioned player's fee is \$30. This amount must be paid in full by end of first position round.
10. We have sanctioned this league for 2016 Vegas Nationals, therefore we will only sanction new players
11. All teams will be charged fees for a minimum of 4 players whether they all have 4 weeks played or not. We want to avoid teams having large rosters and not paying fees.
12. We will play four rounds, with 4 position rounds.
13. For the end of the league tourney we will do a Vegas format, race to 5 and 1 game handicap to the half of teams that are at the bottom.
14. Rack em up is closed.
15. We will still use a template of 8 teams.
16. The placement of teams is based on what position your team ended up. This is the format we are using on the Open-Mix league.
17. The Schedule will be distributed next week.
18. Folders will be distributed on second week, January 20.
19. We have added two new sponsor Bars to our roster WPLJ and JAGUAR KARAOKE LOUNGE.
20. We promote league playing, new players, new sponsors, new clinics, new leagues, new Tours etc.

We **do NOT** promise the same sponsors to any one especially if you take a break during the year and other teams do not. If a team takes a season off the expectation of coming back to it, is unreal. Teams that play all year long will get priority over those that do not.

21. We **reserve** the right to move your matches as needed to cover our sponsors.

The following are the teams that will be participating on this Fall Session

- 1-Cue n Brew – Josie
- 2-Jaguar Karaoke Lounge – Tina
- 3-WPLJ – Laura
- 4-The Office – Tammy
- 5-Vinnie's Bar – Erin
- 6-Vinnie's Bar – Shannon
- 7-Farrington's Bar – Carmen
- 8-Vinnie's Bar – Fawn

Matches for the week of January 13<sup>th</sup>/2016

- 1@2
- 3@4
- 5@6
- 7@8

11) The following are the blind counts from last Fall 2015 round session:

	SINGLES									DOUBLES		
	1							2	3			
Team #1 - Erin	15-Oct	29-Oct	12-Nov	14-Jan	25-Mar	22-Apr						6
Team #2 - Laura	15-Oct	29-Oct	10-Dec	4-Feb	25-Mar	3-Jun						6
Team #3 - Tammy	22-Oct	29-Oct	17-Dec	4-Feb	1-Apr	29-Apr	3-Jun	10-Jun				8
Team #4 - Cary	19-Nov											1
Team #5 - Tina	8-Oct	15-Oct	3-Dec	7-Jan	11-Feb	18-Mar	8-Apr					6
Team #6 - Carmen	17-Dec	7-Jan	25-Feb	27-May	17-Jun							5
Team #7 - Shannon	5-Nov	21-Jan	11-Feb	4-Mar	1-Apr	22-Apr						6
Team #8 - Jess	29-Oct	6-May									5-Nov	2-1

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

For the long sessions, We will have 10 singles blinds and 2 double.

12) RE-schedules: They are allowed if they are planned at least 1 week in advance. You cannot show up the night of the match and expect the opposing team to agree to a reschedule. Obviously there are cases of cases and we expect all captains to try to work our situations on a friendly manner.

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 the match is considered a forfeit unless there has been any kind of communication with the other team or league representatives. If there has been communication please try to work it out and avoid the forfeit. Remember we all come from work and are trying to make it to pool and some times life happens.

If a forfeit is unavoidable the rule is: The team that forfeited gets 0 round points. The team that showed up to play the match will be awarded their teams weekly average round points plus 1 round point (not to exceed 5 round points). Both teams owe the weekly \$32 fee.

Forfeits will not be allowed during the last half of the session. Matches shall be rescheduled and rounds must be won on the table.

The match shall be rescheduled and completed prior to the Sunday of the following week, due to running averages. This gives the two teams scheduled to play three days to make up the match.

There will be a 1 round penalty against the team that was not able to have the minimum amount of players on the original date scheduled to play. The penalty point will be awarded to the team who showed up on original date scheduled to play if they had the minimum amount of players show up. This means that the most points the team that was penalized is able to earn during that match is 4 out 5.

14) Roster sheets need to be submitted by the fourth week of league, so that we can sanction league on time. We will be sanctioning this league with BCA.

15) 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 plays the 4th week she is responsible for full fees.

Fee for summer is \$45 (\$10 towards the pot and \$20 for score keeper, \$15 BCA).

This amount must be paid in full by end of first position round.

16) Players are only allowed one lateral move per season from team to team And they are not allowed after the first half session.

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

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

18) Sponsors only pays for one table; not two.

19) 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.

They get one 1/2 time drink at 1/2 price providing they have been drinking. They can't drink PBR while they are paying and pick a Long Island at 1/2 price.

20) 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](mailto:diablovalleypoolleague@yahoo.com)).

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

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

21) 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.

22) If there happens to be an odd number of teams the team in last place will not have an opponent for position round. This team will be awarded their team round point average plus one round (max 5 rounds) and the \$32 weekly fee is owed.

23) 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 poor sportsman like behavior or owes money. Warnings this 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. – 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.

"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."

24) Top shooters must play 75% to qualify for top shooter.

25) We will pay the top 5 shooters.

26) 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.

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

28) 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.

29) Position round & final standings tie breaker criteria - 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. This will apply by round only.

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

31) 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.

32) 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 125% if this is the percentage voted on.

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)).

33) 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).

34) 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 they're correct opponent is.

35) DVPL will provide cue balls to the captains. YES

36) 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.

37) 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.

-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.

39) 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.

40) 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.

41) 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.

42)About rolling 2 season average:

"If you played 2 weeks or more in the previous session than you have an existing established average. Whatever your average calculates out to be at the end of the session for just that sessions data is what your starting average will be for the upcoming session. For example at the end of the session your data was: a total of 500 balls with a total of 84 games played (21 weeks). Your starting average would be  $500 \div 84 = 5.95$ . So, once the new season starts whatever you shoot every week is added to your

starting point of 500 balls & 84 games. For another example - week #1 of the new season you shoot a 40. The formula to calculate your average for week #2 would be 540 divided by 88 = 6.14. Your average for week #2 would be 6.14. The only time we don't use the previous sessions data is if the player didn't play or didn't play more than 2 weeks. If this is the scenario then we will look at the most recent session that player played in and use that average. If they never played with us in the past then females start with a 7.00 average and males start with a 9.00 unless DVPL management says otherwise."

43) There are No new players after 3<sup>rd</sup> position round and definitely not allowed on position round. Use your blinds.

DVPL might 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.

**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.**